FALCON™

Amiga®
Version 1.1

Since the Amiga version of FALCON is protected by the code wheel only, you can (and should!) make backup copies of both disks.

You can load FALCON version 1.1 from the WorkBench by double-clicking on the icon labelled "Falcon1.1." Or you can type `Falcon` from the CLI.

If your Amiga has only 512K RAM and more than one disk drive, you must disconnect the extra drives in order to run the game. If you have a hard drive and at least 1 megabyte of RAM, you can install the program to your hard drive by double-clicking on the "HD-Install" icon from WorkBench. This will create a new directory on your hard disk (dh0:) called "Falcon." If you wish to install the game to a different partition, you will need to run the install program from the CLI by typing `execute FALCON_1.1:INSTALL partition:` (Don't forget the colon at the end of the partition name). If you wish to install FALCON to a specific directory in a partition, type `execute FALCON_1.1:INSTALL partition:directory/`(Don't forget the forward slash at the end of the directory's name). For example, typing `execute FALCON_1.1:INSTALL DH1:GAMES/` would install FALCON to dh1: in a directory called "Games."

Version 1.1 is compatible with 68020 and 68030 accelerator boards.

Please note the following changes in the Flight Manual:

Page 3: You can also use two Hayes-compatible modems (1200 baud or faster) to play head-to-head. See the special insert for further information.

FORM FALAMG60
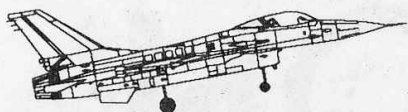
Page 6: After the introductory screen, you'll see a screen asking for a code. Using the enclosed code wheel, line up the inner and outer icons one the code wheel with those shown on the screen. Then look on the code wheel for the corresponding key word (such as "Foxtrot") shown on screen in the third line (called "Window"). Look at the cut-out adjacent to the key word and type in that letter. If you accidentally enter the wrong code, you'll be given a second chance. If your second attempt is incorrect, you will be able to preview the game but will not be able to complete a mission.

Page 7: The menu names have been changed for the sound options. "Sound on" is now *"All sound on,"* "Engine off" is *"All but engine,"* and "Sound off" is *"All sound off."*

Page 21: The flight controls in version 1.1 have been improved for easier handling of your F-16. The keyboard, joystick, and mouse controls have been rewritten in version 1.1. The airplane will now level itself automatically after a minor banking maneuver. If you prefer not to have the plane auto-level, you can toggle it off by pressing Z. In addition, the D key turns on the auto-view feature: if a MiG is nearby, the game will automatically switch cockpit views for the best look at the enemy.

Page 26: Your position on the COMED map is shown by a flashing *black* square, not a flashing white square.

Page 27: To switch your HUD to Air-to-Ground mode, press either the Backspace or the) key, not the (key, which is used for Air-to-Air weapon select.

Page 30: Landing parameters have been changed to make landing much easier. For example, you can now land off the runway or land a damaged plane (unless the damage is too severe!). The MiGs will no longer harass you as you attempt to fly home (the enemy pilots are wary of your airfield's new defenses).

Page 61: Press the ' (apostrophe) key to increase the waypoint number, not the , (comma).
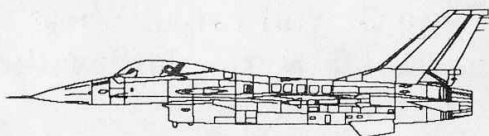
Page 68: In addition to Pop-Up Bombing, your F-16 is also designed for Dive Bombing. Both Mk84's and Durandals can be released by dive bombing. First, switch to Mk84's or Durandals by pressing the Backspace or) key. Once you've visually acquired your target, fly straight and level toward it. When the target touches the bottom of the HUD, begin a shallow dive (20 to 30 degrees) toward the target so that the aiming reticle is slightly above the target.

AIMING RETICLE   TARGET   RANGE (in feet)
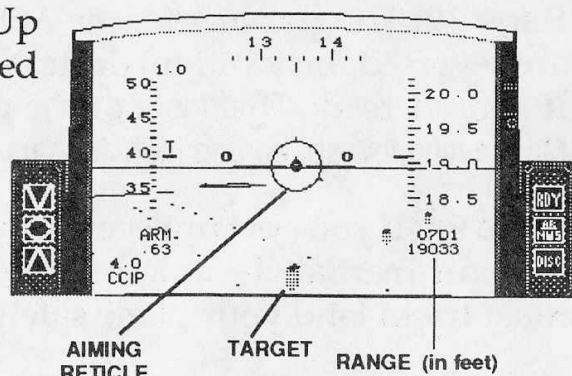
As you move closer to the target, the bombsight will begin to move up. Once you see the bombsight, hit the trigger once to clear the automatic sighting system (which is used for pop-up bombing only). Continue flying toward the target, making minor adjustments to keep the target in front of you.

RETICLE ABOVE TARGET
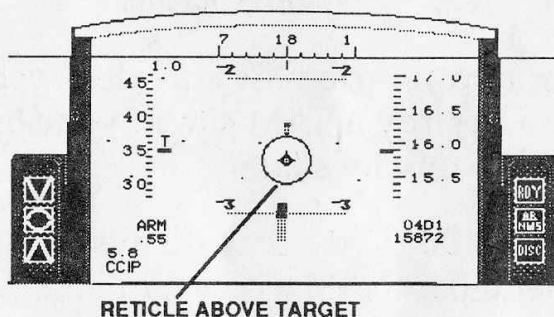
When the bombsight reaches the target, press the trigger again to release a pair of bombs. Pull back on the stick to execute a steep climb (to clear the debris area and avoid crashing into the ground). It might take a few seconds for your bombs to reach the ground. A crater will mark the location where your bomb hit. If you hit the target, it will look damaged.

RETICLE   BOMBSIGHT ABOVE TARGET
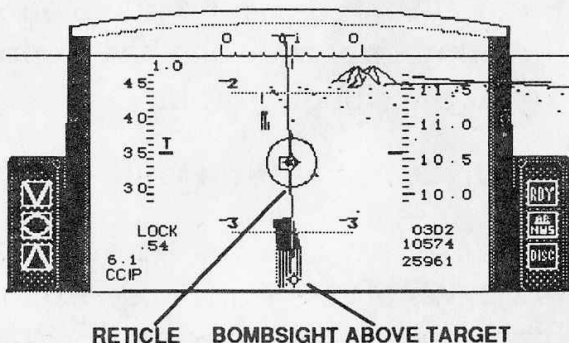
Page 73: The video image seen through the Maverick missile is properly magnified, allowing you to lock onto ground targets from beyond visual range.

Page 77: To adjust the yaw/pitch control, use the *Shift* key, not the Alternate key.

Page 79: The graphics for the AOA Indexer and the AOA Indicator are reversed. In addition, the text in the gray box beneath is cut off. It should read: "The more g's the plane pulls, the higher the AOA will be. Maintaining low speed and high AOA usually prove fatal in battle."

Page 97: If you eject unnecessarily at Major rank (or above) you will be court-martialed—unless your engine or HUD is damaged. You must try to land your plane safely.

Page 100: The waypoint numbers for each target are listed below.

D0	Home Base	D7	Bear's Den
D1-D3	Milk Run	D8-D9	Venus Flytrap
D4	Dragon's Tail	D10-D11	Strike Palace
D5	Dragon's Jaw	D12	Black Bandit
D6	Hornet's Nest	D13	Rattlesnake Roundup

Ground targets now stay destoyed for 5 missions. For example, if you destroy a SAM site in your first mission, it will not be rebuilt until 5 missions later.

Page 106: At the end of a mission, press the *ESC* key to bring up the Menu Bar, not the Q key. In addition, you can only click the mouse button to continue at the Awards screen, not the QuickStick or joystick button.

Page 109: If the same pilot completes a mission more than once, the number of times he has completed the mission is displayed on top of the ribbon graphic.

Page 120: To jettison your external tanks, press `Control-C`, not `Option-C`.

Page 127: Press `Control-B`, not `Option-B`, to bring up the Black Box. When viewing the Black Box, your F-16 will appear as a *green* line, not a black line, and the MiGs will appear as *red* lines, not gray lines.

FALCON Head-to-Head Dogfight Option

FALCON allows you to dogfight against another player on a second machine. Although each player must have his or her own registered copy of the program, the only additional equipment needed is either a null-modem serial cable or two modems.
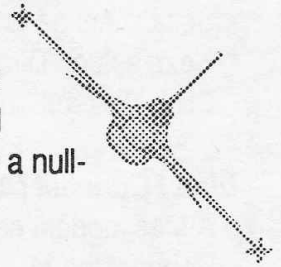
What You Need:
- Any combination of Amiga, Atari ST, or Macintosh computers. (Note: the communications feature requires at least 1 megabyte RAM on both the Amiga and the Atari ST.)
- A null-modem serial cable to connect the two machines together via direct connect; *or* two Hayes-compatible modems to dogfight over the telephone lines.

Dogfight:
Certain elements of the dogfight are consistent no matter which two player mode you select. For example, once both players have made their final selections, the following conditions exist:
- Both planes start out by flying head-on toward each other at an altitude of 20,000 feet at 450 knots from a distance of about 30 miles.
- Each player's plane performs as an F-16 and appears as such onscreen. (Note: the Mac player will see a MiG image onscreen.)
- Either player may initiate an offensive or defensive maneuver at any time. When you are dogfighting, you can handicap the dogfight if one player is not as skilled as the other by choosing different ranks.
- Occasional messages from Ground Control will give you information about your enemy. For example: "Bluebird, bogey is at angel 5, heading 160, 6 miles, -375 knots closure." means your enemy is at an altitude of 5,000 feet, intercept heading of 160°, at a distance of 6 miles. You have a negative closure rate of 375 knots. You will also see an onscreen message if your enemy is using autopilot.
- When the battle is over, the victor will see the "Mission Completed" message displayed at the awards screen. The loser will see a series of snapshots that show his fate. You can use the Black Box at the awards screen to analyze the dogfight.
- To return to the Duty Roster, click the left mouse button once and start over. If neither player has altered the selection from the Communications menu, you may challenge each other again by going through the rank and armament selections as before.
- None of the two player battles affects a pilot's single player status on the Duty Roster, Sierra Hotel or his point total.

Direct Connect (Amiga to Amiga or Amiga to Atari ST):
- A null-modem serial cable can be purchased at your local computer store. A 25-pin to 25-pin serial cable can also be used with a null-modem adapter.

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- Connect one end of the the null-modem serial cable to the 25-pin serial port on the Amiga. Connect the other end to the serial port of the other Amiga or the Atari ST.
- Select "Amiga to Amiga" or "Amiga to ST" from the Comms menu.
- Next, select "Direct Connect" and a baudrate of 19200.
- Click "Takeoff" to start the dogfight.

Direct Connect (Amiga to Macintosh):
- A Mac modem cable is required.
- Connect the Mac modem cable from the Macintosh modem port to the null-modem serial cable, which connects to the Amiga's serial port.
- The Mac player should select "Mac to Mac" from the Communications menu. The Amiga player should select "Amiga to Mac." The Amiga player should also select 9600 baud instead of 19200, since the Mac only supports a maximum of 9600 baud direct connect.
- The Mac player should always click on "Takeoff" first.

Modem:
- Be sure that both modems are hooked up and ready before entering FALCON.
- Decide which of you will initiate the call.
- Select "Amiga to Amiga," "Amiga to ST" or "Amiga to Mac" from the Comms menu.
- Next, select the appropriate baudrate, which must be the same for both players.
- Then, if you are the caller, select either "Modem tone dial" or "Modem pulse dial" depending on your phone line. If you are the answerer, select "Answer." Both players can also select "Audio checksum," which will alert you by beeping if there is a communications problem.
- Both players click "Takeoff" at the armament screen. If you're the caller, you will type in the phone number of your enemy. If you're the answerer, you'll see a message saying, "Auto answer."
- Once the connection is established, you'll both get a message to that effect...and you're in the air!
- Note: if you're dogfighting against a Mac, the Mac player must be the caller. The Mac player cannot send messages over the modem, or else the connection will be broken.

Miscellaneous:
- Null-modem serial cables use only 3 lines: 2, 3 and 7. Lines 2 and 3 cross, while line 7 goes straight through. Below is the pin-out configuration:

```
2           3        7
   \       /         |
    \     /          |
     \   /           |
2           3        7
```

- If you have trouble with the modem connection, you might want to try out the following Hayes AT commands: AT&F (to set the modem to default factory settings), ATC0 (to force the data carrier detect signal to on), and AT&W (to save settings to non-volatile RAM.) You can enter these Hayes commands through any terminal program, and then try the FALCON modem connection.