



technical supplement



Required Equipment

Computer

Navy Strike requires an IBM PC AT or a computer 100% compatible with this model.

The computer must have a hard disk and at least a double speed CD-ROM Drive.

Navy Strike requires an 80486 33 MHz processor and at least 4Mb RAM.

Controls

You will require a Microsoft compatible Mouse and Mouse Driver to play Navy Strike.

Display

Navy Strike requires a colour monitor with an SVGA graphics system. If you are using a compatible graphics card/monitor, it must be 100% compatible with SVGA systems capable of 640x480 in 256 colours.

· CD

Navy Strike is played directly from the CD. During the installation process a directory will be made on your hard-drive (default - C:\STRIKE) which will contain your save games and game set-up configuration (your sound card selections etc.), and frequently accessed game files.

DOS

You must have Microsoft MS-DOS version 5.0 or higher.

Installation

An installation program is included on the Navy Strike CD.

Insert the CD into your CD-ROM drive and designate that drive (by typing "D: [Return]", "E: [Return]" or what ever your CD drive is called).

When the new prompt appears, type "INSTALL [Return]"

Please follow the on-screen prompts which appear.

The default (pre-set) installation routine places the *Navy Strike* configuration files in a directory named C:\STRIKE however you will be given the opportunity to change the directory where the *Navy Strike* configuration and save games are placed.

Loading Instructions

Switch on your machine and wait until the C:\> prompt appears.

Make sure the Navy Strike CD is in your CD-ROM drive.

Type "CD \STRIKE [Return]" and then type "STRIKE [Return]" to run the game.

Note: If you have installed Navy Strike to another directory, you must type "CD [name of your directory]", and then type "STRIKE [Return]".

If the game fails to load, read the Problem Section of this Technical Supplement.

Sound

Navy Strike supports Sound Blaster™ and 100% Compatibles • Sound Blaster AWE 32™ • Gravis Ultrasound • Pro Audio Spectrum • Sound Canvas • Roland® LAPC -1/ MT-32.• General Midi sound cards.

Game Enhancements and Other Information

We have added a new icon to the 'Mission Planning and Launch screen. Look at page 21 in this booklet.



Build Route Icon



Fly Existing Route Icon

The 'Waypoint Edit' icon has changed to the 'Build Route' icon but works in exactly the same way. When you click on 'Build Route' icon you will open the 'Waypoint Edit' screen.

The new icon that has been added to the 'Mission Planning and Launch Screen' is the 'Fly Existing Route' icon. To use this icon, you must first click on a previously created route from the box below the Choose Route box.

When you have clicked on the icon you will be taken to the 'Aircraft Allocation screen' (page 23 of this booklet). From here you can allocate more aircraft to a previously created route.

Page 26: Mission Types

There are two other types of missions not mentioned in the manual:

- 1. CAS (Close Air Support): CAS missions are similar to Combat Air Patrol but over enemy territory. Aircraft are armed with air-to-ground weapons and will attack any hostile ground installations.
- 2. ESCORT: Aircraft will stay with and support any mobile asset ie civilian, reconn or AEW.
- 3. Strike missions are now called STRIKE 1 (strike at one target) and STRIKE 2 (strike at one target PLUS one discretionary target). These terms replace Primary and Secondary used in the manual.

Page 28: Change Target Details

Change Target does not function the same as Move Waypoint. Change Target will select an asset as a new target. Move Waypoint will move a waypoint to any point of your choice.

Page 44: Lock Information

A target lock is shown on the HUD by the appearance of a diamond over the targeting box.

Page 53: Revisiting Messages

You cannot revisit messages from the Tactical Screen, only from the message log in the CIC screen.

The Tutorial Walk-through

From the Main Menu you can select to follow a Tutorial that will enable you to begin a short campaign. During the Tutorial you will be given advance warning of all possible threats and advice on how to deal with each situation as it arises.

This tutorial consists of a reconnaissance mission, a civilian aircraft intercept and dealing with a pair of hostile MiG's heading for your carrier. You will also set up a No Fly zone and launch an Early Warning Aircraft.

From the Main Menu select **Training**. This will take you to the Training Menu screen.

The top four items in this menu are dedicated Dogfight Training missions, placing you either behind or head-on with one (or two) enemy aircraft. These training missions are designed to let you practise your dogfighting skills ready for the campaign. Clicking on one of the four Dogfight options will take you into the fighter's cockpit heading for the enemy aircraft.

The Dogfight training missions end when either you have destroyed the enemy aircraft or you lose your own.

The game will then return to the training menu.

 Click on Commander Tutorial. This will begin the Tutorial and take you to the CIC screen.



Tactical Display icon

 Click on the Tactical Display icon (the small map). The Tactical Display will open. This is the main planning screen and shows you all game objects (assets): friendly and unfriendly.

Note: If you want to scroll around the map, use the cursor keys or click the mouse around the outer edges of the map in the direction you want it to move.

• Look to the top left of the screen. You will see the Time and Date when the game first starts, 12:00, 1, January 2000.



Time Icon Paused

Note: If at any time, you want to pause the game, click on the arrow on the left side of the Accelerate Time Icon until a 'P' appears in the centre. To resume the game click on the right arrow.

For this Tutorial, your first task will be to display a 50 mile Exclusion Zone around your aircraft carrier: the Nimitz.



Circle Display Control Icon

- Click on the Circle Display Control icon below the map.
 This will open up the C.D.C. "Window".
- Click the Deselect All Circles icon (second down on the right side of the 'Window') then on the 50 Nm line. Now close the 'Window'.

Note: to close any 'Windows' in the game click on the '✓' box in the top right hand corner of the 'Window'



De-select all Circles

The "Window" will shut, and a circle will appear around your carrier indicating the 50 mile Exclusion Zone.

Your next task is to launch an AEW Airborne Early Warning Aircraft, your Eye In The Sky!

It is a good idea to have one of these aircraft in the air at all times because the range of their radar is greater than that of your carrier. You can send them quickly to an area you are concerned about.



Edit Mission Icon



Build Route Icon



Cancel & Return Icon



Launch Aircraft Icon



Increase Aircraft Icon



Launch Mission Icon



Accelerated time x20 Icon



Acknowledge Icon



Scramble Icon

- Click on the 'Edit Mission' icon, and choose your route.
- Click on the 'Early Warning' line and then on the 'Build Route' icon, this will open the Waypoint Edit screen.

Note: If at any time you want to return to the previous screen click on the Cancel and Return icon, bottom right of the screen, or click the right mouse button (RMB) when the cursor is NOT over an icon.

 Click on the 'Launch Aircraft' icon. This will take you to the 'Aircraft Allocation Window'.

Select an E2C Early Warning Aircraft

 Click on the 'E2C AEW 4 Ready' line and then once on the top arrow of the 'Increase Aircraft' icon.

The line will change to show that one of four aircraft is selected and that its launch time is +00.00 (immediate).

Launch the Aircraft

Click on the 'Launch Mission' icon.

The screen will change back to the main Tactical Map.

A minute or so later you will get a message telling you that A.E.W. 01 01 is safely clear of the carrier.

The Early Warning Aircraft will now follow the route laid out on the Tactical Map and relay anything unusual back to your aircraft carrier.

Your carrier is now ready and alert for anything,

Click the accelerate time icon twice until it reads 20.

At approximately 12:10 you will receive a message. A ship has been launched and will be spotted close to the carrier. You must first identify the vessel and, if necessary, attempt to persuade it to change its course.

Click on the Acknowledge icon.

At 12:20 you will get a message from your AEW, 'Contact - Bogey 01. You must click on the scramble icon to intercept.

Remember: The previous warning message will not appear in a nontutorial scenario, and if you didn't have an AEW in the sky, BOGEYS could get much closer to your carrier before being picked up on radar.

Click on the 'Scramble icon'.



Increase Aircraft Icon

The Aircraft Allocation Window will open.

- Launch a Sea Strike aircraft to deal with the threat.
- Click on the FA18E LRS/S 4 Ready line, and then once on the up arrow on the 'Increase Aircraft' icon.
- Click the 'Launch Mission' icon

You will now see another route shown on the map heading north east from the Nimitz. A few moments later you will receive another message saying that the F-18 has successfully left the carrier.

Note: If the tutorial is moving too slowly and you want to speed it up click on the right arrow on the Accelerated Time icon.



Acknowledge Icon

- Click the 'Acknowledge icon'
- Click on the 'Increase Accelerated Time' icon until it reads 20.

The F-18 you have just launched will follow your planned route and ID the target, sending you messages when it has reached, and is warning, its target.

Click the 'Acknowledge' icon

At approximately 12:30 you will receive another message:

You should be picking up a civilian aircraft on radar soon. A quick buzz (fly-by) by some fighters will convince the pilot to alter course.

Click the 'Acknowledge and Revert to Normal Time' icon.

At 12:45 you will receive another message. As it suggests, click on the scramble icon to set up an intercept route.

Click on the 'Scramble' icon.

The Aircraft Allocation 'Window' will open.

 Click on the FA18E CAP 8 Ready line, and then twice on the 'Increase Aircraft' icon.

This will assign two F-18's to this route. Although this is probably unnecessary for buzzing a civilian aircraft, you should always assign more than one aircraft to a combat route.

When you have clicked twice on the FA18E C.A.P. line it should read:

FA18E CAP 2/8 Scramble: 2, +00.00



Launch Mission Icon

Click the 'Launch Mission' icon.

You will now return to the Main Tactical Screen with the new route shown on the map.

 Click on the 'Acknowledge' icon when the 'Safely clear of the carrier' message arrives.

Any time now you should receive a message from Scramble 01, (the first F-18 you launched to intercept the ship.) The message will read: **Scramble 1 01: Warning Bogey 01**. This means that the F-18 has reached its target and is flying over the ship. The aircraft will continue to buzz the ship until it changes course.



Acknowledge Icon

Click the 'Acknowledge' icon

Another minute or so and then another message will appear:

Scramble 1 01 reports Bogey 01 is now turning away.

The first F-18 you launched has completed its task and will now head back to the carrier. You will receive messages alerting you that the aircraft is about to land. also when its has safely touched down.

• Simply click on the 'Acknowledge' icon when you have read the message.

At approximately 13:10 you will receive a message from Scramble 2 01:

Engaging Bogey 02.

Click the 'Acknowledge' icon.

Then another message from Scramble 2 01:

Identification of target - Airbus 01.

This is definitely a civilian flight.

Followed by:

Scramble 2 01: The Airbus 01 is now turning away.

The fighters' task is complete and they will return to the Nimitz.

Now you will plan and launch a CAP (Combat Air Patrol) mission, these are used to place combat aircraft, in an area of suspected hostility.



Edit Mission Icon



Build Route Icon

We will now set up a CAP mission to patrol north-west of the Nimitz

 Click on the 'Edit Mission' icon, and then choose the C.A.P. route by clicking on Combat Air Patrol. Then click on the 'Build Route' icon.

The Waypoint Edit 'Window' will now open: Click on the 'Launch Aircraft' icon and the Aircraft Allocation 'Window' will open.

Click on the FA18E CAP 6 Ready line. Click twice on the 'Increase Aircraft' icon and then on the 'Launch Mission' icon.

The new C.A.P. route (a large triangle) will now be shown on the Tactical Map. The two F-18's making their way to the first waypoint.

Now, comes your final challenge in this Tutorial.

At approximately 13:30, an incoming message will read:

You should be picking up a couple of MiG-29's on your radar soon. These are dangerous and should be intercepted.

Click the 'Acknowledge' icon.

Do NOT click the 'Intercept' icon when the next message concerning the MiG's arrives:

A.E.W. 01 01: Radar contact - Bogey 3.

You already have two aircraft in the air. They are close to the inbound MiG's.



Acknowledge & Revert Icon



Edit Mission Icon



Build Route Icon



Save Route Icon



Mission Summary Icon

- Click the 'Acknowledge and Revert to Normal time' icon.
- Click on the in-bound MiG's on the tactical map (top left) to select them as your present target. If a selection 'Window' opens then select 'Bogey 3' and close the 'Window'.
- Click on the 'Edit Mission' icon, and then 'Interception' from the Choose Route box.
- Click on the 'Build Route' icon.

The 'Waypoint Edit' screen will open.

 Now click on the 'Save Route' icon. Make a note of what the route is called:

I-Cpt 01

You will then return to the Main Tactical Screen.

Now all you have to do is re-assign the aircraft on the ${\bf C.A.P.}$ to the new MiG Intercept Route.

 Click on the F-18's (small dots) on their CAP route. Select one of the F-18's if a selection 'Window' opens:

C.A.P. 01 01 or C.A.P. 01 02

Now, click on the 'Mission Summary' icon.

This will open the Summary of Missions screen. In this, one of the present missions will read:



Change Route Icon



Acknowledge Icon

FA18E CAP 2 C.A.P. 01, In air

 Click on this line so that it is highlighted and then on the 'Change Route' icon.

The Change Route screen will open.

Click on the line:

I-Cpt 01 (This is the MiG intercept mission you have previously created).

Click on the 'Accept New Route' icon.

You will now return to the Main Tactical Screen. The aircraft's route will have changed to the new intercept route.

Note: The F-18's old C.A.P. route will not have been deleted, so once the aircraft have completed the new intercept you can easily re-assign the aircraft to their previous orders in exactly the same way.

A few minutes later you will receive the message:

C.A.P. 01 02: Engaging Bogey 03.

Your F-18's are engaged in combat with the MiG's.

These MiG's are intent on blowing up you, your wing-man and your carrier.

It is advisable in situations such as these to take control of the aircraft you are sending out. So let's jump into the cockpit of the F-18 scramble 3 01

- Click the 'Acknowledge and Return to Normal Time' icon.
- Click on the Tactical Map as close as you can get to where your F-18's are.

The Choose Asset 'Window' will open.

Click on the line: C.A.P. 01 01 and close the 'Window'.



Build Route Icon



Aircraft Icon

 Click on the 'View Asset' icon (the Camera below the Tactical Map) and a 'Window' containing a 3-D view of that aircraft will open.

To jump into the cockpit, click the 'Aircraft' icon in the 'Window'.

Click the 'Aircraft' icon.

You will now see the F-18. Disengage auto pilot by pressing A. Use all your skills (and the key guide) to defeat the incoming aircraft or you may be responsible for the loss of your carrier.

The tutorial will end when, either the MiG's are downed, or your carrier is destroyed.

If you loose the dogfight against the MiG's you will be returned to the tactical display. You can launch more intercepts against the MiG's using the route **I-Cpt 01** or, practise using the four instant action dogfights within the Training Menu. Then, attempt the tutorial again.

Aircraft Payloads

Each of your aircraft have default payloads for each type of mission (or duty) you may choose to assign them to. Below are listed these payloads.

F/A18E		
HEAVY CAP: AIM 54C 2x AIM 120 4x GUNS 1000 rounds	SEA STRIKE: HARPOON 5x GUNS 1000 rounds AIM 9R 4x	
CAP: AIM 9R 6x AIM 120 2x GUNS 1000 rounds	HEAVY CAS Paveway 3x GUNS 1000 rounds AIM 9R 4x	
HEAVY STRIKE: Paveway 3x GUNS 1000 rounds AIM 9R 4x	CAS: AGM 65 6x (Maverick) AIM 9R 4x GUNS 1000 rounds	
STRIKE: AGM 65 6x (Maverick) AIM 9R 4x GUNS 1000 rounds	RECONNAISSANCE: AIM 9R 6x AIM 120 2x GUNS 1000 rounds	
HEAVY SEA STRIKE: HARPOON 3x GUNS 1000 rounds AIM 9R 4x		

F-22NE

HEAVY CAP: AIM 9R 2x AIM 54 6x GUNS 500 rounds	SEA STRIKE: AIM 9R 2x HARPOON 4x GUNS 500 rounds
CAP: AIM 120 6x AIM 9R 2x GUNS 500 rounds	RECONNAISSANCE: AIM 120 6x AIM 9R 2x GUNS 500 rounds
HEAVY SEA STRIKE: HARPOON 4x AIM 9R 2x GUNS 500 rounds	

AX

HEAVY WILD WEASEL: HARM 8x AGM 65 4x GUNS 1000 rounds	HEAVY SEA STRIKE: HARPOON 6x GUNS 1000 rounds
HEAVY WILD WEASEL: HARM 10x AGM 65 4x GUNS 1000 rounds	SEA STRIKE: HARPOON 8x GUNS 1000 rounds
HEAVY STRIKE: PAVEWAY 2x GUNS 1000 rounds	RECONNAISSANCE HARPOON 8x GUNS 1000 rounds
STRIKE: AGM 65 6x (Maverick) GUNS 1000 rounds	

Operating Difficulties and Loading Problems

Q. Why won't my game load?

Check all memory requirements listed in this Technical Supplement. In most cases, the computer must have 570,000 bytes of Conventional Memory to load the game successfully.

Slow Running

If you are not running from a boot disk, please ensure that you have SMARTDRV.SYS or SMARTDRV.EXE loaded into your CONFIG.SYS or AUTOEXEC.BAT.

Conventional Memory

To check how much Conventional Memory is available, type MEM/C from the C:\> prompt and press the Return key. Look for the Largest Executable Program details. If there is not enough Conventional Memory, you may need a Boot Disk.

O. What is a Boot Disk?

This is a Start Up disk for your computer which contains alternative start up files to those on your hard disk. The Boot Disk will allow you more Conventional Memory.

Making a Boot Disk

Instructions for making an MS-DOS Boot Disk (also known as a System Disk) will be found in your Microsoft manual.

Using a Boot Disk

Insert the Boot Disk into your floppy disk drive A and then switch on the computer. You should leave the disk in the floppy drive during play.

Q. Can I run my game through Windows?

No, this is not recommended, unless specifically mentioned in the system requirements.

Q. Does my game run with DR DOS?

Success is not guaranteed. Empire games are currently designed to run with MS-DOS 5.0 or 100% compatible DOS.

A FULL TECHNICAL SUPPLEMENT IS PROVIDED ON YOUR CD ROM DISK. TO VIEW THIS FILE TYPE EDIT README.TXT IN THE CDROM ROOT DIRECTORY.

Q. What is Base Memory?

This is the original 1Mb (1024K) in your machine. It is divided up into Conventional Memory (640K), where MS-DOS and all PC programs load and Upper Memory (384K), where system drivers (such as the mouse driver) reside.

In MS-DOS 5.0 the bulk of the operating system and associated drivers are normally loaded into Upper Memory. Other drivers held in the area of Conventional Memory will reduce your 640K available for the program.

Q. What is Extended Memory (XMS)?

Further memory, beyond the 1Mb of Base Memory on your PC is called Extended Memory. XMS can be used to free more Conventional Memory so that bigger games can be run. XMS can also be used to simulate Expanded Memory.

Q. What is Expanded Memory (EMS)?

EMS was originally designed to give the PC more memory to run programs. It has been around far longer than XMS so most programs take advantage of it. Most Empire games take advantage of EMS. The DOS command EMM386.EXE can be used to turn XMS into EMS and should be in your CONFIG.SYS.

Remember that hard disk space is also measured in Megabytes (Mb). Don't confuse this with memory - the two are completely different!

Technical Assistance

If you have read through the Problems Section of this technical supplement and still experience difficulties with the game, you may need some help from us. As we receive many calls every day, we can deal with your enquiry more efficiently if you have the following information available:

- 1. The correct name of the game
- 2. The type of computer you are running it on
- 3. Your DOS version
- 4. How much conventional memory you have
- 5. The exact error message reported (if any)
- 6. The date and time displayed upon exiting the game.

It is also handy to be near your computer when you call.

Empire customer services can be contacted by telephone or fax.

United Kingdom

Empire Interactive

The Spires

677 High Road

North Finchley

London N12 0DA

Tel: 0181 343 9143

Fax: 0181 343 7447

Modem: 0181 343 7557

United States

Empire Interactive

13220 Wisteria Drive

Bay N-2

Germantown

MD 20874

Tel: 301 916 9303

Fax: 301 916 0437

Virus

Be aware that a virus may have transferred into your hardware from another piece of software. Pirated copies of games are an incredibly common source of virus problems. It always pays to own original software.

Software Fault

In the unlikely event of a software fault please return the complete package, with your receipt, to the **place of purchase**. Empire regret that goods cannot be replaced unless bought from the company directly.

The Read Me File

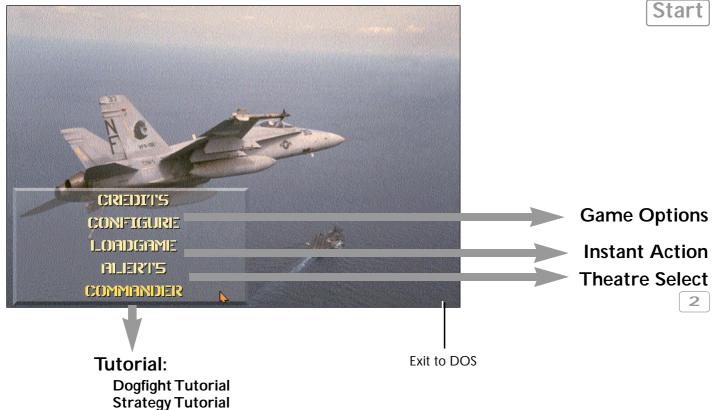
The latest notes regarding this program, additions, revisions, full technical details etc can be found in a file named README.TXT in the C:\STRIKE directory. These notes may be read by using either standard DOS commands or the DOS 5.0 text editor (type EDIT README.TXT).

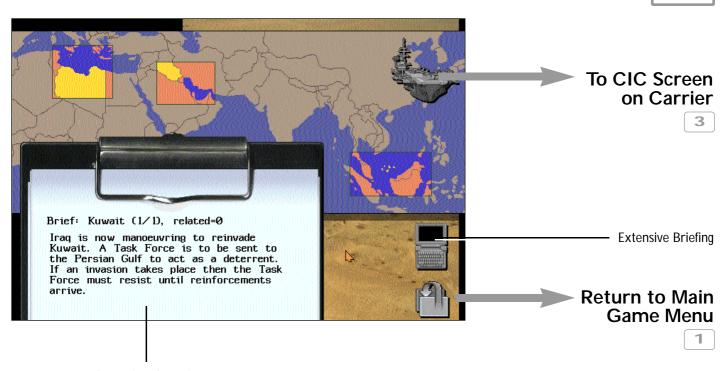
Graphic User Interface

See over.

MAIN GAME MENU



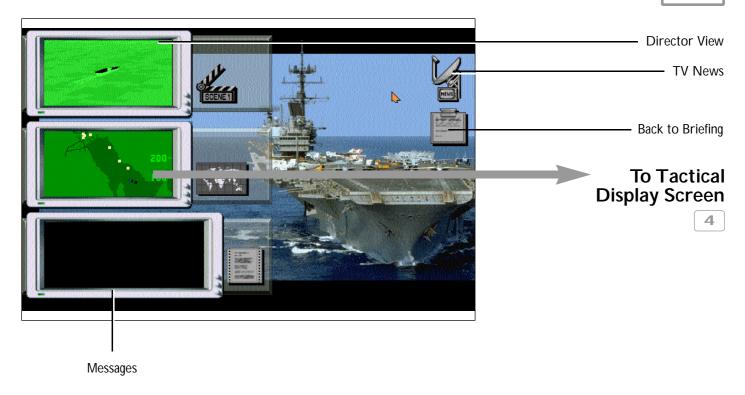




Operation Overview

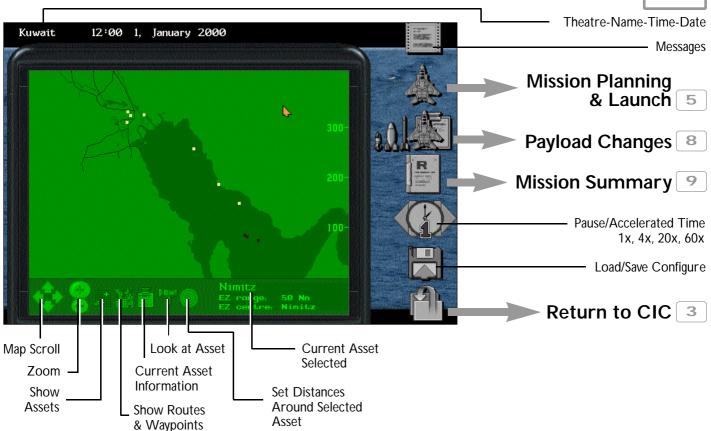
CIC (Commander in Chief)

3



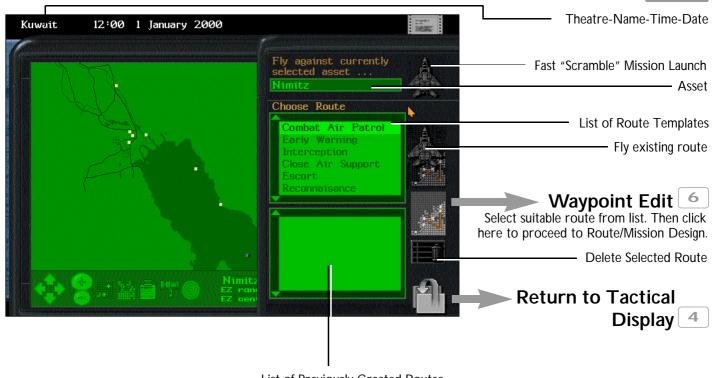
TACTICAL DISPLAY SCREEN

4



MISSION PLANNING & LAUNCH

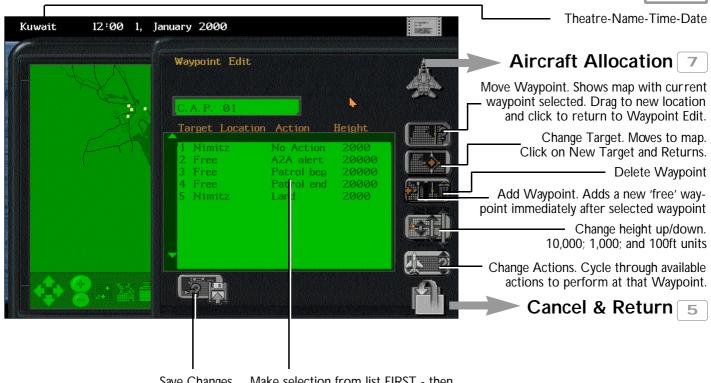
5



List of Previously Created Routes

WAYPOINT EDIT

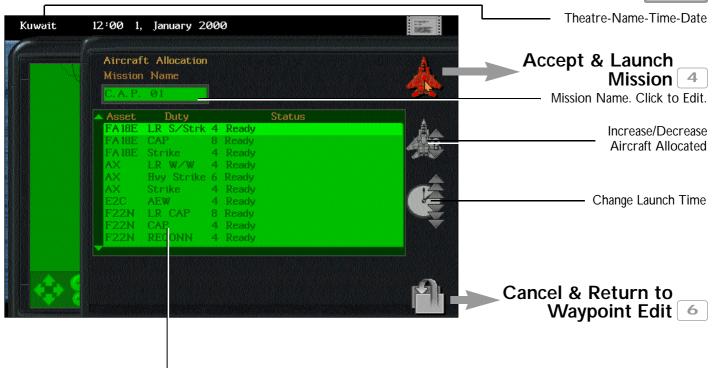




Save Changes Make selection from list FIRST - then icons (right) affect that selection.

AIRCRAFT ALLOCATION

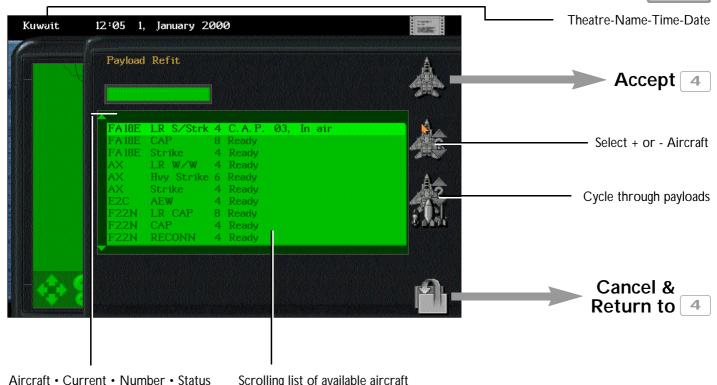
7



Scrolling list of available aircraft

PAYLOAD REFIT

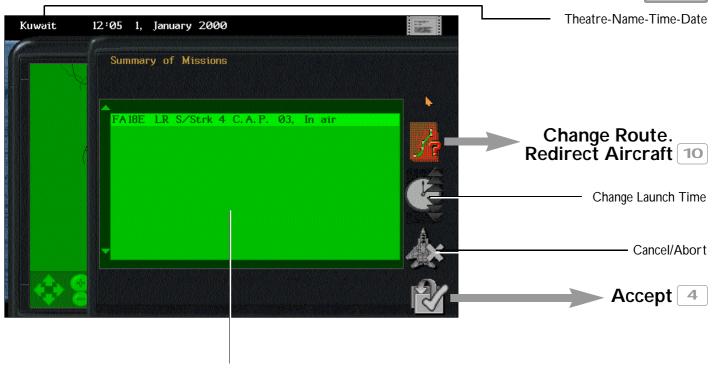




Type Duty Scrolling list of available aircraft

MISSION SUMMARY





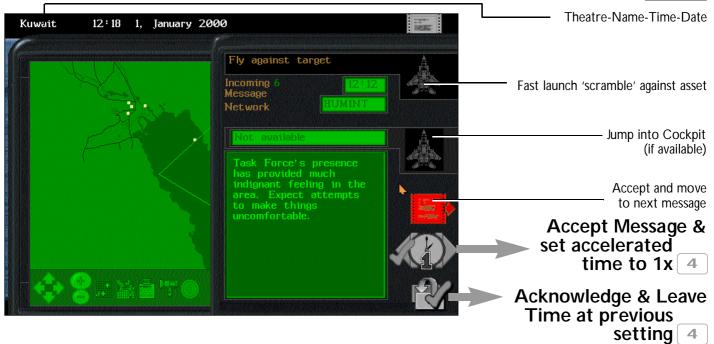
Scrolling list of planned and current missions

CHANGE ROUTE



MESSAGES





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SECTION ONE GETTI NG STARTED



General Briefing

Sometime in the near future....

The collapse of the Soviet Empire, the fall of the Berlin Wall and the entry of many former communist countries into the EU and NATO promised a peaceful new world order. It was not to be. Relieved of the shackles of imperial control separatists, nationalists and religious fundamentalists appeared in various guises around the world. Some fought for "homelands" within internationally recognised borders, whilst others set their sights on neighbouring countries, claiming historical ownership. Despite the success of Operation Desert Storm, countries became more hesitant than ever to become embroiled in foreign conflicts. Too many people had died in Bosnia, Somalia, Chechnya and many other bloody conflicts. Too often people were told "they'll be home by Christmas" only to have family and loved ones stationed overseas in a seemingly unsolvable scenario for months and even years on end. Rapid response gave way to bureaucracy. The chain of command is now topped by politicians unwilling to commit to any action. Whilst the military leaders feel impotent, bound by red tape and paper work and, what they see as, appeasement of the aggressor.

However, the United Nations can still intervene in these trouble spots. UN military task forces are sent to scenes of unrest for many reasons. It might be to examine and report on events, to enforce an exclusion zone or to "persuade" an advancing aggressor to stop in his tracks and head for the negotiating table.

Navy Strike

You have been placed in command of a Task Force.

It is your responsibility to carry out the orders given to you, whilst at the same time ensuring the safety of those below you. Under your command are Aircraft Carriers and their Air Wings as well as a host of advanced military hardware and highly trained personnel.

You will need to plan your missions down to the finest detail but nothing is quite what it seems. Things go wrong, information may be inaccurate, whatever the case, you will need to react to rapidly changing events and alter your plans accordingly. You have access to a multitude of information sources; satellite reconnaissance, AWACS and even the TV news networks provide vital roles to your intelligence gathering. Although you are in charge, you do not need to stay in the comfort and relative safety of the Ops Room. You can also leap into action; perhaps in the

cockpit of an F-22 or the brand new AX, but beware, you may be needed back at base to make that vital decision.

Your mission objectives and operational restrictions are given to you by your superiors. It is possible to disobey these orders, but your career would be curtailed rather swiftly.

As with all modern warfare it is difficult to be declared a winner. The Gulf War may be "over" but there is still a massive UN/NATO commitment to keep the peace. It is a seemingly endless and thankless task.

You will be asked to select from Libya, the Gulf or the China Sea as your geographical location. You will then be given your orders. Good luck.

Controls and Help

Control terminology

It is important that you are familiar with the following Control terms used in the documentation:

Pointer: The arrow shaped cursor controlled by your Mouse.

To Point: To place the pointer over an item. No button pressing is implied.

To Click: To press the left hand mouse button (LMB) whilst pointing at an object.

On-Screen Help

During the game, On-Screen Help is provided by simply placing your mouse cursor over an Icon and pressing the right-hand mouse button (RMB) once.

Note that pressing the RMB on any other part of a screen (not an Icon) will move you to the previous Screen.

These Tactical Notes

Navy Strike features

- an intuitive menu system
- a huge pool of tactical information
- comprehensive in-game help

Thus, you do not need to read every word of these Tactical Notes before you can start. But you're advised to refer to the Tactical Notes SECTION FOUR the graphic interpretation of the Menu System, because you may well get lost in the complex *Navy Strike* menu structure

These Tactical Notes do not include details of all the aircraft types, weaponry and enemy structures because all of that information is available from within the game briefing screens.

The aim of these Tactical Notes is to get you into the hot seat; launching missions without delay.

Navy Strike is a Comprehensive Command Simulator which lets you leap into the cockpit and fly the missions yourself. Navy Strike is not a flight simulator with a 'tactical bit' added on! It is wholly possible to enjoy and complete your assigned tasks successfully without ever taking the pilot's seat. However, you would be missing out on a state-of-the-art simulation and the sheer exhilaration of flying the near future's most advance combat aircraft.

Getting Started

Installing and Running Navy Strike

The Technical Supplement provides specific instructions for the loading and installation of *Navy Strike* on your computer.

Main Game Options Screen



Credits

View the credits

Configure

This option allows you to configure a range of parameters affecting gameplay difficulty and required control mechanisms. See the Configurable Parameters section in these Tactical Notes.

Load Game

This option allows you to Load a previously Saved Game.

Click on the name of the saved game you wish to load.

Alert 5 - 'Instant Action'

Gain flying prowess by leaping straight into the cockpit of an F/A-18E or an F-22. You will be given your mission details and then thrown into the thick of the action. Skills learned here will prove invaluable when it comes to taking command. After all, if you're going to send out pilots on dangerous missions you should be prepared to fly them yourself!

Commander

This option takes you to Theatre Select and allows you to start planning a full operation.

Training

A selection of Operations in tutorial form to introduce you to the strategy concepts in Navy Strike.

Tutorials

1. Alert 5 - Instant Action

Select Configure

Under Control Type-

Select your choice of flying control from:

Keyboard

Joystick

Joy-throttle

Flightstick Pro

Thrustmaster

Flying with a Joystick in Alert 5 is recommended but you will have to re calibrate your joystick. Follow the on-screen instructions

Select Alert 5 from the Main Game Options Screen

You are now the pilot. Before assuming control you will be given your mission objectives.

- Click on the Left/Right buttons to view your objectives on the mission computer
- Click on the F-18 Aircraft Icon to jump into the Cockpit

Note that the Return Icon will return you to the previous Main Game Options Menu

Upon assuming control, you will be airborne, it is up to you to carry out your mission objectives. You will be given guidance through messages at the top of the screen.

Help!

Pause: Remember that Key P will always Pause the action in Alert 5. This will give you time to wipe the sweat from your brow and look for that elusive Key.

Autopilot: Press Key A to implement the Autopilot function. This will take you to the target and carry out your orders to the letter.

Refer to Tactical Notes on Flying the Aircraft, Keys and Views for full details of Flight Controls and Views. You are recommended to have these Notes and Key Guide open in front of you for rapid referral.

Important Alert 5 Keys

Autopilot - Key A
Flight Controls - Joystick or Keyboard = Cursor Keys
Cockpit View - ESC Key
HUD toggle - D Key
Air-to-Air Weapons - PgUp Key
Air-to-Ground Weapons - PgDn Key
Fire - Spacebar or Joystick Fire Button
Eject - CTRL/Q
Configuration Screen - F10
SHIFT/T - View Message subject

CTPL/T Cot instructions for carrie

 CTRL/T - Get instructions for carrier

Quit to debrief - Alt/X

Pause - Key P

Rules of Engagement

When you are in visual range of an unfriendly, you will be given SPECIFIC INSTRUCTIONS - these are to be followed to the letter. These are your Rules Of Engagement. These Rules will initially be 'Do Not Open Fire'. You might be asked to visually identify the 'bogeys', if the position worsens you might be requested to 'Fire Warning Shots'. Sometimes, you may be told that 'Hostile Act Confirmed. Eliminate' - this command leaves you free to use your combat skills to deadly effect. It's worth getting used to these commands, you will have to obey them fully in the Command game.

Wingman

Your wingman will also provide information about the immediate situation. Take note of what he says. Remember: Two heads are better than one!

Fxit

When you have finished a mission, or crashed, you will return to the Alert 5 Menu.

Press the Return Icon to exit to Main Game Options Screen.

2. Starting a Command Mission

This is a step-by-step method of setting up a simple mission.

The objective is to send a Reconnaissance flight over Basra Port, in the Kuwait theatre.

Select Commander from the Main Game Options Screen.

This will take you to the **Theatre Select** Screen.

Click on the Kuwait area on the map (the middle section).

You will be given a brief description of your operation. Also available on the Information Computer are lots of details on the Briefing but, for the sake of this tutorial, we will skip the extensive briefing.

 Click on the [Aircraft Carrier] Icon to take you to the Task Force Commander in Chief Screen.

This contains five main Options

Click on the middle (Map) window of the left hand options.

This will take you to the **Tactical Screen** of the Kuwait Theatre.

Your objective in this Tutorial is to perform a Reconnaissance Mission over Basra Port.

Assuming you are entering the Tactical Display for the first time this game, Basra Port should be marked as a block deep inside the mouth of a river (see illustration).



 Click on Basra Port by placing your mouse cursor over the small block and pressing the left mouse button (LMB). Basra Port will now become your current 'asset' (an asset is an object/place friendly or unfriendly in the world map). The current asset name is shown at the bottom right of the tactical screen.

Messages



Normal Time Icon



Mission Planning and Lauching Icon

You may receive incoming message from various sources while you are setting up and running this tutorial. This shows how the 'world situation' is progressing. When you play the game for real, you will have to react to these messages. But for the moment if this happens, simply select the Return to Tactical Display (normal time) Icon.

You are now ready to plan and launch the mission.

Click on the [Mission Planning and Launching] Aircraft Icon.
 This will take you to the Launch and Plan Missions Display.

Basra Port should be shown as the Current Asset in the box at the top of the display.

From the Choose Route list shown:

Click on the route called Reconnaissance.

This is simply a 'go there - look - return' command. In this Tutorial, we will also add an extra Waypoint for the aircraft to go to before returning to the Task Force.



Build Route Icon

Click on the [Build Route] Icon.

You will now move to the **Waypoint Edit Screen**.

The screen should display the route:



- Click on the Basra Port line. This should now be highlighted.
- Click on the [Add Waypoint] Plus Symbol Icon.

An extra entry "Free" will now appear on the route plan.

- Click on this line. It will be highlighted.
- To place this free point on the map, click on the [Move Waypoint] Icon.
- Select a new position (near Basra Port), by moving the mouse.
 Once over the target area, click once.
- Click on the [change action] 'Aircraft+?' Icon to make the action "ID Target".
- Click on the [Launch] Aircraft Icon to move to the Aircraft Allocation Screen.

You are now given a list of the aircraft at your disposal.

- Click on the F22N Reconn.
- Clicking on the [increase/decrease] Icon and select two aircraft.

The display will show '2 aircraft - Reconn. - time'. The time to take-off will be +00.00 or, in effect, immediately!

Finally, to launch your aircraft, click on the [Launch] Aircraft Icon.

You will be returned to the Tactical Screen, with the allocated route marked. You may have to use the Zoom Out (Minus -) feature to view the complete route.



Add Waypoint Icon



Move Waypoint Icon



Change Action Icon



Increase/Decrease Icon



Launch Icon

Eventually, you will receive a message that 'Reconn 01 is safely clear of the carrier'. Your flight has taken off.

You may view the Blue Assets (your aircraft) following the flight path. If the display does not show them, position the cursor on the edge of the screen in the direction you wish to view and press the LMB. You may also use the Arrow Icons.

If you want to accelerate time, select the Accelerate Time Icon [Clock]. You have a choice of 4x, 20x. 60x. This also controls the Pause Tactical game option by clicking on the left side of the clock until 'P' is displayed.

You may receive messages during this time but simply ignore them and click on the Return Icon.

Jumping into the cockpit

Click on one of your aircraft (blue square).

You will receive the message "Choose Asset". Reconn 01 is the name of the mission, 02 and 01 are the two F-22s you've assigned to the mission.

Select 01



Select the Camera Icon

You will now see the aircraft in the Green 3-D Tactical Display window. This window has buttons to view all around, zoom-in, zoom out, close box, and to jump into the cockpit (the Aircraft Icon)



Aircraft Icon

Select the 'Jump into Aircraft Icon

You are now in the cockpit of the F-22 performing the mission. If it is in Autopilot Mode, leave it as such, otherwise press Key A. You're advised not to take manual control for this tutorial. If you are not in the cockpit, press Esc.



Now, you can use all the Keyboard controls and Views. Consult the relevant Tactical Notes.

If you think the mission is taking a long time, you can Accelerate Time either in flight (Tab Key) or back in the Tactical Display. We will now return to Tactical.

Press Alt/X



Accelerate Time Icon



Normal Time/ Accelerated Icon

You will see your Blue Asset.

Select Accelerate Time. Set to 60x (1 game minute = 1 second)

You will receive Messages when Reconn has reached the Waypoints allocated.

You will then have a choice to return to Normal Time or Keep Accelerated Time.

 Select Return to Accelerated Time and watch the aircraft return to the carrier.

You will be given a message when the flight has returned.

Congratulations! You have carried out your first basic Navy Strike sortie.

Please read the Tactical Notes on 'Game Structure' and 'Flying the Aircraft' to discover how to access more details of *Navy Strike*.

3. Finding Information

"Where is the section at the back with all the missiles, aircraft and tanks?"

Well, this time you'll find all the information IN THE GAME. There are detailed briefings and pictures (sometimes animated) of all the military hardware at various levels in *Navy Strike*.

- Select Commander from the Main Game Options Menu
- Select one of the combat theatres for example Kuwait (the middle section)
- Click on the Information Terminal

You will see details of the Combat Theatre. The Left/Right Arrow Icons give you



general information. Selecting the File Icon takes you deeper into the information.

Select the File Icon

You will see a scrollable list of related items.

 Highlight one of the items (choose one that has 'Related Items) and then double-click on it.

This will take you deeper into the details of that item. If that item has related topics, you will be able to use the Left/Right Arrow Icons to take you through the topics.

Selecting the File Icon again will take you deeper into the information.

The Up Arrow Icon will always return you to the base section of the information structure.

The Return Icon will return you to the main screen where the Information was originally accessed (in this case the Theatre Select Screen).

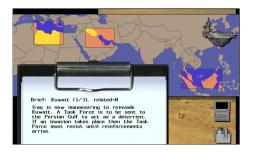
Information is also available within various sections of the Tactical Screens, accessed from the Clipboard Icons.

SECTION TWO

COM M ANDER GAM E STRUCTURE



Theatre Select



This screen displays a map showing the location of the trouble spots which you are required to resolve. Choose from Libya, the Gulf or the China Sea. By clicking on a particular region you will be given a brief synopsis of the situation. Comprehensive details may be obtained by clicking on the computer Icon on the right hand side of the screen. This will take you to the Briefing Room.

Extensive Briefing

Full details regarding every aspect of your mission may be obtained. Everything from: mission details, key personnel, attack and defence capabilities of you and your enemy; as well as a host of information regarding the history of the conflict.



Beside each topic are shown two numbers, the first of these informs you how many pages are in this topic together with the page number which you are on (i.e. 2/5 indicates page 2 of a 5 page topic).

The second number informs you of how many topics there are related to the one at which you are looking.

For example, a topic about general air attack strength may have a number of related topics concerning the capabilities of individual aircraft types.

 Click on the page turn Icons (displayed as arrow heads) to scan through the pages of the current topic.



R Icon

- Click on the [R] Icon to display a list of related topics.
- Click twice on an item from the subsequent list to obtain information.
- Click on the clipboard Icon on the left to move back to a previous menu.

Many of the pages of information are accompanied by illustrations and animated footage. Careful study of the available information should be made before setting out on any mission.

Once you have decided on which mission to undertake, click on the Aircraft Carrier lcon at the top right of the screen. This will take you to the Commander-in-Chief (CiC) Screen, described below.



Commander in Chief (CiC)

You have now assumed command of the Task Force, your team awaits their orders.

This screen allows you to perform the two main functions required by a commander: appraising the situation by examining all the information possible and giving your carefully thought out orders to your subordinates.

Information gathering

Messages

In the lowest of the three main displays is your Message Control Centre.

From here you will receive information from a wide variety of sources:

Human Intelligence Air Traffic Control Satellite News Network Combat Network High Command Network

You may acknowledge and/or discard any message.

TV News

This is a record of what has happened. Thus, it is a good idea to keep an eye on the main news channel, Satellite Network News (SNN).

To do this, click on the television/transmitter Icon on the top right hand side of the screen.

Total Items

Current Items

Date and Time

will be displayed. You can control everything with 'Video-style' buttons on the recorder.

The Return Icon will take you back to the Tactical Screen.

Director View

To watch real-time footage of the action, you may select the Director View located in the top left of the Tactical Display.

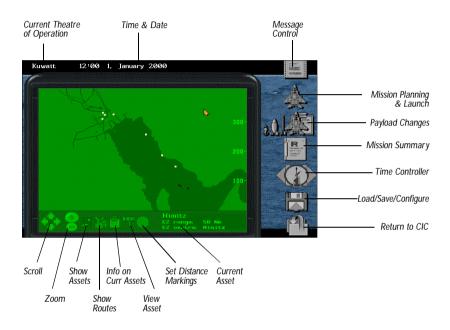
Briefing

You may review your initial briefing by clicking on the clipboard Icon.

Giving Orders

To begin commanding the Task Force, select the Tactical Screen. This will take you to the Tactical Display.

Tactical



This is the main operating centre. From here missions are planned, weapons selected and orders are issued.

Selecting An Asset

An asset may be any object, a port, a civilian aircraft, a ship etc. If it can be marked on the map, it's an asset. Most operations in *Navy Strike* are based on the "current asset".

To select an asset to become your Current Asset is simple:

 Click on the appropriate block on the map and that asset's name should now appear as your current asset. If there is more than one possible asset in the area where you clicked, a box will be displayed showing the assets in this area.

 Click on the asset you require or select the close box tool to close the box without selecting.

Tactical Display Icons:

Map and Information



Scroll: Click on these to move your view around the map.

Scroll Icon



Zoom Icon



Show Assets Icon



Show Routes and Waypoints Icon



Info on Current Asset Icon



Look at Asset and Flying your Aircraft Icon

Zoom: Increase or Decreases the scale of the map. You may also use the "+" and "-" keys, which will help when placing a waypoint.

Show Assets: Allows you to select which assets to show on the map. From the subsequent list you may choose All, None or mark which ones you require individually.

Show Routes and Waypoints: Works in the same way as Show Assets (above). Only saved routes and routes currently being used will be shown.

Info on current asset: Provides information on the current asset.

Look at Asset and Flying your Aircraft: Navy Strike is primarily a command simulator, but like all commanders you may wish to leave the isolation of the Ops room and leap into the thick of the action. You may assume control of combat aircraft on any sortie.

 Select the aircraft you wish to control as the current asset (see above) and click on the Camera Icon. Remember, you will need to have an aicraft in the air before it can be viewed.

You will now see a view of the selected aircraft. At this point, you may wish to just view the aircraft rather than assume control. The angle of the view may be altered by using the viewpoint and zoom Icons.

To rotate the viewing position, click on any of the arrow heads, this will start the camera position rotating; click again on the same arrow head once the desired position is reached. Use the same technique on the zoom lcons.

To assume control, click on the Aircraft Icon.

You are now the pilot. Having familiarised yourself with the viewing and control commands (see "Flying the Aircraft") it is time to switch off the Autopilot and take control.

Remember to try and keep up with what's happening back at base.

Use the Alt/X keys to return to the Tactical Display.

Mission Planning and Launch

This takes you to the Route Selection Screen. The asset currently selected is shown at the top of the screen together with an option to scramble. (see Fast Scramble)



Build Route Icon

Two lists of routes are shown, the default options, also known as Templates, and any route you have selected. Having selected your desired route move to the Waypoint Editor by clicking on the [build route] Icon. This allows you to modify the chosen route and/or proceed with the mission. (See **The Waypoint Editor**)

Navy Strike allows you complete freedom to plan your route and its waypoints. To assist you, a number of Templates have been created. These may be altered, using the Waypoint Editor, as required. Below is a summary of each template. For a description of the individual actions, such as 'Patrol Begin', refer to Change Actions in **The Waypoint Editor**.

Reconn [ID Target]

Identify a target.

Wars may be won or lost by the quality of information. It is vital to keep up to date with activities on the battle field. Regular reconnaissance flights should be carefully planned and launched.

Primary Strike [Air to Ground Attack]

Attack land-based site.

Secondary Strike [Air to Ground Attack] [Free]]

As above, with the addition of a second target to be placed using the Waypoint Editor.

Interception [engage]

ID and, engage if required, air borne target.

Wild Weasel [Air to Ground alert] [Patrol Begin] [Patrol End]

Fly close to any radar emitting site.

Combat Air Patrol [Air to Air alert] [Patrol Begin] [Patrol End]

Combat Air Patrol. Used to patrol your own skies and prevent enemy incursions.

Early Warning [Patrol Begin] [Patrol End]

Airborne Early Warning. Creates a patrol route. This may be altered using the Waypoint Editor.



Scramble Icon

Fast Scramble

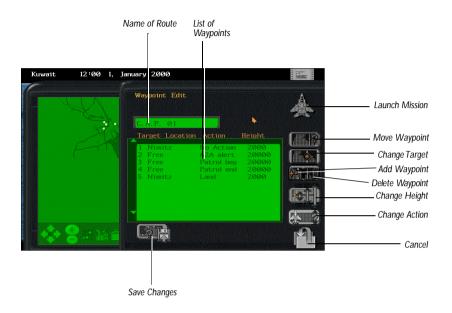
There are times when a rapid response is vital.

Navy Strike allows you to scramble aircraft from a number of screens.

For instance, when a message comes through about a sighting of a possible 'bogey', you may select the Scramble option to get an aircraft in the air as soon as possible. Having clicked on the Scramble Icon, all you need do is select which aircraft to send. The mission will be called Scramble nn, where nn represents the number of the scramble, i.e., your first scramble will be called Scramble 01, the second Scramble 02 and so on.

The route plan of a Scramble is to take-off, engage the target and return.

The Waypoint Editor



Any route may be broken down into a number of stages (called waypoints). Thus, a route may be: Take off from the Nimitz, fly to waypoint 1 at 10,000ft then change course, fly to an airfield and attack (waypoint 2). Finally, return to the Nimitz.

At each waypoint, an aircraft must be given a set of instructions. These define, direction, height and any other appropriate orders to be carried out at that waypoint.

Each route has a name, this is shown in the box at the top of the screen. By default this is named after the template, or saved route, you chose from the previous menu, plus an incremental counter as described in the section **Fast Scramble**. For instance, "Strike 02".

Should you wish to change this, click inside the box and enter a new name, using the keyboard. The list of waypoints will be shown in the main box. These will be the waypoints of the template, or route you selected, from the previous screen. To carry out any changes to a route you must select a waypoint by clicking on it. You now have the following options:

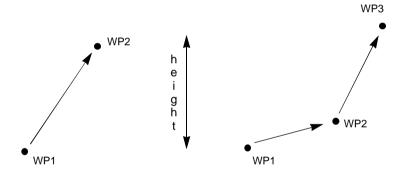
move waypoint: Displays the map with the selected waypoint. Drag this to the required location and click on it to establish a new position.

change target: Changes destination. This uses the same technique as Move Waypoint.

delete waypoint: Deletes the currently selected waypoint.

add waypoint: Place a new waypoint in the route immediately after the one currently selected.

change altitude: This defines the required aircraft height upon reaching the currently selected waypoint. The rate of ascent or descent from the previous waypoint is smooth. Add an extra waypoint if you wish the aircraft to fly "flat" and then climb rapidly to the waypoint, as shown below.



change actions: This defines the action to be carried out at the chosen waypoint. A course change is regarded as "no action" as this is defined by the next waypoint. It is also assumed that the plane does not need to be instructed to take-off when leaving the Nimitz! You will only be allowed to select actions which the high command have deemed appropriate.

The actions available are:

Land: Allows your aircraft to land on another aircraft carrier, or even, for the slightly insane, at an enemy airport.

Patrol Beg Patrol End: Marks the beginning and end point of a patrol. The aircraft on this mission will continue to move between these positions until their fuel loads become critical. At which point they will return to base.

A2G Alert: Air to Ground Alert. Places the aircraft on alert for possible ground attacks.

A2A Alert: Air to Air Alert. Places the aircraft on alert for possible air attacks.

ID Target: Examines and identifies any asset at the waypoint in question.

Engage: The actions depend on the prevailing political climate. Before hostilities begin "Engage" tries to deter any enemy planes from encroaching further by flying close, buzzing, or even firing warning shots. Also, any civilian aircraft will be warned away.

A2G Strike: Air to Ground Strike. Launches Air to Ground weaponry at the asset.

No Action: Take no action other than change route if required.

Note on Long Range Missions: These are often missions deep within enemy territor y. These are usually launched against fixed targets such as airfields or SAM sites. The use of waypoints on the way in is recommended in order to avoid high SAM site concentrations and to confuse the enemy about your final destination up until the last minute.

save changes: Allows you to save your route without launching any aircraft immediately. This allows you to build up a number of pre-planned routes. You will need to use this option if you wish to change the orders of a mission already in progress, for instance to Intercept a new threat.

Choose the new threat as the current asset and select the Interception template, then save the route. Select the sortie to which you wish to send new orders and select Mission Summary. Using the change route Icon, select the new Interception Route.



Launch Mission

Launch Mission

Having selected your route using the Waypoint Editor, you will need to decide which aircraft to send and when to send them. You are presented with a list of available aircraft together with a description of their duties. Also shown is their current status, which defines their availability.



Increase/Decrease

If an aircraft has recently returned from a mission, or you have requested a payload change, the time until operational readiness is displayed next to its description. Select which aircraft type you wish to send by clicking on the appropriate description line and then the number to be in the sortie using the [increase/decrease number] Icon. You may select more than one aircraft type, if required.

You may also choose to select a Launch Time. The default is to launch immediately upon acceptance.



Launch Aircraft Icon

To accept this selection, click on the [Launch] Aircraft Icon.

Assuming your chosen aircraft were available and no launch delay was selected, your sortie will now start their mission. If you did select a delay, or the aircraft were being prepared for flight, the mission will take-off after the indicated time interval.



Payload Changes Icon

Payload Changes

Displayed here is the list of the aircraft under your command. Aircraft of the same type with the same weaponry are grouped together. The number in any such group is shown to the right of the aircraft type and payload.



Payload Select

To change the payload, select the duty and this defines the payload. Then, using the [increase/decrease number] Icon, select how many of the selected aircraft you wish to alter. Finally, select the required payload from the available options using the [payload select] Icon.

Re-arming an aircraft takes time, and the amount required is displayed next to the aircraft description.

Hint: You should ensure that you have an adequate range of payload types installed at any time in case a quick scramble is required.

Various payload types are available. They are named according to their intended use:

Reconn Reconnaissance.

Sea Strike For sea borne targets.

L/R Sea Strike For long range sea borne targets. As above, but with extra fuel tanks.

Strike For land based targets.

L/R Strike For long range land based targets. As above, but with extra fuel tanks.

ESCORT

W/Weasel

CAP

L/R CAP

CAS

L/R CAS



Mission Summary Icon



Abort Icon



Change Route Icon

Escort friendly aircraft

Air to Ground weaponry for Wild Weasel sorties.

Combat Air Patrol. Destroy a number of aircraft in a given area or route.

Long Range CAP. As above, but with extra fuel tanks.

Close Air Support

Long Range CAS. As above, but with extra fuel tanks.

Mission Summary

This allows you to examine all missions, both planned and in progress. You may scrub a planned mission or recall a mission in progress by selecting the [Abort] Icon.

It is also possible to change the route of a mission, planned or even in progress.

- Select the appropriate mission from the list shown and click on the [Change Route] Icon.
- Select from the list now shown. The routes shown are those you have previously saved or are currently in use.

For instance, to intercept a new threat:-

Choose the new threat as the current asset (by clicking on it in the Tactical display) and, from the **Mission Planning Display** menu, select an Interception template, then save the route. Select the sortie to which you wish to send new orders and select **Mission Summary**.

Then, using the Change Route Icon, select the new Interception Route. Your aircraft will be diverted to the perceived threat.



Change Launch Time Icon



Time Control Icon

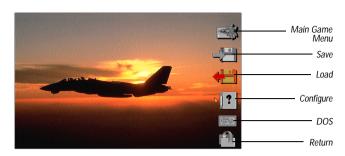
You may also change the launch time by selecting the [Change Launch Time] Icon.

Finally, accept or cancel the changes.

Time Control

This allows you to accelerate time. The options available are: Pause, x1, x4, x20 and x60. For example, x4 means that time is speeded up by four times. Whenever a message is received you are given the option to revert to x1 (Real Time).

Also, when viewing or piloting an aircraft in action the time accelerator reverts to x1.





Load/Save/Configure

Save

You may save up to ten different 'games'.

Load

This option allows you to Load a previously saved game. Click on the name of the saved game you wish to load. You will be taken to the position where the game was saved.

Configure

This option allows you to configure a range of parameters affecting gameplay difficulty and required control mechanisms. Changing parameters from here does not affect defaults.

DOS

Quit Navy Strike and return to DOS.

Messages

To keep you informed of the current situation a series of information networks have been established. Messages received are displayed on receipt. They may come from a variety of sources:

HUMINT: Human Intelligence Network. Information is supplied from a variety of covert operations and other espionage activities, often deep behind enemy lines.

A.T.C: Air Traffic Control. Report on all take-offs and landings of friendly (blue) aircraft.

SATNEWS: The Satellite News Network(SNN). An around-the-clock worldwide news network.

SIGINT: Radio Signals Intelligence Network. Information is supplied to the network by technicians scanning through and decoding the plethora of all electromagnetic emissions in the combat arena.

COMBAT: Reports from the troops and pilots themselves.

COMMAND: Messages and instructions from the High Command at the Pentagon.

The [Fast Scramble] Icon allows you to respond immediately to any perceived threat. This option is only available if the message might warrant such action. See **Fast Scramble** for further details.

You may either click on [Next Message] icon, the [Accept Message] Icon, which resets the time accelerator to x1 and returns you to the previous menu, or the [Acknowledge Receipt of Message] Icon which simply returns you to the previous menu.

TV News

Although it might seem inconceivable, important information may be derived from close examination of news reports. Often an over-proud adversary will boast to foreign news crews and give away vital information. Television coverage allows you to gauge the reaction back home to your actions on the front.

Glossary

A.T.C: Air Traffic Control.

A/B: Afterburner. **A2A:** Air to Air

A2G: Air to Ground

AAA: Anti Aircraft Artillery

AEW: Airborne Early Warning

Asset:: An item capable of being displayed on the map.

BAR-CAP: BARrier CAP. Patrol friendly skies and prevent incursions

CAP: Combat Air Patrol. The flight will seek to protect the area along their flight path from enemy aircraft. Aircraft will not attempt to locate or destroy any unfriendly ground units they might encounter, nor will they stray very far from their assigned flight paths to chase enemy planes.

CAS: Close Air Support. The flight will actively search for unfriendly ground units to destroy. Aircraft will not attempt to locate or destroy enemy aircraft. The aircraft in the flight will need time to select air to ground weapons and acquire targets, so any CAS waypoint should be placed at least seven miles from the previous waypoint.

G2A: Ground to Air

HUMINT: Human Intelligence Network. (See section on messages)

ID: Identify

L/R: Long Range

SAM: Surface to Air Missile

SIGINT: Radio Signals Intelligence Network. (See section on messages)

SNN: The Satellite News Network (See section on messages)

Waypoint: A staging post on a route where a new heading or action may be given.

Trouble Shooting and Frequently Asked Questions

Q. What are "assets" and "current assets"?

A. An asset may be any object, a port, an aircraft, a ship etc. If it can be marked on the map, it's an asset. Most operations in *Navy Strike* are based on the "current asset". To select an asset to become your current asset is simple. Click on the appropriate map marking and that asset's name should now appear as your current asset. If there is more than one possible asset in the area where you clicked, a list will be displayed of the assets in this area. Click on the asset you require.

Q. I have an aircraft in the air on a mission, how do I divert it to intercept a 'bogey'?

A. Firstly a route must be planned and saved to the new 'bogey'. To do this use the intercept template. Then select the aircraft you wish to divert as your current asset and select the mission status Icon. From the list of routes displayed, select the one you have just created. Your plane will now divert to the 'bogey'. Remember to reselect the original route after successfully dealing with the perceived threat.

Q. What are Waypoints?

A. If you are giving directions to a friend to visit you, you may well say, turn left at the Book shop. This book shop is a waypoint on the route. It is a point at which new orders are given. In this case it is to turn left. In *Navy Strike*, it may be, drop to 4000ft and launch an Air to Ground attack.

Q. I've selected Primary Strike and it does not say "attack" on the route details.

A. You may be the Commander but the final decision rests with politicians. Only once they have deemed the situation has deteriorated sufficiently will you be able to launch such attacks. Using the waypoint editor you can override these restrictions, but it will probably cost you your career.

Q. What aircraft and what payload should I select for a mission

A. From the Extensive Details option on the Theatre Select Display you will find comprehensive details on all of your aircraft types and payload options. From this information you will have to discover for yourself which aircraft and payloads to use.

Q. What do all the keys do?

A. When the map is displayed, the arrow keys move your view point and the "+" and "-" keys control the zoom. (These functions are also available through Icons)

SECTION THREE FLYING THE AIRCRAFT



Flying The Aircraft

You may fly the Aircraft in Navy Strike by either one of two methods:

First, by selecting **Alert 5** from the Main Game Options menu or, by selecting the "fly the plane" option from the "look at asset" display in the full Tactical game. In either case, this tutorial will explain how to fly to a designated target.

Getting to the Target

The Briefing Screen

Select Alert 5 from the Main Menu

You will be taken to the **Alert 5** Briefing Screen. This screen contains three icons and an Information Console which displays your mission briefing. There are two arrow icons on the Console.



The arrows allow you to flick to the previous and next pages of your briefing. The number of pages contained in the briefing and the page you are viewing is shown in brackets at the top of the Information Console, e.g. (1/6), means you are viewing page one of six.

You MUST read your briefing before you enter any mission, or you will not know the situation you are about to enter.

The three main icons on the screen are:

F/A-18: Begin the selected Alert 5 mission. This will send you directly to the cockpit of an F-18 aircraft.

F-22: Begin the selected Alert 5 mission. This will send you directly to the cockpit of an F-22 aircraft.

Return to Main Menu: This will return you to the Main Options Screen

Now, let's get flying

Click on the F-18 aircraft icon. You will enter the cockpit.

The Cockpit

When you click on the aircraft icon, you will jump straight into your F-18's cockpit.

Press 'P' to Pause the Game for a second.

Note: Everything happens very quickly when flying an aircraft such as the F/A18E Hornet,. If, at any time, the game is getting too involved for you to read this guide, press 'P' to pause the game. When you are ready to continue, press 'P' again to release the Pause,

Looking at the cockpit of the F/A-18E Hornet can be a little confusing for the first time. Look at your *Navy Strike Key Guide*. This will show you what most of the cockpit's instruments and features do.

By now, a message will have appeared across the top of the screen with information concerning the aircraft you must intercept.

Note: This is where all in-flight messages will appear whether from your 'Buddy' (wingman), or from your carrier with updated mission orders.

e.g. 'YOUR TARGET 7 O'CLOCK, 52 MILES. DO NOT OPEN FIRE.'

Note: If you have not flown before, references to sightings of aircraft and other targets, be it visual or from an AWAC, are referred to by analogue clock references. The way you are facing, i.e. the direction the nose of your aircraft points is always twelve o'clock, 3 o'clock is to your right and nine o'clock over your left shoulder. Six o'clock is your rear.

Your mission will probably consist of an unidentified aircraft heading towards your carrier. You must intercept and determine its intentions as quickly as possible. A fighter jet can cripple a carrier in a single pass!

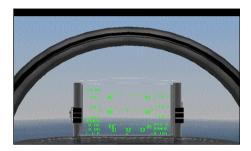
- Press 'P' to release Pause.
- Press 'A' to engage the aircraft's Autopilot.

Your aircraft will put you on an intercept course with the inbound Bogey.

Now would be a good time to practise looking at some of the views that might be useful in future missions.



On entering a mission you are placed in the cockpit with a static view of the control panel and flight instruments. This view covers up approximately half of the screen, leaving only a small view outside the cockpit. This can sometimes be a little hindering especially when attempting to follow an aircraft slowly.



 Press the Open Square Brackets [Key to move to a cockpit view without displaying the instruments. This view makes it much easier to track and follow aircraft visually. To return to the original cockpit at any time press the Close Square Brackets] Key.

Another useful view when within 27 mile of a target is the Inside Padlock View. This allows you to look in the direction of your selected target from within the cockpit, no matter what direction your aircraft is flying. The controls for the aircraft remain the same but your view is automatically locked onto your selected target. When trying this view for the first time, make sure that you have plenty of height!



To activate the Inside Padlock View press the 'BackSpace' key.

To return to one of the original cockpit views at any time press ESC

Navy Strike has numerous combinations of external views that enable you to view virtually any object from any angle. There is a Views Matrix Chart later on in this section, but for now let's look at the basic 'your aircraft views'. Make sure you are in your Cockpit View (ESC Key)

Chase View (Function Key F4)

This view is positioned to the rear of your aircraft as though from a chasing plane. You can change the range of the view to the aircraft by using the Zoom In and Zoom Out key combinations. These are 'F1' to Zoom In and 'Alt/ F1' to Zoom Out. These Zoom controls work for most external views.



Another useful external view is the Outside Camera View (Function Key F5). This Outside Camera view allows you to rotate externally around your aircraft using the 'F2' and 'F3' keys. To reverse the direction of the rotation, hold the 'ALT' key down at the same time.



For more information on *Navy Strike's* Views please refer to your Key Guide and Views Matrix Chart.

Now, continue with the tutorial:

Press and hold TAB, this will engage Accelerated Time.

Note: Accelerated time can be used at any time to advance periods of the game such as long flights to a target. Do not use Accelerated Time when in manual control of your aircraft, always engage the Autopilot otherwise you will lose control and probably crash.

Press TAB again when you are within 30 to 35 miles of the 'Bogey' then release. You will return to real-time. Look at any messages at the top of the screen. Note that when you are within 27 miles of a danger, Accelerated Time is only engaged as long as you hold the TAB key down. As soon as you release the key, the game time will return to normal speed. You may also 'force' Accelerated Time by pressing Shift/TAB.

Note: Your messages at the top of the screen will keep you up to date with your range from the target.

- Look at the bottom left hand corner of the HUD (head-up display).
- Press the Page UP (PgUp) Key

This will flip through your available Air-to-Air weapons: Long, Medium and Short range missiles (LRM, MRM, SRM) and the on-board cannon DOGFighting.

• Stop when your HUD shows 2 SRM (Two Short Range Missiles)

But remember, it is imperative that you follow the Rules of Engagement. Do NOT open fire unless your Carrier Command determines the Bogey is a potential threat. You must wait for orders before you engage the enemy.

Note: Pressing the Page Down (PgDn) Key selects your Air-to-Ground weapons systems. You won't need this until later missions.

Eventually, somewhere on your HUD there should be a green Box locked onto the inbound Bogey. The Autopilot will try to centre the target in the large circle (Aiming Reticle) of the HUD.

Look at the Aspect Angle Caret (the V shape) attached to the Aiming Reticle. It should be connected to the top half of the Reticle, this should indicate that the Bogey is still flying toward you. If the AAC is on the right side of the Reticle, it means that if you carry on flying along your present course, the Bogey will pass you on your left side. (If it is on the left side of the reticle it will pass on the right.)

Make sure you are within 27 miles of the bogey:

- Exit Autopilot (Key A)
- Press the 'Backspace/Delete' Key to switch to Inside Padlock View .

You now have a view looking at your present target from within your aircraft. The HUD is tracking the Bogey indicating the steering direction to centre the Bogey to the front of your aircraft.

The lower portion of the screen contains the 'Information Panel'. The third line down on the Information Panel shows Pos Info (Position Information) on selected objects

Press SHIFT /Semi-colon; to toggle to the selected object.

Stop when the box reads CONTACT (the Bogey you are locked on to).

You now have a choice: either let the Autopilot take you down and line you up behind the inbound aircraft or take control yourself.

Press 'A' now if you want to engage the Autopilot again.

Revert to the static cockpit view (ESC Key), if you have taken control of the aircraft. The Inside Padlock View cockpit, although very useful, takes a while to master.

You have two basic forward cockpit views to choose from:

- 1. Static cockpit with instruments in view. Press Close Square brackets key 1
- 2 . Static cockpit view without instruments. Press Open Square brackets key [Otherwise leave the Autopilot engaged and hang on for the ride.

If you are now in manual control:

 Dip the nose to put the aircraft into a dive (Not too steep! The Hornet is capable of breakneck speeds, and the ground can come up to meet you very quickly). Level off at about four thousand feet. Watch the HUD right hand scale until it's near 4.0.

Eventually, you should get a visual.

DO NOT OPEN FIRE! REPEAT, DO NOT OPEN FIRE!

Let the Bogey(s) pass then turn quickly to hang onto their Six (rear).

- Bank hard to the left and pull back hard on the joystick controller, to bring yourself close up behind them. (This might be tricky!)
- When behind the Bogey, level off. If you are still closing quickly on the Bogey engage the Air brake(Key B) briefly.
- Press 'B' to engage the Air brake, and again to disengage.

Don't leave the brake engaged too long but don't get too close to the Bogey. The last thing you want to do is spook someone into unnecessary confrontation.

Remember: Keep an eye on your messages, if your Carrier Command decides the Bogey is intent on a confrontation, you will have to move quickly.

Note: If you get into trouble at anytime, engage the Autopilot, press 'A'.

Also if you want the Autopilot to fire when permitted and able, engage auto-trigger, press 'Key T'.

Now, wait on the Bogey's Six, either until he 'bugs out' and heads for home, or until you are ordered to initiate further persuasion on the enemy aircraft.

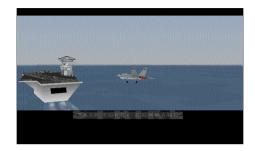
If you are ordered to engage the enemy aircraft, stick close to his six.

When a lock is active (the word 'Lock' appears on the lower left side of the HUD) let the missile fly (press Spacebar). Medium or Short range missiles will work efficiently in close quarters dogfight.

You may be asked to fire warning shots. In this case switch to cannon (PgUp Key - until DOG is displayed). Fire close to the Bogey with your cannon.

- Press A (if you have been in manual mode) and eventually you'll head for home.
- Press TAB to Accelerate Time.

Landings



Having completed a mission, you should:

 Engage the Autopilot (Key A) and head back to your carrier. If you leave the aircraft in Autopilot, it will find the carrier and land. If you wish to perform Manual Landings follow these instructions:

Once you are within 5 miles of the carrier:

- Disengage the Autopilot (press A)
- Fly to place your aircraft pointing towards the rear of your carrier at a range of 5 miles.
- Lower your tail hook and engage your ILS Instrument Landing System (Key H). If you are not in the cockpit view (press ESCAPE). You will now see the ILS HUD.



Your ILS HUD has a bearing indicator at the top with a fixed centre caret '^' below, this represents your present heading (the landing Waypoint). There is also a caret on the bearing indicator itself 'V' showing the heading towards your carrier.

Line up the two carets and you will be guided to the carrier. When you are in sight of the carrier, determine the landing direction visually (you can fly a circle around the carrier). Then from about 5000 ft and speed just below 250 mph drop gently towards the runway. You must aim to drop 1000 ft for every mile distance

The ILS system allows you to automatically line your aircraft up with the carrier's runway ready for landing by showing you where the ideal approach line is.

There are two lines on the ILS HUD, one vertical and one horizontal. The Vertical bar is known as the 'LD' Bar, this measures your aircraft's offset from the centre of the carrier's runway. This is not the same as your heading relative to the carrier, but when you are pointing towards the carrier you can use it to make heading corrections.

To be on course for a landing, align the LD Bar in the centre of the HUD.

If the LD bar is left of centre then you are to the right of the carrier and you need to bank left to line your aircraft up correctly, if the Bar is right of centre then you are to the left and you need to bank right.

The Horizontal Bar is known as the GSD Bar, this measures your aircraft's vertical angle to the carrier's runway. If the GSD Bar is in the centre of the HUD then you are on the correct angle of approach. Watch your AOA indexer, or you will drift above or below as you come closer.

If the bar is above centre you are coming in too low.

If the Bar is below the centre of the HUD then you are not low enough.

Both lines must be as close to centre as possible for a safe landing.

Once you are on the correct approach you must watch your speed and heading to keep on the line.

You also have another aid for landing, the Angle of Attack System (AOA), this consists of the AOA Indexer which is located to the left of the HUD. The Indexer illuminates one of its three lights to inform you of your Angle of Attack and airspeed when coming in to land.

If the centre circle light is lit your Angle of Attack and airspeed are perfect.

If the top caret is lit 'V', it means that your Angle of Attack is too high because you airspeed is too low. To correct this, increase your aircraft's airspeed by increasing power, or by lowering the nose of your aircraft.

If the bottom caret is lit '^', it means that your Angle of Attack is too low because your airspeed is too high. To correct this, either engage your flaps (Key F), your airbrakes (Key B) or just pull the nose of your aircraft up a little to reduce your airspeed.

You should now be approaching the carrier from approximately 2-3 miles.

 Align the two carets on the HUD's bearing indicator, you should then be set on a direct course for the carrier's landing deck.

As you get closer, use the two bars within the ILS HUD (the LD Bar and the GSD Bar) and the AOA Indexer to get a good approach, making small adjustments to the throttle, stick and rudder, attempting to keep the bars centred in the HUD all the way down.

As you get within a mile, lower your landing gear (Key G), constantly checking your HUD and AOA indicators.

For the final approach aim to place the aircraft down close to the front of the landing deck, increasing the chance of catching one of the arresting wires with your tail hook

As you are about to touch down, hit the throttle in case you miss a wire and need the power to get airborne again. If this happens, simply circle the carrier and using the ILS to guide you begin another approach.

However, if you caught one of the wires, apply the Wheel Brakes (press 'W') and shut down the engine (press Shift '-').

The more you practise the more proficient you will become.

Strategy Guide

Introduction

Navy Strike is a game that requires command decisions. You will not be prompted into the best thing to do. As Commander of the Task Force it is your decision. You must take note of what is happening in the 'world' and respond accordingly; failure to act correctly may mean loss of your carrier and support ships, bad publicity on the world stage or a forced resignation. Doing nothing is NOT an option.

The following is a brief introduction to playing the highly complex strategic game in *Navy Strike*. You're advised to read through this section along with the User Interface Graphic, taking note of what is done and in what order.

- Select Commander from Main Options Menu
- Select the Kuwait Theatre of Operations
- Read the Brief on the clipboard giving you an overview of the potential crisis.



Click on the **Information Terminal** for the detailed Briefing Session and read this carefully.

- Select the Right Arrow to view further pages.
- Select the Book Icon to view Related Topics
- Scroll through the Related Topics by clicking on the Up/Down Arrows
- Select a Topic by double-clicking on the line

This allows you to view further information and pursue related topics. Use the **Left/Right Arrow** icons to read all of the brief and the **Book Icon** to view **Related Topics** (as above).

There is a massive amount of information available from within *Navy Strike* - learn to use it. INFORMATION IS POWER!

The **Up Arrow Clipboard** Icon will return you to the top of any section.

The Return Icon will return you to the Theatre Select Screen.

Select the Return Icon.

You have now been through an extensive briefing of your chosen theatre of operations. You may decide that you want to change to a different theatre, but for this guide, we will stay with the Kuwait scenario.

This information is also available from within the Command Game (see later).

Now, we'll go to our Command Carrier.

Select [Aircraft Carrier Icon] Command Mode.

You will now enter the CiC Display. This is essentially an information summary screen giving you access to:

Director View

A visual summary of all the action in the 3-D world

Tactical Display

Your main Command Screen

Message History Display

A record of all message received in this game world

Satellite News Network

A visual record of World News and reaction to your actions. It's worth keeping abreast of public news, this will determine how successful your command has been.

Briefing

The same briefing details as in the Theatre Select Screen (see above).

Select Tactical Display

You will now enter the main command screen in *Navy Strike*. It's from here that you will work out your strategy to complete your operations and plan missions. Get to know this screen well and the massive amount of information and control devices available.



You are on-board an Aircraft Carrier (probably the Nimitz). It will be a blue flashing dot on the map of the Persian Gulf and the name should be shown at the bottom right of the screen.

Let's have a look at the Carrier.

Select the Video Camera Icon

You will see a green screen display of your Carrier. Use the left/right/up/down controls and zoom-in/out facility. Then close the box.

If any messages appear during this process, simply select the **Return Icon** (ignore them for now).

The first thing we'll do is set up an Exclusion Zone of 50 Nautical Miles.

- Select the Range Icon (circles) from the bottom of the screen.
- Click on the middle icon set to turn off all ranges.
- Select 50 NM by highlighting and clicking, then close the box.

When the box has closed you will see the Exclusion Zone around your carrier.

You may have received a message to set up an 'Eye in the sky' - an Airborne Early Warning aircraft. But, even if you haven't, that's a good first task. This will give you more information about unfriendly air activity.

Select Mission Planning and Launch (the Aircraft Icon).



Aircraft Icon



Build Route Icon



Aircraft Allocation

You will see a screen of set Routes.

- Highlight Early Warning.
- Select Build Route.

This will show a pre-set template route. From this screen, we could alter all the details of the pre-set route: re-name and save a new route which will be stored to be used at a later date. This is the essence of route planning in *Navy Strike*. But, for this guide, we will accept the given route.

Select Aircraft Allocation (Aircraft Icon)

This screen will show the mission name (AEW 01 - although we could have re-named it) and the list of available aircraft. Seeing as it's an airborne early warning mission, we'll need the E2C aircraft.

- Highlight the E2C by clicking on the line.
- Select the Increase/Decrease number of selected aircraft and click on the top arrow once.

This will show :< one of four - mission name AEW 01 - time of take-off >



Accept/Launch Icon

Select Accept Icon and Launch Mission (Aircraft Icon)
 You will return to the Tactical Display but this time, the AEW route will be displayed.

Click through any messages you might see, but take note of the one that says < AEW 01 01 is safely clear of the carrier>

The E2C is not available for you to pilot but you can view it like any other object in the 3-D world.

To view it:

 Click near the carrier (after you have received the message) and highlight the AEW. Close the box. The AEW is now your Current Asset and is shown as such at the bottom left.



Video Camera Icon

Now, you can view it.

Select the Video Camera Icon

As in the previous views of your carrier, you can manipulate your views of the E2C.

Close the box.

Now, we have set up a notional Exclusion Zone and allocated an 'eye in the sky'. Next, we'll send a fighter to deal with any Bogeys.

There are two ways to proceed depending on what has already happened in the game world.

Either, wait for a message that <unidentified bogey(s) have been spotted> or cycle through the messages in the Tactical Display to revisit such a message. In both instances, you will be given the option to <Fly against the target> (Aircraft Icon). This is the Scramble option.



Select the Aircraft Icon

You will be taken to the Aircraft Allocation Screen.

Select <FA 18E Strike>

And, in the same way you selected the one E2C, select TWO F18s.

Now, you can scramble these two aircraft.

Select the Mission Launch Icon.

You will be returned to the **Tactical Display** screen and a new route will be shown on the display to the Bogey.

In the same way that we looked at our carrier and E2C we can look at the Bogey.

Click near its position and highlight Bogey from any list. The Bogey will become
the Current Asset. View it as normal with the Video Camera Icon. You can
also get further details of the unfriendly using the Clipboard Icon at the
bottom of the screen.

As a general rule from now on, try to intercept all inbound Bogeys, they will be testing you out. Sometimes they will be civilian aircraft but sometimes civilian aircraft may be fitted with armaments! You never know, and it's up to you to find out - you are Task Force Commander.

If you think the game is running slowly then you can force the pace by accelerating the in-game time four, twenty or sixty times. This is necessary when an operation may last up to three weeks.

Next, we will anticipate any danger and set up a pre-defined mission.

We will plan a **Reconnaissance Mission** on Karg Port.

- Find Karg Port (north-west of your position in the Gulf) and click on it to make it your Current Asset.
- Click on the Clipboard Icon to get more information on this Red Asset.

This tells you of its Strategic value to terrorists and that it has a hospital that MUST be avoided in any attack. This indicates a possible mission where you fly in the cockpit yourself.

- Close the box
- Select Mission Planning and Launch
- Scroll through the list until you can highlight a Reconnaissance mission
- Select Build Route



Build Route Icon

This will show a Mission Name <Reconn 01>, Target Location, Action, Height. All these elements can be manipulated via the Icons on this screen. For the present, simply select the **Aircraft** Icon to go to **Aircraft Allocation**.

Here, you will NOT select an aircraft because you do not want the route performed just yet.

Select the Aircraft Icon to return to Tactical Display.

You will return to the **Tactical Display** with the Route to Karg Port shown. But nothing will happen yet. This route/mission is planned and ready.

Now, say something happens in the 3-D world that requires a Reconnaissance Mission to Karg Port.

Select Mission Planning and Launch (Aircraft Icon).

In the lower box among all your other missions, you will see Reconn 01.

- Highlight and click on Reconn 01.
- Click on <Fly against currently selected asset>.

As normal, you will be taken to Aircraft Allocation.

- Scroll through the list and select an aircraft with a Reconn duty assigned most likely an F-22.
- Highlight this line and then select one aircraft to perform the Reconnaissance Mission by clicking on the Increase Aircraft Icon.
- Now, launch the operation by clicking on the Launch (Aircraft) Icon.

The pre-planned mission is now under way and, as before, you will get a message informing you of the fact.

Points to Remember

- Always read messages sent to you, even if you've been flying a mission, return to Tactical Display and scan your in-tray.
- Manage your resources carefully. Don't send all your aircraft out on ineffective missions - have something left in reserve for that sneak attack.
- Obey the Rules of Engagement. Shooting down an unarmed civilian airliner is the best way to get you busted and incite neutral governments away from supporting the UN action.
- Protect your AWACS (Early Warning Aircraft) they are a limited resource. Use the Escort Mission template for this purpose.
- Put up a BarCap mission on the threat axis (the direction of probable threat).
- Keep an eye on what's happening on the ground

Your Cockpit and Head Up Display (HUD)

HUD



Refer to Key Guide for specific details.

The Aiming Reticle

The Aiming Reticle is the circle in the centre of the HUD. This shows the optimum position for a good missile kill. Position the aircraft you are about to fire upon in the reticle and let your missile fly! The Aiming Reticle varies in size depending on the weapon you are using.

The Aspect Angle Caret

The Aspect Angle caret is a small 'V' attached by the point to the outside of the Aiming Reticle, the caret always points to the centre of the circle. The Aspect Angle is used to determine an enemy's intentions, and if you have a good firing position.

The way the Aspect Angle caret works is as follows:

If the caret is on the top 180° of the Aiming Reticle then the aircraft you are locked onto is flying towards you. In the lower 180°, it is flying away from you. If the caret is connected on the right side of the Reticle then the enemy aircraft is pointing to the right, the left side of the reticle and the enemy plane is pointing to the left.

Note: If the enemy aircraft is heading directly for you (the top 180° of the reticle) then the left and right are reversed.

Example: If the caret is at the 7 o'clock position on the reticle, the enemy aircraft is flying away from you and pointing to the left. If the reticle is at the 1 o'clock position the enemy aircraft is flying towards you and pointing to the right).

G-Force Indicator

The G-Force Indicator is located at the top left of the HUD above the Airspeed Scale, it displays the gravity force (G's) that you and your aircraft are pulling.

Centre point

The Centre Point is situated directly in the centre of the HUD. It is used as a reference point for other HUD indicators such as the Flight Path Marker.

Flight Path Marker

The Flight Path Marker is a small marker that indicates changes in your aircraft's direction. Its shape represents your aircraft, a circle with three spikes (the aircraft's wings and tail fins).

When Flying straight, the marker rests over the HUD's Centre Point, but when changes are 'requested' in the aircraft's direction the Flight Path Marker moves around within the Aiming Reticle indicating such changes.

If you are flying straight and level and push forward on your flight controls the Flight Path Marker will drop below the Centre Point indicating you have put your aircraft into a dive. If you bank left or right the Marker will shift left or right representing the manoeuvre you are performing.

The Flight Path Marker only leaves the centre of the HUD whilst the manoeuvre is being performed, as soon as you release the controls the Marker will return to the centre of the HUD. However, when you are banked and not pressing the controls. this Marker remains centred.

Pitch Ladder

The Pitch Ladder is a set of lines that roll through the middle of the HUD indicating the angle and rate of climb/dive or roll of your aircraft. As you climb/dive or roll, the Pitch Ladder will roll or rotate accordingly.

Altitude Scale (ALT)

The Altitude (ALT) Scale is located on the right side of the HUD and displays the aircraft's altitude above sea level in thousands of feet.

Altitude Indicator (AGL)

The Altitude (AGL) Indicator is located in the lower right corner of the HUD and displays the aircraft's current altitude above ground level in thousands of feet.

Distance to Waypoint

Indicates (in miles) how far you are away from your next designated waypoint.

RPM Indicator

The RPM indicator displays the rate at which your engine is working. RPM = Revolutions Per Minute.

Flare/Chaff Indicators

Indicators on the left-side Multi-Function Display.

Heading Scale

The Heading Scale displays your current direction in tens of degrees, represented by the small '^' hash mark in the middle of the scale. The heading Scale is at the top of all the F/A-18's A-G HUD modes and at the bottom of all the A-A HUD modes.

Waypoint Caret

The Waypoint Caret shows the current direction to your next waypoint or target. When the Caret is at 12 o'clock the waypoint is dead ahead.

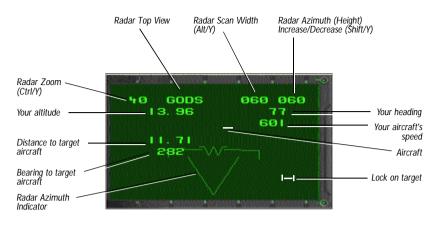
[Note : 0° = North, 90° = East, 180° = South, 270° = West]

Radar MFDs and Stores



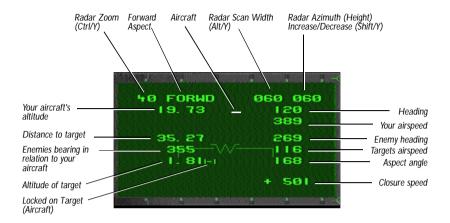
Aircraft Payloads

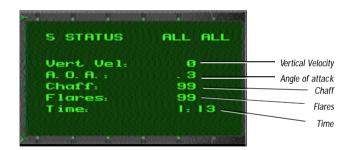
The name of the ordnance and the number carried











Threat Warning Indicator: WRN

Lights when there is a nearby threat to you and your aircraft. If it flashes then the threat has locked on to you.

HUD Mode Indicator

Indicates which mode the HUD is in use, Long Range missiles, Short Range Missiles, I-R, Dogfight etc.

The Instrument Landing System (ILS)

The ILS HUD mode is a non-combat dedicated landing aid.

AOA (Angle of Attack) System

The Angle of Attack System is used primarily with the ILS to aid landing the aircraft.

AOA Indexer

The AOA Indexer is located to the left side of the HUD, and indicates how you should fly your aircraft so you have a proper angle of attack (when landing). The AOA Indexer consists of three lights:

When the Top Light 'V' is lit, your 'angle of attack' is too high because your airspeed is too low.

When the Middle light 'O' is lit, your 'angle of attack' is acceptable for landing.

When two lights are lit, you are close to the right speed.

When the Bottom light '^' is lit, your 'angle of attack' is too low because your airspeed is too high.

AOA Indicator

This gauge duplicates the AOA Indexer's function but in a numerical form. Allowing a more precise use of the AOA information.

Airspeed Scale

The Airspeed Scale is located on the left side of the HUD and displays your True Airspeed in tens of knots.

Jet Fuel Starter (JFS)

The Jet Fuel Starter System consists of two lights that display the current state of your F-18's engine. The Two lights are positioned below the Fuel Display at the top of the cockpit.

The JFS Run Indicator

The JFS Run Light is lit (red) constantly the whole time the F-18's engine is engaged. If this light goes out and you are still airborne, it would be a good time to panic.

The JFS Start Indicator

The JFS Start Light is lit on primary ignition of the aircraft's engine. The light will go out once the engine reaches 60% power. It will not light up again until the engine is started again after being completely shut down.

The Aircraft Status Control Panel

The Wheel Brake Status Indicator (WBRK)

The WBRK light indicates that the Wheel Brakes are engaged.

The Air brake's Status Indicator (ABRK)

The ABRK light indicates that the Air brake's are engaged.

The Flap Status Indicator

The Flap Status Light, comes on when the aircraft's flaps are engaged. An aircraft's flaps increase lift and are used to slow down when coming in for landing or in conjunction with the Air Brakes during flight to reduce speed quickly.

Note: Do not attempt to engage the flaps when travelling at high speeds.

The Gear Status Indicator

The Gear Status Light indicates that the Landing Gear is in the lowered position.

Note: Do not attempt to lower the landing gear at high speeds.

Threat Indicators

GIC Ground-Intercept Control radar site detected

AAA Anti-aircraft detected

SAM Surface-to-air missile site detected

MIG Unfriendly aircraft detected

MIS Missile in air detected

Threat Indicators will light up on detection and FLASH when a 'lock' is detected.

When a radar is detected within 30 miles range it will be displayed on the threat indicator dial and the corresponding light.

The threat indicator shows a plan view with the area in front of your aircraft at the top.

Filled diamonds are enemy or unknown aircraft. Filled boxes are enemy or unknown ground objects.

In addition, friendly aircraft (shown as a hollow diamond) and ground forces (hollow box) are represented on the threat indicator dial.

The IFF Indicator and the EMIT Indicator

Indicate that your IFF and ECM are active. The radar will only lock on aircraft that are IFF unfriendly or have turned off their IFF (Identification Friend or Foe)

The Controls

There are three main parts to the controls: Views, Control, and Miscellaneous.

Views

There are many different views in *Navy Strike* enabling you to view virtually any target, be it on land or in the air, from any angle. Although you may only need, and regularly use, a handful of the views, occasionally you will want to use them all.

All the views in *Navy Strike* are accessible via a single, or combination of two, key presses. There are many different views so it may take a while to become proficient with your view changes, but once mastered they will greatly aid your combat techniques.

There are six main view types in Navy Strike:

Chase

Camera behind viewed object as if in a chasing aircraft

Outside

Camera behind viewed object, with absolute heading and pitch maintained

Track

Camera behind viewed object, following its pitch and heading

Satellite

Camera above viewed object, looking down

Outside Padlock View

Camera view across player's aircraft, keeping viewed Object/target in centre of picture

Inside Padlock View

Camera inside player's cockpit, keeping viewed Object/target in centre of picture

To view your own aircraft with any of the first 4 main views, you only have to press one of the corresponding Function Keys F4 to F7

The table below lists the key commands for four main views.

Note: All Keyboard Controls are listed in the Navy Strike Key Guide.

Main View Controls

Chase View F4
Outside View F5
Track View F6
Satellite View F7

To manipulate the Outside, Track and Satellite Views (after you have selected them) use the Flip, Rotate and Zoom functions:

Manipulate View Controls

Zoom In F1 Zoom Out Alt/F1 Reset to Initial Zoom CTRL/F1 F2 Rotate Up Alt/F2 Rotate Down CTRI /F2 Reset to Initial Up/Down Rotate Clockwise F3 Rotate Anti-clockwise Alt/F3 Reset rotate CTRL/F3 Increase Rotate Rate Key R

There are eight Object/Target Views which allow you to manipulate the Main Views to see other objects in the vicinity. The controls for these Object/Target views are listed below. Remember to select the Main View Type (F4-F7) first.

Object/Target View Controls

Missile Shift/ F2

Nearest Friend Shift/ F3 (Max range 27 miles) Nearest Enemy Shift/ F4 (Max range 27 miles)

Current Enemy Shift/ F5
Message About Shift/ F7
Ground Target Shift/ F8

Nearest Target Shift/ F9 (Max range 27 miles)

Piloted Aircraft Shift /Esc

The Views Matrix

Use this Matrix Chart to access detailed views

	Shift FI	Shift F2	Shift F3	Shift F4	Shift F5	Shift F6	Shift F7
F4	Chase View of Homebase	Chase View of Missile	Chase View of N. Friendly	Chase View of N UFriendly	Chase View of A.I. Un Fr	Chase View of last message	Chase View of last message sender subject
F5	Outside Cam of Homebase	Outside Cam of Missile	Outside Cam of N. Friendly	Outside Cam of N UFriendly	Outside Cam of A.I. Un Fr	Outside Camera of last message	Outside Camera of last message sender subject
F6	Tracking Cam of Homebase	Tracking Cam of Missile	Tracking Cam of N. Friendly	Tracking Cam of N UFriendly	Tracking Cam of A.I. Un Fr	Tracking Camera of last message	Tracking Camera of last message sender subject
F7	Satellite Cam of Homebase	Satellite Cam of Missile	Satellite Cam of N. Friendly	Satellite Cam of N UFriendly	Satellite Cam of A.I. Un Fr	Satellite Camera of last message	Satellite Camera of last message sender subject
F8	Outside Lock of Homebase	Outside Lock of Missile	Outside Lock of N. Friendly	Outside Lock of N UFriendly	Outside Lock of A.I. Un Fr	Outside Lock Cam of last message	Outside Lock Camera of last message sender subject
F9	Inside Lock of Homebase	Inside Lock of Missile	Inside Lock of N. Friendly	Inside Lock of N UFriendly	Inside Lock of A.I. Un Fr	Inside Lock Camera of last message	Inside Lock Camera of last message sender subject

Example: 1

To view the closest enemy via the Tracking Cam View, you would press **F6** to flick to the Tracking View of your own aircraft, and then **Shift F4** to change to the closest enemy. To return to your own aircraft's cockpit press **Escape**.

Example: 2

To view the closest enemy via the Chase View, you would press **F4** to switch to the Chase View of your own aircraft, and then **Shift F4** to change to the closest enemy.

If you now wanted to change to the Satellite view of the same enemy aircraft you would press **F7**. (The enemy aircraft is now selected as the **Viewed Object** so all the Main View keys will operate as they would on your own aircraft).

To return to your own aircraft's cockpit press **Escape**.

Additional Keys For Selecting Objects

Fixed /Free Toggle (Alt/F & Key Q)

Free Mode: Your current Object of the type chosen will be reset if a more important object of this type appears.

Fixed Mode: Your current Object will remain fixed in view

CTRL/F: Resets to the most important of the type, but stays fixed on that one.

Shift/F: Selects next nearest of type

Inside View Keys

Key 5	Back View
Key 6	Left View
Key 7	Front View
Key 8	Right View
Key 9	Back View
Key [Up
Key]	Down

ESC Back to Cockpit from outside views

Short Cut Keys

Enter/Return Key

Outside Padlock View of nearest unfriendly aircraft - equivalent to Shift/F4, F8.

Backspace Key

Inside Padlock View of nearest unfriendly aircraft - equivalent to Shift/F4, F9.

Outside View Information Panel

When looking at an Outside View, you will see this information panel at the bottom of the screen.



The panel consists of four lines of information:

1. The top line refers to your aircraft:

Piloted AC: Piloted AirCraft followed by the name of the aircraft

Heading: Your aircraft's heading

Speed: Your aircraft's speed displayed in mph

Alt: Your aircraft's altitude displayed in feet

2. The second line to refers your Next Waypoint.

You can cycle through your Waypoints by pressing

Semi-colon Key; for Previous Waypoint

@' Key for Next Waypoint.

Next WP: Next WayPoint and the specific waypoint instructions Navigate/Land etc

Relative Brg: Displays the Relative Bearing from your aircraft to your next waypoint

Range: The Distance to your next waypoint from your aircraft measured in miles

Alt: Altitude of selected waypoint measured in feet

3. The third line is Positional Information: in relation to other objects of your base, your wingman and opposition.

To cycle through the other targets press SHIFT/Semi-Colon;

POS INFO: Position Information - the target the information is related to, your Home Base, Wingman or Opponent.

REL BRG: Relative Bearing - displays the relative bearing of the selected target to your aircraft's present position

Range: The distance from the selected target to your aircraft's present position in Miles

Alt: The altitude of the selected target your Wingman, Home Base or Opponent in Feet

4. The fourth line is your present View Information. Refer to your Key Guide on keys used to change your view.

View Type: Main View Type you are in, and the Object/Target type that you are viewing

Range: The Range to the viewed aircraft/object in miles. Most views will be 0 miles because they are 'close up' views. When viewing aircraft you are piloting, this is the distance from the camera to your aircraft. When viewing something else, this is the distance from your piloted aircraft to that object.

State (**Fixed** or **Free**): This describes the state of the Target Views available. When in **Fixed** mode, the view will stay locked onto the nearest viewable object, on land or airborne. If you want to change the view onto the next nearest viewable object press the **ALT /F** combination. The view will now remain locked onto this object until you change it or the View Type.

If you set the state to **Free** by pressing 'Q' or 'Shift/ F' the view will jump to the nearest viewable object, no matter what predicament you may be in.

Aircraft Controls and Weaponry

Flight Controls

Control			
Key	Normal		
Insert	Rudder<-		
Home	Rudder Centre		
Delete	Rudder->		
Cursor Up	Nose Up		
Cursor Down	Nose Down		
Cursor Left	Bank Left		
Cursor Right	Bank Right		

Speed					
Key	Normal	Alt	CTRL	Shift	
	Small RPM decrease			Large RPM Decrease	
+=	Small RPM Increase			Large RPM Increase	
F10		Increase Rate	Decrease Accelerated		
		of Accelerated Time	Time Rate		
Tab	Accelerate Time		Super Acceleration	Remain in Acc. Time	
<,	Minimum Engine RPM				
>.	Maximum Engine				
	RPM				
?/	Increase After Burner				
	(in steps)				

Notes

Accelerated Time (TAB Key)

If you are in Accelerated time mode and are approaching an enemy in dogfight range (27 miles) or a ground radar site locks you up, the time mode will drop back to normal. If you wish to remain in Accelerated mode hold the TAB key down. Similarly, pressing Shift/ TAB locks you into that mode without dropping out when in range of an enemy.

Afterburner (/? Key)

Afterburner will increase in set steps, lighting the relevant cockpit indicators.

Weaponry Controls

Weaponry				
Key	Normal	Alt	Shift	
L	Targets relock	Radar Next Lock	Radar Single Lock	
N	Bomb Bay Doors Toggle			
U	MFD mode switch			
Υ	Radar Mode Switch	Radar Increase Scan	Radar Azimuth Plus	
		Width/MFD Camera Tilt		
Z	Missile Launch View			
Backspace	Inside Padlock View			
I	Maverick Crosshair Forward		Big Maverick Crosshair Forward	
J	Maverick Crosshair left		Big Maverick Crosshair Left	
K	Maverick Crosshair right		Big Maverick Crosshair Right	
M	Maverick Crosshair Backwards		Big Maverick Crosshair Backward	
D	Head Up Display Toggle			
Space Bar	Fire			
Page Up	A2A Weapon Select			
Page Down	A2G Weapon Select			

Notes

MFD (Multi-Function Displays)

Two large cockpit displays that provide a variety of information depending on the mode chosen.

Target re-Lock (Key L)

Key L will force the targeting system to re-lock to the nearest 'unfriendly'.

Target Single Lock (Shift /L)

This will lock onto a single target and is useful for targeting ground based installations for Air-to-Ground missile attack.

Air-to-Ground Missile Controls (I, J, K, M and Shifted Keys)

 Get within range (40 miles for a Maverick or within 2 miles at 10,000 ft for a Paveway).

- Hit Key L to get the targeting crosshair to appear.
- Use the crosshair control keys I, J, K, or M to position the crosshair on the target shown in the zoomed camera display. You can also use Shifted I, J, K, or M for larger incremental crosshair movement.

The MFD Camera can be tilted (Alt/Y in A2G Camera Mode) and Zoomed from 5x to 100x magnification (CTRL/Y in A2G Camera Mode).

Once this crosshair is positioned correctly, the target is 'painted'. You do not have to keep it in view - it is locked onto the target.

Fire your missile (Spacebar).

These missiles are extremely effective in destroying ground based targets so it's wise to wait for your best possible shot. After launch, the missile assumes your course and speed and then drops for about 300 feet before its motor fully ignites and accelerates the missile. The missile's maximum range depends on the amount of fuel it has and its initial launch speed; the faster you are flying, the greater the missile's range. As a general rule, do not launch a missile below 500 feet or in a power dive as it may hit before you can fly away. The only thing likely to be obliterated is you.

Other Aircraft Controls

Othe	Other				
Key	Normal	Alt	CTRL	Shift	
@'	Next Waypoint (in Autopilot)				
:;	Previous Waypoint (in Autopilot)			Outside Information Line	
Α	Auto Pilot Toggle		Jump into Viewed Aircraft Cockpit		
Т	Auto Fire		·		
В	Air Brakes Toggle		Pilot Buddy (Wingman's) Aircraft		
Q			Eject		
Χ	Impact event view				
С	Check Event View				
[Chaff	
]				Flares	
F	Flaps Toggle				
G	Gear Toggle				
Н	Landing Hook & ILS HUD Toggle				
W	Wheel Brakes Toggle				

Notes

View Flights 1 to 20 (Shift/1 to 0 & Alt/1 to 0)

Navy Strike allows you to view (Outside Views) a maximum of 20 friendly aircraft by using Keys Shift/1-0 (Flights 1 to 10) and Alt/1-0 (Flights 11 to 20). You may also make any of these flights your own aircraft by selecting CTRL /A then jumping into the Cockpit (ESC Key)

Pilot Buddy (Wingman's) Aircraft (CTRL/B)

You may jump into your Wingman's cockpit at any time simply by pressing CTRL/B.

Game Control Keys

Key	Normal	Alt	CTRL
F10	Exit to Config Screen		
D TAB Shift TAB	Accelerate Time Force Accl Time	Auto Detail Toggle	Manual Detail Level
S	Pause Toggle Sound Off/Eng/On toggle		
X		Exit Flight to Tactical Display	
1	Keyboard Flight Sensitivity Increase		
2	Keyboard Flight Sensitivity Decrease		

Notes

Keyboard Flight Sensitivity (Key 1[increase] and Key 2 [decrease])

Pressing either keys once, twice or three times will affect keyboard sensitivity to low, medium or high. This is reflected by a single digit on the cockpit.

Configuration Screen



Note: You may Configure Game Options from the Main Menu or within the game itself. Options set at the Main Menu will remain GLOBAL and become the default options for the complete game. Options set within the game will remain in force for that particular series of operations but will be reset to GLOBAL once another game is started.

There are also two Icons on this screen:

Accept Configuration and return to Game

Do not accept Configuration and return to Game

The Parameters

Game Difficulty: Beginner, Easy, Medium, Hard, Superhuman. Selecting from these choices alters the games level of difficulty.

Op. Difficulty: Low, Medium, High Alters the strength of the Opposition.

Fuel: Unlimited, Realistic

Unlimited sets your aircraft up so that you no longer have to worry about running out of fuel.

Engines: Super, Realistic

Engines will suffer breakdown on Realistic mode

Vulnerability: Off, On

With Vulnerability Off your aircraft is indestructible

Arms: Unlimited, Realistic

Sets your aircraft's weapons to unlimited (so you no longer have to re-arm), or

Realistic so you have limited weapons.

Targets: Soft, Medium, Hard

Sets the difficulty level of hitting enemy targets. Hard will mean greater accuracy in

aiming.

Ave. Pilot Skill: Low, Medium, High

Sets the pilots' general level of experience and skill.

Turn Around: Immediate, Realistic

Sets the amount of time it takes to reload and/or repair your aircraft returning from $% \left\{ 1\right\} =\left\{ 1$

missions.

Radar Range: Unlimited, Realistic

Sets the Radar range, unlimited will pick up enemy movements at any range.

Eyeball Method: Auto, Manual

Manual Eyeball will rely on you setting up 'Eyes in the sky' before information is

received of unfriendly movements.

Control Type: Keyboard, Joystick, Joy-Throttle, Flightstick Pro, Thrustmaster, Re

calibrate.

Control Type defines the in-flight game controls.

Selecting Keyboard defines the aircraft flight controls as the Cursor Keys. All other

keys remain the same whichever control type you select.

Selecting any of the joysticks will take you to the calibration screen, follow the on-

screen prompts to calibrate your joystick.

Separate Rudder: Off, On

A separate rudder (On) will mean you have to control the aircraft rudder functions.

Off allows auto rudder function.

Sound: All off; All but engine; All on

Sets the in-game sound effects.

Music: Off, On

Sets the in-game music

Detail Level: 386, 486, 486DX33, Fastest

Detail Level defines what graphic detail your machine will be able to handle.

Auto Detail: Off, On

If ON, the game will decide which detail level suits your machine.

Auto Window: Off, On

Auto Window On shrinks the view window when there is a lot happening in the game, such as Accelerated Time. This keeps the frame rate of the game as high as possible.

Fades: Off, On

This defines whether the display fades in and out between screens, or simply cuts to next screen.

Joystick Sens.: Low, Medium, High, Custom

Sets the sensitivity of the joystick.

Mouse Sens.: Low, High

Sets the sensitivity of your mouse.

Credits

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