ARKANOID-
REVENGE OF DOH
BATMAN -
THE CAPED CRUSADER
WIZBALL
R-TYPE
LAST NINJA 2
SUPER HANG-ON
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The Sales Curve Squad



LOADING
ATARI ST

Set up your computer system as detailed in your user manual. Ensure
that all non essential peripherals - such as cartridges, printers, etc. are disconnected. Failure to do so may cause loading difficulties.
Switch on computer and insert Disc.

Amiga 500 and 2000

Insert the game disc into the disc drive and switch on the computer. The game will load automatically.

Amiga 1000

Insert your Kickstart disc into the disc drive and switch on the computer. When the workbench screen appears, insert the game disc. The game will load automatically.

NOTICE

The first section of AFTERBURNER will now load in to your computer memory.Disk versions will load in stages. Further sections of AFTERBURNER will be loaded automatically as you guide your F-14 through the levels.

JOYSTICK AND KEYBOARD CONTROL NOTES

Atari ST users may use any compatible joystick plugged into port I. Equivalent controls also available from the mouse.
Commodore Amiga users may use any compatible joystick plugged into port 1. Equivalent control is also available from the mouse.

AFTERBURNER OPTIONS ...

Once AFTERBURNER is loaded you'll see several presentation screens. pressing any key during this sequence will take you to the menu page listing your available game play options.
You may now select from your options described below which vary depending upon the version of AFTERBURNER that you are playing.

START GAME...

When you select this option the game will begin. Pressing the FIRE BUTTON on a selected joystick has the same effect.
KEYBOARD Two different layouts may be selected from main control. See the QUICK REFERENCE

LISTING for key details.

MOUSE (ST/AMIGA)
Selects play by mouse and selected keyboard keys. See QUICK REFERENCE LISTING for key details.

MUSIC ON/OFF (All versions)
Toggle between music ON/OFF

SOUND EFFECTS ON/OFF (All versions) Toggle between sound effects ON/OFF

SPEED TOGGLE Pressing the SPEED TOGGLE button will alter your speed between CRUISE > SLOW or CRUISE > FAST
You will remain at either SLOW/FAST until you stop pressing the button when you will return back to CRUISE speed.
In order to take effect of your AFTERBURNER's you will have to press the SPEED TOGGLE button twice in quick succession. After a fixed period of time you will return back to CRUISE speed.

ROLLING YOUR F-14...

In order to shake off enemy aircraft/missiles which are coming at you from behind it is necessary to perform a 360 degree flip. To do this move from one side to the other in quick session.

CANNONS...

The cannons are automatically activated when an enemy appears on the screen. You may shoot at the enemy with your cannons. You will be awarded 1 HIT point for each of the enemy aircraft you hit. At speciffic points in the game you will be awarded a bonus based on your HIT points.

LOCK-ON INDICATOR...

When the LOCK-ON indicator is activated you may use your missiles to knock out the enemy aircraft. A small target will appear over the target. You will be awarded 1 hit point for each of the enemy aircraft you hit. At specific points in the game you will be awarded a bonus based on your HIT points.

WARNING LIGHTS...

When the enemy is coming up at you from behind, this will activate the WARNING LIGHTS. When this occurs take care.

REFUELING ...

During the game at specific points the computer will take over control and will guide you in for refueling. During this sequence you will also receive extra missiles.

BONUS LIVES...

As you venture further into the game you will be awarded extra lives to help you complete the game.

HIGH SCORE TABLE ...

If you manage to achieve a hi-score you will be asked to enter your name. If you own a disk version of AFTERBURNER this will now be saved to the disk.

QUICK REFERENCE LISTING

JOYSTICK CONTROLS

DOWN/LEFT < DOWN > DOWN/RIGHT
UP/LEFT < UP > UP/RIGHT
MISSILES- FIRE BUTTON
SPEED TOGGLE - (SPACE) KEY

MOUSE CONTROLS

DOWN/LEFT < DOWN > DOWN RIGHT
LEFT< >RIGHT
UP/LEFT < UP > UP/RIGHT>
MISSILES - MOUSE BUTTON 1
SPEED TOGGLE - MOUSE BUTTON 2 OR (SPACE) KEY

CREDITS

Coding by Argonaut Software Limited
Music by Uncle Art
Graphics by Focus C.E. Limited
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