

# AFTER BURNER



# After Burner

---

**P**

ut on your flight helmet and strap yourself into your F-14 Thunder Cat. You're about to go for the flight of your life.

**T**ake off from the deck of the SEGA ENTERPRISE into hostile, enemy-ridden skies. You supply the skill, reflexes and guts. Your Thunder Cat supplies Mach 2+ speed and extraordinary firepower.

**Y**our flight pattern is already programmed into the battle computer. Your F-14 Thunder Cat has been fully armed with air-to-air guided missiles and a Vulcan 20mm cannon. You are now ready for combat.

**T**ankers are standing ready to replenish your fuel and weapons...if you make it that far.

**T**he enemy knows you're coming...and they're prepared. Only a pilot with your experience has any hope of survival.



# In Flight

---

Whether you're flying through narrow canyons or above the clouds, the action is intense.

Enemy planes attack from the rear or by flying directly at you firing air-to-air missiles. Evade them by flying upside down, rolling or faking them out. When you're on the offensive, use your state of the art weapons systems to gun down hostile aircraft and missiles.

## **VULCAN CANNON**

The Vulcan is a 20mm rapid-fire cannon capable of tearing opposing aircraft to shreds. To aim, use the small firing sight on your screen. When the enemy draws near, line the sight up with the aircraft and fire away.

## **AIR-TO-AIR MISSILES**

These homing missiles are your most powerful weapon. Line up the target in your gunsight. When it starts flashing or a box appears around it, quickly fire one of your missiles. Once lock-on has been achieved, the missile will seek out the target and blast it from the sky.

Don't get too confident, though. If you let the target leave the screen, your missile will pass it right by. Timing is crucial in this dogfight.

## **REFUELING**

When you reach a designated refueling sight, a Navy fuel tanker will wing in above you. Guide your aircraft to the refueling pipe and press the fire button to receive valuable fuel and ammunition. In the Commodore version, line your sights up with the glowing light on the tanker and press the fire button.

# Power Up

.....

Set up your computer as shown in the owner's manual.

## COMMODORE 64 & 128

- 1) Plug your joystick into Port #2. Turn on your disk drive, computer and monitor.
- 2) Insert the After Burner disk into your disk drive. Type **LOAD\*\*",8,1** and press return.
- 3) After the game loads, press the fire button on your joystick to start the game.
- 4) Pause On/Off - Press the "P" key.  
To Restart the Game - Press the RUN/STOP key.

## ATARI ST

- 1) If you want to play the game using joystick control, plug your joystick into Port #1.
- 2) Turn on your disk drive and monitor. Insert After Burner Disk #1 into the drive. Turn on your computer. Press the fire button on your joystick/mouse to start the game.
- 3) Pause On/Off - Press the "P" key.  
Music On/Off - Press the "M" key.  
To Restart the Game - Press the ESC key.

## AMIGA

- 1) Plug in your joystick/mouse as shown in the manual. Turn on your computer and monitor. Insert the After Burner disk. Kickstart 1.2 or higher is required to play this game on the Amiga 1000.
- 2) Press the fire button on your joystick/mouse to start the game.
- 3) Pause On/Off - Press the "P" key.  
Music On/Off - Press the "M" key.  
To Restart the Game - Press the ESC key.

## IBM PC AND COMPATIBLES

- 1) Insert After Burner Disk #1 into drive A. Type AB and press enter. To install the game onto your hard disk, type **A:INSTALL** and follow the instructions.
- 2) Choose the appropriate graphics mode. Press CTRL J for joystick control or CTRL K for keyboard control.
- 3) Press either the fire button on your joystick (joystick control) or the space bar (keyboard control) to start the game.
- 4) To Pause - Press the CTRL and "P" keys at the same time.  
Press any key to continue.  
Sound On/Off - Press the CTRL and "S" keys at the same time.  
Music On/Off - Press the CTRL and "Q" keys at the same time.  
To Exit to Dos - Press the CTRL and "X" keys at the same time.

# Taking Control

---

## **JOYSTICK CONTROL (C 64/128, ST,AMIGA)**

To maneuver - Pull back on the joystick to climb. Push forward to dive.

To fire the cannon - Tap the fire button.

To launch missiles - Hold down the fire button for about one second to load the missile into the holding bay. Then press the fire button again to launch. You can also launch a missile by pressing the space bar.

To roll - Pull joystick all the way to one side of the screen, then quickly wriggle the joystick to the middle and back to the side.

## **JOYSTICK CONTROL (IBM)**

To maneuver - Pull back on the joystick/mouse to climb. Push forward to dive.

To fire the cannon - Press fire button #1.

To fire missiles - Press fire button #2.

To roll- Push the joystick/mouse left/right and hold down both fire buttons.

To accelerate - Push forward on the joystick and hold down both fire buttons.

To decelerate - Pull back on the joystick and hold down both fire buttons.

## **KEYBOARD CONTROL (IBM)**

To maneuver - Press the up arrow to climb, the down arrow to dive, the left arrow to fly left, and the right arrow to fly right.

To fire the cannon - Press the SPACE BAR.

To fire missiles - Press the ENTER key.

To roll - Press the SPACE BAR, ENTER and LEFT/RIGHT ARROW keys at the same time.

To accelerate - Press the SPACE BAR, ENTER, and UP ARROW keys at the same time.

To decelerate - Press the SPACE BAR, ENTER, and DOWN ARROW keys at the same time.

# Mastering The Game

---

## HINTS AND TIPS

To survive aerial combat, learn how to maneuver your F-14 Thunder Cat. If you can roll your jet, you'll be able to avoid most enemy fire.

Some enemies will fire almost before you can see them. Unless you dodge fast and keep moving, you'll be shot down.

When you have a few seconds, load a missile into the holding bay so you're prepared when the fighting gets intense. (Commodore 64/128, ST, Amiga only)

A missile fired without a lock-on will spin off into the sky...wasted.

In the higher stages, swerve at the last second to avoid spinning kamikaze fighters.

There isn't enough room to roll when flying through canyons, *so wait until the last second*, then swerve to the side to avoid obstacles.

You receive higher bonus scores when you shoot down a Flying Fortress. The best strategy for attacking this tough opponent is to fire at its missile pylons, which are positioned under the wings.



AFTER BURNER is a trademark of Sega Enterprises, Ltd. COMMODORE 64 is a registered trademark and COMMODORE 128 is a trademark of Commodore Electronics, Ltd. ATARI is a registered trademark and ST is a trademark of Atari Corporation. AMIGA is a registered trademark and KICKSTART is a trademark of Commodore-Amiga, Inc. IBM is a registered trademark of International Business Machines Corporation. TANDY is a registered trademark of Tandy Corporation.