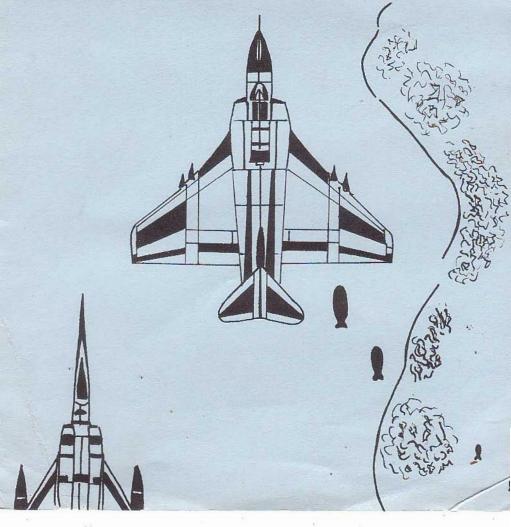
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MISSION: F-16 ASSAULT



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by kevin hoare

SYSTEM REQUIREMENTS:

<code>`MISSION F-16 ASSAULT requires a 64 k color computer</code> with one joystick.

LOADING INSTRUCTIONS

DISK:

- 1. Place disk in drive 0
- 2. Type LOADM"F-16" (ENTER)
- 3. The game will load and execute automatically

CASSETTE:

- 1. Place cassette in tape recorder
- Type CLOADM (ENTER)
- 3. The game will load and execute automatically note: If the game does not load properly there is a second copy of the game after the first one.

PLAYING INSTRUCTIONS

STARTING THE GAME:

Push the <RETURN> key to start the game.

THE OBJECT OF THE GAME:

The object of F-16 Assault is to try to defeat the evil enemy forces by flying your F-16 jet fighter over enemy lines.

CONTROLLING YOUR AIRCRAFT:

You are in control of the white jet fighter. You see the ground below your plane. You have full control of your plane's movement around the screen. You have missiles that fire forward and bombs that are dropped to the ground.

The controls are as follows:

Joystick up moves your aircraft up the screen
Joystick down moves your aircraft down the screen
Joystick left moves your aircraft to the left of the
screen
Joystick right moves your aircraft to the right of the
screen

Joystick button fires Missiles and drops bombs

RADAR DISPLAY:

The radar display is located on the right hand side of the screen. This display indicates most of the enemy positions. You are indicated on the radar by a flashing dot. The enemies are the solid dots. The region in between the 2 blue lines on the radar display is the actual viewing screen area.

THE PLAYING FIELD:

The entire playing field is situated over enemy territory which is spotted with different types of defenses. There are several types of tactical areas, including refineries, airports and many other vital locations. Points are awarded for destroying these targets. Not only are these land sites targets, but some also serve the enemy. Airports, for example are used to launch airplanes, and once destroyed, aircraft may no longer take off from that site. There are other sites which are unique in this way, and they include missile silos, helicopter pads, and others.

THE ENEMY:

The enemy uses several types of defense against your aircraft. These include missiles, jet aircraft, helicopters, boats, tanks, and others. They may all be destroyed except for the ground to air missiles and the enemy's missiles which fire from the jet aircraft and helicopters. All flying aircraft take off from a ground site such as an airport or helicopter pad. Therefore these craft may be destroyed both on the ground and in the air. To destroy any type of vehicle which is on the ground you must drop a bomb. To destroy any enemy in the air you must use your missiles which fire forward from your aircraft. There is one special enemy aircraft which they use to JAM your radar. This aircraft must be destroyed before your radar is restored.

BONUS AIRCRAFT:

An extra F-16 fighter is awarded every 10,000 points.

PAUSE & RESET:

You can pause the game by pushing the <P> key. To restart the game press <P> again.

You can restart the game by pressing the (BREAK) key.

HIGH SCORE:

If you succeed in attaining a score which is the TOP 5, then it will be listed in the list on the title screen.

SCORING:

BIG PLANES	100	POINTS
SMALL PLANES	100	POINTS
BIG HELICOPTERS	75	POINTS
SMALL HELICOPTERS	75	POINTS
TANKS	150	POINTS
BOATS	50	POINTS
RADAR PLANE	500	POINTS
BAT PLANES	100	POINTS

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