Dynamix
PART OF THE SIERRA FAMILY

P R E S E N T S

A-10 TANK KILLER ™

Version 1.5

AMIGA®
Quick Reference Card

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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 aircraft. 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.

Analog	Digital
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

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

Flight Control

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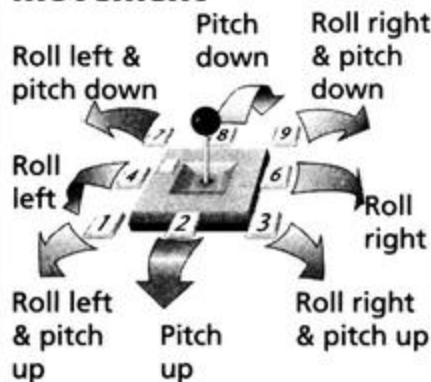
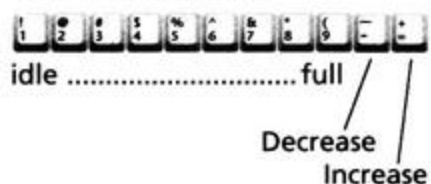The mouse is self-centering and will automatically recenter itself after each movement command.

Rudder

The rudder can only be controlled from the keyboard.

<	Left rudder
>	Right rudder

Throttle

The throttle can only be controlled from the keyboard.

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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 or ↵ = Fire Selected Weapon or control Floating Camera

Mouse

Mouse controls are identical to the joystick.

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

Weapons Select

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

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