

HARD DISK INSTALLATION

This is strongly recommended.

To install Jet Strike AGA onto your hard disk:

1. Decide on which directory you want Jet Strike to be placed in and copy the HD_Install program from the INTRO disk to that directory of your hard disk.
2. Double click on the copy of **HD_Install** on your hard disk (NOT on the INTRO disk) and follow the on-screen instructions.
3. Ensure that all disks are write-enabled during installation.

If you have a standard 2 Meg A1200 and a hard drive installed you won't have enough memory to run it from workbench. If this is the case, boot the program from Disk 2 (most of the data will be read from your hard disk, you will not have to change to any other floppy disks).

BOOTING FROM FLOPPY

This might sound obvious - To see the intro boot from the INTRO disk. To by-pass the intro boot the game directly from Disk 1.

PASSWORDS

The level code system described in the manual has been removed from this version of Jet Strike and replaced with a Save Game system. By pressing F1 - F10 when prompted at certain mission briefings you can save the game to a floppy disk. In order to save a game, you must first format a disk with the name Jetstrike_Saves. To replay a game, click on the Replay button in the main menu and press the function key corresponding to the game that you saved (F1 - F10).

OPTIONS

Stick Throttle On / Off. With stick throttle on (default), pushing the joystick left / right controls the throttle. With this function off, you must use the Shift Keys to control your aircraft's speed.

Rasputin Software, August 1994

RASPUTIN

JETSTRIKE

JETSTRIKE AGA - ADDENDUM TO THE MANUAL

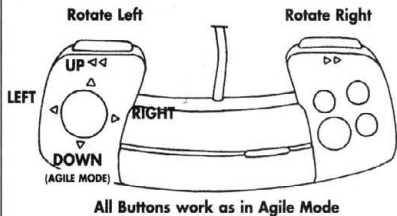
Many extra features have been added to Jet Strike for this AGA specific version. Some are obvious but many are hidden away waiting for you to find them! Below is a list of the additional features which you must know about to get up and running.

CONTROLS

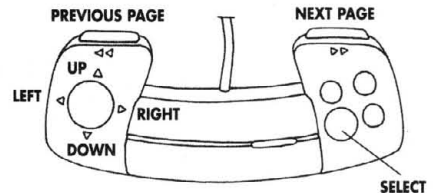
1. When flying in **Helicopter / Hover Mode** the Left and Right Shift keys (as well as the Left / Right Arrow keys) can be used to rotate the aircraft.
2. A new "look around" system has been added. This is accessed using the numeric keypad - for example Key 7 will display what is happening to the top left of your aircraft, Key 2 will show you what is going on directly below it.
3. Pressing 0 on the keypad will cycle through the various views available to you which include **Weapon view** (follows the next weapon launched), Enemy Aircraft view, B-52 view (follows the B-52 called up by the marker bomb) and **Fat Albert view** (follows the C-130 Hercules "Fat Albert" called up by the Drop Zone Bomb).
4. If you have a CD-32 controller, you can play the game with this device (see below).

Aerolympics can now be played by 1 - 8 players. You may also select the number of missions that you wish to play. Aerolympics also contains a Random Aircraft selector which can be used once by each player.

HELICOPTER (HOVER) MODE CONTROLS



AIRCRAFT & WEAPON SELECTOR CONTROLS



FLIGHT (AGILE) MODE CONTROLS

