
OPERATING YOUR SKYFOX FIGHTER

GETTING STARTED

To start Skyfox

To restart the game
To pause the game
To toggle sound on and off
To get help when you are at
the base, or flying with
your computer map up

MAIN PLAY COMMANDS

To turn plane left and right
To move plane up and down
To use afterburners

To engage automatic pilot
To toggle radar scanner between
overhead and forward views
To fire laser cannons
To arm (and disarm) guided missiles
To arm (and disarm) heat-seeking
missiles
To fire armed missiles

APPLE II

Put the *Skyfox* disk in
the drive. Close the drive
door; turn on your computer
and monitor. Press the joystick
button to start play.

Control R
Control P
Control S
ESC Key

APPLE II

Joystick left and right
Joystick forward and back
Second joystick button

A or both joystick buttons
SPACE BAR

Joystick button
G
H

Joystick button

COMMODORE 64

Plug joystick into Port 1. Turn on the disk
drive and the computer; insert the Skyfox
disk. Type **LOAD "EA",8,1** and press
RETURN. Wait until the program loads.
(If you have problems, type **LOAD**
"SLOWER EA",8,1 instead.) Press the
joystick button to start play.

Control R
Run/Stop
Option unavailable
H

COMMODORE 64

Joystick left and right
Joystick forward and back
Spacebar (or button on joystick 2 in
Port 2)
A or F7 *
F1

Joystick button
G or F3
H or F5

Joystick button

* Hold down the key long enough to see its effect. Don't just give it a quick tap.

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ATARI ST

Put the Skyfox disk in
the drive and turn on the
computer. Press the mouse
button to move to the
selection screen. You can use
either a joystick or mouse to
control Skyfox. Plug the joystick
into port 1, and the mouse into
port 0.

Control R
Esc Key
Control S
Option unavailable

ATARI ST

Joystick or mouse left and right
Joystick or mouse forward and
back.
Press and hold spacebar
A
Alternate Key

Mouse or joystick button
G
H

Mouse or joystick button

COMMODORE AMIGA

After kickstarting your Amiga, insert the
Skyfox disk in the drive. Note: requires
Kickstart 1.2. Plug mouse or joystick into
port 1. Press mouse or joystick to begin.

Control R
Esc Key
Control S
Help

COMMODORE AMIGA

Joystick or mouse left and right
Joystick or mouse forward and back

Press and hold spacebar
A
Alternate Key

Joystick or mouse button
G
H

Joystick or mouse button

GETTING STARTED

To start Skyfox

To restart the game

To pause the game

To toggle sound on and off

To eject disk

MAIN PLAY COMMANDS

To turn plane left and right

To move plane up and down

To use afterburners

To engage automatic pilot

To toggle radar scanner between
overhead and forward views

To fire laser cannons

To arm (and disarm) guided missiles

To arm (and disarm) heat-seeking
missiles

To fire armed missiles

MACINTOSH

Turn on your Macintosh and insert the Skyfox disk into the internal disk drive. Press the mouse button to begin. Skyfox also supports the MouseStick™ from Video-7, Inc.

Command R

Backspace

Command S

Press the **Command, Shift, 1** keys simultaneously

MACINTOSH

Mouse left and right

Mouse forward and back

Press and hold down the spacebar

A

Tilde Key (the ~ key right above the TAB key)

Mouse button

G

H

Mouse button

CHOOSING SCENARIOS AND RANKS

On the Apple II and Commodore versions, move the joystick or mouse right and left to select a scenario (type of battle) and forward and backward to select a rank (skill level). Press the joystick or mouse button when you have the ones you want. On the Amiga, Atari, and Macintosh, click the pointer on one of the onscreen arrows to scroll through the scenarios and ranks. Click the onscreen "start button" to begin your mission.

You can choose among 5 ranks from Cadet (the easiest) to Ace of the Base (the hardest). Of the 15 scenarios, the first seven are Training Missions, some with enemy tanks only, some with enemy planes only, some with both. Training missions contain no enemy Motherships and the enemy cannot destroy your home base. The last eight scenarios are invasions of your home base. You must protect your computer and the fighters remaining there. (See Scenarios below.)

When you wipe out all the enemy or when the enemy hits all your planes during training, you return to base where you can launch against more enemies, or press **Ctrl-R** (or **Command-R** on the Mac) to return to the scenario selection screen. When all your planes are destroyed, or when you defeat the enemy during an actual scenario, you'll return to base to see your score, then press any key to return to the scenario selection screen.

LAUNCHING SKYFOX

After you choose rank and scenario, the base computer appears on the screen. Press the joystick or mouse button to enter the launch tube. If necessary, use the joystick or mouse to select low (for launching against tanks) or high (for launching against planes). Press the button again to launch.

FLYING AND FIRING

In your Skyfox cockpit, you can look out of the windows to see your immediate environment. (See the labeled diagram) The radar scanner (below the center window, in the middle of the control panel) gives you messages and lets you see a bigger picture of the territory and enemy targets you are approaching. When you start, the radar scanner shows a view of what's ahead (*forward view*). Or you can request an *overhead view* of targets and land installations.

Use the joystick or mouse to turn your plane and change altitude. Engage the afterburners for quick thrust, and release to return to your pre-thrust speed.

To change speed, press a number on the keyboard. 0 stops your plane, 1 sets the speed at 10% of maximum, 2 at 20%, and so on. Maximum ground speed is 1500 mph on Apple II, 3000 mph on all other machines. High altitude maximum is 3000 mph on all computers.

You have three kinds of weapons—laser cannons, heat-seeking missiles, and guided missiles. Use these to destroy enemy targets that appear on your radar scanner. You can fire laser cannons at any time, but you must arm missiles before firing. If you're not pointed toward a target visible on your radar scanner and you try to fire a missile, you get a NO TARGET message.

When no enemy targets are in view, engage the automatic pilot. Your onboard computer locates the nearest enemy and sends you there.

Note: If you see Off Colony at the bottom of your radar scanner while in the air or on land, you are off course. Turn around and head back in the direction you came from. Display your tactical map to help you get back on course (see the next section).

USING THE BASE COMPUTER'S TACTICAL MAP

Your base computer creates a tactical map that shows the location of your base, your installations, enemy targets, and enemy Motherships, each represented by a different symbol. While flying your Skyfox, press C to display that map, transmitted from your base computer. (Each square on the tactical map is one mile to a side.)

On the map, you can move the cursor to the sector you want to fly to; then engage automatic pilot. Your Skyfox goes to the target you picked, and you are ready for combat. (If you fly near another enemy target on the way to your destination, the automatic pilot will disengage so you can shoot at the nearby enemy.)

To get a closer view of the enemy's location, move the cursor to a sector on the tactical map and press Z (for Zoom). You can also do this during flight.

From the tactical map, you can also check the status of your installation shields. (When shields reach zero, the installation is destroyed.) And you can see your overall score—how many of your fighters, missiles, colonists, and installations remain, and how many enemy targets and Motherships you have destroyed.

To choose a target from the base, also use the tactical map. (And if you have an Apple II, you can use the base computer while you're in the base to play an ancient 20th Century video game—if you can find the control that brings it up.)

TO USE THE TACTICAL MAP

Toggles tactical map on/off	C
To move the map cursor	Cursor keys (Cursor keys OR I J K M keys on the Commodore 64, the Apple II, or the Macintosh)
To zoom in/out on a sector	Z
Shows installation status report	R
Shows overall score	S
To redisplay the map after R or S	T

FLYING THROUGH THE CLOUDS

On the Apple II and Commodore 64/128 a cloud barrier stretches between 1000 and 10,000 feet. You must fly through it each time you switch between ground and air combat. Enemy planes fly at 30,000 to 40,000 feet. As you approach the cloud barrier, the base computer tactical map disappears. On the Amiga, Atari, and Macintosh there is no cloud barrier, simply a smooth transition between high and low altitudes. Or you can fly there quickly by pressing **D** for the low altitude arena, or **U** for the high altitude arena.

LANDING SKYFOX

You can land at home base to recharge your shields and take on fuel. You can *not* land at any installation other than your home base. Your home base is shown on the tactical map as a white checkered square (On the Atari ST, your home base is shown as a red and white checkered square, and on the Macintosh it is shown as a solid black square). All other installations are shown as solid white squares (On the Atari ST and the Macintosh, other installations are shown as white checkered squares). To land: 1) enter the sector containing your base; 2) reduce your speed to 0 by pressing 0 on the keyboard; 3) reduce altitude to 0 by pushing forward on the joystick. Once you successfully land, the base computer appears on the screen.

SCENARIOS

Tank Training 1: As part of a fleet of three planes, you are launched toward three consecutive waves of tanks. Use your *overhead* radar scanner to spot your targets. Be careful not to destroy your own installation. Launch again to face even more tanks.

Tank Training 2: Sectors all over the map are occupied by enemy tanks, all advancing on your base. When you clear out the tanks in your immediate area, engage the automatic pilot to go to the next nearest target.

Plane Training 1: You are launched onto the tail of an enemy plane. Shoot fast or it will circle and attack you. The *forward* radar scanner helps you determine whether enemy planes are above or below you. Try your guided and heat-seeking missiles. Succeed and you can relaunch against successively more planes.

Plane Training 2: You are launched nose to nose with the enemy.

Plane Training 3: This scenario is like Tank Training 2, but with planes.

High/Low Training: You face alternate waves of tanks, then planes.

Combo Training: You meet waves of both tanks and planes. Fly through the cloud layer (not on all computers) that separates air and ground wars.

Small Invasion: You have to defeat one Mothership before it launches enough planes and tanks to destroy your base. Protect your base and outlying installations. Be sure to save some missiles to use against the Mothership. (When the Mothership launches a plane, your radar scanner says LAUNCH DETECTED.)

Full Invasion and Massive Onslaught: These are a three-Mothership and a six-Mothership invasion.

Advancing Wall, Chess, Halo, Alamo, and Cornered: These are all multiple Mothership invasions. When you start, press the button to choose a scenario and don't launch. Instead, watch the enemy movement on the tactical display to understand their strategies. *Then* make your attack.

YOUR SKYFOX COCKPIT

NOTE: Missile counters may be in slightly different locations on some planes.

X Coordinate:

Your current position in miles (and tenths of miles) from the left of the tactical map

Y Coordinate:

Your current position in miles (and tenths of miles) from the bottom of the tactical map

13 53



11 48

Radar Scanner Display: Gives forward or overhead view of targets; displays messages to Skyfox pilot.

Guided Missiles Count: Shows the number of missiles remaining.

Clock: Shows elapsed time since invasion onset.

Fuel Indicator: Shows fuel remaining. Fuel consumption increases with speed. Thrust boosts and climbing to fight planes are especially expensive. To refuel, land at home base.

Heat-Seeking Missile Count: Shows the number of missiles remaining.

Automatic Pilot Indicator: Displays AUTO when you're in automatic pilot mode.

Speed Indicator: Indicates speed in miles per hour.

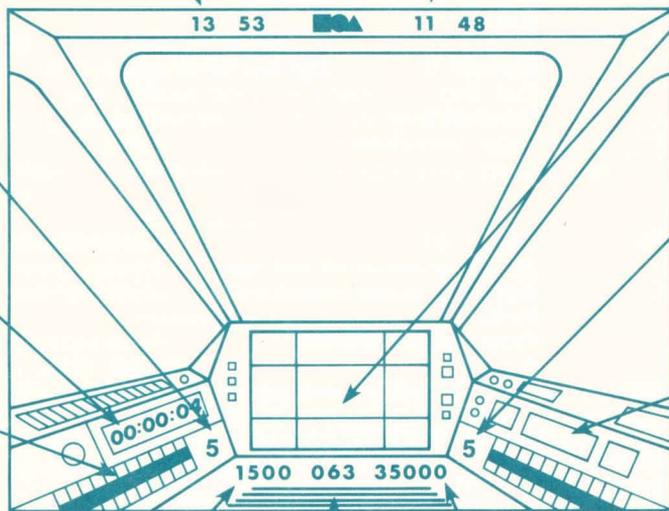
Compass Heading:

Shows your flight direction. 0 is north, 90 is east, 180 is south, 270 is west.

Altitude Indicator:

Indicates your flying altitude. Above the rank of Cadet, hitting the ground hard costs some shield strength.

Shield Indicator: Shows shield strength. When all the blue is gone (red on Commodore), so are you. Land at home base to recharge.



CREDITS

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