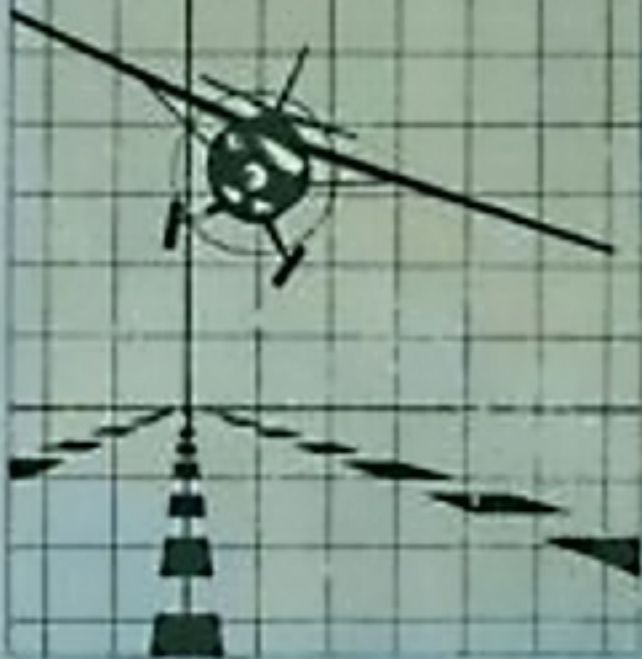


4A FLYER

by John M. Phillips

Flight Simulator for the
TI-99/4a Home Computer



4A Flyer by John M. Phillips

or...DA PLANE, DA PLANE!

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Overview

Fasten your seat belt and prepare for takeoff with 4A Flyer! You are the pilot of the 4a Flyer combat plane! Your mission is to carry top secret cargo to four separate airports. But watch out! Enemy planes will do all in their power to stop you from reaching your destinations. Start your engine, fly into the sky, navigate through hazardous weather conditions, search for and destroy enemy planes, and land safely and without running out of fuel! Feel the excitement and motion of flight as you pilot your own plane with 4A Flyer!

Features

In 4A Flyer you:

- o Pilot the plane through take-off, flight, combat and landing sequences.
- o View the sky and horizon through the cockpit window.
- o Control the motion of the plane as you rush to intercept enemy planes.
- o Battle enemy planes.
- o Face dangerous weather conditions.
- o Monitor your fuel and power.
- o Hear exciting sound effects.
- o Use keyboard or joystick controllers.

Game Play

Selecting the Weather option.

At the title screen, press W for random weather. Pressing any other key will default to clear skies. There are three types of weather. Pressing W at the title screen randomly assigns weather hazards. After landing at any of the four airports, the weather changes. Weather conditions are as follows:

- o Clear - blue sky, green land ... perfect flying, no danger. Only displayed if W is NOT pressed.
- o Snow - blue sky, white land ... hazardous at high altitudes. Watch out for ice forming on wings.
- o Rain - gray sky, green land ... dangerous when landing. Be careful not to reduce speed too drastically during rainstorm.
- o Heat - blue sky, red land ... effects engine during flight. Monitor engine power carefully to avoid overheating.

You see the instrument panel through the cockpit window. The instruments show the status of the flap and landing gear, amount of fuel and power, speed, heading, altitude, pitch of plane. An artificial horizon indicator shows the actual tilt of plane. The flight computer displays exact info about the altitude and heading of enemy planes and location of nearest airport. Become familiar with each flight instrument and its purpose before attempting flight.

- o COCKPIT WINDOW ... shows runway, sky, horizon, enemy planes and current weather conditions.
- o FLIGHT COMPUTER ... The center rectangle below the cockpit window is the flight computer. When in combat mode, it displays altitude (in feet) and heading (in degrees) of enemy planes, and the number of time you have been hit by the enemy. Remember, this is the number of time YOU have been hit...not the enemy plane. During landing sequences, this area displays the heading you must take to find the nearest airport.
- o ALTITUDE INDICATOR ... Displays your altitude in feet, based on ground level.
- o PITCH INDICATOR ... A line divides the pitch indicator in half. When blue appears above the center line, the nose of the plane is heading towards the sky. When green appears below the center line, the nose is heading towards the ground.
- o GEAR INDICATOR ... Displays the status of the landing gear, either up or down. The gear must be up shortly after take-off to allow for a smooth flight, and down during landing.
- o ARTIFICIAL HOR. DISPLAY ... looks like two side-by-side triangles. The triangles tilt left or right when the plane is banking.
- o FUEL GUAGE ... Shows amount of fuel in fuel tank. The fuel gauge is filled with red when the tank is full. When engine power is at maximum, the fuel is consumed more quickly. When you land at an airport, plane is automatically fueled.
- o ENGINE POWER GUAGE ... Displays level of engine power. It is filled with red when engine power is at its max. The amount of engine power needed varies depending upon speed desired.
- o FLAP INDICATOR ... Flap is a movable part of each wing. When fully raised and the plane is in the air, it causes the plane to slow down by ten knots.
- o SPEED INDICATOR ... Measure plane speed in knots
- o HEADING INDICATOR ... Displays heading in degrees. Heading can range from 0 to 359 degrees.
- o BRAKE INDICATOR ... The word "brake" appears in the lower right corner of the instrument panel when the brake is engaged.

Control

How to control the plane. Put alpha lock UP when using joystick.

JOYSTICK	ACTION	KEYBOARD
Forward (UP)	Pushes nose of plane down	E
Backward (DOWN)	Pulls nose of plane up	X
Left	Banks plane left	S
Right	Banks plane right	D
Fire Button	Fires at enemy planes	Q, ".", V, Y

Other active keys:

1 increase engine power
2 decrease engine power
I raise flaps
M lower flaps
G or ; raise/lower landing gear
B or / apply/release brake
C or , enter/exit combat mode
L or F begin landing sequence
W select weather option (title screen)

Getting off the ground.

Long takeoff procedure:

- o Press B or / to apply brake
- o Press and hold 1 to increase power
- o Press B or / to release brake
- o Press X or pull back on joystick until airborne.

Short takeoff procedure:

- o Press and hold 1 to increase engine power.
- o Press X or pull back on joystick until airborne.

Combat

Combat mode:

Your purpose in combat mode is to face and destroy enemy planes. Flight computer displays enemy altitude and heading of each enemy plane, and number of hits you have sustained during battle. you must pilot the 4A Flyer plane to the enemy's position, get the plane within the sight of your cross-hair lens and destroy it, before it destroys you. An unlimited number of enemy planes await to fight you one-on-one. You can continue to engage enemy planes, keeping a close watch on your fuel, or leave the combat mode.

- o Press C or , to enter combat mode. Flight computer directly beneath the cockpit window shows heading and altitude of closest enemy plane.

- o Pilot the plane until you reach the altitude and heading displayed on the flight computer.

- o Once you reach the enemy's location, level the pitch until no blue/green shows in the pitch indicator. The enemy plane will appear.

- o Maneuver your plane until enemy appears in the center of the cross-hair lens displayed in the cockpit window...and fire away.

If the enemy hits you, a hit is recorded in the third row of the computer.

If you try to fly out of the enemy's range.....you could still be hit!!

- o Once the enemy plane is destroyed, the next location of another enemy plane appears in the computer window.

- o If you get hit three times, the game resets to the title screen. When the enemy plane is not visible, you can leave the combat mode by pressing C or ,. You can enter/exit the combat mode as often as you like.

Landing

Landing DA plane.

- o press L to alert flight computer you are ready to begin the landing procedure.

The flight computer will show the heading of the nearest airport.

Once the landing procedure has begun...there is no turning back!

- o heading must match EXACTLY that of the flight computer.

- o once on the correct heading, steady the plane so that the artificial horizon is not tilted, and the pitch is level (no red/green showing). The runway will appear on the ground below.

- o lower pitch to begin descent. Once you commence descent, the plane will not bank, and pitch cannot rise above the center-line.

- o Press G or / to lower landing gear.

- o A successful touchdown is indicated by the appearance of runway markers, which are two pairs of dots on either side of the runway line.

- o raise flaps, decrease engine power, apply brake.

You are now ready for take-off again....I hope.

Messages

Some messages may be displayed from time-to-time. Here are the messages and their solutions:

- o SPEED TOO HIGH ON GROUND: Press X or pull back on joystick once speed reaches 60 knots.
- o GEAR DOWN OVER 125 KNOTS: Press G or ; to raise landing gear before speed reaches 125 knots.
- o PLANE RAN OFF RUNWAY: You must reach 60 knots for takeoff, and for landing you must have stopped before the end of runway.
- o SPPED TOO HIGH ON SLICK RUNWAY: Only appears during rain and snow conditions. Similar to message above.
- o GEAR UP DURING LANDING: Press G o ; to lower landing gear, once you have slowed to under 125 Knots.
- o SPEED TO LOW DURING APPROACH: Speed must be at least 50 knots for touchdown on runway.
- o WINGS BROKE DUE TO ICE: In snowy weather, keep altitude below 7500 ft.
- o ENGINE EXPLODED DUE TO HEAT: In hot weather avoid high engine power.
- o CRASHED INTO GROUND: Do not attempt to land plane until runway appears. Also, do not lower pitch dramatically during touchdown. Plane must be close to a level pitch.