

ATARI ST

**OPERATING  
YOUR SKYFOX FIGHTER**

**EmuMovies**

## Getting Started

Turn on your Atari and insert the **Skyfox** disk in the internal disk drive. After a few moments, the title screen appears. Press the mouse button to move to the selection screen, which offers menus that let you choose your joystick control mode and skill level.

If you are the first owners of an ST, you may need to load the "TOS" system before you boot up. This reduces the amount of available memory in your computer, and **Skyfox** may not run. If this is the case, contact your dealer to purchase the necessary system ROMs and have them permanently installed in your computer.

## Joystick Control

You can use either a joystick (**J**) or the mouse (**M**) to control **Skyfox**. The button works the same on either device.

## Choosing Ranks (Skill Levels) and Scenarios

Click the right or left arrows to scroll to the next higher or lower rank or scenario. The five ranks range from Cadet (the easiest) to Ace of the Base (the hardest).

Of the 15 scenarios, the first seven are Training Missions — some with enemy tanks only, some with enemy planes only, some with both. Training missions contain no enemy Motherships, and the enemy can't destroy your home base. The remaining eight scenarios are invasions. You must protect your home base or lose it, along with your computer and whatever fighters you still have there.

When you destroy all the enemy forces or the enemy destroys your plane, you are returned to base. When the game ends, press any key then press the mouse or joystick button to start a new game at the same level and scenario. Press **Control R** to start over before the end of a game.

## Launching a Skyfox Fighter

After you choose rank and scenario, the base computer appears on the screen. Press the mouse or joystick button to enter the launch tube. If necessary, use the mouse or joystick to select low (for launching against tanks) or high (for launching against planes). Press the button again to launch toward the nearest targets. Your launch speed depends on your rank.

## Flying a Skyfox Fighter

Move the mouse right or left to turn the plane. Move it forward or back to change altitude. Press and hold the **Spacebar** to engage the afterburners for quick thrust. Release it to return to your pre-thrust speed.

### Using the Skyfox Weapons Systems

Press the mouse or joystick button to fire the laser cannons. Press **H** on the keyboard to arm a heat seeking missile and **G** to arm a guided one. (Press again to disarm a missile that you haven't fired.) Press the button to fire an armed missile against an enemy target. A target must be visible on your on-board radar scanner to fire a guided missile, and a target must be visible through the cockpit canopy to fire a heat-seeking missile.

### Using Automatic Pilot to Find More Enemy Targets

When no enemy targets are in view, press **A** on the keyboard to engage the automatic pilot. Your on-board computer then locates the nearest enemy targets, sends you to their location, and disengages when you enter the enemy sector.

### Using the Base Computer

The base computer displays a tactical map that shows the location of all your installations and all enemy vehicles. While flying Skyfox, press **C** to bring up a visual display of that map, transmitted from your base computer. Use the cursor control keys to move the cursor to the sector you want to fly to, then press **A** to engage the automatic pilot. You can also use this procedure to choose your own target to launch against from the base.

### Flying Through the Clouds

Skyfox provides two combat arenas: High (30,000 to 40,000 feet) and Low (below 1000 feet). You can switch between the two by flying up or down accordingly; or speed up the process by pressing **U** to go to the high arena and **D** to go to the low arena. Either way, flying up to 30,000 feet requires heavy fuel consumption. Enemy planes only fly between 30,000 and 40,000 feet.

### Landing a Skyfox Fighter

Land at home base to recharge your shields and fuel cells. You may *not* land at any installation other than your home base. (Your home base is shown on the tactical map as a red and white checkered square. All other installations are shown as white checkered squares.) To land: 1) enter the sector containing your base; 2) reduce your speed to 0 by pressing **0** on the keyboard; 3) reduce altitude to 0 by pushing forward on the mouse or joystick. Once you've successfully landed, the base computer appears onscreen.

## The Scenarios

**Tank Training 1** — You are launched toward 4 consecutive waves of tanks. When you destroy the last one, you will automatically be returned to base. Launch again to face even more tanks. Use your overhead radar scanner to spot your targets.

**Tank Training 2** — Sectors all over the map will be occupied by tanks, all advancing on your base. When you clear out the tanks in your immediate area, press **A** on your keyboard to engage the automatic pilot. This will take you to the nearest target at top speed.

**Plane Training 1** — You will be launched onto the tail of an enemy plane. Shoot fast or it will circle and attack you. The forward scanner will help to locate planes which are in range and will help you determine whether they are above or below you. (The **Alternate** key toggles between forward and overhead scanners.) Try your guided and heat seeking missiles. (Press **G** or **H** to arm and the mouse or joystick button to launch.) Succeed and you can relaunch against successively more planes.

**Plane Training 2** — Launches you nose to nose with the enemy. The slow don't live.

**Plane Training 3** — Like Tank Training 2, but with planes.

**High/Low Training** — Alternate waves first of tanks, then of planes. You'll automatically be returned to base after each success.

**Combo Training** — Like High/Low but a wave consists of both tanks and planes. You may fly between the air and ground wars, or use **U** or **D** to quickly move Up or Down to the combat areas.

**Small Invasion** — One Mothership to defeat, before it launches enough planes and tanks to destroy your base. Protect your base and the outlying installations containing your friends and relatives. Be sure to save some missiles to use against Motherships. (When a mothership launches a plane against one of your installations, the message "Launch Detected" will appear on the radar scanner display in your cockpit.)

**Full Invasion** — A three Mothership Invasion. **Massive Onslaught** — Six Motherships.

**Halo, Alamo, Advancing Wall, Chess and Cornered** — Each a multiple Mothership invasion, each with its own shape and pressure. (Note: To study enemy movement patterns in the scenarios, choose a scenario and press the button to enter the base, but don't launch. Just watch the enemy movement on the tactical map.)

## Link With Computer's Tactical Map

**C** brings up the computer map. Pressing **C** again removes it. **With the map up:**

**Cursor control keys** move the cursor (blinking square).

**Z** zooms in on square under cursor. **Z** again returns to the normal map.

**A** engages automatic pilot, targeting square under the cursor. (If tactical map is not up when automatic pilot is engaged, computer will automatically select nearest enemy occupied square.)

**S** brings up the score summary.

**R** brings up an installation status report.

**T** brings back the tactical map.

**Guided Missile Count** - press **G** to arm (and **G** again to disarm) and the joystick button to fire. You must have a target on your radar scanner to fire.

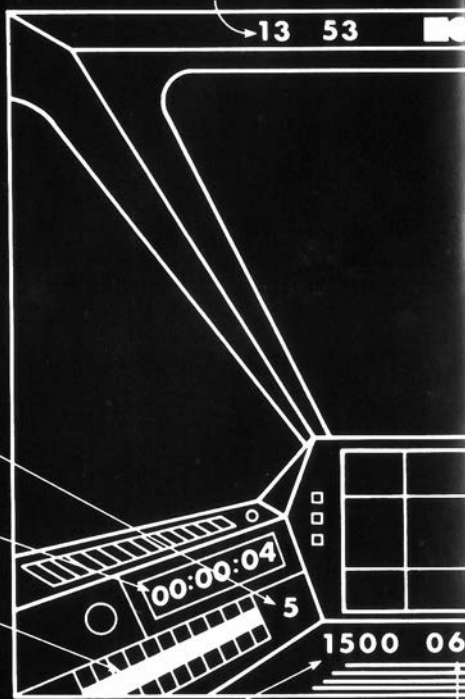
**Clock** - Shows elapsed time since invasion onset.

**Fuel Indicator** - Fuel consumption increases with speed. Thrust boosts and climbing to fight planes are especially expensive. Land at home base to refuel.

**Speed Indicator** - In miles per hour. Press a number on the keyboard to set a new speed. **0** stops, **1** sets at 10% of maximum, **2** at 20%, etc. The **+** and **-** keys increase or decrease the speed in increments of 100 mph. Maximum is 3000 mph.

Each square on the base computer's

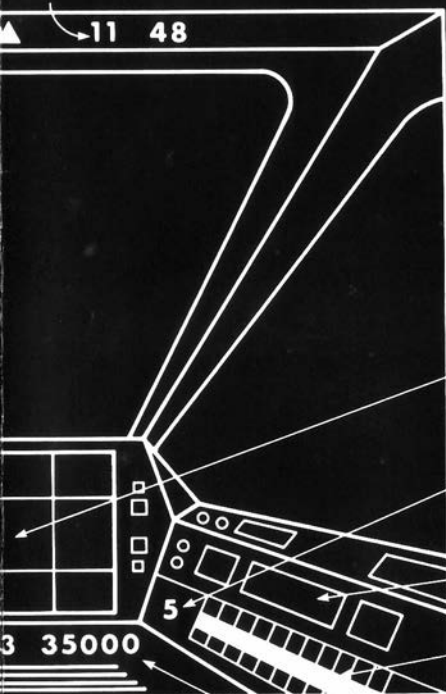
**X Coordinate** -- your current position in miles from the left of the tactical map



**Compass Heading** - 0 south, 270 is west.

tactical map is one mile on a side.

**Y Coordinate** -- your current position in miles from the bottom of the tactical map.



0 is north, 90 is east, 180 is

**Control S** — toggles sound on and off.

**Control R** — restarts the game.

**Esc** — pauses the game.

**Radar Scanner Display** - the **Alternate** key toggles between overhead and forward radar screens. Overhead radar shows installations as well as enemy targets. Watch here for messages during battle.

**Heat Seeking Missile Count** - Press **H** to arm (and **H** again to disarm) and the mouse or joystick button to fire. You must have a target in sight to fire.

**Auto Pilot Indicator** - Will show **AUTO** when the Auto Pilot is engaged. Pressing **A** toggles Auto Pilot on and off.

**Shield Indicator** - When the red bar is gone, so are you. Land at home base to recharge.

**Altitude Indicator** - Be careful. Above the rank of Cadet, hitting the ground hard costs some shield strength.