COMMANDS:

In each turn you will be given a list of commands from which you will choose a maneuver for your squadron. You will select the command you wish to give by typing its corresponding abbreviation. These commands are as follows:

BC Fly toward bombers and climb.
BL Fly toward bombers and maintain present altitude.
B1 Fly toward bombers and dive 1,000 feet.
B2 Fly toward bombers and dive 2,000 feet.
B3 Fly toward bombers and dive 3,000 feet.
B4 Fly toward bombers and dive 4,000 feet.
FC Fly away from enemy fighters and climb.
FL Fly away from enemy fighters and maintain present altitude.
F1 Fly away from enemy fighters and dive 1,000 feet.
F2 Fly away from enemy fighters and dive 2,000 feet.
F3 Fly away from enemy fighters and dive 3,000 feet.
F4 Fly away from enemy fighters and dive 4,000 feet.
AC Attack bombers and climb.
AL Attack bombers and remain at their altitude.
A1 Attack bombers and dive 1,000 feet.
A2 Attack bombers and dive 2,000 feet.
A3 Attack bombers and dive 3,000 feet.
A4 Attack bombers and dive 4,000 feet.
DB Dogfight with bombers.
EF Attempt to engage enemy fighters.
-C Fly away from bombers and climb.
-1 Fly away from bombers and dive 1,000 feet.

Also, the following may be typed in without losing the opportunity to select some other command:

ID Reveals identity of enemy aircraft.
SV Causes Side View of situation to appear.
CL Causes the List of commands which are legal that turn to appear.

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Not all commands are available on a given turn. For example, if your aircraft are less than 4,000 feet above the ground, commands B4, F4, and A4 will not be legal since they all require dives of 4,000 feet. Likewise, the various attack options will only be legal when one is in position to deliver them. However, if an illegal command is entered into the computer, it will respond with a legal command list and give the player another chance.

Note that the commands to fly towards the bombers will cause your aircraft to fly Eastward (to the right of the screen) if the bombers start the turn to the East of your last position and vice-versa. Some limits to the cornering ability of the aircraft have been built into the game program so that one can overshoot the enemy formation, especially on a head-on approach. Whenever possible, the escorting fighters will take up a position between your aircraft and the bombers; thus orders to fly towards or away from the one will cause you to fly towards or away from the other group as well.

TACTICS:

Ideally, the player wants to get between the escorts and their bombers. Once this position is reached, the bombers can usually be attacked without your fighters being hit by the enemy fighters in the process. It is possible to reach such a position without being intercepted by the escorting fighters, but we leave it to the player to discover for himself how this can be accomplished. (Hint: Read the aircraft descriptions closely, and ask yourself, "What are my advantages?")

Your squadron will always work as a team and will stay together at all times, maneuvering as a single unit. There are eight attack commands which you may issue to your unit once you come within range of the enemy's planes. These are as follows:

(1) *EF*—Attempt to *E*ngage enemy *F*ighters. Your unit will fly toward the enemy fighters (who are always willing to dogfight with you). The two formations will quickly disintegrate as oppos-

ing aircraft twist and turn, trying to get on each others' tails. While this will destroy enemy fighters, it will also cost you time and men needed for your primary mission of stopping the bombers. Thus it is usually better to avoid dogfighting with the enemy escorts, if you can.

(2) *DB*—*D*ogfight with *B*ombers. Each of your planes will overtake a bomber, throttle back to the same speed and "Hang on it's tail" spraying it with repeated bursts of gunfire. This is the most deadly attack you can make. However, the bomber's tailgunners will be getting repeated shots at each of your fighters as well. This will make the bombers return fire equally more deadly—and if the enemy fighters should catch you while your pilots are preoccupied with hosing-down the bombers, WATCH OUT!

(3) *AC*—*A*ttack Bombers and *C*limb. Your unit will fly through the bomber formation, climbing as far as possible in the process. Each of your planes will fire one burst at a bomber in passing and those of the bomber's gunners who can, will fire back at them. Your planes (less casualties) will end this maneuver above the bombers and on the other side of their formation.

(4) *AL*—*A*ttack bombers and remain at their *L*evel. Your planes will climb or dive to the same altitude as the bombers, then fly through their formation horizontally, emerging on the far side. Each plane will get to fire a burst in passing, as in *AC*.

(5) *A1*—*A*ttack bombers and dive 1,000 feet. Your planes will fly through the bomber formation, diving 1,000 feet in the process. Each plane will get to fire a burst in passing as in *AC*.

(6) *A2, A3, A4*—These are the same as *A1* except that your planes will dive 2,000, 3,000, or 4,000 feet instead of 1,000.

AC and *AL* are particularly useful in that they often leave one in position for an immediate follow-up attack, while attacks *A1* thru *A4* are more likely to take your unit out of contact with the bombers. On the other hand, the diving attacks are often useful for escaping from the bombers' escorts.

In general, the enemy fighters will attack your squadron whenever they can do so, and will try to get above you (for diving attack) if they cannot reach you in one turn. However, they are not always so unimaginative in their tactics—do not underestimate your opponents!

In some circumstances, the starting positions of the two sides will allow attacking aircraft to loop or circle back for an extra

pass in one maneuver, or to get a burst into more than one aircraft firing a pass. The computer is programmed to run these double attacks automatically when they are available.

Note that how far your fighters can dive each turn depends both on their type and on whether they climbed or dove during the previous turn. This is also true for the enemy escorts.