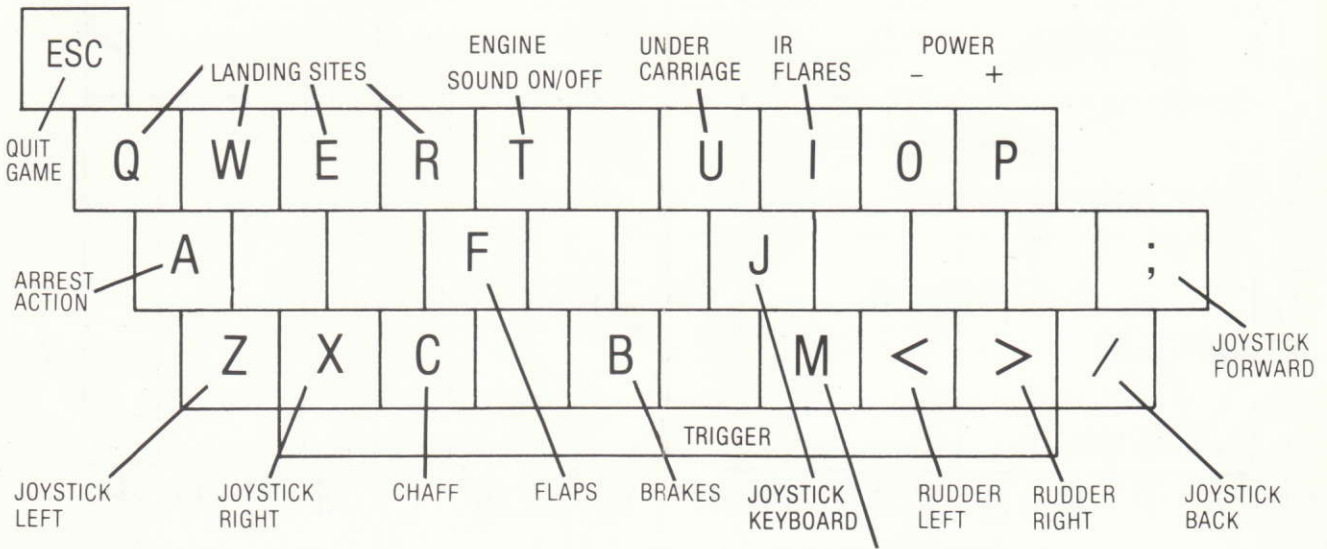


**KEYBOARD KEY**



**NUMBER KEYS**

1	2	3	4	5	6	7	8	9	0
M F D		THRUST VECTOR			HEAD UP DISPLAY				
MFD/ WEAPONS	REARM	↓	↘	→	CLEAR FOFTRAC	BOMB SIGHT	HOMER	MISSILE SIGHT	NORMAL HUD

# OPERATIONAL AREAS

CONTAINS: 3000 MOUNTAINS  
3500 SAM SITES

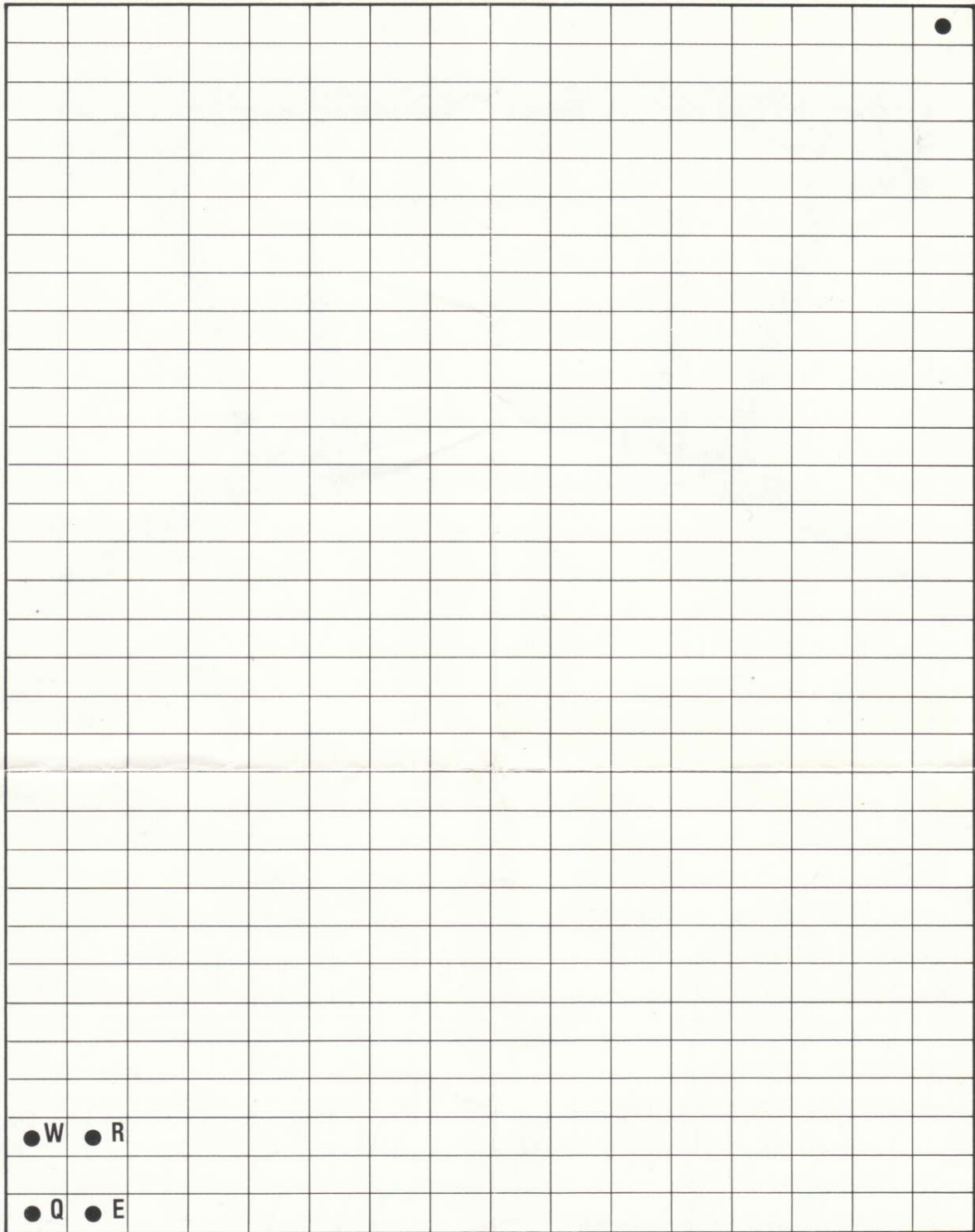


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C  
B  
A



ENEMY  
HQ

INITIAL  
GROUND  
SITES

A B C D E F G H I J K L M N O P

### Additional notes for the Amstrad version of Strike Force Harrier

1. As your mission progresses, you will find that the enemy Migs become harder to shake off once they get you in their sights. You should use the defensive manoeuvres detailed in the manual, especially the VIFF techniques shown on page 24.
2. The instrument panel differs slightly from the description in the manual. The correct positions of the instruments are shown on this keysheet. The Multi Function Display now includes the message window as well as the weapon inventory. This window can be cleared by pressing the M key once you have read a message.

3. The display above the MFD will warn you if one of your ground sites comes under attack. The four squares of this display represent ground sites Q, W, E and R.
4. The lights above the Air Attack Radar indicate the damage sustained by your aircraft. There is an instrument failure associated with each of these lights. If all three warning lights are lit you should immediately return to a ground site to repair the damage as any further enemy fire may destroy your Harrier.
5. A mission can be aborted at any time by pressing the Escape key.

Program designed by Rod Hyde  
Amstrad cockpit graphics by Shirley Jones