04/06/94

RYLO SOFTWARE PRESENTS:

```
************************************************************************
****
#################   VERITECH: Variable Flight Simulator
##################
************************************************************************
****
```

D O C U M E N T A T I O N
```
------------------------------------------------------------------------
----
```

LEGAL CONTRACT AND DISCLAIMER
```
------------------------------------------------------------------------
----
```


   To start off, Portions of this simulator were made on Flight Sim
Toolkit,
   which is a Spectrun Holobyte/Domark production. After combing through
   every inch of documentation we had reccived with the software, we had
   found NO LISCENSING AGREEMENT pertaining to wether or not we could
   distribute products made with their software, therefore, we assume
that
   it is LEGAL to distribute those portions of this simulator made with
FST
   without fear of legal action. If, for some reason this is an Incorrect
   assumption, and Spectrum Holobyte/Domark do have a problem with it's
   distribution, we urge them to contact us to inform us of a contract
breach
   and, possibly, to discuss a liscensing agreement. RYLO Softwares DOES
NOT
   CONDONE SOFTWARE PIRACY, WETHER IT BE INTENDED OR NOT. In this case,
our
   adress appears later in this text. However, one way we have insured
legal
   security for programers and users alike, we have decided to release
this
   version as a FREEWARE or PUBLIC DOMAIN release.

   Although RYLO Softwares is releasing this initial software product as
   PUBLIC DOMAIN, it will only be considered so under the following
   circumstances:

        1) The software product must remain in it's entirety, including
all
           those files which have come with the initial product.
        2) NO alterations in any way may be made to the initial product
or
           the files that accompany it.
        3) NO additional files may be ADDED to the initial software
product
           WITHOUT the expressed written consent of RYLO Softwares.

Additional files may be produced for this RYLO production, but
they
        must be distributed APART from the initial product, and it must
be
        billed or advertised as not being officialy licensed by RYLO
Softwares
        group. Furthermore, all future add on files and software for
VERITECH:
        VARIABLE FIGHTER SIMULATOR are subject to the same agreement
above.
        ANY BREACH OF THE ABOVE GUIDELINES WILL BE CONSIDERED PIRACY!

                              REGISTRATION
        As this product is Freeware, future improved versions will be
        available for a SMALL registration fee. Also, ADD-ON mission
disks
        and upgrades for THIS version will be made available as well, for
an
        even SMALLER registration fee. As far as we can predict, Version
2.0
        of the simulator will run about $6.00 U.S., and each mission
pack,
        with AROUND 8 missions each will cost about $2 U.S., and will
come
        with an updated VERITECH.EXE file to run the missions. All this
is
        subject to change, so write to RYLO Softwares for a price list.
        OUR ADDRESS IS:
                              RYLO SOFTWARES
                              C/O Eric Lindstrom
                              1725 Hall Place
                              Downers Grove, IL.
                              60516

        Send NO CHECKS if and when you order! Only cash or money order
        payments will be accepted!!! (but, in either case, I would write
        for a price list first; You have to know HOW much to pay...)

        You may Also drop us a line via the InterNet; send all requests
        for prices or any questions you may have to:

                      eric.lindstrom@quagmire.com

                         TABLE OF CONTENTS:

_____
_____

SECTION A:

                    A brief history of the Veritech VALKYRIE fighter

          One of the greatest Japanese animated shows ever to make it to
these
  Shores is the classic "Super Dimensional Spacefortress MACROSS" or, as
it
  came to be known here in the States, "ROBOTECH". It was filled with
tear-
  jerking plots, breath-taking action, slapstick humor, Lynn Minmay
(ugh...)
  and evil alien races bent on destroying mankind. The best thing in the
show
  however, in my opinion, was the Veritech Fighter.
          The Veritech, or VALKYRIE fighter, was different from your
average
  giant transforming robot in that it was based off the F-14 TOMCAT,
which
  made it not only somewhat familiar, but also somewhat plauseable to
build.
  ...However, the government had no intentions of building one. Even
though
  it has been researched, It had too much riding against it.
          On it's good side, it is more aerodynamic, faster, stronger, has
a
  greater payload capacity and can vertically take off and land better
than
  a Harrier jet; Not to mention a Iraqi pilot would have wet his flight
suit
  when he saw this jet turn into a 80 ton robot with the biggest damn gun
  he ever saw pointed right at his cockpit!!!
          But on the bad side, it was prone to hydraulic failures, was more
  complex to pilot and maintain, and had a price tag about 10 to 20 times
  that of a F-117 Stealth fighter!
          In the CARTOON universe, however, technicians were hard at work
  making the Veritech the most prevailent fightercraft in existence. Some
  17 different variants of the Veritech fighter came into being (that
does
  not include Alpha and Beta fighter variants) and are still seen and
used
  in animated series' today.
          Just for your curiosity, here are all the Veritech models, in
order
          as they appeared on the scene:

          VF-1A   Most common and least powerful of the VF series.
          VF-1J   Junior officers model of the Veritech.
          VF-1D   Trainer/light combat Veritech, Under-powered.
          VF-1S   Custom-made, Commanders vessel; piloted by Roy
Fokker.
          VF-X-4   First non-variable Veritech fighter.
          GBP-1S   Armoured Valkyrie Fighter
          VE-1   Elint seeker; Spy Veritech.
          VF-4   Last non-variable Veritech. MegaRoad Escort.
          VF-1AR   Updated VF-1A
          VF-1JR   Updated VF-1J

```
        VF-1SR        Updated VF-1S
        VF-XX         PROTOTYPE, First merger of Zentrandei/Human
technology.
        VF-2SS        First new type VALKYRIE.
        VF-2JA        Another new type, known as ICARUS.
        VF-2SS/SAP    A new type Veritech with the SUPER ARMOURED PACK.
        VC-051        The first CIVILIAN Veritech; Used by rescue teams.
        VC-079        Another civilian model, used for recreation & fun.
```

_____
_____

SECTION B:
                    Basic controls of the simulator

The basic controls are as follows:

THROTTLE:
        keys "1" through "0", "1" being no throttle, and "0" being full
        throttle.

AIR BRAKES:
        pressing the "B" key Toggles the wheel brakes on and off. If
they
        are on, a green indicator turns on in the lower right hand
corner
        of your heads up display. They produce drag to slow you down.

FLAPS:
        The "S" key toggles flaps through three levels: 10 degrees, 20
        degrees, and zero degrees. Flaps give you more lift at slower
        speeds.

WIND BRAKES (RETRO-ROCKETS):
        The "W" key turns your wind brakes on and off. These slow you
        down on the surface by firing bleed air from the jets out
nozzles
        on the nose of the veritech.

ENGINE:
        the "E" key turns your engine on and off, 'Nuff said!

                    CONTROLLING THE VERITECH (PILOTING)

CHANGING CONFIGURATION:
        This is done by pressing the "G" key. You can (in the currently
        included simulations) switch between GUARDIAN (GERWALK) and
        FIGHTER modes by pressing this key (To watch the transformation,
        read the VIEWING PERSPECTIVES section later in this section).
        You start out in GUARDIAN mode when you are on a runway or
launch
        platform. on the same coin, you must be in GUARDIAN mode to
land.
        Switching to Guardian mode produces a lot of drag, so if you
want to
        turn fast, slow down, or stabilize your aircraft (when being in

FIGTER mode gets you spinning too fast, so you either can't aim a
weapon or risk crashing), GO TO GUARDIAN MODE. you CANNOT take off
VERTICALY, just open up the throttle full blast and pull back when
you've got enough speed (Just like an airplane...DUH!). When you
are in fighter mode, the button on the left of your cockpit marked
"F" will light up (...or, rather, the indicator on the button). in
GUARDIAN mode, it goes out.

RUDDERS:
pressing the "," key gives you left rudder, while the "." key gives
you right rudder. this turns you on the ground, and helps you
manuver in the air under certain circumstances.

CONTROL STICK:
I HIGHLY reccomend a joystick when flying this rig, but the keyboard
can be used. the ARROW KEYS control pitch and roll, while BACKSPACE
selects weapons and SPACE FIRES. On a Joystick, the stick controls
pitch and roll, and the thumb button selects, while the trigger
fires weapons. You can configure your control keys, just go to the
options menu (see OPTIONS MENU later in this section).

NAVIGATION DISPLAY:
the dial just to the left of the horizon ball in the aircraft is
your Nav Display. I KNOW IT LOOKS TOO SIMPLE TO BE A NAV DISPLAY!
TRUST ME, IT'S THE NAV DISPLAY...
Pressing the "?" key turns on the NAV display. The needle will point
to the NAV BEACON (which is always shaped like a pyramid). If the
needle points upwards, it's ahead of you, if it points down, it's
behind you, left and right pointing needles are self-explanitory.
Just follow the needle 'til yo find the enemy, that's all!

LANDING DISPLAY:
If for some reason you want to land, press the "I" key to turn on
the LANDING DISPLAY. When you are in proper position of the landing
area (usually the SDF-1) you will see the little crosshairs on the
left monitor pod in the cockpit move. when they are centered, and
there is a green dot in the middle, you are in the perfect landing
posititon.

DROP FLARE:

Pressing the "F" key drops a flare to lure a missile away from you.

JETTISON STORES:
        Pressing the "J" key drops all ammo and fuel.

RADAR:
        The radar is ALWAYS on. the little plane shape in the middle is
        you, green dots are ground targets or ZENTRANDEI CRUISERS
        (use "AG missiles" on them) while white dots are enemy mecha
        (use "AA missiles" on them). main radar is the big screen in the
        middle of the cockpit, a seccondary radar is in the left monitor
pod.

HEADS UP DISPLAY (HUD DISPLAY)
        The HUD is on all the time. It tells you everything, on the left
is
        a set of two numbers the top is ALTITUDE, and the bottom is
AIRSPEED.
        at the bottom of the HUD is the ORDINANCE (shows current weapon)
        while the numbers on the right of the HUD are ENGINE RPM on the
top
        and G-FORCE on the bottom, the crosshairs are for aiming the gun
and
        rockets.

VIEWING PERSPECTIVES:
        You are able to change your view. here are the view controls:

        the "V" key gives you a view that tracks your VERITECH from the
        outside. This can be used to watch you "TRANSFORM" or get a look
        at things around you. Pressing "ALT-V puts you back into the
cockpit.

        Press "O" for a set outside view, and watch your craft blow past
you.

        pressing "ALT-M" gives you the view from the last missile you
fired.

        press "PAGE UP" to zoom in and "PAGE DOWN" to zoom out your view.

SPECIAL TRICK
        pressing "ALT-G" will take a SNAPSHOT of the current screen, and
        saves it as a .PCX file; called GRAB?.PCX (the ? denotes a number
        signifying the order in which uou took that snapshot, for
example,
        the first one you take will be called GRAB1.PCX...).This feature
is
        great for you glory hounds that love to have a war trophy (so go
        ahead and take that snapshot of the cruiser blowing up... you've
        earned it!).

OTHER VIEW ANGLES:
        There are various other view prospectives that are available to
you,
        this allows you to see what's around you without turning. All of
the

following view angles work on either inside or outside views...

                "F1" = look forward
                "F2" = look left
                "F3" = look right
                "F4" = look up/look down (toggle)
                "F5" = look back/left
                "F6" = look back/right
                "F7" = rotate view right
                "F8" = rotate view left
                "F9" = rotate view down
                "F10" = rotate view up
    "SHIFT + F1" = look straight back

OPTIONS MENU:
                Press "ESC" to open the options menu. you can customize the sim
                to your liking from here, as well as exit.
EXIT:
                Press ALT-X to exit the simulation.
PAUSE:
                Press "P" to pause and unpause the simulation.

CENTER JOYSTICK:
                Press "Z" to center your joystick.

WEAPONS:
                THE WEAPONS ARE LISTED IN THE ORDINANCE AS FOLLOWS:

                GUN: your GU-11 gun pod, with 9999 rounds of ammo. does 5 damage.

                  R: Rockets. they do 20 damage and you have 100 of them.

                 AA: Air to air missiles, do 10 damage and lock onto targets. you
                     hear a lock-on tone and see a circle around the target. you
have
                     50 of these. They only work on airborne Mecha.

                 AG: Air to ground missiles, do 10 damage and lock onto ground
based
                     targets or airborne enemy cruisers. A green square appears
                     around the target when it's locked, fire and forget! you
have
                     50 of these.

               BOMB: A high-power sub-atomic bomb. you only have one, it does 40
                     damage points.

            CLUSTER: A cluster bomb. you have one. does 40 damage like the bomb,
                     but is dispersed over the target widely, like a shotgun.

YOUR COCKPIT LAYOUT:
        |***|
        | |A| |
        | |T| |
        | |T| |
        | |A| |
        | |C|*ALTITUDE* | *ENGINE RPM* |
        | |K| --   -- |

```
  | _____         | |               |                    _____   |
  |/    .   .   \   |R|*AIRSPEED*        * G-FORCES * |    /  LANDING  \|
  |  SECCONDARY  | |A|*AIRSPEED*        * G-FORCES * |     --+--       |
  |   .   +   .   |  |T|                               |       |        |
  |\ . RADAR    /  |E|            AIR BRAKE        \   DISPLAY  /|
  |*******************  *ORDINANCE*       ON ->[] *******************|
  | /--\  /--\        I_____I /-----\  /-----\ |
  | |XX|  \--/         *********************       NAV      HORIZON |
  | \--/   _____ I MAIN RADAR DISPLAY I XXX DISPLAY   BALL   |
  | /--\  | B | F | G | I   .   .   .         I     \-----/  \-----/ |
  | \--/  |[ ]||[*]|[ ]| I     .   +   .       I DAMAGE GAUGE        |
  |***********************************************************************|

  --------------------------------------------------------------------
----


SECTION C:
                    MINOR BUGS AND TROUBLESHOOTING


 MEMORY:
        Like most simulator software, this one eats memory like candy.
I've
        had some problems. It's not unusual for this thing to lock up if
        you play more than one mission in a row. so, if you aren't sure
        wether or not your PC will lock this thing up due to lack of
memory,
        after you fly for a while, exit the sim, and quit the program.
Then
        simply run it again. don't worry, there are no neat endings or
        anything like that in THIS game, just the sweet bliss of flying
        in a veritech.
        It also helps to make a boot disk. if you do not know how to make
        one, just read your DOS manual, it will tell you how. over all
else,
        THIS SOFTWARE RUNS BEST OFF OF A CLEAN-BOOTED MACHINE!!!

WHY WONT THIS THING RUN ON MY MACHINE?:
        This piece of simulation software has been tested on a variety of
        different machines. The minimum standard of processing software
we
        have tested this thing on is the elusive Packard Bell 386\12!!!
        this attrociously slow machine is in the posession of our memory
        and encryption expert, Poser Slayer, and the thing is so slow
that
        the Packard Bell company denies ever having made it (it's just
        a step above a 286!). Either way, we were able to get it to run
with
        minimal tweaking of memory allocation. In other words: IT CAN BE
RUN
        ON A 386sx WITH LITTLE TROUBLE, BUT WE RECCOMEND AT LEAST A 486sx
FOR
        A TOLERABLE PLAYING SPEED. IF YOU MUST RUN IT ON A SLOWER
MACHINE,
        BOOT CLEAN, AND TURN OFF ALL THE SOUNDS IN THE OPTIONS MENU; IT
WILL
        RUN A LOT SMOOTHER.
```

For best results on ANY machine, leave "engine noises" OFF in the
        options menu. The extra noise just slows the sim down...

SECTION D:
                              VERSION NOTES
        In case you don't know, this is NOT the first version. this is
        the first one I've RELEASED....
        Anyways, here are the previous versions:

VERITECH FLIGHT SIMULATOR Ver. 1.0:
        The first attempt, Veritech was non-transformable, graphics
sucked!

VERITECH FLIGHT SIMULATOR Ver. 1.1:
        Veritech made transformable, some other mecha made, graphics
cleaned.

VERITECH VARIABLE FIGHTER SIMULATION Ver. 1.2:
        All mecha in place, Cockpit made accurate, first two missions
done,
        and the simulator's title was changed.
VERITECH VARIABLE FIGHTER SIMULATION Ver. 1.3:
        Aerodynamics made accurate, sounds plugged in, two more missions
        added. some screens in place.
VERITECH VARIABLE FIGHTER SIMULATION Ver. 1.4:
        Updated title and mission start screens added, game was
organized,
        neater ANSI-TYPE images were put in. 1.4 IS THIS VERSION.
_____
____

        RYLO SOFTWARE IS:

                        Sheng Long
                        Poser Slayer
                        Paladin
                        Beorn

        THIS VERSION OF "VERITECH: VARIABLE FIGHTER SIMULATOR" IS
                               FREEWARE

        RYLO Softwares adress:

                        RYLO Softwares
                        C/O Eric Lindstrom
                        1725 Hall Place
                        Downers Grove, IL
                        60516

        InterNet E-Mail adress:

                        eric.lindstrom@quagmire.com