

FLIGHT PATH 737

LOADING

Press CTRL and the small ENTER key.

CONTROLS

Use Joystick and keyboard - the Joystick simulates an aircraft joystick, controlling heading and rate of ascent/descent. Also the following keys...

7 = Speed +20 Knots

1 = Speed -10 Knots

A = Undercarriage Up

F = Flaps Up

R = Reverse Thrust

4 = Speed +10 Knots

0 = Speed -20 Knots

Z = Undercarriage Down

V = Flaps Down

E = Fire extinguisher

PLAYING THE GAME

As pilot of this high performance jet airliner, you must take off from an airfield surrounded by high mountains and, having climbed over them, prepare yourself and the jet for a landing at an airfield in the valleys below. You will only ever have enough fuel for one attempt at landing.

First select your playing level - start with First Solo. On higher levels you are hindered by higher mountains, crosswinds, engine fires, etc.

TAXIING

Press 7 (use the keys in the numeric keypad) to start taxiing at 20 knots. Note runway heading (RH) and turn aircraft (with Joystick left/right) to line up on runway. Put Flaps Down for takeoff, increase speed to at least 180 knots, but not more than 200 knots otherwise the Flaps will be damaged.

TAKEOFF AND CLIMB

Pull Joystick Back to take off. Once above 300 ft you can retract Undercarriage and Flaps. When you raise the undercarriage the speed increases by 5 knots, so take care not to exceed the maximum flap-down speed. With Flaps Up the stalling speed is 180 knots.

CLIMB

Increase speed and climb to at least the height of the mountains. The red High Ground Warning Light will flash as you approach the mountains, and will go

***The MICRO Selection, 36/38 Southampton St.,
Covent Garden, London, WC2 E 7HE.***

steady red when you are safely above them. When the light goes out you are clear to descend for landing.

CRUISE AND DESCENT

During your short cruise the runway heading will flash up the new heading for landing. At 25 miles to touchdown start descending (Joystick Forwards). The speed will increase, so keep this under control. At 10 miles to touchdown a light will appear on the runway. If this light is white you are too high for landing, if red too low, and if green you are OK. Before you reach 300 ft put the Undercarriage and Flaps down (don't forget that Undercarriage Down reduces speed by 5 knots).

LANDING

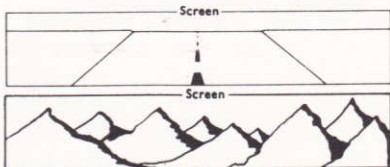
Keep speed between 160 (stalling speed with flaps down) and 170 knots. When distance shows 0 (and not before) bring aircraft down to zero altitude. As soon as you see zero altitude, level off the aircraft - and you have landed! Press R for reverse thrust and press 0 rapidly to slow down to less than 20 knots. Stop before the end of the runway - the length of which (indicated by minus distance) depends on playing level.

SCORE

Any errors you made in handling your aircraft will be indicated. Score will be given on successful landing. The faster you fly, the higher the score.

SKILL LEVELS

1. Mountains 5000 ft. Runway 3 miles.
2. Mountains 6000 ft. Runway 3 miles. Watch for engine fire!
3. Mountains 7000 ft. Runway 2.5 miles. Smoother landing required!
4. Mountains 8000 ft. Runway 2 miles. Crosswind on final approach. From this level onwards Reverse Thrust will be needed on landing!
5. Mountains 9000 ft. Runway 1.8 miles. Crosswinds, engine fires, etc.!
6. Mountains 9200 ft. Runway 1.5 miles. Crosswinds, engine fires, etc.!



APPROACH HIGH/LOW INDICATOR

ALT

Altitude

Bank Left

Bank Right

HDG

Aircraft Heading

ASI

Airspeed

U/C

Undercarriage Indicator

'A' Up

'Z' Down

GW

Ground
Warning

**ARTIFICIAL
HORIZON**

Pitch
Up

Pitch
Down

+ Rate
+ of
+ Climb

- Rate
- of
- Descent

FLP

Flap Indicator
F' Up
V' Down

Fire Warning
E' for Extinguisher

FW

RH

Runway
Heading

DIST

Distance to
Destination

FUEL

(remaining)

TIME

(of flight)