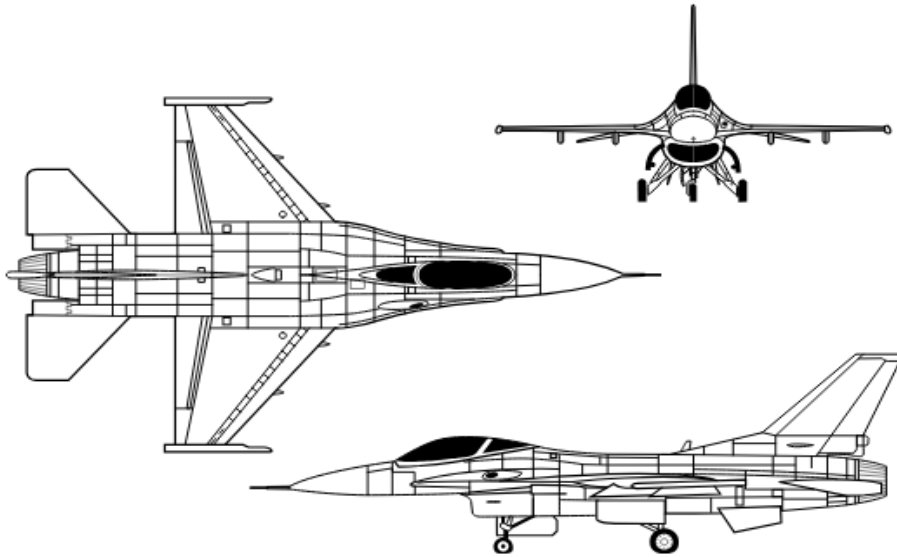




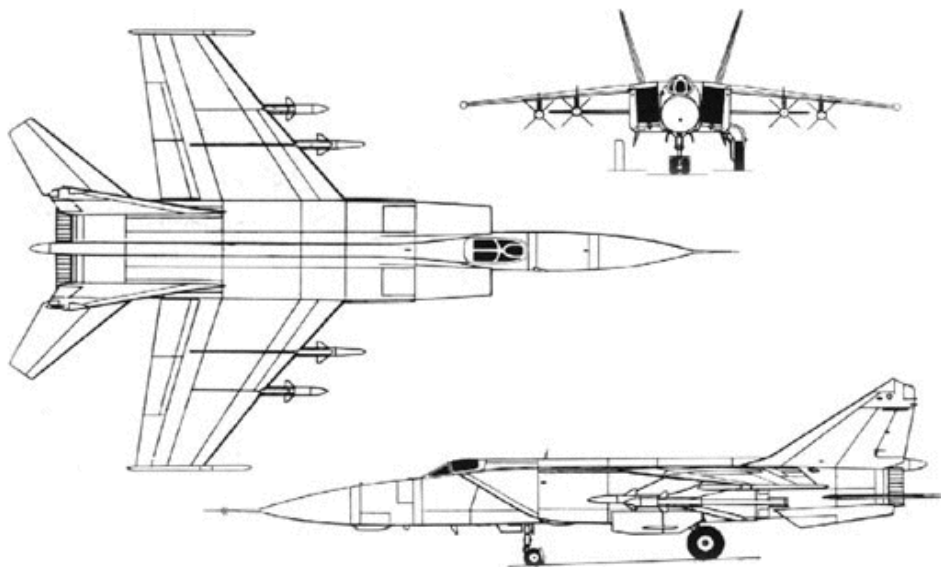
You are about to take control of the F-16 Fighting Falcon, the most advanced jet fighter in the world. In this carefully crafted simulation, your mission is to seek and destroy enemy aircraft and to remain airborne as long as possible.

SECTION I



The F-16 Fighting Falcon

The F-16 Fighting Falcon is a high-performance jet fighter with a maximum air speed of 1,450 MPH. Cruising a maximum altitude of 59,000 feet, the Fighting Falcon is armed with both missiles and 20mm machine guns. Additional F-16 features include a LOCK-ON function and an ECM device (electronic countermeasures) for use in defending against enemy missiles. These features will be fully explained later in the manual.



MIG-25 Foxbat

Your enemy is the MIG-25 Foxbat. Its performance is equivalent to that of the F-16.

SECTION II

Coleco ADAM Controller Functions

Joystick Left	Bank Left
Joystick Right	Back Right
Joystick	Ascending
Joystick Up	Descending
Fire Button	Fire selected weapon
Arm Button	Select weapon (Missiles or 20mm guns)
Keypad 1	Decel
Keypad 2	Accel
Keypad 3	Afterburner
Keypad 4	ECM (when WRN light on)
Keypad 5	Autopilot (ON/OFF)
Keypad 6	Semi-Auto/Manual
Keypad 7	Radar Mode (Look-Up/Look-Down)
Keypad 8	Un-pause
Keypad 9	Switch Lock-On
Keypad *	Restart Simulation
Keypad 0	Pause Simulation
Keypad #	Quit Simulation/EJECT



SECTION III

Head-Up Display

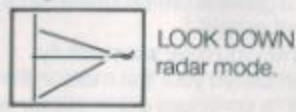


1. AIRSPEED INDICATOR
Indicates speed of aircraft in miles-per-hour up to 1,450 MPH in increments of 50 MPH. Figures shown at the center of the gauge indicate current air speed.
2. ALTIMETER
Altitude is shown in 100-foot units from 0 to 505 in increments of 500 feet. Figures shown at the center of this gauge indicate current altitude.
3. COMPASS
Shows direction in which aircraft is heading relative to Magnetic North. Figures shown at the center of this gauge indicate current direction.
4. ARM
This indicator shows which armament is presently selected and the number of missiles or machine gun rounds remaining. Your weapon allocation depends on your level of play. (eg. ARM M2 means you have two missiles left, ARM 402 means you have 402 rounds left in your machine gun).
5. Gives the time it will take your missile to hit the enemy.

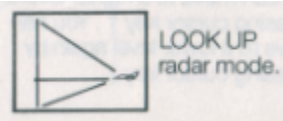
6. Indicates in which mode you are flying:
AUTOPILOT
MANUAL
SEMI-AUTOMATIC
7. Tells you whether weapons system is in CHANGE or READY status.
8. Indicates which weapons system has been activated:
MISSILES
20mm CANNON
9. Indicates which radar mode has been activated:
LOOK-UP
LOOK-DOWN
10. Your current score is registered here.

WARNING LIGHTS

11. WRN
If the red warning light lights up, you know that an enemy missile is homing in on you. In that case you should immediately activate your "ECM" (=Electronic Counter Measures) by pressing '4'.
Watch your fuel gauge because it may also mean that your fuel supply is about to be exhausted. Your only way out then is to bail out, using the ejection seat.
12. EJT
This indicator lights up to warn you that your plane is about to crash. The ejection seat provides your only chance to save your life. Press the '#' key. It means that the game is over, but you do retain the points you have scored.
13. ECM
Electronic Counter Measures) This function makes your plane practically invulnerable to enemy missiles. You can activate it by pressing the '4' key. You can make unlimited use of this function. It can only be activated however when you are under attack.
14. FUEL
This is your fuel gauge. When the game starts you have enough fuel for a maximum of about 13 minutes flying time. Fuel consumption goes up as you increase the speed of your aircraft. When entering a higher game level, you start off with a full fuel tank. There is no possibility of landing your plane. It means that it will crash when you run out of fuel. Your only way to survive is by using the eject function (see point 12).
15. Permanent radar screen shows the presence of enemy planes within a radius of 32 miles.
16. Up/Down radar screen
LOOK DOWN mode: shows air space 13,000 feet down and 3,000 feet up with an 8- mile range.



LOOK UP mode: shows air space 12,000 feet up and 3,000 feet down with a range of 60 miles.



17. Radar screen information:

17a R # # # Distance to enemy plane in radar scope.

17b A # # # Altitude of enemy plane in radar scope.

17c I # # # Intercept angle to plane in radar scope (compare with compass heading).

17d S # # # Flying speed of enemy plane in radar scope.

Press '9' to lock your radar tracking scope on another enemy aircraft.



SECTION IV

FLYING YOUR AIRCRAFT

Steering:

Use joystick controller 1.

- Climbing: pull joystick
- Descending: push joystick
- Bank to the right: push joystick to the right
- Bank to left: push joystick to the left

Speed Control:

- Accelerating:
In steps of 10 MPH press '2'.
For high-rate acceleration press '3' for your Afterburner.
(Using your Afterburner will burn fuel considerably faster)
- Decelerating:
In steps of 10 MPH press '1'.

Control Modes:

- Auto-pilot:
Press '5' to change from manual control to autopilot and vice versa. In auto-pilot mode the maneuvering of the plane is taken over by the computer. You will have to fire your weapons yourself. When flying in auto-pilot mode the computer automatically selects weapons based on the distance to your target. You can still use the high-rate acceleration afterburner by pressing '3'.
- Manual Flight:
You must control all movements of your plane and operate all the weapon systems.
- Semi-Automatic:
Press '6' to change from manual flight to semi-automatic control and vice versa.
In the semi-automatic flight mode, the computer will try and keep the speed up to the originally set level. All other operations will have to be performed manually.

Weapon Systems:

Your fighter craft is equipped with a 20mm cannon and missiles. You can only use one of them at a time. For firing press the Fire Button on Hand Controller 1.

Changing the weapon system:

You can change from one weapons system to another simply by pressing the Arm Button on Hand Controller 1.

Watch the target scope in your head-up display. When you have the enemy aircraft well within your scope you should still wait for the target range indicator circle of the scope to turn red. It indicates your opponent is within reach of your selected weapon system.

Bringing Down Enemy Aircraft

You can bring your opponent down by hitting him with a single missile or by scoring nine hits with your 20mm cannon. The enemy plane will turn red first to indicate that it is burning. Just wait and it will crash.

Fire your 20mm cannon or launch your missiles only when you have the enemy well within the (red) circle of your head-up display.

Electronic Counter Measures (ECM) System:

Your **WRN** indicator will light up when an enemy missile is homing in on you. Press '4' to activate your ECM system immediately! When you see a black "+" appear in front of a fighter you are attacking, it means that he has fired a missile at you...But beware of the enemy planes behind you too!

The enemy aircraft also has similar defensive systems against your missiles. If the aircraft you are attacking is surrounded by small black dots it means that its ECM system has been activated and you had better save your missiles. Switch to your 20mm cannon instead.

Scoring Points

Your computer automatically keeps track of your score:

7	Every time you hit a plane with your 20mm cannon
40	When hitting a plane with one of your missiles
10	Every missile not fired when you complete a mission
1/10	Every round of ammunition you have left when you complete a mission

SECTION V

Running the Simulation

The F16 Title page

The title page automatically appears. **NOTE: The two-player game is not available on the Coleco ADAM (even on the MSX it requires an additional hardware cable).** Press '1' to begin.

[If you wait too long the computer will automatically select the one player game.]

Choosing the level of skill

The game is pre-programmed to start at level 1.

When you have successfully completed your first mission the game continues with level 2 etc. making it more difficult as you get along.

If you feel that you are good enough you can move to a higher level (or lower level) by using your joystick. Press the Fire Button to start a level.

There are 10 basic levels to choose from. The number of planes on your screen indicates the number of opponents you must bring down. The dark planes indicate the number of planes you must fight simultaneously.

Level 1	2 enemy planes Fighting only one at a time 500 rounds of ammunition/2 missiles
Level 2	2 enemy planes Fighting two simultaneously 500 rounds of ammunition/2 missiles
Level 3	3 enemy planes Fighting two simultaneously 500 rounds of ammunition/3 missiles
Level 4	4 enemy planes Fighting two simultaneously 500 rounds of ammunition/4 missiles
Level 5	5 enemy planes Fighting two simultaneously 500 rounds of ammunition/4 missiles (Encounter takes place at night)
Level 6	3 enemy planes simultaneously 500 rounds of ammunition/4 missiles

Level 7	4 enemy planes Fighting three simultaneously 500 rounds of ammunition/4 missiles Encounter takes place in the clouds. No visual contact with your opponents unless they are very close!
Level 8	6 enemy planes Fighting three simultaneously 500 rounds of ammunition/6 missiles
Level 9	7 enemy planes Fighting three simultaneously 500 rounds of ammunition/6 missiles
Level 10	8 enemy planes Fighting three simultaneously 500 rounds of ammunition/6 missiles

[If you wait too long the computer will automatically switch to a demonstration of the simulation.]