LOADING

Select either 48K or 128K BASIC.

Type LOAD"" then press the ENTER key.

Spectrum owners may use Kempston, Interface 2, cursor compatible joysticks (Sinclair joystick). Equivalent control is also available from the keyboard keys.

OPTIONS

START GAME

When you select this option the game will begin. Pressing the FIRE BUTTON on a selected joystick has the same effect.

KEYBOARD (1)/KEYBOARD (2) Selects play by keyboard (as opposed to joystick). Two different layouts may be selected from main control. See the QUICK REFERENCE LISTING for key details.

KEMPSTON JOYSTICK

PROTEK JOYSTICK

SINCLAIR JOYSTICK

Selects use of one of these specific joysticks.

Once selected, the joystick chosen will be highlighted upon the menu, and you may now begin to play by selecting START GAME.

MUSIC ON/OF Toggle between music ON/OFF

SOUND EFFECTS ON/OFF Toggle between sound effects ON/OFF SPEED TOGGLE…

Pressing the SPEED TOGGLE button will alter your speed between :

CRUISE > SLOW or CRUISE>FAST

You will remain at either SLOW/FAST until you stop pressing the button when you will return back to CRUISE speed.

In order to take effect of your AFTERBURNERs you will have to press the SPEED TOGGLE button twice in quick succession. After a fixed period of time you will return back to CRUISE speed.

ROLLING YOUR F-14

In order to shake off enemy aircraft/missiles which are coming at you from behind, it is necessary to perform a 360 degree flip. To do this move from one side to the other in quick succession.

CANNONS

The cannons are automatically activated when an enemy appears on the screen. You may shoot at the enemy with your cannons. You will be awarded 1 HIT point for each of the enemy aircraft you hit.

LOCK-ON INDICATOR

When the LOCK-ON indicator is activated, you may use your missiles to knock out the enemy aircraft. A small target will appear over the target. You will be awarded 1 hit point for each of the enemy aircraft you hit.

WARNING LIGHTS

When the enemy is coming up at you from behind, this will activate the WARNING LIGHTS. When this occurs take care.

REFUELLING

During the game at specific points the computer will take over control and will guide you in for refuelling. During this sequence you will also receive extra missiles.

QUICK REFRENCE LISTING

JOYSTICK CONTROLS

DOWN/LEFT < DOWN > DOWN/RIGHT

UP/LEFT < UP > UP right
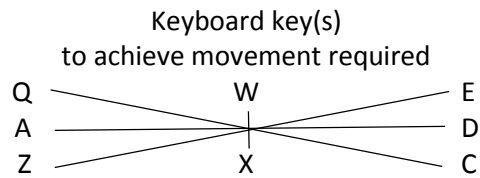
MISSILES – FIRE BUTTON

SPEED TOGGLE – (SPACE) KEY
KEYBOARD CONTROLS
You may select one or two layouts when the game begins. These are shown below. Refer to either JOYSTICK or MOUSE controls for details of the movements available.
(Note: Two letters separated by a + symbol indicates these keys must be pressed simultaneously)
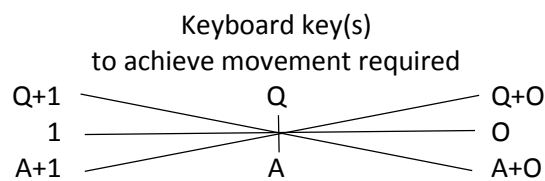KEYBOARD OPTION (1)

<div align="center">

Keyboard key(s)
to achieve movement required

Q	W	E
A		D
Z	X	C

</div>

MISSILES – (S) KEY
SPEED TOGGLE – (SPACE KEY)
KEYBOARD OPTION (2)

<div align="center">

Keyboard key(s)
to achieve movement required

Q+1	Q	Q+O
1		O
A+1	A	A+O

</div>

MISSILES – (P) KEY
SPEED TOGGLE – (SPACE) KEY
AFTERBURNER tm presented by Activision (UK)
Limited Copyright 1988 SEGA
This game has been manufactured under license fro Sega Enterprises Ltd., and "AFTERBURNER tm" and "SEGA tm" are trademarks of Sega Enterprises Ltd. and used by Activision (UK) Limited under authorisation.
The Hit Squad,
P.O. Box 350,
Manchester.
M60 2LX