

BEHIND JAGGI LINES

OBJECT OF THIS GAME IS TO PICK UP DOWNED PILOTS.

The instrument panel has the following features.

1. AH-is the artificial horizon indicator.
2. A-is the altitude indicator. The light blue indicates the crafts height. The red indicator is the height of the terrain in aspect to the craft.
3. The center scope is the target scope when shooting at laser towers and enemy craft, plus there is a heads-up crosshair on the windscreen,for daylight use.
4. E-This is the energy level of the craft, as you pick-up pilots you receive more fuel.
5. LR-This is the ions range radar for locating pilots, when you go down to pick-up pilots you must be in range.

ON RIGHT PANEL

1. R-is for the range of the downed pilot, you must be within a range of two(2).
2. E-is for how many laser towers and enemy aircraft you have obliterated.
3. P-is for how many pilots you must pick-up to rate for the level you are on. you may pick-up additional pilots for extra points if you wish.

CONTROLS

The joystick controls left, right, up, down,and weapons.

To land you must push "L" on your keyboard, if you are to high you will not land.

To take off again you must push the key with the asterisk (*).

When you have landed you must secure(shutoff)the engines or the pilot will not disembark from his downed craft. While the pilot is coming towards your craft(foot steps included) and you turn on the engines you will "KILL" the pilot. This is done by pushing the "E" key on the keyboard. If by chance you see an "ALIEN" you may turn the engines back on to destroy it.

To finish pick-up of pilot you must allow the pilot in your ship, by pushing "A" to open the airlock, the downed pilot will close it.

At this time when the pilot is coming up to your ship, if he has on a GREEN helmet he is an alien(DO NOT LET AN ALIEN IN YOUR SHIP)also aliens don't knock on the airlock for entrance he jumps on your windscreen and tries to break it, if he does your DEAD. To KILL the alien start your engines.

If by chance you are making a pick-up and the crosshairs on the heads-up display appears the laser towers will fire at you. Also under the target scope you will notice 6 small squares, if they

light-up. You have been locked onto by a laser tower and must evade, when each one lights you will hear a beep.

When you hear a low beep and the top of the screen prints "MOTHER SHIP" you can return to the mother ship, you must have picked-up at least half of your downed pilots before the mother ship will return, at this time you can continue to pick-up pilots till your quota is filled or when your fuel level runs low.

Then you can return to the mother ship or pick-up more pilots for bonus points. When ready to return to the mother ship you press "B" for boosters, "boosters fired" will be displayed on the screen.

ESC-this is for when you need a break from this game press ESC to stop and start.

MAY THE FORCE BE WITH YOU

OBI-WAN KENOBI