

Key Guide for the Commodore Amiga

JOYSTICK KEYBOARD Pitch Down Joystick Forward Pitch Up Joystick Back Pitch Pitch Up Joystick Pitch Pitch Up Joystick Pitch Pitch Up Joystick Pitch Pitch Up Joystick Pi	F	light Controls -		Equipment Controls	
Bay Doors Open/Close Bay Doors Open/Clos			VEVDOADD	Gear Up/Down	6
Bay Doors Open/Close Bay Doors Open/Clos		JOYSTICK	KEYBOARD	Auto Pilot On/Off	7
Eject Shift Forward/Right Forward/Right Forward/Left F	Pitch Down	Joystick Forward	+	Bay Doors Open/Close	8
Eject Shift Forward/Right Forward/Right Forward/Left F	Pitch Up	Joystick Back	•	Flaps In/Out	9
Solid Right Joystick Right Forward/Right Forward/Right Forward/Left F	Roll Left	Joystick Left	+	Brakes On/Off	0
Display Controls Climb Right Back/Right - Climb Right Back/Right - Climb Left Back/Left Climb Left Back/Left Climb Left Back/Left Climb Left Back/Left Change HUD Mode F2 HUD De-Clutter Waps/Tactical F3 Display Weapons F5 FLIR View On/Off F6 ILS Landing System On/Off F9 Display Mission Orders F10 Camera View Forwards Camera View Rear Camera View Left	Roll Right	Joystick Right	•	Eject	Shift F
Climb Right Back/Right - Back/Right - Back/Left Back/Lef	Dive Right	Forward/Right			
HUD De-Clutter Waps/Tactical Display Weapons F5	Dive Left	Forward/Left	-	———— Display Controls	
Climb Left Back/Left HUD De-Clutter Waps/Tactical F3 Display Weapons F5 F5 Maximum Power Shift	Climb Right	Back/Right	20	Change HUD Mode	F2
Maximum Power Shift = Display Weapons F5 Maximum Power Shift = Shift = Display Weapons FLIR View On/Off F6 Decrease Throttle	Climb Left	Back/Left		HUD De-Clutter	
Maximum Power ncrease Throttle			2	Maps/Tactical	
ILS Landing System On/Off Display Mission Orders ILS Landing System On/Off Display Mission Orders F10 Tracking Camera Controls (Right MF) Camera View Forwards Camera View Rear Camera View Rear Camera View Rear Camera View Left Designate New Target Select Target Drop Flare Orop Chaff R Jammer On/Off Display Mission Orders F10 Tracking Camera Controls (Right MF) Camera View Rear Camera View Rear Camera View Left Designate New Target Select Target B TINS (Internal Navigation System) Select Waypoint F8 Change Waypoint Change Waypoint Shiff F Last Waypoint Next Waypoint Shiff F		—Throttle——		Display Weapons	F5
ILS Landing System On/Off Display Mission Orders F10	Maximum Power		Shift =	FLIR View On/Off	F6
Display Mission Orders Display Mission Orders F10	Increase Throttle		=	ILS Landing System On/Off	
Weapons Controls Select Weapon Fire Weapon Fire Cannon Fire Cannon Fire Drop Flare Drop Chaff R Jammer On/Off ECM On/Off Drop Decoy Fire Weapon Fire Drop Decoy Fire Weapon Fire Weapon Fire button Fire Camera View Rear C	Decrease Throttle			Display Mission Orders	F10
Weapons Controls Select Weapon Sire Weapon Fire Cannon Fire Cannon Fire Drop Flare Drop Chaff IR Jammer On/Off ECM On/Off Drop Decoy Spacebar Return Camera View Rear Camera View Right Camera View Left Designate New Target Select Target Select Target Select Waypoint Fall Change Waypoint Fall Reset Waypoint Reset Waypoint Shift F Last Waypoint Next Waypoint Shift F Next Waypoint Spacebar Camera View Forwards Camera View Rear Camera View Left Designate New Target Select Target Select Target Select Waypoint For Change Waypoint Fall Camera View Rear Camera View Rear Camera View Rear Camera View Rear Camera View Left M Designate New Target Select Target Select Waypoint For Camera View Rear Camera View Left M Designate New Target Select Target Select Waypoint Fall Camera View Rear Camera View Left M Designate New Target Select Target Select Target Select Waypoint Fall Camera View Left M Designate New Target Select	No Power		Shift -	= 2 (5)	
Select Weapon Fire Weapon Fire Cannon Fire button Defenses Drop Flare Drop Chaff R Jammer On/Off ECM On/Off Drop Decoy Fire Weapon Spacebar Return Camera View Rear Camera View Right Camera View Left Designate New Target Select Target Fire Cannon Select Target Fire Cannon Camera View Rear Camera View Camera				Tracking Camera Controls (Ri	ight MF
Camera View Left Designate New Target Select Target Drop Flare Drop Chaff R Jammer On/Off Drop Decoy Drop Decoy Drop Decoy Camera View Left Designate New Target Select Target TINS (Internal Navigation System) Select Waypoint F7 Change Waypoint Reset Waypoint Last Waypoint Shift Next Waypoint Shift F8 Camera View Left M Designate New Target Select Target Reset Waypoint Select Waypoint Shift F8 Change Waypoint Shift Next Waypoint Shift F8 Shift	Weapons Controls			Camera View Forwards	7
Camera View Left Designate New Target Select Target Drop Flare Drop Chaff R Jammer On/Off Drop Decoy Drop Decoy Drop Decoy Camera View Left Designate New Target Select Target TINS (Internal Navigation System) Select Waypoint F7 Change Waypoint Reset Waypoint Last Waypoint Shift Next Waypoint Shift F8 Camera View Left M Designate New Target Select Target Reset Waypoint Select Waypoint Shift F8 Change Waypoint Shift Next Waypoint Shift F8 Shift	Select Weapon		Spacebar	Camera View Rear	>
Camera View Left Designate New Target Select Target Drop Flare Drop Chaff R Jammer On/Off Drop Decoy Drop Decoy Drop Decoy Camera View Left Designate New Target Select Target TINS (Internal Navigation System) Select Waypoint F7 Change Waypoint Reset Waypoint Last Waypoint Shift Next Waypoint Shift F8 Camera View Left M Designate New Target Select Target Reset Waypoint Select Waypoint Shift F8 Change Waypoint Shift Next Waypoint Shift F8 Shift	Fire Weapon		Return	Camera View Right	<
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Orop Flare Orop Chaff Orop Chaff IR Jammer On/Off ECM On/Off Orop Decoy This (Internal Navigation System) Select Waypoint Change Waypoint Reset Waypoint F8 Last Waypoint Next Waypoint Next Waypoint Shift •				Designate New Target	N
Drop Chaff IR Jammer On/Off ECM On/Off Drop Decoy Select Waypoint Change Waypoint Reset Waypoint Last Waypoint Next Waypoint Shift •		–Defenses —			B
Last Waypoint Next Waypoint Shift	Drop Flare	3	1		9 -3 2
Last Waypoint Next Waypoint Shift	Drop Chaff		2	INS (Internal Navigation)	System)
Last Waypoint Next Waypoint Shift	JR Jammer On/Off		3	Select Waypoint	F7
Last Waypoint Next Waypoint Shift	ECM On/Off		4	Change Waypoint	F8
Next Waypoint Shift +	Drop Decoy		5	Reset Waypoint	Shift F
			1000	Last Waypoint	Shift +
Move Waypoint Up				Next Waypoint	Shift +
				Move Waypoint Up	Alt +

Move Waypoint Down Move Waypoint Left

Move Waypoint Right

Alt +

Alt]



Detail Adjust

fast Amigas.

From-the-Cockpit Viewing Cockpit View View Ahead Shift / View Rear Shift > View Left Shift < View Right Shift M Out-of-Plane Slot View Shift F1 Chaseplane View Shift F2 Side View Shift F3 Missile View Shift F4 Tactical View Shift F5 Inverse Tactical View Shift F6 Action View Shift F7 View Control Keys Zoom In View \mathbb{Z} N Zoom Out View Other Controls Accelerate Time Shift Z Normal Time Shift X Pause On/Off Alt P Alt Q Quit to DOS Resupply (training) Alt R End Mission Alt E Volume Adjust Alt V Sound level 4 will have all sounds on, as you change the sound levels various sounds are switched off. There will be no sound FX if you play the game on sound level 0.

Different amounts of detail will cause the game to run faster or slower. Level 3 is the highest detail level. This is only really recommended for Amiga 1200's and other

Alt D

Special Controls -

Go to Training Alt T

Tapping this key converts your current mission into a training mission. This means that hence forth enemy weapons do no damage and that Resupply (Alt R) is now available. Once a mission is converted to training it cannot be converted back to a real mission. Note that you will score nothing for a training mission.

Teleport Alt | |, | J, | K and | L

These keys only function when in training. Tapping the key, "teleports" your aircraft in that direction. The distance you are "teleported" varies with the current Zoom/Unzoom scale of the satellite map.

Day/Night Alt N

This key functions only in training. Tapping it will switch the current time of day from night to day, or day to night. Once this key is used, time ceases to pass, so that it will be permanently day or night for the duration of the mission.

Resupply Alt R

This key only functions in training. Tapping it will refill your fuel tanks and weapon bays, it will also repair any damaged systems.