

## Addendum

### **C64/128, SPECTRUM, AMSTRAD CPC & PCW OWNERS PLEASE NOTE:**

Due to limitations in processor speed, memory, disc capacity and cassette loading time, the following compromises have been made in order to produce an 8-bit version of F-16 Combat Pilot:

1. After loading the program, the game begins at the 'Mission Select' screen, not the 'Crew Room'. Options such as weapons and aircraft data, demo and flight control selection have been omitted. C64 cassette versions do not offer a Pilot's Log option but instead allow the user to select Operation Conquest or squadron number. Named pilot's logs are only available on the C64 disc version.
2. The following weapons are not available: Mk 83 1000 lb bomb, Mk 84 2000 lb and Snakeye bomb.
3. The zoom thermal image is not available for Maverick AGM-65D operation. It is not possible to select individual ground targets at beyond visual range.
4. The damage report screen has been omitted from the C64 cassette version.
5. The two player option 'Gladiator' is not available.
6. It is not possible to despatch other allied F-16 aircraft during Operation Conquest (COMMAND option).
7. There are no intelligence reports during the pre-flight briefing.
8. Setting waypoints on the pre-flight briefing map does not display your flight path.
9. It is not possible to select weather conditions via the MET OFFICE.
10. The air-to-air radar does not have Single Target Track (STT) mode. The air-to-air ground radar does not have a Ground Target Track (GTT) mode. Targets may be selected on the ground radar but not designated.
11. There is no digital artificial horizon option on the MFD's.
12. Only one enemy aircraft may be tracked on the Up Front Control Panel.
13. There are no left, right or rear views from the cockpit.
14. There is no Continuously Computed Impact Point (CCIP) mode on the HUD.
15. Ground Control Approach (GCA) talkdown is not available.
16. Callsigns have no purpose.
17. There are no bridges or helicopters in the simulation. Wire frame graphics are used throughout.
18. It is not possible to select a function on each MFD individually.
19. Sinclair Interface 2, +2 and +3 users may use two joysticks.