# ✈ AIR TRAFFIC CONTROL

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Another Great Game Production From                                    *WinSoft*

# Aim Of The Game

The aim of the game is quite simple, you are required to land a number of planes at a randomly place runway.   You play the role of an Air Traffic Controller who must send commands to all of the planes in your control area and bring them in safely to land.

The runway will be placed at a random position on the screen and may be orientated in one of two directions depending upon the days wind direction.

Runway used for either left to right or right to left landings

Runway used for either top to bottom or bottom to top landings

# Who Wrote This Game ?

For more information write to;

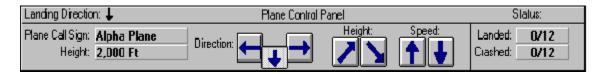Matthew Simpson
## *WinSoft*
Flat 3
15 Lanhill Road
London W9 2BS

Or Call (44) 071 286 3029
Compuserve ID 100541,604

# Controlling The Planes

To control the plane, you use the plane control panel located at the bottom of the screen.



Click the panel to obtain information on specific topics.

# Selecting A Plane

In order to be able to give your orders to a plane, you must first select it. You do this by using the mouse to point and click on whichever plane you wish to control.

You can tell which plane is selected as the height, speed and fuel indicator will turn to a blue colour.

Planes that are not selected will have the information text written in green.

Any planes that are in trouble will appear with their text in red.

# Landing A Plane

In order to achieve the best score, you must land as many planes as possible, preferably all of them !

To achieve this, you must line a plane up on approach in the required direction of landing and guide it down onto the runway.

You want to approach the runway between 200-300mph and at about 1,000ft and then when the plane is at the beginning of the runway, decrease both the height and speed.



Plane on final approach

Once on the runway, the plane will slow down to a stop and you will be rewarded with a successful landing.

# Game Menu

**New:**        (ShortCut F2)
This option will start a new game.   At the beginning of each game, you will be told how many planes you are expected to land, and in which direction they must be landed.

**Pause:**        (ShortCut Ctrl P)
This option will allow you to suspend the game while you go and make a cup of tea or have some lunch.   This option is not available in real life however !

**Exit:**
Will exit the game, but why you would want to do that is beyond me !

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**Direction Buttons:**

Use the arrow button to change the direction of the selected plane.   You can not make the plane do a U Turn, so one of the buttons will always be unavailable when changing direction.

**Height Buttons:**

Use either the up or down arrow buttons to cause the selected plane to increase or decrease in height.   Click on a button again to stop the plane ascending/descending.

**Landing Direction Indicator**:

The arrow here indicates the direction that should be used to land the plan. Landing in the wrong direction will cause the plane to crash !

**Height Label:**

This label shows the current height for the selected plane.

**Status Indicators:**

The two labels indicate the number of planes that you have successfully landed so far, and the number of planes that have crashed.

**Speed Buttons:**

Use either the up or down arrow buttons to cause the selected plane to increase or decrease in speed.   The maximum speed that can be obtained by a plane is 990 mph.   Click on a button again to stop the plane ascending/descending.

**Trouble:**

A plane is in trouble when either the height goes below 500ft or the fuel supply drops below 50 gallons.