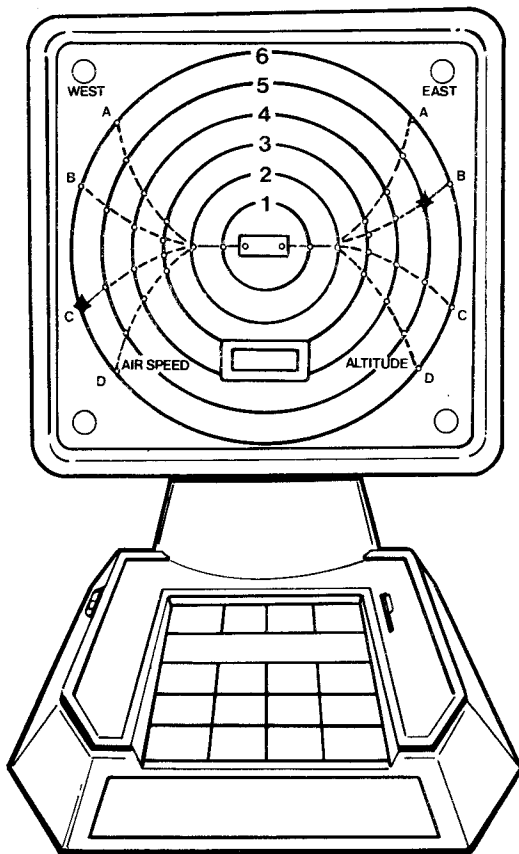# TC7 AIR TRAFFIC CONTROL

FLIGHT MANUAL

PART NAMES

Radius Demarcations From Airport

Flight Paths

Speed and Altitude Display

A/C Adaptor
(not included)

WEST

EAST

6
5
4
3
2
1

A
A

B
B

C
C

AIR SPEED   ALTITUDE

D
D

Airport Runway

Score

Lights for Speed
or Altitude Display

Flight Path and Skill Level
Control Buttons

Altitude Control Buttons

Latest High Score Button

Press for Hazard

On/Off Switch

Air Speed
Control Buttons

For Altitude and Air Speed
Degree of Change
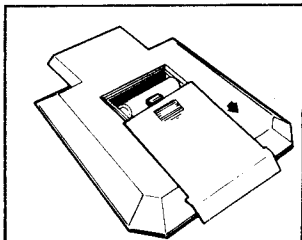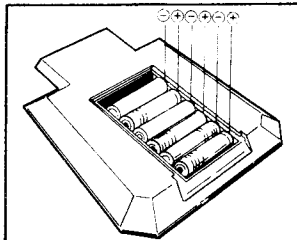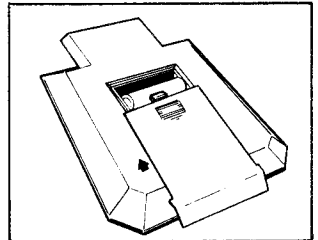
TO INSERT BATTERIES

Slide open battery
cover as indicated.

Place 6 "AA" batteries
as shown in diagram.
Do not reverse the
direction.

Slide battery cover
closed.

Note: After playing, it is
recommended that
batteries be removed.

EXPLANATION OF KEYS

The keys explain what you want the plane to do.

WEST EAST	Designates the direction of departing planes or the area of arriving planes.
ARR DEP	Designates the destination of planes arriving or departing.
A B C D	Press to choose flight path for either "EAST" or "WEST". Also press for Skill Level: A—Controller Recruit B—Jr. Controller C—Controller D—Sr. Controller
DESC ASC	Press to make plane "ASCEND" or "DESCEND". Also pressing these keys alone will freeze display on altitude readings.
DEC INC	Press to "INCREASE" or "DECREASE" speed. Also pressing these keys alone will freeze display on airspeed.
10% 20% 40% 80%	Used with "ASC/DESC" and "INC/DEC" to change a plane's air speed or altitude by indicated amount.*
HIGH SCORE	Press to display the latest "HIGH SCORE". Works only during game.
HAZARD	Press to display the "HAZARD" number and lock on to the plane in trouble. Remains displayed until clear button is pressed.

CLEAR	Clears any entry before pressing the "ENTER" and clears the "HAZARD" if hazard was corrected.

ENTER	Press after other information for action to start.

*AIRSPEED

10%	CHANGES SPEED BY 2 MPH
20%	CHANGES SPEED BY 4 MPH
40%	CHANGES SPEED BY 8 MPH
80%	CHANGES SPEED BY 16 MPH

*ALTITUDE

10%	CHANGES ALTITUDE BY 10 FEET
20%	CHANGES ALTITUDE BY 20 FEET
40%	CHANGES ALTITUDE BY 40 FEET
80%	CHANGES ALTITUDE BY 80 FEET

SKILL LEVELS

	NO. OF LANDINGS	TAKEOFFS	TIME LIMIT
A—Controller Recruit	1	1	4 minutes
B—Jr. Controller	3	2	6 minutes
C—Controller	5	3	8 minutes
D—Sr. controller	8	5	11 minutes

SCORE: In any skill level you have about 13 minutes total playing time. For each minute over your allotted time and for each plane you crash, you lose 1 point from a starting score of 9. You will have many planes to control on your screen in any skill level, but you are only required to satisfy the landing and takeoff requirements listed above.

CONTROLLING THE PLANES

You "control" one plane at a time—which is called "locking on" to the plane. To "lock on" to a plane you must enter the correct information. For example: To "lock on" to a plane that appears on the east side of the screen at 6 miles out on Flight Path B, press the following keys in this order

| EAST | | ARRIVE | | B | | ENTER | . Then this plane will flash faster than any other plane on the screen and its altitude and airspeed will appear on the readout. You may now make changes to this plane's speed or altitude, or let it continue flying as is. To unlock a plane you must lock on to another plane.

If 2 planes are on the same flight path heading in the same direction, press | ENTER | twice to lock on to the second plane. For example:

| WEST | | ARRIVE | | B | | ENTER | | ENTER |

If you are locked on to a plane that crashes, you will automatically transfer to another plane.

Pressing "HAZARD" will display the hazard number and cause you to lock on to the plane in trouble.

HOW TO PLAY

TO START

Switch "ON". All plane locations will blink twice and the readout will show "L".
Press the desired skill level to start game.

TO TAKE OFF

To take off successfully you must taxi down the runway at a speed of 100 mph or more and lift off at a speed of 140 mph or more.
To continue a safe flight, you must maintain a maximum air speed of 450 mph.

Note which end of the airport the plane appears.
Planes taxi *down* the runway, so if a plane appears
on the east side of the screen, it will head in the
opposite direction—towards the west.

TO LOCK ON TO PLANE

Press ⌷ EAST ⌷ or ⌷ WEST ⌷ ⌷DEPART⌷ ⌷ ENTER ⌷
Now you are ready for take off!

TO TAXI

Increase speed by pressing ⌷ INC ⌷ ⌷ % ⌷ ⌷ ENTER ⌷

TO LIFTOFF

The plane must reach 100 mph or more to liftoff. Then press
⌷ ASC ⌷ ⌷ % ⌷ ⌷ ENTER ⌷ . If the plane is airborn at a speed less than 140
mph, a warning will sound. To avoid crashing, press ⌷ INC ⌷ ⌷ % ⌷ ⌷ ENTER ⌷
till air speed is over 140 mph. Once the plane is over 140 mph, press
⌷ HAZ ⌷ ⌷CLEAR⌷ to clear the hazard.

TO CHOOSE FLIGHT PATH

Any time before the 2 mile mark, choose the flight path by pressing
⌷ A ⌷ or ⌷ B ⌷ or⌷ C ⌷or ⌷ D ⌷ ⌷ ENTER ⌷

NOTE: If you takeoff at INC 80%, be sure to readjust
the speed or the plane will reach the air speed limit
of 450-mph very quickly.

TYPICAL EXAMPLE OF TAKEOFF

| EAST | DEPART | ENTER | LOCK ON TO PLANE |

| INC | 80% | ENTER | START PLANE TAXIING |

| ASC | 20% | ENTER | LIFT OFF RUNWAY WHEN SPEED REACHES 100 MPH |

| B | ENTER | | CHOOSE FLIGHT PATH AT 1 MILE MARKER |

| INC | 10% | ENTER | SPEED READJUSTMENT |

This plane should fly off almost automatically, since it is on a slow increase of both speed and altitude. A plane will crash if you try to lift off before the plane reaches 100 mph or if it taxis at too slow a speed (10%).

TO LAND

Landings are harder than takeoffs and require more attention. First, lock on to a plane (see CONTROLLING THE PLANES), then check its airspeed and altitude on the readout. To land successfully you must reach the airport at an altitude under 100 feet and a speed under 220 mph. If you do, the altitude indicator will go automatically to "000" and you have landed.

TYPICAL EXAMPLE OF LANDING

The plane you want to lock on to is at the 2 mile radius on Flight Path B East, at an altitude of 300 feet, flying at 350 mph.

LOCK ON TO PLANE	EAST	ARRIVE	B	ENTER

REDUCE ALTITUDE	DESC	20%	ENTER

REDUCE SPEED	DEC	20%	ENTER

Plane at 1 mile out now: Altitude—140 feet
                                   Airspeed—322 mph

FURTHER REDUCE ALTITUDE	DESC	40%	ENTER

FURTHER REDUCE SPEED	DEC	40%	ENTER

Pressing the DESC 40% will reduce altitude by 40 feet per second! Watch carefully or the plane will reach "000" feet too quickly. Keep track of this descent by pressing ASC only. This will freeze the display on just the altitude reading and you can watch the number decreasing. Because you pressed ASC instead of DESC, your next instruction using the percent key and ENTER will bring the plane up at the last moment. Therefore, after pressing ASC, watch the display showing 140...100...60, then press 10%—ENTER immediately! The display will then show 40...50...60...70 etc. Now press DESC and prepare to

press 10%–ENTER if the plane gets close to 100 feet. If you keep the plane flying like this when you get to the airport the altitude will automatically go to "000" indicating that you have landed. But you now must put on the "airbrakes" to slow the plane before the end of the runway.

MONITOR ALTITUDE [ASC]

[10%] [ENTER]

[DESC] [10%] [ENTER]

APPLY AIRBRAKES [DEC] [80%] [ENTER]

If your plane was under 220 mph when you landed, you will taxi to a safe stop, and get a "successful landing" melody.

FLYBYS

On reaching the airport, if your plane is above 100 feet, or if it does not show "000" altitude, you must "Fly by" the airport. Press the appropriate keys to ascend immediately and increase speed. Don't forget to choose a flight path as you did for regular departing planes.

TO START AGAIN

At the end of the game, press any key on the bottom row of the panel to start another game. Turning the "On/Off" switch off will lose any high score reading.

IMPORTANT INFORMATION

	MINIMUM	MAXIMUM
AIRSPEED	100 MPH	450 MPH
	warning at 140 MPH	
ALTITUDE between 6 miles and 2 miles	100 FT.	5000 FT.
	warning at 300 FT. and 3000 FT.	
ALTITUDE between 2 miles and airport	10 FT.	5000 FT.
TO LAND	under 100 FT.	slower than 220 MPH
TO TAKE OFF	speed at least 100 MPH	

HAZARDS

H1	WARNING	Climb too great-altitude over 3000 ft. Descend immediately
H2	WARNING	Altitude under 300 ft. Ascend Immediately.
H3	WARNING	Airspeed under 140 MPH. Increase!
H4	CRASH	Speed or altitude too low.
H5	CRASH	Speed or altitude too high.
H6	CRASH	Departing speed not high enough.
H7	CRASH	Midair collision–2 planes going down.
H8	Out of fuel -- game over	13 min. max.
H9	9 Planes crashed -- dismissed for incompetence.	

To obtain a Bandai A/C Adaptor for use with all
Bandai Electronic Arcade Games, please send
check or money order for $8.00 to:

Bandai America, Inc.
6 Pearl Court
Allendale, N.J. 07401

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