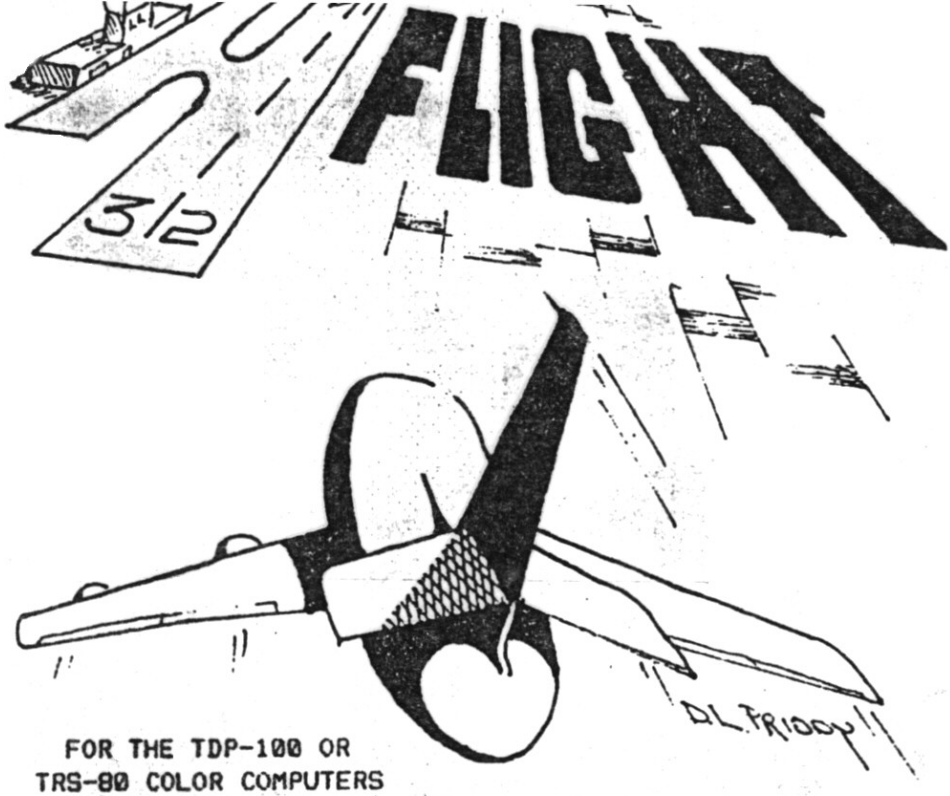

FOR THE TDP-100 OR
TRS-80 COLOR COMPUTERS
REQUIRES *** 32K *** EXTENDED BASIC

FLIGHT: If you'd like to fly a plane then this is what you've been waiting for. A really good graphics oriented flight simulator in high resolution. Four difficulty levels let you go from student level to a difficult instrument-only landing. In front of you on the screen are your instruments, and above them are two representations of your plane in relation to the flight path. (top and side views) At the higher levels all you have to go by are the instruments. Can you put it down on the runway to hear the synthesized voice from the tower say "perfect landing"? It's tough! You use your joystick just like the control stick on a plane, and the action is realistic indeed. This program was written by a professional flyer - a pilot for a major United States air carrier, and the high standards of professionalism really show. Just CLOADM and take to the skies!!

LOADING: If you have the tape version, insert it into the recorder, press play, and type CLOADM (enter). The program will load and auto-execute. If you have the disk, put it in the drive, type RUN"FLIGHT" (enter).

WARRANTY: The media upon which the program is recorded is guaranteed to load for a period of one year. There is no other warranty, either expressed of implied.

"FLIGHT" simulates the approach and landing of an aircraft. Your joystick (right) is the control stick, and you gain points by flying on course, on glide path, and by making a good landing in the center of the runway. You will lose points if you crash or have to "go around". This program is very realistic (it was written by a pilot who flies for a major airline), and is thus educational, as well as being a great game.

To speed up execution of the program, the computer has been instructed to cease checking for the BREAK key. Also, the reset vector has been altered. This means that the BREAK key won't work, and if you press the reset button you will have to reload the program to play again. If you have the DISK version, the highest score is maintained in a disk file. For this reason, DO NOT WRITE PROTECT YOUR DISK.

In the tape version, the first option will be the selection of high or normal speed. Be sure that your computer will accept the high speed before using it. Next you will be asked to select the skill level. These are:

Student Pilot ..... Normal landing
Private Pilot ..... Normal, but with a crosswind
Commercial Pilot ..... Instruments only!
Airline Transport Pilot ..... Instruments only, and a crosswind!!!

Once you decide on a skill level, it will apply to all pilots. The last option is for the number of pilots (players). After you select the number, the computer will get the names of all participants, and the computer will then prompt you by name while the aircraft is being checked.

The screen display is divided into three parts. The top third displays the runway and the desired course, as seen from above. You will also see a top view of a moving aircraft. That's you, so try to keep it on course! (This is called the Azimuth display.)

The center third of the screen shows the runway, moving aircraft, and desired glide path, all as seen from the side or profile. Once again, you must keep on the glide path!! (This is called the glide path view.)

The object of the game is to fly your aircraft, using your right joystick as a control stick, and to keep it on the desired course and glide path until you make a smooth landing. This can be accomplished by using the two top portions of the screen.

In addition, you have the three instruments across the bottom third of the screen. The one on the left has two needles, and the vertical needle indicates whether you are right, left, or dead on the desired course (azimuth). Remember to always turn toward the needle. If it is centered, then you are on course. The other needle is horizontal, and indicates your aircraft's position relative to the glide path. If this one is centered, you are on the glide path, but if it is below the horizontal, you must go down to reach the glide path. Conversely, if the horizontal needle is above the center, the desired glide path is above you, and you will either have to go up to reach it or fly level until you intersect it.

Now that you are completely confused, remember that you can always look at the two top views, and if that doesn't help, yell for HELP - just press the 'H' key anytime you need it.

The instrument in the middle is called the artificial horizon. It tells a pilot how the position (attitude) of his aircraft compares to the actual horizon. With a little practice, this will tell you whether you are climbing, diving, in a turn, flying level, or some combination. This is the main instrument a pilot uses for instrument flying.

The instrument on the right is the altimeter, and is calibrated in hundreds of feet. It tells you how high up you are, and reads from 0 to 1000 feet. If this gets to 0 before you reach the runway, you will crash, and the computer will leave no doubt as to what has happened!!!

If you aren't on the runway by the time you reach the touchdown point, you will be told to "go around", you will lose 100 points, and you will have to start a new approach. If you land successfully, however, you will get 500 points, and you will also hear a voice synthesization say "perfect landing" through your television speaker.

After all pilots have either landed or crashed three times each, all scores will be displayed. According to the author, the Federal Aviation Administration does not require you to record this flying time in your flight log book. I guess that means all those crashes won't count.

By the way, if you choose one of the instrument landings, the little plane will not appear in the two top views, so you will have to rely on the three instruments across the bottom. Good luck!!! (you'll need it)