

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER
Electronic Arts

COMMAND SUMMARY

[This is just from the 3-page command summary sheet. The full manual]
is 50 pages long and the typeface used is too small for my OCR s/w to]
[handle it. JimG]

SPECTRUM DISK

Getting Started

1. If you wish to use a joystick, plug it into joystick port 1.
2. Insert side A of the AFT disk into the drive.
3. At the opening menu press ENTER to select the Loader option.
4. Once AFT has loaded, the Main menu is displayed, from which you select a mission as described below in Menus.

Note

* Throughout these instructions, we refer to the joystick. If you are using the keyboard, you can use Q, A, O & P keys instead of the joystick.

Menus

Some missions contain a single menu, while others contain a menu bar containing the titles of several pull-down menus. You begin flying immediately at the start of every mission so press the SYMBOL SHIFT key to see the mission menu or menu bar. Select a pull-down menu by moving the joystick left or right and press the button or ENTER to pull it down. Push the joystick forward or pull it back to highlight commands within the menus and press the button or ENTER to select.

Use the SYMBOL SHIFT key to close menus and return to flying without selecting any command.

In missions with multiple menus like Test Flight, moving the joystick left or right will close the currently open menu and open an adjacent menu.

To return to the Main menu press Y while you are flying.

Controlling AFT Aeroplanes

The joystick controls the ailerons and rudder, which in turn affect your aeroplane's attitude. The rudder is always coupled to the ailerons in the Spectrum version of AFT. That is to say the rudder moves in unison with the ailerons to coordinate a turn. In a real aeroplane the rudder is controlled with a set of pedals while the stick affects only flaps and ailerons. However, you can slip (see manual glossary) toward a turn, and skid (see manual glossary) away from a turn, using the N and M keys. Press the button or spacebar during flight to neutralise the rudder, thereby cancelling any slip or skid and also centering the ailerons.

Keyboard Commands

Aeroplane:

Simulator:

1 to 5	Set throttle %: 1=20%, 5=100%	U	Satellite
I	Throttle off (only during flight)	E	Rear
N	Trim rudder left	S	Left
M	Trim rudder right	D	Right
B	Toggles brakes on/off	X	Belly
F	Toggles flaps up/down	C	Zoom in

G	Puts landing gear up/down	Z	Zoom out
H	Toggles HUD on/off	W	Up
J/K	Step power down/up	V	Full forward
Q/A	Stick forward/back	R	Cockpit
O/P	Stick left/right	T	Chase plane
Space	Centre rudder and ailerons	Caps Shift	Tower
		L	Pause

Menus:

Y Main menu
 Symbol Shift Open/Close menus

Differences in Spectrum AFT

Because AFT is available on a wide variety of computers with differing capabilities, some commands and features described in the AFT manual are different or unavailable in the Spectrum version. Please note that the majority of Spectrum AFT is not in colour, even on a colour monitor.

Menus

The menus that are not used in the Spectrum version of AFT include:

1. Demo - now called "Intro Flight"
2. Option
3. Zoom
4. Eye
5. Sys

Control Systems

1. When changing viewpoint, in order to revert back to the cockpit view, you must press R, and not the same key again.
2. When switching off the HUD, all that is removed from the display are the indicators for Flap, Brake and Landing Gear.

Commands

The menu commands are fully spelled out on-screen in the Spectrum version (they are abbreviated in the manual to match their appearance in the IBM version). The menu commands that are not used in the Spectrum version are:

- | | |
|-------------------|---------------------|
| 1. Coupled Rudder | 6. Record Manoeuvre |
| 2. Instant Replay | 7. Record Basic |
| 3. Next Stunt | 8. Redo Stunt |
| 4. Record Advance | 9. Wind |
| 5. Record Aerobat | |

Instruments

1. Altimeter - has a digital display for thousands of feet instead of a second needle.
2. Control surface monitor - does not display flap, rudder or aileron positions.
3. The rudder is always coupled to the ailerons.
4. There is no "direction finding radio" to find the airport. A + appears in the HUD to mark the airport's position. The second airport is 40 miles east instead of 40 miles north.
5. Slip indicator - there are no reference markers on the indicator.
6. Brakes - the aeroplane's brakes will remain on until you press B a second time.

Test Flight

1. There is no flight recorder and thus no instant replay in Test Flight.

Formation Flying

1. Each manoeuvre consists of only one stunt, thus you cannot Redo, Skip or go to Next Stunt.
2. The scoring does not display a graph of your performance, only a score from 1 to 100.
3. You cannot record a stunt.

Aeroplane Racing

1. You only race against one opponent and the aeroplanes start at zero throttle.
2. There is only one menu.
3. The 2 mile box race uses the P-51 instead of the Spitfire.

Flight Instruction

1. There is no flight recording in the Flight Instruction mission.
2. Demo is under the Aerobatic Instruction menu and not the Advanced Instruction menu.

Spectrum Version	Stefan Walker
Software Design Implementation	Ned Lerner
Aerodynamic Model	Gabe Hoffman
Technical Consultant	Brig. General Chuck Yeager USAF (Ret.)
Producer	Jocelyn Ellis
Program Art	Richard Antaki & Michael Kosaka

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Package Design (c) 1987-1989 Electronic Arts
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