

DOGFIGHT

The game of "Dogfight" is a two-player game using two Cromemco JS-1 joystick modules. Each player uses a joystick and four joystick pushbuttons to control his fighter plane on the Dazzler display.

The airplane's throttle is controlled by buttons 3 and 4 on the joystick console. Push both buttons 3 and 4 for maximum thrust. The joystick is the airplane's elevator control. Once flying speed is attained (by holding down buttons 3 and 4 ) pull back on the joystick to become airborne. An aeleron roll can be achieved by depressing buttons 2 on the joystick console. Machine gun fire is initiated by pressing button number 1.

The purpose of the game is to shoot the opponent out of the sky. You gain a point every time that a hit is scored. The dynamics of flight are carefully simulated in this game so that you must maintain flying speed to stay aloft.

The first player to gain 21 points is the winner of the game. At this point the game can be restarted by pressing all four buttons on each joystick console.