



**SILVERBIRD**  
**FIGHTER PILOT - AMSTRAD**

# FIGHTER PILOT

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## THE GAME

Fighter pilot is a real-time flight simulation based on the F15 Eagle, USAF air superiority jet fighter. This supreme simulation offers many of the features found on modern flight simulators including 3D view from the cockpit, fully aerobatic performance, air-to-air combat, crosswinds, turbulence, and blind landing. The program offers a training mode for each of the options and a pilot skill rating.

## LOADING

### AMSTRAD 64 OWNERS

1. Place the rewind cassette in the cassette unit and press PLAY.
- 2 Hold down CTRL and press the SMALL ENTER key.

### AMSTRAD 664/6128 AND 464 + DISK OWNERS

1. Hold down the SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewind cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

*Note: Full loading instructions can be found in your Amstrad Manual*

## FLYING THE PLANE

**(1) Landing practice** Your aircraft is positioned at an altitude of 1700 ft, 6 miles from the airfield. The undercarriage is lowered.

**(2) Flying training** Take off by holding the brakes, opening the throttle up, and releasing them when full thrust is reached. Raise your undercarriage as soon as you have achieved a 'safe' height, as you cannot exceed 300 knots with it extended.

**(3) Air-to-air combat practice** You are positioned 2 miles behind the enemy at the same altitude. Select combat mode and the flight computer will display a readout of enemy bearing, range and altitude. It will be flying at 550 knots and will not return fire during the dogfight.

**(4) Real air-to-air combat** You must defend your four runways - BASE, TANGO, DELTA and ZULU. You start at BASE. Use your radar to locate your enemy, track it for a moment, to assess its most likely target, and fly on an intercept course. Visual contact takes place at less than one mile, only if you are within 5000 feet of each other, at this point, the enemy will have already started trying to gain an advantage. Your damage is indicated by the colour of the plane on your radar. 4 hits and it's all over.

**(5) Blind landing** This option simulates take-off and landing in fog. No visual display is given above 50ft and the horizon is not displayed at

any time.

**(6) Crosswinds and turbulence** This option gives crosswind effects and random aircraft disturbances due to turbulence, and is recommended after practice.

**(7) Pilot rating** Skill levels increase from trainee to ace. This feature varies the skill of the enemy pilot during combat.

### INSTRUMENTS

**Artificial horizon** This is found at the centre of the panel, and shows the roll angle and pitch of your aircraft. It is useful for when you lose the horizon during dogfights.

**Speed** To the left of the artificial horizon is your speed, in knots.

**Altitude** Aircraft height, in feet.

**Vertical speed indicator, VSI** This gives your rate of climb or descent in feet per second, the arrow on the display will point up or down depending on whether you are gaining or losing height.

**Flaps** Stall speed is approximately 130kts at zero flaps, and 120kts at full flaps.

**Thrust** The bar scale running along the bottom of the panel is the thrust indicator. The green region is 0% to 100%, and the red area is reheat, which gives you a considerable boost.

**Radar and compass** The readout above the aircraft symbol is your compass heading. The bottom readout shows the bearing and range

of the beacon you are currently locked onto. The flashing cross shows the position of the beacon relative to you. Pressing 'N' selects the next beacon.

**Combat mode** Pressing 'C' activates your gun sight, guns and locks your radar and flight computer on the enemy. Using the computer will tell you the altitude of the enemy.

**ILS/Flight Computer** - To the right of the altitude and VSI is a dual purpose instrument used for landing guidance and air-to-air combat. Switch between the two modes with 'F7'.

**(a) Instrument landing system** This gives the pilot direction guidance when approaching a runway. By keeping the flashing square in the centre of the instrument, you will be flying on the correct glideslope at the correct rate of descent (3 degrees) for a good landing.

**(b) Flight computer** This displays your precise ground position, north, south, east or west of any runway with a beacon within a radius of 6 miles. However, if a beacon is out of range, or is destroyed, the computer will display black and yellow lines.

The flight computer will also display the altitude of enemy aircraft during combat mode. Try and keep your altitude the same as your enemy's, pointed to by the arrow on the flight computer.

**Fuel** This is a simple fuel gauge, showing the amount of fuel left.

**Undercarriage** The indicator for the undercarriage is below the fuel gauge. 3 blues and up arrow, undercarriage UP. 3 greens and down arrow, undercarriage DOWN.

**Map** Switch between map mode and normal visual display with key 'M'. Your instruments are displayed at all times.

### **Controls**

5 - joystick left

6 - joystick right

7 - joystick up

8 - joystick down

Or use a **joystick in port 2** for normal flight controls.

Z - Rudder left.

X - Rudder right.

Q - Increase thrust.

A - Decrease thrust.

W - Flaps up.

S - Flaps down.

B - Brakes on.

N - Next beacon.

M - Map.

H - Hold.

J - Release.

C - Combat mode.

U - Undercarriage UP or DOWN.

F7 - ILS/Flight Computer.

<SPACE> - fire guns in combat mode.

Runstop/Restore - return to main menu.

**Note:** To improve the clarity of the instrument display, you may like to reduce the brightness level on your TV/Monitor.