LOADING INSTRUCTIONS
48K APPLE II PLUS* with autostart ROM

Place diskette in drive #1 slot #6. Turn Apple* on. Autostart ROM will "boot-up" the disk, load and run the program automatically. Your Apple may (or may not) "beep" once while loading. (either is OK).

DIFFICULTY IN LOADING?

(1) This game will only load on Apple II Plus* with Autostart ROM. **Card slot #0 must be empty.** If you have an older Apple*, upgraded to Apple II Plus* by the addition of an Applesoft card in slot #0 you may have difficulty booting-up this disk. This can be solved by removing the four large ROM chips from the six sockets near the center of the main board of your Apple* and replacing them with the six ROM chips from the Applesoft* card, being careful to insert each chip correctly in its correspondingly numbered socket. The four old ROMs can be mounted on the "Applesoft*" card, converting it to a "monitor" card, which can be easily replaced in slot 0 when you are not playing this game. (This procedure is recommended only for the experienced. Follow at your own risk.)

(2) Be sure that your disk drive has been recently cleaned and is properly adjusted. Problems in loading commercially prepared diskettes even if there is no difficulty in playing back diskettes you have made yourself, are usually due to disk drive maladjustment.

(3) Help: You may call 507-285-0150 for advice on loading or running your game.

BACK-UP COPIES

Our disks are protected to discourage piracy, so you may find it difficult to back them up. You can purchase up to three back-up disks from us, by sending the game box and a check or money order for $5.00 per disk to the address on the back of this card. **Orders for back-up disks not accompanied by game boxes will not be accepted.** The game box will be returned with your back-up disks. Prices of other game components are available on request.

PIRACY

Reproduction of the programs or componants of this game, by any means whatsoever, is prohibited. Persons copying selling or

distributing unauthorized copies of this material will be prosecuted to the full extent of the law.

HINTS: While it is more rewarding to learn the secrets of success by experience, if you are really stumped we have prepared the following hints to help you out.

(1) Your objective is to avoid the fighters and shoot down the bombers. Only engage the fighters when all else fails.

(2) Your planes will either outdive or outclimb most enemy fighters. To learn which, take notes on the enemy altitude on several successive turns while you fly away from fighters and climb (FC) or dive 4000 feet (F4).

(3) The distance your planes can dive each turn depends on type and whether you climbed, dove, or flew level on the previous turn. The same is true for the enemy fighters.

(4) Your aim is to lure the enemy fighters away from their bombers. This is easiest when you can outclimb the fighters. Fly away and dive until the fighters are well below the bombers, fly away and climb until you are safely (300') above the fighters and then head for the bombers. Other variations on this tactic are needed if you can only outdive or outrun the enemy fighters, rather than outclimbing them.

(5) If you don't outperform the escorting fighters in any way, you may have to "engage" them and be done with it. Your survivors may still be able to destroy the enemy bombers when you are done.

(6) When your fighters reach the bombers, you will often have only a short time to engage them before the escorts catch up to you. Your own fire will be deadiest if you slow down and hang on the bombers' tails, i.e., "dogfight" with them. Most bombers, however, have more defensive guns pointing to the rear than forward, so your own losses may be excessive. Usually, once you have discovered the safest direction from which to attack (which is often below and ahead), it is best to make firing passes from that direction and only dogfight when time is critical.

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