

# SETTING UP YOUR AIR TRAFFIC CONTROLLER GAME DISKETTE on the IBM PC

## FOR DOS 1.0 USERS ONLY

Before you can play the game, you must copy the file **COMMAND.COM** to the GAME diskette.

1. Insert your DOS 1.0 diskette in Drive A.
2. Turn your computer on and enter the date and time. You should now see the DOS command prompt **A>\_**
3. Insert the GAME diskette in Drive B. (If you have only one disk drive, skip this step and perform the necessary disk changes as instructed by the screen prompts.)
4. Type **B:AVANT** and press the **RETURN** key.
5. Now place the DOS 1.0 diskette in Drive A.
6. Type the following command, then press **RETURN: COPY COMMAND.COM B:**

You are now ready to run the game. Make sure the GAME diskette is in Drive A and then press **Ctrl-Alt-Del**.

## FOR DOS 2.0 USERS ONLY

The program was originally designed to operate under the various versions of DOS 1.0. If you are using DOS 2.0, you cannot create an auto-boot GAME disk because there are certain differences in the operating systems that eliminate this option. If you are using DOS 2.0, please follow these special instructions.

1. Insert your DOS 2.0 diskette in Drive A.
2. Turn your computer on and enter the date and time. You should now see the DOS command prompt **A>\_**
3. Insert the GAME diskette in Drive B. (If you have only one disk drive, skip this step and perform the necessary disk changes as instructed by the screen prompts.)
4. Type **B:AVANT** and press the **RETURN** key.
5. Now place the DOS 2.0 diskette in Drive A.
6. Type the following command, then press **RETURN: COPY COMMAND.COM B:**
7. Insert the GAME disk in Drive A.
8. Type the following command, then press **RETURN: ATC**

You must repeat steps seven and eight every time you wish to run the program.



# AIR TRAFFIC CONTROLLER

For the IBM PC

Requires Monochrome or Color Graphics Adapter

Column 1 --- may be the aircraft ID (1-9).

The last ID referenced becomes the default ID in the MSG TO PLANES area. If a valid default is in effect, then all messages lacking an ID will be sent to that aircraft.

Column 2 or 3 may be any of the following:

A = ascend  
D = descend  
L = level off  
E = turn east  
W = turn west  
N = turn north  
S = turn south

Column 2 --- F = current fuel status

X = initiate final landing procedures

Z = abort landing

## RULES AND REGULATIONS

- 1...No aircraft may overfly the runway.
- 2...No aircraft may leave your service area.
- 3...No aircraft may climb above 2000 ft. in the service area.
- 4...No aircraft may land without having been given the 'X' command.

## NOTES

- a .....Fuel consumption is higher when climbing.
- b .....An aircraft will notify you when its fuel situation is critical. (This may or may not be in time for you to land the aircraft.)
- c .....Maintain lateral AND vertical separation to avoid midairs. You must maintain at least 50 ft. vertical separation and also visual (by radar) lateral separation.
- d .....If an 'X', 'Z', OR 'F' is keyed, the remainder of the message is ignored.
- e .....After 'X', only the aircraft image is displayed. The altitude will be shown inside the runway.
- f .....The 'Z' command will not abort a landing after the aircraft is committed to the landing.
- g .....The surest way to abort a landing is to issue an 'A' command to the aircraft on final approach. When the aircraft is well clear of the runway, issue a 'Z' command to restore the original radar display.