



P R E S E N T S

# A-10 TANK KILLER™

Version 1.5

AMIGA®

## Quick Reference Card

### Amiga® Version

#### Programmers:

Peter Heinrich, Steve Cordon,  
Rhett Anderson &  
Randy Thompson

#### Quality Assurance:

Gregg Giles, Dan Hinds,  
Mike Boyersmith, Corey Reese  
& Dan Wilcox

Dynamix, A-10 Tank Killer and VCR Interface are  
registered trademarks of Dynamix, Inc. All rights  
reserved. © 1992 Dynamix, Inc.

Amiga is a registered trademark of Commodore-  
Amiga, Inc. Amiga Workbench™ Version 1.3 ©  
1985-1988 Commodore-Amiga, Inc. All rights  
reserved. Distributed under license from  
Commodore.

### Preset Views

#### Cockpit

- F1 Look Forward
- F2 Look Left
- F3 Look Right

#### External

- F4 Front View
- F5 Left Side View
- F6 Right Side View
- F7 Rear View
- F8 Victim View
- F9 Engagement View

### Floating Camera Views

**IMPORTANT:** With the activation of the floating camera, **ONLY** the *Backspace* key (not *Enter*) will fire the selected weapon. The Fire Button on a digital joystick or Button #1 on an analog joystick will fire the Avenger Cannon.

Use **Alt - V** on the keyboard or the Control menu (**F10**) to toggle the Floating Camera on/off.

### With the Joystick

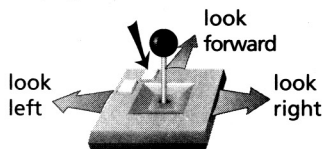
**NOTE:** *A-10 v.1.5* supports both digital and analog joysticks.

#### Analog Digital

- Button #1 = Fire Button
- Button #2 = Return key

### From Within the Cockpit

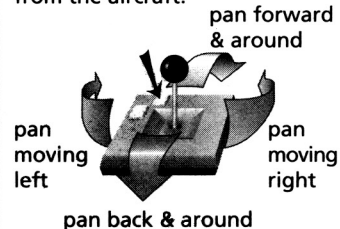
Holding down **button #2/Return** and moving the joystick will look left, right and forward.



### From Outside the Aircraft

Holding down **button #2/Return** while moving the joystick will pan the view smoothly around the air-

craft. Holding down both buttons #1 & #2 (analog), or both the fire button and the Return key (digital), while moving the joystick forward/backwards will move the camera closer to or away from the aircraft.



**NOTE:** Pressing and releasing **button #2/Return** with the joystick centered will switch views between cockpit forward and outside rear.

### With the Keyboard

The **numeric keypad** works like the joystick.

#### Joystick Keys

- Button #1 = Space Bar
- Button #2 = Return



### With the Mouse

Mouse controls for views are identical to those of the joystick.

#### Joystick Mouse

- Button #1 = Left Button
- Button #2 = Right Button



## About the Joystick

A-10 v1.5 supports both digital and analog joysticks. A 15-pin to 9-pin joystick adapter is required for an analog joystick. (Not included in A-10 v1.5.) Joystick button equivalents for A-10 v1.5 are listed below.

<b>Analog</b>	<b>Digital</b>
Button #1 = Fire Button	
Button #2 = Return key	

## Preferences Menu

**Sounds on/off:** Toggle sound effects.

**Music on/off/sometimes:** The "sometimes" option will turn off just the theme music.

**Credits faster/3D:** For a slower Amiga®, select "faster credits." For an accelerated Amiga®, select "3D credits."

**Joystick analog/digital:** If you are using a standard 9-pin joystick, select "digital joystick." If you are using a 15-pin joystick, select "analog joystick."

**Calibrate Joystick:** Analog joystick only. Make sure the "analog joystick" option is selected from the Preferences menu.

**Graphics Modes:** For a slower Amiga®, you may want to choose from modes 1-5. The higher the graphics mode number, the slower the game.

## VCR Interface™ (F10)

**Sounds on/off:** Toggle sound effects.

**View on/off:** Toggle Floating Camera.

**Joystick analog/digital:** If you are using a standard 9-pin joystick, select "digital joystick." If you are using a 15-pin joystick, select "analog joystick."

**World Detail Slider:** Choose a lower setting for the 3D world to increase game speed.

**Window Detail Slider:** The smaller the viewing window size, the faster the game will operate.

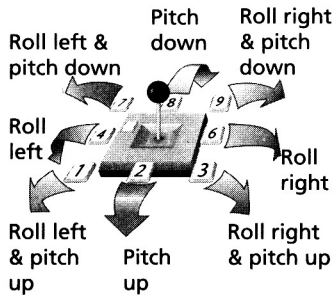
**Message Wait:** Control the length of time messages are displayed on the screen.

## Additional Controls

<b>G</b>	Landing gear up/down
<b>P</b>	Pauses game
<b>M</b>	Bring up strategic map
<b>S</b>	Bring up status screen
<b>D</b>	Display message log
<b>Q</b>	Quit mission requestor
<b>F-10</b>	Display control menu
<b>Esc</b>	Quit mission requestor
<b>Alt-M</b>	Music on/off
<b>Alt-S</b>	Sound effects on/off
<b>Alt-J</b>	Joystick analog/digital
<b>Alt-C</b>	Calibrate joystick
<b>Alt-Q</b>	Quit

## Flight Control

### Movement



Roll left & pitch down      Pitch down      Roll right & pitch down  
Roll left      Roll right  
Roll left & pitch up      Pitch up      Roll right & pitch up

The mouse is self-centering and will automatically recenter itself after each movement command.



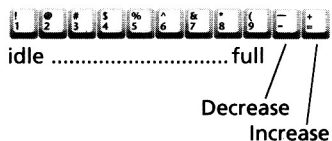
### Rudder

The rudder can only be controlled from the keyboard.

<	Left rudder
>	Right rudder

### Throttle

The throttle can only be controlled from the keyboard.



idle ..... full  
Decrease      Increase



## Weapons Control

**NOTE:** When the Floating Camera is ON, use BACKSPACE to fire the **Selected Weapon**.

### Joystick

Button #1 = Fire Avenger Cannon  
Button #2 = Fire Selected Weapon

### Keyboard

Spacebar = Fire Avenger Cannon  
Backspace = Fire Selected Weapon  
Enter  = Fire Selected Weapon or control Floating Camera  
or 

### Mouse

Mouse controls are identical to the joystick.

**Joystick Mouse**  
Button #1 = Left Button  
Button #2 = Right Button



### Weapons Select

<b>H</b>	Maverick
<b>J</b>	LGB
<b>K</b>	Rockeye
<b>L</b>	Durandal
<b>;</b>	Sidewinder
<b>F</b>	Release Flare
<b>C</b>	Release Chaff
<b>[ ]</b>	Weapons Cycle
<b>Tab</b>	Target Cycle