

HINTS: While it is more rewarding to learn the secrets of success by experience, if you are really stumped we have prepared the following hints to help you out.

- (1) Your objective is to avoid the fighters and shoot down the bombers. Only engage the fighters when all else fails.
- (2) Your planes will either outdive or outclimb most enemy fighters. To learn which, take notes on the enemy altitude on several successive turns while you fly away from fighters and climb (FC) or dive 4000 feet (F4).
- (3) The distance your planes can dive each turn depends on type and whether you climbed, dove, or flew level on the previous turn. The same is true for the enemy fighters.
- (4) Your aim is to lure the enemy fighters away from their bombers, then get around them and beat them back to the bombers. This is easiest when you can outclimb the fighters. Fly away and dive until the fighters are well below the bombers, fly away and climb until you are safely (300') above the fighters and then head for the bombers. Other variations on this tactic are needed if you can only outdive or outrun the enemy fighters, rather than outclimbing them.
- (5) If you don't outperform the escorting fighters in any way, you may have to "engage" them and be done with it. Your survivors may still be able to destroy the enemy bombers when you are done.
- (6) When your fighters reach the bombers, you will often have only a short time to engage them before the escorts catch up to you. Your own fire will be deadliest if you slow down and hang on the bombers' tails, i.e., "dogfight" with them. Most bombers, however, have more defensive guns pointing to the rear than forward, so your own losses may be excessive. Usually, once you have discovered the safest direction from which to attack (which is often below and ahead), it is best to make firing passes from that direction and only dogfight when time is critical.

IMPORTANT

This game tape is recorded in MACHINE LANGUAGE not BASIC and loading instructions may not be those you have used before.

This tape may be loaded on APPLE II, TRS 80 (level II) or "PROFESSIONAL" PET computers.

PET Loading Instructions

- (1) Rewind to start of side 2.
- (2) Type in SYS _1024 (return) (_ means "space").
- (3) PET replies with numbers followed by a dot and a blinking cursor.
- (4) Type in L _"LOAD" (return).
- (5) PET replies with PRESS PLAY ON TAPE #1.
- (6) Press PLAY as requested.
- (7) Tape begins to load and runs for about five minutes, then stops. PET replies with blinking cursor.
- (8) Type in G _0400 to start game.

APPLE II Loading Instructions

- (1) Rewind to start of Side 1.
- (2) Set volume to 3.9.
- (3) (On APPLE II+, type in CALL _151 APPLE replies with * followed by blinking cursor).
- (4) Type in 800.919R (do *not* return).
- (5) Push PLAY on tape recorder, then RETURN on APPLE.
- (6) If APPLE replies with "beep" and ERR, stop tape, repeat step (4). If this happens *again* increase or decrease volume slightly and repeat. Try steps (4) to (6) twice at each volume setting. Note the correct setting for future use.
- (7) If APPLE replies with "beep" only, type in 800G (return). You may want to stop the tape at the "beep" and restart it after checking for the ERR message.
- (8) Program will load for about 90 seconds. Title and credits will appear during loading. When it is through loading APPLE will "beep" and ask you for your name.
- (9) Stop tape and type in your name (return) to start game.

TRS 80 Loading Instructions

- (1) Rewind tape to beginning of side 1.
- (2) *If you have a CRT 41 recorder, fast forward to 140 and set volume to 6.* If your TRS 80 has some other recorder, you can attempt to find the starting point of the program by listening to the tape (the preceding program sounds quite different) at around one-third of the way through, or you can simply start loading from anywhere in the first third of the tape.
- (3) Enter SYSTEM
TRS 80 will reply *?
- (4) Push down load button on the tape player and enter LOAD.
- (5) Tape will start to turn. Two stars will appear on your screen when you reach the beginning of the program and one should blink on and off. If this does not happen, see your computer manual for instructions on volume adjustment.
- (6) After a short time tape will stop and TRS 80 will reply *?
- (7) Enter / (slash). Tape will start again and rest of program will load (this takes about 3 minutes). While it is loading the TRS 80 will display title, credits and a situation message. It will ask for your name when it is ready to play the game. If any problems occur during this load, e.g., a MEMORY ERROR message, try resetting the volume.

DIFFICULTY In Loading?

Problems may arise for several reasons not associated with our tapes.

- (1) Output volume levels vary between one computer's tape player and another and our recommended volume settings may not be right for your particular machine. Since our tapes are in machine language, the volume setting you normally use for tapes pre-recorded in BASIC will probably be inappropriate. Follow the directions in your computer's manual to determine the correct volume setting and write it down for future use.
- (2) The heads in your tape player may be out of alignment. This can still allow you to load programs you have recorded yourself, but interferes with loading of programs recorded on other machines.

- (3) The heads in your tape player may need to be cleaned. However, if after checking the above, you still cannot load our original tape, return it to us with a description of the problem and how you have tried to fix it and we will send you a replacement tape. Note that every program has been recorded twice in succession, so if one recording will not load the next one may.

PIRACY

Reproductions of the tapes or other components of this game, by any means whatsoever, is prohibited. Persons copying or selling or distributing unauthorized copies of this material will be prosecuted to the full extent of the law.

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