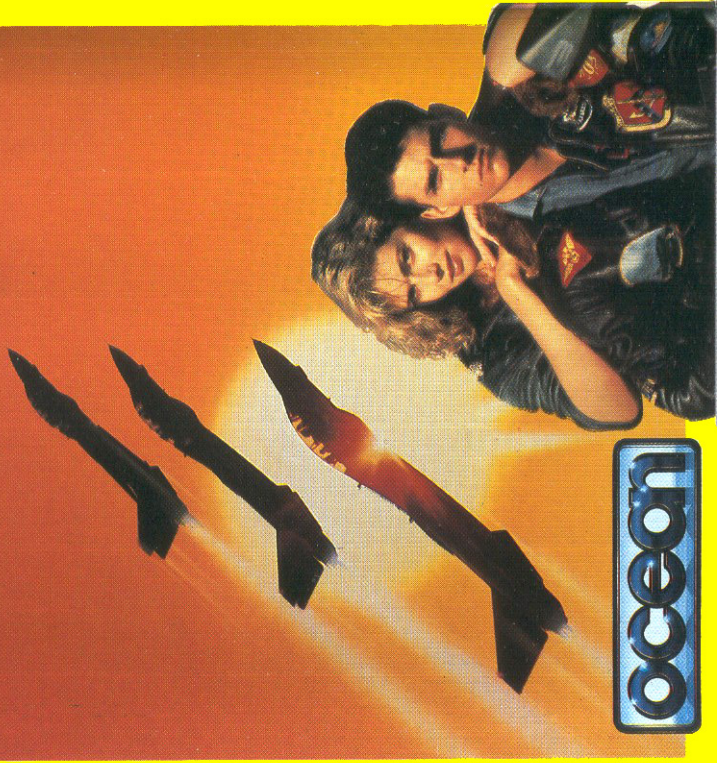
AMSTRAD

TOP GUN



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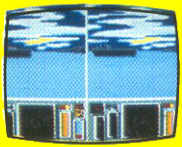

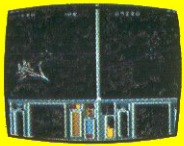

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TOP GUN

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Top Gun puts you in the fighter pilot's seat of an F14 Tomcat. 3-D vector graphics and split screen display allow one or two players to combat head to head or against the computer. Your armaments in this nerve tingling aerial duel are heat seeking missiles and 20mm rapid fire cannon. Many skills have to be brought in to play such as reflexes, manoeuvering ability and accuracy to become the best of the best. Top Gun mavericks enter the danger zone!

LOADING

CPC 464

Place the rewound cassette in the cassette deck type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type | TAPE then press ENTER key. Then type RUN" and press ENTER key.

(The | symbol is obtained by holding shift and pressing the @ key).

CPC 664 and 6218

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type | Tape then press ENTER key. Then type RUN" and press ENTER key follow the instructions as they appear on screen.

CONTROLS

KEYBOARD (REDEFINABLE)

Player 1

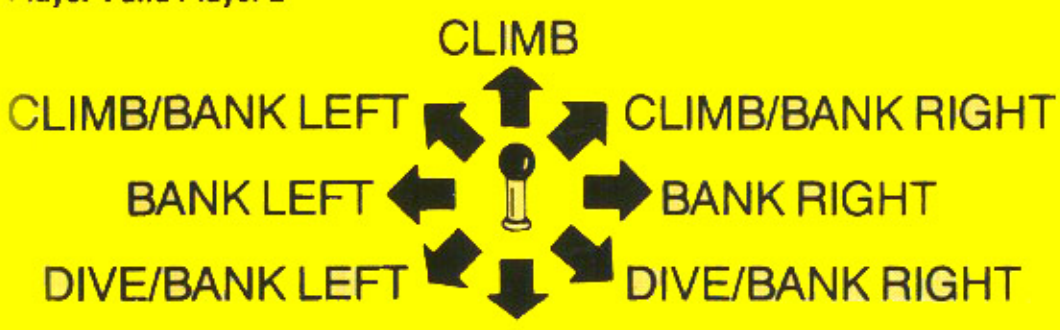
Z — CLIMB
W — BANK LEFT
T — FIRE SELECTED WEAPON
Q — DIVE
R — BANK RIGHT

Player 2

— CLIMB
↑ — DIVE
9 — BANK LEFT
– — BANK RIGHT
8 — FIRE

JOYSTICK

Player 1 and Player 2



FIRE — Fire selected weapon.

Controls common to keyboard and joystick (set).

Player 1

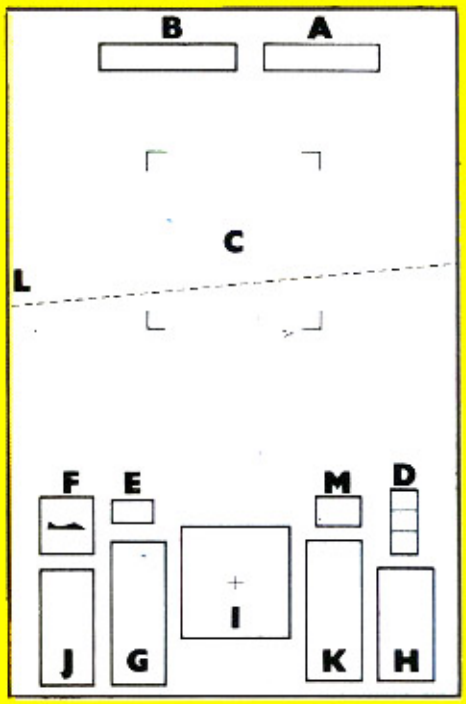
CAPS — INCREASE THRUST
SHIFT — DECREASE THRUST
TAB — SELECT WEAPON

Player 2

[— INCREASE THRUST
] — DECREASE THRUST
CLR — SELECT WEAPON

STATUS AND SCORING

DISPLAY SCREEN



KEY

A — AIR SPEED
B — ALTITUDE
C — MISSILE SIGHT
N.B. NO SIGHT-FLARE MODE
D — WEAPON SELECT INDICATOR
E — ENEMY/ABOVE/BELOW
F — PLANE ALTITUDE INDICATOR
G — CANNON TEMPERATURE
H — DAMAGE INDICATOR
I — RADAR/ENEMY LOCKED ON/ WARNING INDICATOR
J — THRUST
K — MISSILE LOCKING ON COUNTDOWN
L — ARTIFICIAL HORIZON
M — MISSILE WARNING INDICATOR

Each level comprises of 3 aircraft which has to be destroyed. Points are awarded on the number of aircraft shot down.

GAMEPLAY

You are Maverick, a top fighter pilot in the American Navy, your craft the F-14 Tomcat. It is a fast and deadly aeroplane equipped with different weapons and defence systems. Choose to combat against the computer controlled aircraft or go head to head and battle it out

In 2 player mode — out manoeuvre your opponent and shoot him down with a direct hit from one of the missiles or a succession of shots from the machine guns.

In one player mode you must engage and destroy three enemy aircraft before progressing to your next mission — pitting you against faster and more manoeverable craft. With two players you each begin with 3 aircraft and the winner is the one left flying.

WEAPON SELECTION

There are 3 weapon types which are selected in weapon mode. This is denoted on screen by a variation in the shape of the sights on the main display and the relevant letter is highlighted on the console.

Cross Hair — Machine Gun/Cannon
Square Sight — Side winder missile
No Sight — Flare mode

The radar readout indicates the relative position of your enemy aircraft and the arrow indicator denotes that it is above or below you.

Yellow warning light means that the enemy has you in their missile sight and the red warning light when a missile has been launched at you.

MACHINE GUN/CANNON

This can be operated when the enemy aircraft is in your sight — 25 direct hits are required to down it. A hit is denoted by a border flash and visual reference on the damage indicator. Heat levels of the weapon are displayed on the control panel.

SIDE WINDER MISSILES

To fire a missile it is necessary to fix the opponent directly on your sight for 3 seconds which enables the heat seaking element to "Lock-On" to the aircraft; However one direct hit is fatal!

FLARES

The flare is used as a decoy and is your only defence to the side winders, they must be used skilfully and with precision timing or the effect will be lost. The flare must be launched so that the enemy missile 'thinks' the ultra high-heat magnesium flare is the jet exhaust, this way you can escape the deadly shot.
Missiles can also be out manoeuvered by a skilful pilot (they "burn-out" after about 20 seconds) and a combination of moves and the astute use of flares should enable you to avoid destruction.
Good luck as you enter the Danger Zone!

HINTS AND TIPS

1. Use the machine gun sparingly, they may overheat and jam if fired continuously.
2. Try to position your craft behind the enemy — this is when he is at the most vulnerable and will find it difficult to shake you off.
3. Use the machine guns for short range and the missiles for long range attacks.
4. When banking use climb to achieve a greater rate of turn.

TOP GUN

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading. IF FOR ANY REASON YOU HAVE DIFFICLUTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE PRODUCT IS DEFECTIVE, PLEASE RETURN IT DIRECT TO:
MR. YATES, OCEAN SOFTWARE LIMITED, 6 CENTRAL STREET, MANCHESTER M2 5NS.
Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

Programmed by M. Lamb, Graphics by R. Fowles.
Produced by Jon Woods
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