

FILE

OPTIONS

CREDITS

HELP

QUIT

MOUSE

KEYBOARD

MOUSE

Move the mouse in the direction you want to shoot (aim) and click on the left button to shoot. One click - one shot. Hold down the mouse button and continuous shots will follow at the appropriate fire rate of the weapon.

Mouse control keys:

Use the "R" and/or the "I" keys to reverse the mouse direction (up and down only). Use the "A" key for tighter or looser mouse control.

Please note: The moves on the mouse are asymmetrical. Moving the mouse up (forward) will aim the weapon up (look up); moving it down (backwards) will aim it down (look down) and so on.



JOYSTICK

EXIT

WEAPONS CHART

PLAY

SCORE CHART

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JOYSTICK

Move the joystick handle in the direction you want to shoot (look/aim) and pull the trigger to shoot. Keyboard commands are also available while using the joystick.

Joystick control keys:

Use the "R" and/or the "I" keys to reverse the joystick direction (up and down only). Use the "+" and "-" keys for faster or slower joystick speed.

Please note that up and down joystick movement is asymmetrical (reverse of the mouse). Pulling the joystick back will aim the camera (gun) up; pushing the joystick forward will point the gun down.

JOYSTICK

EXIT

WEAPONS CHART

PLAY

SCORE CHART

NOT SUPPORTED



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KEYBOARD



Spacebar = toggle weapons (to change weapon choice).

"A" key = Mouse adjustment tight/loose

"R" or "I" keys = Reverse/Inverse mouse direction

"M" key = Shoot missile. "F" key = to shoot flares

"B" key = Bomber air strike (defensive measure)

"G" key = Get hand gun.

"P" key = Pause. (Pauses/resumes the game)

"S" key = Turns the sound on/off

"1" key = Cheat (unlimited ammo) "2" key = Cheat (unlimited health)

"esc" key = Escape back to the game interface (quit game).

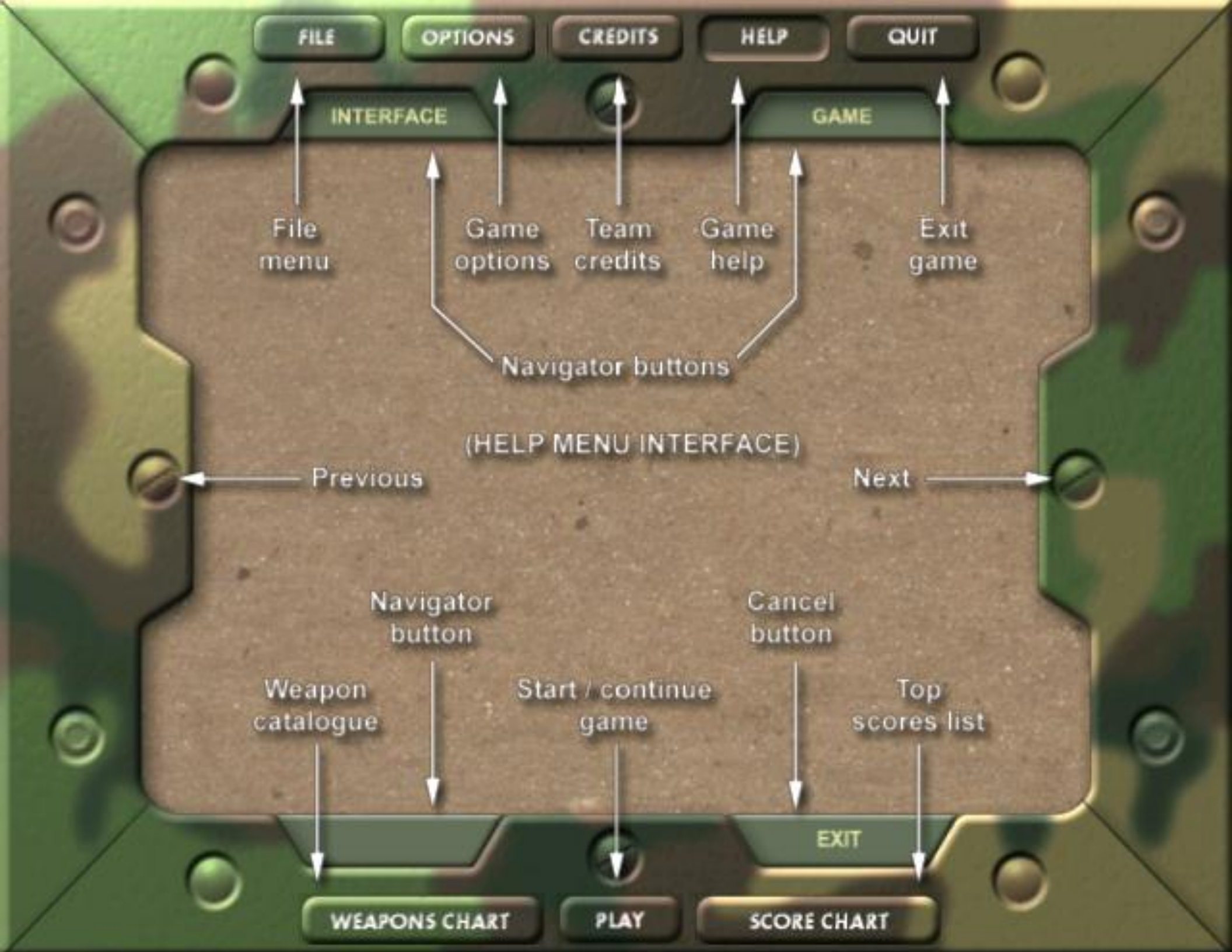
JOYSTICK

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WEAPONS CHART

PLAY

SCORE CHART



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OPTIONS

CREDITS

HELP

QUIT

INTERFACE

GAME

File menu

Game options

Team credits

Game help

Exit game

Navigator buttons

(HELP MENU INTERFACE)

Previous

Next

Navigator button

Cancel button

Weapon catalogue

Start / continue game

Top scores list

WEAPONS CHART

PLAY

SCORE CHART

EXIT

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CREDITS

HELP

QUIT

INTERFACE

GAME

SHIELD

Level 1

ENEMY

LEVEL: Displays the level in play.

SHIELD: Displays the percentage of shield afforded to the player.

ENEMY: Displays the percentage of enemy strength.

AIR SUPPORT: Indicates that air support is available.

AMMO: Displays the amount of ammunition available to the player for the active weapon.

("B" key)

MISSILES: Displays the number of missiles available to the player and whether or not the missiles are loaded and ready to fire. ("M" key)

FLARES: Indicates how many flares are available (at night). ("F" key)

AMMO

376

FLARES 10

B

M

EXIT

WEAPONS CHART

PLAY

SCORE CHART