ARCTICFOX
AMIGA

Getting Started

After loading KickStart (version 1.1 or later), eject the KickStart disk and insert your Arcticfox disk. It will load automatically. Note that Arcticfox disables the Amiga's multitasking capabilities, so you will not be able to have another program running in the background. The startup screen and theme music will last about 60 seconds. You can short-circuit the startup by pressing the **Spacebar** or one of the skill level keys (see below). You can restart the game at any time by pressing **Control-R**. In addition, **Control-S** toggles the sound on and off; **Esc** pauses/restarts play; **Control-M** for mouse mode; **Control-J** for joystick mode.

Skill Levels

To select the desired skill level, press the appropriate Function key. See page 2 of the Manual (located inside the front cover of the package) for more information about the various skill levels.

A. Preliminary Levels

Enemy Preview: F1   Training: F2

Training Mode gives you access to the following features:

F1:	Turbo	Arcticfox moves at 400 kph, missiles at 800 kph
F2:	Invisible	Arcticfox cannot be spotted by enemy
F3:	Blizzard	Starts/stops blizzard (toggle)
F4:	Storms	Starts/stops storms (toggle)
F5:	Pop up	Arcticfox pops up into the air and comes back down
F6:	Big Radar Map	Shows all eight sectors adjacent to your location
F7:	Smart Bomb	Destroys all the aliens in your current sector
F8:	Big Screen Missile	Uses big screen for missile view (toggle)
F9:	Tough Fox	Renders Arcticfox indestructible
F10:	Cockpit Off	Hides all the cockpit instruments

ELECTRONIC ARTS ™

B. Advanced Levels

Beginner: F3   **Tournament: F4**

When you select F4, you will be given the opportunity to choose the enemy configuration and your starting location through additional keyboard commands, or you can let the computer make the selection randomly. Just follow the onscreen prompts to make your selection.

Controlling Arcticfox

Right Screen Hand: Your joystick controls the right screen hand, which in turn controls the motion of the Arcticfox. By manipulating your joystick you can move the right screen hand to nine different postions (including the "home" position), causing the Arcticfox to move in the corresponding direction.

To fire the Arcticfox's cannon, press your joystick button. This will cause the screen hand to push the cannon firing button.

Left Screen Hand: The left screen hand controls a number of additional Arcticfox functions. You can access these additional functions through the keyboard, using either of two sets of keys. Right-handed players may prefer to use the set of keys on the left hand side of the keyboard, while left-handed players may wish to use the keys on the right-hand side, thereby reserving the preferred hand for joystick control. Note that as you press each key, the left screen hand reacts accordingly, pressing the buttons in the control panel on the screen. The table on the following page summarizes these extra functions. See your Manual for more information on these functions.

Extra Function Controls

Function	Control Keys
Guided Missile	S or 5
Mine	E or 3
Aft View	W or 2
Dig In	D or 6
Cannon Inclination	Q or 1
Relative Reverse	A or 4
Big Screen Missile	F8

You can snap roll the missile to the left or right by using the left and right arrow keys when in missile mode. Each press rolls the missile one quarter turn, so four presses will spin the missile 360°.

Note that with the exception of the F8 key, the configuration of the icons on the screen mimics the configuration of the corresponding keys.

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. Defective media returned by the purchaser during that ninety day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Following the initial ninety day warranty period, defective media will be replaced for a replacement fee of $7.50. Defective media should be returned to: Electronic Arts, 390 Swift Avenue, South San Francisco, CA 94080. Enclose it in protective packaging, accompanied by (1) proof of purchase, (2) a brief statement describing the defect, (3) a $7.50 check (if beyond the initial ninety day warranty period), and (4) your return address.

WHAT IS NOT COVERED BY THIS WARRANTY

THIS WARRANTY DOES NOT APPLY TO THE SOFTWARE PROGRAMS THEMSELVES. THE PROGRAMS ARE PROVIDED "AS IS."

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO NINETY DAYS FROM THE DATE OF PURCHASE. ELECTRONIC ARTS SHALL NOT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404. Or call us at (415) 572-ARTS.