

Arctic Fox

Amstrad

Diskette

Getting started

If you are using a 464 or 664, then insert side **B** of your Arcticfox disk into the drive.

6128 owners should insert side **A** into their drives. Type **RUN "AFOX"** and press **RETURN**.

The program loads automatically. The title screen appears and the credits scroll by. You can skip the credit sequence by pressing the **SPACEBAR** or one of the skill level keys (see below).

CTRL-R restarts the game at any time. **ESC** pauses/restarts play; **CTRL-K** selects keyboard control (the default). **CTRL-J** selects joystick control.

Skill Levels

To select your desired skill level, press the appropriate function key. See the enclosed manual for more information about the various skill levels.

A. Preliminary Levels

Enemy Preview:	F1*
Training Mode:	F3 (F7 on 464 & 664)

B. Advanced Levels

Beginner Mode:	F7*
Tournament Mode:	F9

When you select Tournament Mode (**F9**), you will be given the opportunity to choose the enemy configuration and your starting location or you can let the computer make the selection randomly if playing the 6128 version. Just follow the onscreen prompts to make your selection.

* Only available on the 6128 version.

Controlling the Arcticfox

Movement: Your joystick can be used to control the movement of the Arcticfox (CTRL-J to activate). Alternately, you can use keyboard control (CTRL-K to activate).

The nine keys centred on the **S** key control movement.

Forward motion				
Left Turn	Q	W	E	Right Turn
	A	S	D	
	Z	X	C	
Reverse motion				

To fire the Arcticfox's cannon, press the joystick's fire button or the **SPACEBAR**.

Keyboard controls: You access the Arcticfox's other functions through the keyboard. The keys are laid out on the keyboard in the same pattern as the buttons on the control panel. The table below summarizes these extra functions. See your manual for more information.

Extra Function Controls

Function	Control key
Cannon Inclination	F7
Aft/Map view	F8*
Mine	F9
Relative Reverse	F4
Guided Missile	F5
Dig in	F6
Big screen missile	Small ENTER key

* Only available in the 6128 version.

Amendments to Arcticfox manual:

Damage indicator: (Page 3) is black when Arcticfox is undamaged and slowly turns green and finally yellow as Arcticfox sustains damage.

Snow Fields should read Tundra on page 5. The Arcticfox travels at 50% speed on Tundra fields which are coloured green on the radar view.

There is no option to have Control keys on the left side of the keyboard (Page 4).