F-117A™

Technical Supplement for the Commodore Amiga

Contents

Your *F-117A* package should contain a manual, this technical supplement, a Key Guide card, a set of floppy game disks and a registration card.

Please note: there is NO keyboard overlay with the Amiga version of *F-117A*.

Required Equipment

Computer
This simulation requires a Commodore Amiga with at least 1 Mb of RAM. If you intend to install the simulation onto a hard disk, 1.5 Mb of RAM is required.

Controls
F-117A can be played entirely from the keyboard, with mouse and keyboard, or with joystick and keyboard.

An analog joystick greatly improves the 'feel' and realism and is therefore strongly recommended.

Disk Drives
F-117A can be played from 3.5" backup floppy disks. You will need a set of blank formatted floppy disks for this. However, the game works best from a Hard disk drive.

Copy Protection

F-117A will ask you to identify a combat aircraft after you initially start the simulation. Use the illustrations in the back of the manual to answer the question.

Installation

Important
F-117A should not be played from the original game disks. You must either copy the original disks onto backup floppy disks or use the Install program to create a subdirectory on your hard disk.

If you attempt to play from the original disks they may become permanently altered as you play the simulation.

Use the Disk Copying program that is provided with the game. This has been written specifically for the game and other copying programs may not create a working set of game disks.

Running F-117A

Loading from Floppy Disk
If your computer has Kickstart in ROM, turn off your computer and insert your backup Disk One. Switch on the computer and the program will load automatically.

If your computer does not have KickStart in ROM, load the KickStart as normal and insert your backup Disk One at the Workbench prompt. The program will now load automatically.

Please follow any on-screen prompts requesting disk changes.

Loading from Hard Disk
Boot up your hard disk as normal. Open the F117A drawer and double-click on the Game icon.

— Saving Games —

Floppy Disk
Games are saved automatically on to your backup game disks. You do not need an additional save game disk.

Hard Disk
Games are saved automatically into the F117A drawer on your hard drive.

Updates and Enhancements for the Amiga Version of F-117A

Important
There is NO keyboard overlay in the Amiga Version of *F-117A*.

All icons shown in the manual refer to the original PC Version keyboard overlay and do NOT apply to the Amiga Version.

Key Guide
The Amiga version of *F-117A* has been updated and enhanced. This has meant that there are some keys used that are not documented in the original manual. Note that the Key Card provided in the *F117A* Amiga package should be used as the **definitive Key Guide** for all keys used in the game.

Action View (Shift/F7)
We have added a new external Action View to the Amiga version of the game. Action View is a combination of different views and provides you with stunning sequences of targets being destroyed.

Initially, the camera will follow your aircraft. If you fire a missile the camera will then pan to this. It will then pan to the target. After the missile has exploded it will pan back to your plane.

— F-117A Amiga Controls —

Controller/Selector
Controller refers to the pointing device you use. This may be a joystick, mouse or the cursor keys.

Selector refers to the Left Mouse Button, Joystick Fire Button or the Return Key on the keyboard. Whenever you are asked to, 'Press the Selector', press one of these.

Numeric Key Pad
The numeric keypad is not supported in the Amiga version of *F-117A*.

The keys to change Waypoints (manual page 53 and Appendix) have been changed or updated in the following way:

Waypoints
To select a different waypoint - Shift Up/Down Cursor Keys (These keys replace Keypad Shift/9 and Shift/3 in the original documentation.)

To change waypoints - Alt/Cursor Keys. (Not the numeric keypad keys.)

Day/Night Head Up Displays (HUDs)
The day/night HUD option (F4 key) is not implemented in the Amiga version of *F-117A*. When you fly a night mission you will be given the 'night' HUD automatically. Similarly, when you fly a day mission you will be given the 'day' HUD.

Teleport Function
The keys for the teleport function are:

Alt/I - Move Up
Alt/K - Move Down
Alt/J - Move Left
Alt/L - Move Right

Control, Sound & Detail Options

When in Pause mode press Key C to see a menu allowing you to change various options:

● Select your Control Method (Keyboard, Joystick or Analog Joystick)
● Select your Sound Options
● Select your Detail Levels (Low-Medium-High)

We recommend you use Medium and Low detail level options on standard Amigas. If you have an A1200, or any other accelerated Amiga computer, set the detail level option to High. The game will display more (or less) detail in the mission area depending on your choice of detail level.

The Alt/D function also adjusts the detail in the landscape.

Detail Level 3 should be used on A1200's and other fast Amiga's. The other detail levels are for use on slower Amiga computers.

The Read.Me File

The latest notes regarding the game can be found in the 'READ.ME' file found on disk one. To look at the read me file, just click on the 'READ.ME' icon.

Operating Problems

Memory

IMPORTANT: If you have insufficient Memory you may encounter graphics or sound problems. If this happens you must remove all external peripherals and try again. You may not be able to play from the hard drive if the problems persist after removing external drives etc.

Virus

Computer viruses can also cause problems with graphics and sound. There are many virus checking utilities available that can be used to check for a virus. Also, pirated copies of games are an incredibly common source of virus problems. It always pays to own original software.

Explanation of Terms

AmigaDOS

This is the Operating System used by the Amiga computer.

The operating system tells the respective parts of the computer what to do when it receives a command from programs.

AmigaShell

This is a direct way of issuing commands to the AmigaDOS. It can be a little confusing or daunting as the syntax for commands must be accurate. It is advisable to be familiar with as many Shell commands as possible.

Kickstart

This is the bulk of the Amiga operating system and is stored on a chip in the computer. There are 3 versions, 1.x, 2.x, and 3.x.

WorkBench

This is a graphic interface for AmigaDOS. It consists of small icons (pictures) that replace the sometimes complex commands used in the AmigaShell. WorkBench was designed very much with user-friendliness in mind.

Peripherals

Any external add-on such as a disk drive that plugs into your Amiga.

Credits

This Amiga conversion of *F-117A* is brought to you by:

Programming	Neil Duffield
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Software Fault

In the unlikely event of a software fault please return the complete package, with your receipt, to the **place of purchase**. MicroProse regret that goods cannot be replaced unless bought from the company directly.

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