

P51 MUSTANG FLIGHT SIMULATOR



MACINTOSH
Plus to Quadra
IN 16 COLORS

OR BLACK AND WHITE

Compatible with System 7.

Disk is copy protected but can be
installed on a hard disk.

BY DONALD A. HILL, JR.

P51 Mustang Flight Simulator is set in the European Theatre of WWII, during the summer of 1944. You're flying out of Leiston field, home of the 357th fighter group and you pilot the era's most successful fighter, the P51 "Mustang". Perfect your flying skills over England, then cross the channel into enemy territory to challenge German Me109's, strafe ground targets, and hopefully, survive the rigors of war. **P51 Mustang Flight Simulator** is an incredible flying adventure.

P51 MUSTANG FLIGHT SIMULATOR



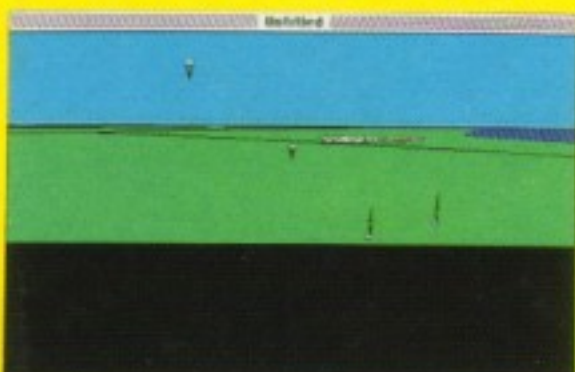
P51 Mustang Flight Simulator has very realistic flight characteristics. You can join another P51 Mustang and shoot touch and go's at more than five different actual airbases.



Seek and destroy enemy ground targets. You'll find trucks, trains, and aircraft to strafe. Some targets are stationary, others move. It takes practice to blow these guys up.



Dogfight against Me109's. You'll need to learn how to perform real dogfight maneuvers if you hope to survive against the increasingly intelligent enemy.



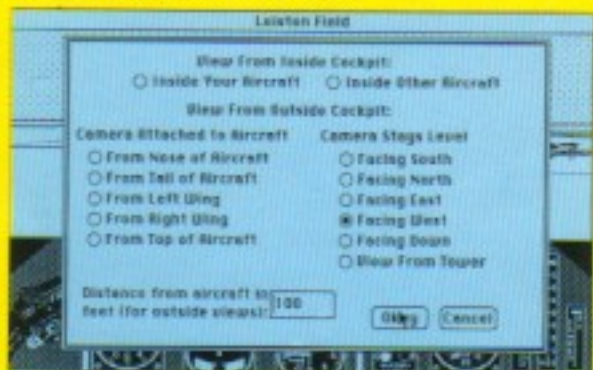
If you do get shot up (you will) then remember to bail out. You'll watch the ground rise leisurely to meet you. The scene above shows two chutes, and two wrecks.



These four frames show the replay of an accident, as seen from the tower. You'll be able to review the last several minutes of action, anytime. This is the replay option.



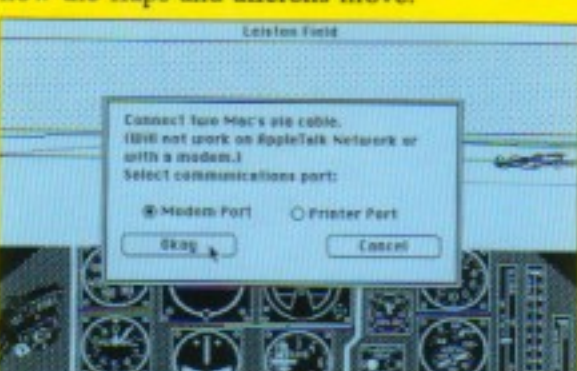
The pilot above has just lifted off Leiston field. He is looking out his left side, flying formation with another P51 Mustang. Notice how the flaps and ailerons move.



During replay or live action, you can view the events from any of 13 different camera positions and styles, and at a distance from 10 to 5,000 feet.



You may even happen across the Eiffel tower on your way back from a mission. This is a great landmark, if you see the Eiffel tower, you know where you are. B/W screen shown above.



And, if you tire of all this stuff against the computer, get a friend to lug his Mac over, connect them via a cable (not included) and chase him around the skies.

Another quality simulation from:

Bullseye Software • P.O. Drawer 7900 • Incline Village, NV 89452

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Cover art: "Two Down, One to Go" by William S. Phillips ©1983 The Greenwich Workshop, Trumbull, CT

PLEASE READ BEFORE RUNNING IMPORTANT INFO:

P51 MUSTANG FLIGHT SIMULATOR runs in 16 colors or black and white. Be sure to put your Mac in 16 color or Black & White mode before launching P51. This program runs fine with System 7.

Hard Disk Install Instructions

When you run **P51 MUSTANG** from the floppy, or from a copy on your hard disk, you will be asked if you want to "Authorize" a copy on your hard disk. To go directly to the program, click "Continue". This will skip the Authorize process and go directly to the game. If you click "Okay" by mistake, you'll be offered a chance to "Quit", do this and try again.

If you would like to run **P51 MUSTANG** directly from your hard disk and not have to insert the original disk, then you will need to "Authorize" the program on your Hard disk. Here's how:

- Step 1: Drag the **P51 MUSTANG Folder** from the floppy disk to your Hard disk. This is copying the entire contents of the P51 Mustang FS disk to your Hard disk.
- Step 2: Find the **P51 MUSTANG** program that is inside the folder you just copied to your **HARD** disk and run it. Be sure you run **P51 MUSTANG** from the HARD disk and not from the floppy disk. The program will ask if you want to "Authorize" the copy on your Hard disk. Click "OK". The program will tell you **P51 MUSTANG** is now "Authorized", click "OK", and you're done.

Or, if things didn't go just like that, it may ask you if you want to "Deauthorize", "Authorize", or "Quit". This means that you ran **P51 MUSTANG** from the floppy instead of from your Hard disk. You should click on "Quit" and try again. Be sure to run **P51 MUSTANG** from your Hard disk.

If you would like to "Authorize" **P51 MUSTANG** on a different Hard disk you'll need to "Deauthorize" the program from your current Hard disk. Here's how:

- Step 1: Run **P51 MUSTANG** from the floppy disk. The program will ask you to click OK to install or remove Authorized copies of the program. Click "OK", then click "Deauthorize".
- Step 2: The program will allow you to select the proper Hard disk, when ready click "OK", then click "Quit". That's it, you have Deauthorized your Hard disk and can now Authorize another Hard disk.

It doesn't matter if you have erased **P51 MUSTANG** before Deauthorizing. You can still Deauthorize the Hard disk.

The **P51 MUSTANG** disk does not have a Finder on it. Some INIT's can cause problems with **P51 MUSTANG**. If you experience trouble try holding down the mouse button during startup, or try removing the INIT's from your System Folder and restarting your Mac. Holding down the mouse button during startup asks INIT's not to run, but some INIT's will run anyway. If you're feeling a memory squeeze and are using System 7, try holding down the shift key during startup.


You can make copies of the **P51 MUSTANG** original disk or program. This allows you to run on two machines. All copies will ask for the original floppy disk at startup. If you notice jerky motion try toggling off the sound. This will increase the programs performance. For best performance try selecting Black & White before running P51.

Be sure to read the Quick Flying Instructions on page 7 in the manual. This may save you some frustration and will get you flying in a hurry.

When connecting two Macs together, both P51 programs must be running and the cable connected BEFORE selecting the "Two Mac" options.

If you have any trouble getting **P51 MUSTANG** to run call us at (702) 831-2523 and we'll be happy to help. You can write to us at the address below or contact us on CompuServe at 76136,2045.

Bullseye Software • P.O. Drawer 7900 • Incline Village, NV 89452
Phone 702-831-2523 • FAX 702-267-2054



P51 MUSTANG FLIGHT SIMULATOR

By Donald A. Hill, Jr.



For Macintosh Computers
In 16 COLORS or Black & White
No Finder on disk

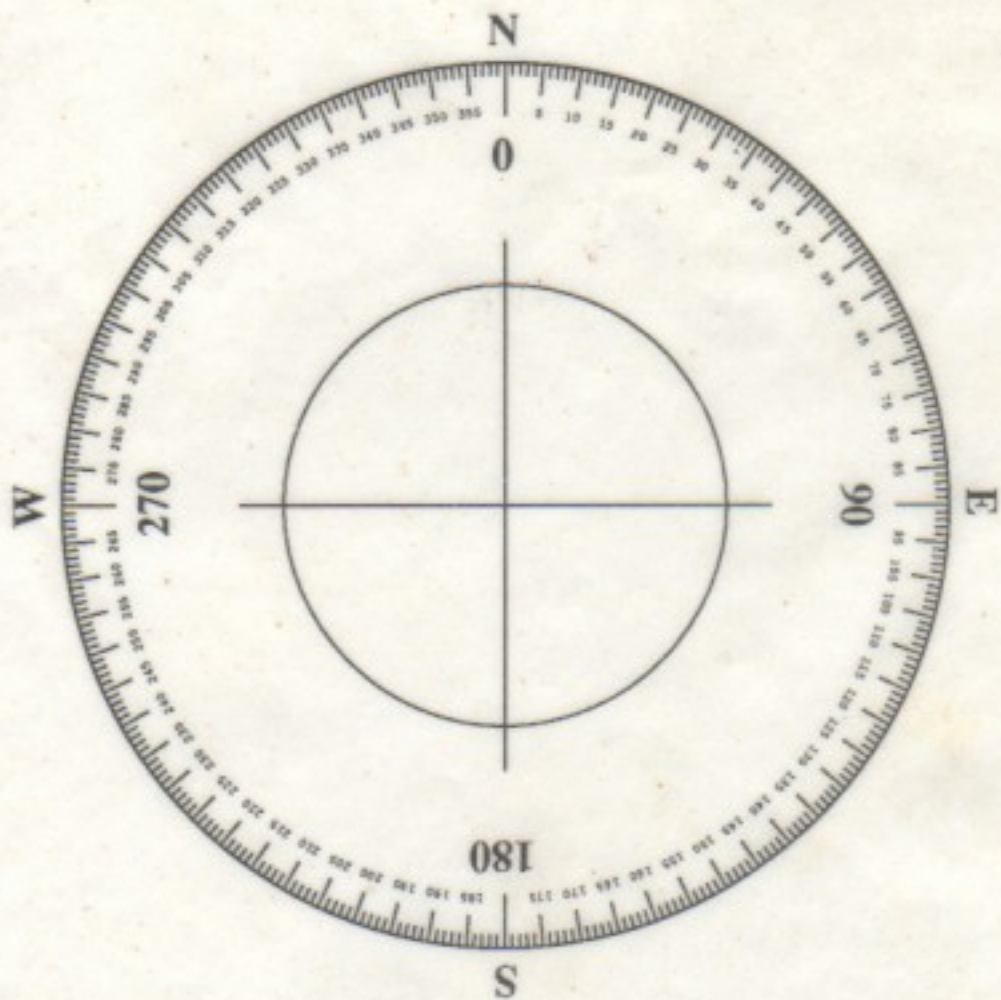
BULLSEYE SOFTWARE

P.O. Box 7900, Incline Village, NV 89450

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Copy Protected - Can be installed on hard disk

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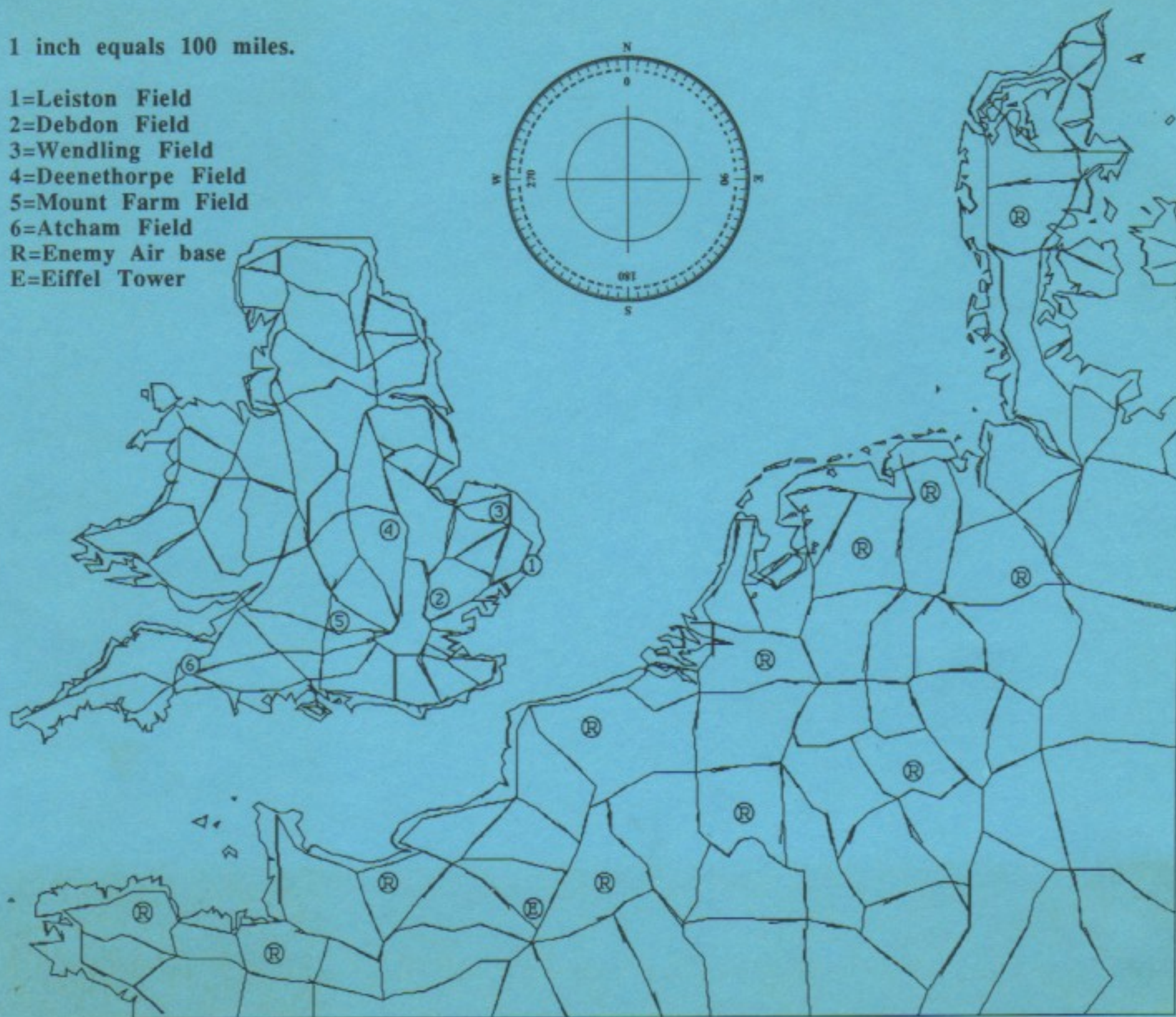
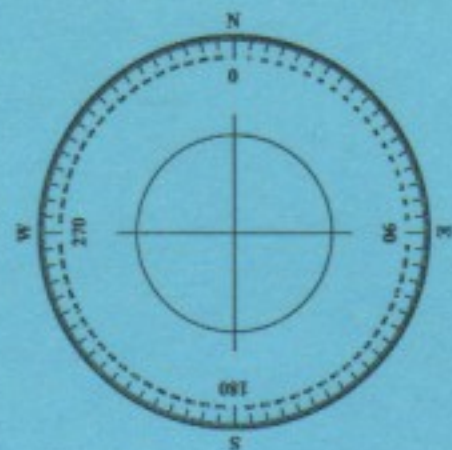




1. "R 1". You'll see this if you are in the Replay mode. The number designates the speed of replay, -5 to 5.
2. This is the Heads Up display area. Don't grab on to it when you climb into the aircraft.
3. The cross hairs and diamond targeting object. Notice the enemy aircraft has just blown up.
4. Airspeed indicator, in miles per hour. The white squares denote maximum speed and maximum gear down speed.
5. Heading indicator. The trailing digit is not displayed so 9=90 degrees, 26=260 degrees.
6. Artificial Horizon. Use this gauge to see where the horizon is, when not looking forward.
7. Altimeter, or altitude indicator. Big arm is hundreds of feet, small-thousands, and the triangle is tens of thousands.
8. Turn and Bank indicator. Put the bank arm on a white square for a typical turn. The ball does not move.
9. Vertical airspeed indicator or Climb gauge. The numbers are tens of feet per second, up or down.
10. Throttle position indicator. The handle will move to the throttle selected. The other knobs do not move.
11. Sky. The sky is shaded with this loose dot pattern.
12. Ground. The ground has a light grid pattern on it. The grid work becomes more visible the higher you fly.
13. Fuel gauge, you know what this does.
14. Engine gauges, non operative.
15. Landing gear position indicator lamps.
16. Accelerometer, or G meter. This important display shows the G forces the aircraft is currently pulling.
17. Trim position indicator. This is best used when a joystick is connected to trim the aircraft at center stick.
18. Flap position indicator. The numbers are degrees of flaps, 0 to 40.
19. Brake position indicator. Off is all the way up, full brakes is all the way down.

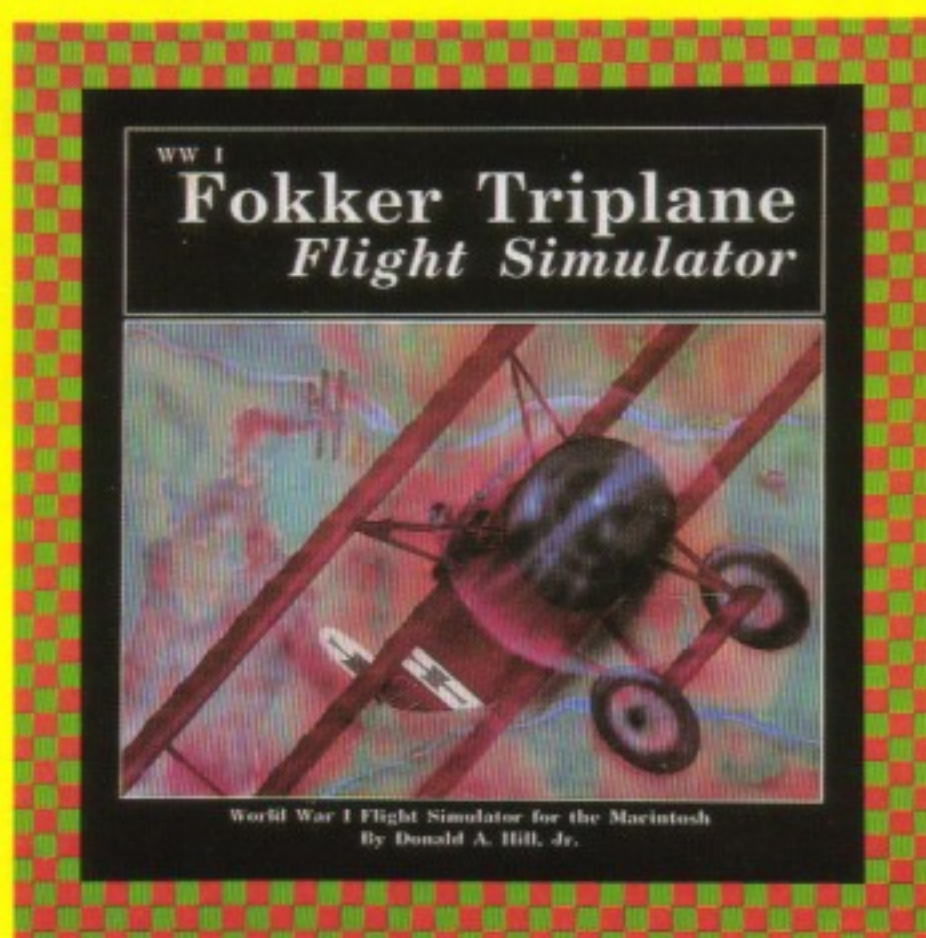
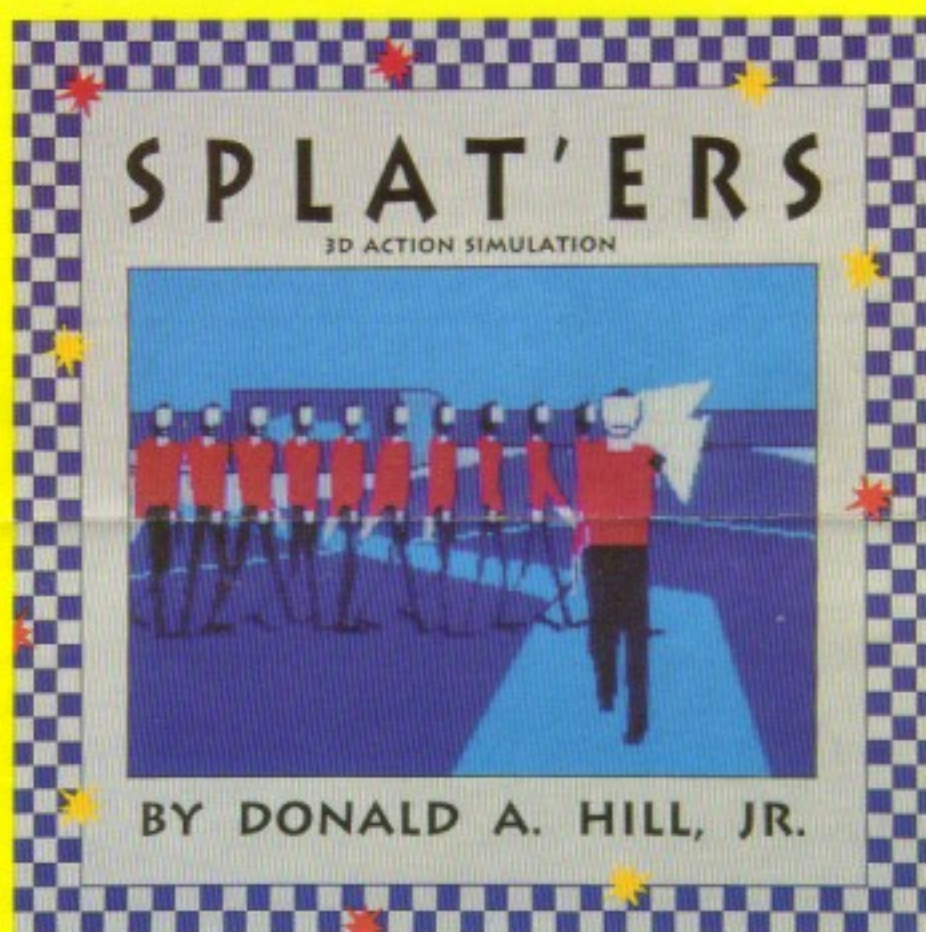
1 inch equals 100 miles.

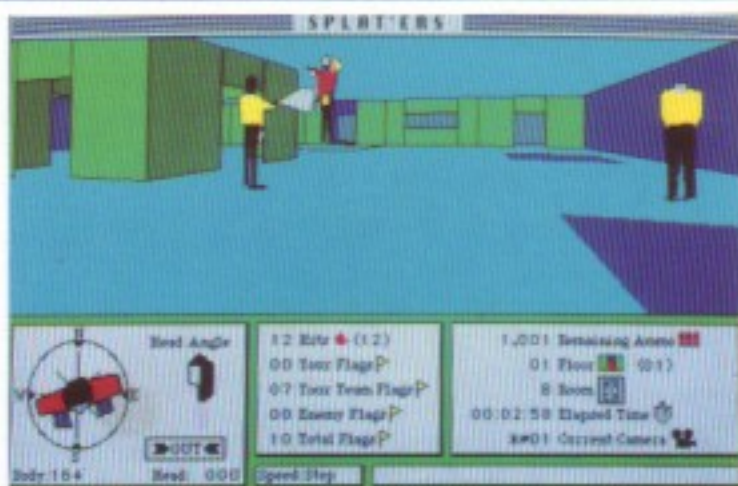
1=Leiston Field
2=Debdon Field
3=Wendling Field
4=Deenethorpe Field
5=Mount Farm Field
6=Atcham Field
R=Enemy Air base
E=Eiffel Tower



To create the number of *minutes* to enter in the "Go Cross Country" dialog, divide the number of miles by 4.5. The "Go Cross Country" feature assumes aircraft speed at 270 mph, irrespective of the aircraft's actual speed.

Bullseye Software's All Star Lineup





SPLAT'ERS

SPLAT'ERS is both an action game and a strategy game. Your goal is to search an underground structure for flags and return them to the top. It pits you against life-like opponents who are pursuing the same mission. Quick reflexes is one important strategy, but you'll also need stealth and planning to be successful. Action is experienced "first person" as you explore each floor in 3D. You are armed with a semi-automatic, compressed air pistol that shoots balls of paint. Your opponents are armed likewise. **SPLAT'ERS** can be customized to suit a particular playing style. **SPLAT'ERS** is like no other. \$69.95

Gun blast of one leaves other jumping. Don't lose your head.

P51 Mustang F.S.

P51 Mustang Flight Simulator is set in the European Theatre of WWII, during the summer of 1944. You'll be flying out of Leiston field, piloting the most successful fighter of that era, the P51 "Mustang". This simulation has very realistic flight characteristics and an unparalleled "feeling" of flight. Shoot Touch 'n' Goes with another Mustang, strafe ground targets, buzz the Eiffel Tower, and dogfight with Germany's formidable Me109. Complete replay feature allows previous few minutes of action to be viewed from any of 13 camera angles. You can also connect two Mac's via cable and battle a friend. Fly the best. \$69.95



Exterior view of your Mustang on an Me109's tail.



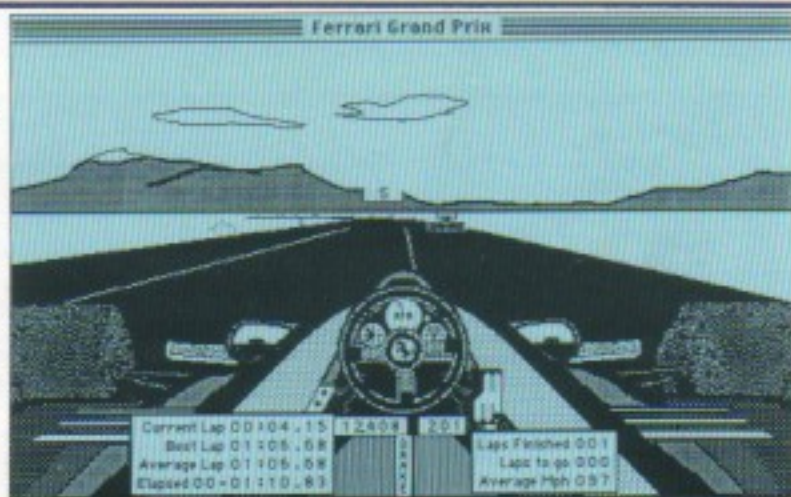
Attacking an enemy air base with a Camel defending.

Fokker Triplane F.S.

Fokker Triplane Flight Simulator is the simulation with fun in mind that you'll be able to fly and land. No need to spend hours studying complicated instructions, just get into this crate and go. You'll learn to takeoff and land, do loops and rolls, bust balloons, blow up enemy fuel depots, even try your hand at bombing. Fly among 6 different air bases and battle Sopwith Camels. **Fokker Triplane** captures the feeling of open cockpit flying. You control how the enemy aircraft will fly. Make them fly right in front of you for target practice, then graduate up to an enemy that will keep you busy, even if you're a great pilot. \$49.95

Ferrari Grand Prix

Ferrari Grand Prix captures the intensity of racing. First, select a course from many included, or design your own race course using Grand Prix's toolkit. Next, you'll learn the course: testing your car, perfecting brake points, adjusting gear ratios, memorizing curves. Check your progress against the "Best Lap" clock. Once you've mastered the course, you're ready for the final test: a Formula One style race against two capable opponents. You decide the number of laps and pit stop frequency. You can handicap your opponents to create a competitive race at any skill level. Warning: This simulator is not relaxing. \$59.95



Coming up on a corner at over 200 mph. Ever hear of brakes?



Bullseye Software

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FIND THESE EXCITING PROGRAMS AT YOUR FAVORITE SOFTWARE SOURCE

All programs work with System 7. **SPLAT'ERS** runs in 16 colors only, both flight simulators run in Black & White or 16 colors, Ferrari Grand Prix runs in Black & White only. All programs are copy protected but can be installed on a hard disk. All our software runs on current Macintosh computers, except **SPLAT'ERS**, which does not run on Mac Classic, Plus, or SE.