

Air Strike.txt

AIR STRIKE (Unfinished)  
Cartridge Instructions  
(For 1 player)

You're piloting a biplane through enemy territory. Drop bombs on factories and ammunition depots. Engage enemy planes in dogfights to the death!

OBJECT OF THE GAME

You have only one chance to destroy as many enemy targets as possible. Maneuver the plane dropping bombs or firing the guns to hit the targets. Each hit scores points that will be displayed when the game ends. Sadly to say... this is when you crash your plane.

PRESS RESET BUTTON: Title will appear on TV screen.

SELECT SPEED Press button 1, 2, or 3 to select a SLOWER game speed. Press Direction Disc for fastest speed.

GAME CONTROLS

KEYPAD: (Any key but 0) Flips the plane upside down. When the plane is turned right side up, it will be facing the opposite direction. Keep in mind that the DISC works in the opposite direction!

UPPER SIDE BUTTON: Fires gun. Only two shots may be in the air at one time.

LOWER SIDE BUTTON: Drop bombs. Only one bomb may be in the air at one time. It's trajectory depends on the speed and direction the plane is moving.

DIRECTION DISC: When the plane is flying upright and from left to right, pressing the LEFT side of the disc turns the plane upward and the RIGHT side turns the plane downward. When the plane is flying upright and from right to left, pressing the RIGHT side of the disc turns the plane upward and the LEFT side turns the plane downward.

DEVELOPMENT HISTORY Due to the popularity of the Biplanes game in the Triple Action cartridge, APH proposed this one-player version. A prototype was shown to Mattel with scrolling mountain terrain and targets that could be bombed. The plane graphics, sound effects and flight control were lifted directly from Biplanes. (Enemy planes were not included in the prototype but promised for the finished game.) Marketing (not crazy about the Biplanes as the programmers) chose not to release the game and it went unfinished.

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