LOADING:
Insert disc and switch computer on. Skystrike + will load automatically. **Leave disc in computer during play.**

THE GAME:
It is 1946 and the crown colony of **St**osic has been invaded by the neighbouring country–Zodvia. As head of 520 squadron (**St**rike Command) you have been assigned to stop the Zodvian invasion and restore peace.

You will be flying the MK XIV Submarine Spitfire. Your aim is to complete the set missions, destroying as many enemy aircraft as possible whilst avoiding damage to civilian buildings. To complete the game you must fly 56 missions set over 401 screens. You have 5 Spitfires **but only 1 life**, so take care of it.

Your Spitfire flys just like the real thing (if a real spitfire was flattened into 2D that is), and careful control is needed to avoid making a mess of someone's field.

INSTRUCTIONS:
Full instructions are given at the beginning of the game. With a little practice, you will soon be able to take off, fly, shoot at things and land. However, if you want to achieve any degree of success in this game, **it is important that you read the instructions fully.**

TAKING OFF AND LANDING:
The aircraft is controlled with a joystick (if you do not have one, utter a few choice swearwords and go out and buy one). Moving the joystick down causes the aircraft to rotate anti-clockwise. Moving it up causes the aircraft to rotate clockwise. The number keys 0-9 control the throttle (0 is off, 9 is full on). The throttle can also be controlled by moving the joystick left (throttle down) and right (throttle up). This will vary the throttle between 4 and 9.

These are the basic controls of the aircraft. So, to take off, press 9 and let the aircraft roll down the airfield until it becomes airbourne, then pull back on the joystick to gain some height. At this point, fly around for a while to practice the controls.

There are 4 non-fatal ways of getting back to the ground:–

1. **Bale Out.** Pressing the "Esc" key gets you out of the aircraft and the "Return" key opens your parachute. The chute takes a little time to open so it's a good idea to get some altitude first.
2. **Belly Land.** You can land with the wheels up (or destroyed) as long as you land flat and slowly. This takes practice and is only recommended if you do not have enough height to bale out.
3. **Land Properly.** This is the only method of getting down that doesn't destroy your aircraft and is the recommended way of getting back on the ground. Fly your aircraft until it is parallel with the ground and about it's own height above it. Switch off the engine and let the aircraft drift to the ground.

Continued

4. **Auto-Land.** If you have only just started to play 'Skystrike +' and are playing on the easy or medium difficulty levels you can use the auto-land feature. Pressing the "A" key whilst flying over your base will automatically land your aircraft but an increasing number of points will be deducted from your score.

It is also recommended that you land with your undercarriage down. This is controlled with the 'U' key (or F10).

CONTROLS:
Joystick Up/Down–rotate aircraft, **0-9 keys**–throttle, **Joystick Left**–decrease throttle, **Joystick Right**–increase throttle, **Fire Button**–fire guns, **Stick Left + Fire**–drop bomb, **Stick Right + Fire**–fire rocket.

"U" key (or F10)–undercarriage, **"T" key** (or F3)–turn around, **"L" key** (or F6)–get transporter, **"R" key** (or F1)–call repair team, **"W" key** (or F7)–do a wing dip (only when flying level), **"Esc" key**–Bale out, **"Return" key**–pull ripcord to open chute, **"P" key** pause game, **"A" key**–autoland (on easy or medium levels) **"F" key** (or F8)–fires a flare into the aircraft to set fire to it when you have landed behind enemy lines and have no way of taking off again. You lose the aircraft but, due to your amazing talent for escaping capture, you always manage to get back to base.

Keys for bonuses: "E" key (or F4) operates fire extinguisher, **"C" key** (or F9) sets cluster bomb, **"B" key** (or F5) operates turbo boost.

The above controls only tell you how to do things. To find out when, where and why to do them **you must read the instruction pages.**

TIPS FOR BEGINNERS:
1. Capture as many bases as possible whatever mission you are on, this gives you more of an attacking range.
2. Always go for bonuses unless it is ridiculously dangerous.
3. Keep an eye out for tall buildings and don't fly too low until you get the hang of flying properly.
4. Always turn around **upwards**. This avoids crashing into the ground or into tall buildings.
5. In combat, fly with the throttle on '6'. This allows the aircraft to turn more rapidly and also saves fuel.
6. Keep an eye on your fuel gauge. If fuel is low, head for the nearest airfield and land.
7. Always fly over your landing site before landing. This way you can spot any craters or obstacles on the runway.
8. If things are bad–bale out. Remember you have 5 aircraft but only 1 life.

Skystrike + is a superb game that will give you countless hours of enjoyment. Good luck in your fight against the Zodvian Invaders.