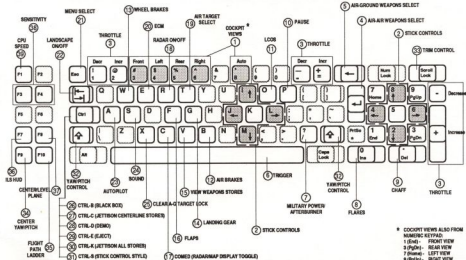
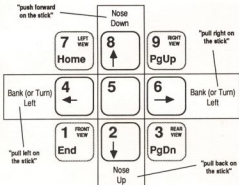


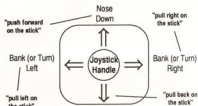
FALCON™ Keyboard Command Layout (IBM® PC™)



Numeric Keypad



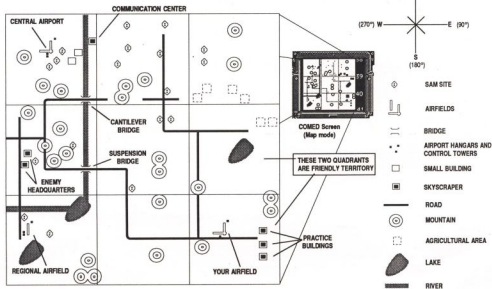
Joystick



Joystick Button 1 - Trigger (used for firing weapons)

Joystick Button 2 - Weapons Select (alternative to toggling through HUD modes with **Enter** or **Backspace** key. After selecting either "Air-to-Air" or "Air-to-Ground" HUD mode with the forementioned keys, you can click Button 2 and toggle through the different weapons types possible in either A-A or A-G category. If you wish to change from A-A to A-G, or vice-versa, you'll still need to press either the **Enter** or **Backspace** key once (depending on the mode desired).

The FALCON™ Landscape Map



The FALCON™ Cockpit (Front View)

