

STARTING THE DEMO

When you finish the installation, you can start the demo by double clicking on the file *F-15demo.exe* located in the directory where the demo was installed.

This demo playguide was developed from the retail *Casual Play Guide*. By default, the demo uses gameplay options designed for Casual players. *Jane's F-15* has many more features than are described here — we have only included what you'll need to get up in the air and start shooting. Chances are, if you click on a button we don't describe, it will do something — but it won't be anything vital.

More information about all of the ins and outs of *Jane's F-15* are included in the retail *Expert Flight Manual*.

QUICK PLAY (CASUAL MODE)

From the Main menu, Click on the blue "Single" section

Click on "Fly"

Casual Mode keys (Quick Play Subset):

F1	Forward
F2	MPD
F3	WSO Forward
F4	Virtual cockpit
-	Decrease throttle (go slower)
=	Increase throttle (go faster)
t	Next target
SPACEBAR	Change weapon
a	autopilot
z	Zoom displays
x	Expand Displays (unzoom)

CASUAL PLAY GUIDE

Casual Mode keys (Complete Set):

ESC	End Mission
F1	Forward Cockpit View
F2	Look down MPD View
F3	WSO Forward View (backseat)
F4	Virtual Cockpit
F5	Left Cockpit View
F6	Right Cockpit View
F7	Tactical View
F8	Fixed Chase View
F9	Weapon View
F10	Wingman View
F11	View Ground Objects
F12	Unlimited Camera View
-	Decrease Throttle (go slower)

= Increase Throttle (go faster)

BackSpace Next Target

r Rearm

t Next Target

p Pause Simulation

a Autopilot

h HUD Color

j Jump

z Zoom Displays

x Expand Displays (unzoom)

SpaceBar ChangeWeapon

PgUp Accel Time

PgDn Decel Time

MAIN MENU

After the intro slides, you'll see a multi-colored pie-shaped "Main menu" with a spinning gray-and-white ball in the middle. Each color wedge represents a different part of the game: Training Missions, Campaign, Instant Action, Multiplayer, Single Missions and the Reference section.

When you move your mouse cursor over a wedge, the whole section lights up. When it's lit up, you can click on it to start it. Clicking on the Attitude Director ball in the center of the main menu leads to the Options section.

Only the Options and an abbreviated Single Mission sections are available in the Demo.

SINGLE MISSION

In the retail version, Single Missions are stand-alone jobs. They're not related to what happened in the last mission, and they aren't going to affect what happens in the next one. These are Get In, Get It Done, Get Out of There flights.

A special Demo mission has been included that will give you a variety of target types to attack, providing a basic flavor for the game.

- Click on the blue FLY button to start the demo mission.

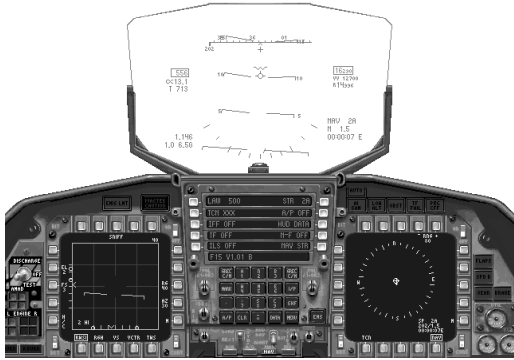
The Demo mission starts in the air with the autopilot engaged. By default, the viewpoints will switch to show external views of other objects, flybys of you and your wingmen, and even different views from within your cockpit. Sit back and enjoy the show; when you are ready to take control, simply move the joystick. Refer to the INSIDE THE COCKPIT section below for more information on the various controls and displays in the game.

INSIDE THE COCKPIT

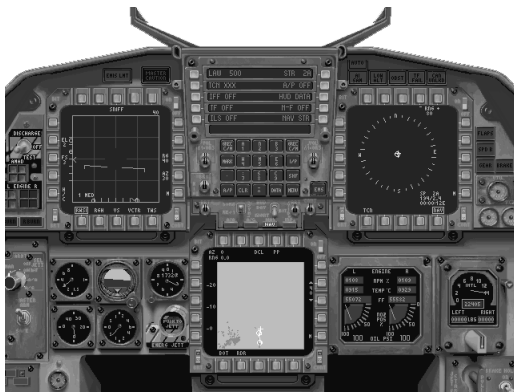
So, now you are inside the cockpit. You might want to pause the game (P) a second to read about some basic cockpit features, and how to use them to fly the plane and fire on targets.

THE HUD AND MONITORS

The big sheet of glass mounted directly in front of you is the HUD (Head-Up Display). It superimposes navigation, targeting and weapons information over the view in front of you.



There are two monitors to the far left and far right of the cockpit. Each monitor can display one of several different screens — such as an air-to-air radar screen, an air-to-ground radar screen, a warning system (called the TEWS) and a moving map (called the TSD) screen, for example. (Because they can be used to display lots of different kinds of information, these monitors are also known as Multiple-Purpose Displays, or MPDs.)



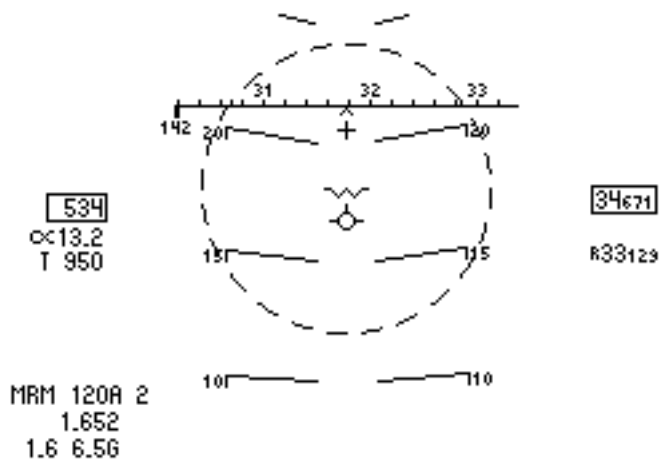
There is one more monitor in the cockpit, but it isn't visible in the default view. Because of this, screens that are less important to the situation at hand are usually displayed here. Press F2 to look down at this monitor, and press F1 to return to the default view. (You'll probably find you don't need to do this very often.)

Between the left and right monitor is a panel of Up-Front Controls, called the UFC. This is an advanced feature, which you won't need for basic flight and combat. It is fully explained in the retail version's *Expert Flight Manual*.

CHANGE WEAPON KEY

The “change weapon” key reconfigures the HUD and monitors to perform specific tasks — navigating, firing air-to-air weapons, or firing air-to-ground weapons — in addition to selecting a weapon.

Press the SPACEBAR to cycle through your weapons. The currently selected weapon appears in the bottom-left corner of the HUD. When you press joystick button 2, this is the weapon that will be released.



- When no weapon is listed here, you are in navigation mode — only navigation info appears on the HUD, and screens that are useful to navigation appear in the monitors. This mode is described under Basic Flight.
- If AIM-7, AIM-9 or AIM-120 appears, you have an air-to-air missile selected. Symbols that will help you aim and fire these weapons are added to the HUD and the air-to-air radar and warning systems information appear in the monitors. See Air-to-Air Combat.
- If AGM-65 or MK-82 appears, you have an air-to-ground bomb selected. Symbols that will help you aim and release these weapons are added to the HUD, and the air-to-air ground radar and a high-res targeting map appear in the monitors. See Air-to-Ground Combat.

Your gun is always active — you can fire it at any time by pressing the gun trigger (joystick button 1).

BASIC FLIGHT

When no weapon is selected, you are in navigation mode. Basic flight information appears on your HUD and in the monitors. This section gives a quick introduction to flying and moving around, and describes the symbols you'll see on the HUD and monitors when no weapon is selected. (You will return to this mode when you run out of weapons; you may also return to this mode by cycling the Change Weapon key.)

GETTING TO WAYPOINTS

When you fly a mission, you follow a set of waypoints (also called *steer points* in the F-15) in numerical order. Your takeoff point (if there is one) is 0A, your first waypoint is 1A, and so forth.

There are two ways to fly from one waypoint to another:

- **Autopilot** to the waypoint — press A. The aircraft will steer itself to the next waypoint. (Be careful if you're flying at low altitudes in mountainous areas! The autopilot can't see what's in front of you.)
- Select a waypoint and **fly to it manually**. Press W to cycle through waypoints. Information about the new waypoint (how far away it is, what time you will reach it, etc.) is displayed in the bottom right corner of the HUD. A marker appears on the heading scale at the top of the HUD to show you which way to steer in order to reach the waypoint. All of these features are discussed under Basic HUD Info, p. 16.

If you do not want to sit through a real-time flight to the next waypoint, you can accelerate time (speed things up) by pressing PAGEUP, or turn it off by pressing PAGEDOWN. If time is accelerated, an indicator (e.g. 2X) will appear in the lower left corner of the HUD.

You can press P at any time to pause the game.

CONTROLLING THE AIRCRAFT

You will need to know how to use two things to control your aircraft — the joystick and the throttle. The joystick steers the aircraft, while the throttle controls speed.

JOYSTICK

Push forward to *pitch down* (dive). Pull back to *pitch up* (climb).

Push left to *roll left* (drop the left wing). Push right to *roll right* (drop the right wing).

Keep in mind that you can move the joystick in two directions at once — for example, to dive and roll left, push the joystick forward and left at the same time.

THROTTLE

The throttle controls your speed. You may use the throttle control on your joystick, if you have one, or the keyboard. When using the keyboard, the default throttle setting is *full throttle*, which is really the only setting you need for most basic flight and combat.

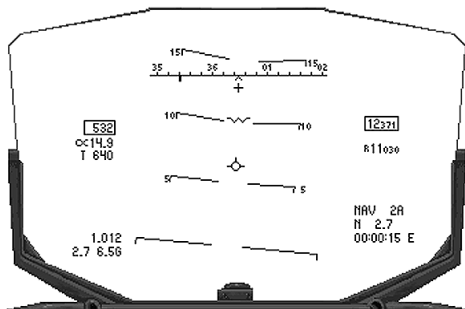
If you want to adjust the throttle at some point, use the following keys:

- \ Toggle afterburner on/off. Afterburners provide you with an extra burst of power that can be useful in a dogfight.
- Reduce throttle. (This is the same as pulling a throttle wheel backward a little bit.)
- = Increase throttle. (The same as pushing a throttle wheel forward a little bit.)
- SHIFT= Set throttle to full military power (80% maximum power, but no afterburner.)

BASIC HUD INFO

Lots of data and symbols appear on the HUD — those that are necessary for basic flight and navigation are shown in the picture below and described in greater detail.

Because of the varied terrain and weather conditions in which you fly, the HUD symbols will sometimes blend into the scenery. To make them more visible against the background, you can change the HUD color by pressing H.



AIRSPPEED AND THRUST

Indicated airspeed. Left side of HUD, within the box. (In the picture above, it is shown as “532”). Your current airspeed is listed in knots. A knot is equivalent to one nautical mile per hour. (100 knots would be roughly 115 miles per hour.)

Your indicated airspeed will drop as you climb to higher altitudes, even though your throttle is set to full power. This is normal.

Thrust. This number appears in the bottom-left corner of the HUD if you are using the keyboard to control throttle. It tells you what your throttle setting is (100% is full power, 0% would be off, etc.). If you are using a throttle device on your joystick, the position of the device tells you what the throttle setting is — if it's pushed all the way forward, you're at 100% power.

ALTITUDE

Altitude above sea level. Right side of HUD, within box (12371 in above picture). Your current altitude is listed in feet above sea level.

Altitude above the ground. Right side of HUD, below box (R 11030 above). Your current altitude is listed in feet above the ground.

Note that these two are *not* the same. If you are flying at 4,000 feet above sea level over 3,000-foot mountains, you are flying only 1000 feet above the ground.

PITCH

Pitch ladder. Center of HUD. The pitch ladder is a series of paired lines.

- The number at the end of each line tells you exactly how far down or up the nose is pitched, in degrees. A 10° pitch means your aircraft is pointed upward 10°, for example. At 0°, you are flying horizontally. At -10°, your nose is pointing down.
- Solid lines indicate angles above horizontal; dashed lines indicate angles below horizontal.
- The pitch ladder lines always remains parallel to the ground. To level your wings, move your joystick until the 0° line is horizontal.

Navigation

Heading scale. Top center of HUD. The heading scale is a compass — north is at 36, east is at 9, south is 18 and west is at 27 (see diagram). The arrowhead on the scale remains fixed, marking your current heading. In the diagram and in the picture of the heading scale, the current heading is between 36 and 01, or a little to the east of north. To head due east, turn until the arrowhead points at 09.

Next waypoint marker. This small bar on the *heading scale* indicates the heading to your waypoint. To steer to the waypoint, turn until the bar is centered under the arrowhead on the heading scale.

Waypoint data. Information about your waypoint appears in the bottom right corner of the HUD (see illustration on p. 16):

- The top line lists your current waypoint, such as **NAV 2A**.
- The second line lists the distance to that waypoint in nautical miles — for example, **N 2.7** would mean the waypoint is 2.7 nautical miles (nm) away. (*A nautical mile is roughly 1.15 miles.*)
- The third line lists your estimated time enroute to the waypoint — for example, **00:00:15 E** would mean you'll reach the waypoint in 15 seconds.

FLIGHT AND NAVIGATION SCREENS

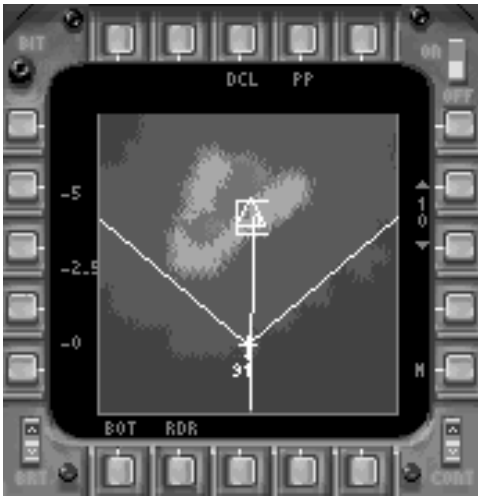
When you are in navigation mode (in other words, when you have no weapon selected), the following screens show up in the monitors:

Left monitor — TSD screen

Right monitor — TEWS screen

Bottom monitor — ADI screen

These are described in the sections following.

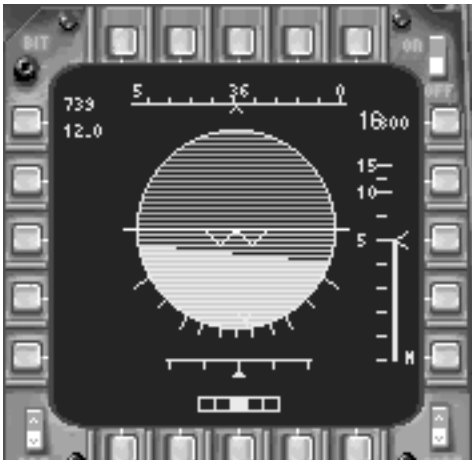


TSD SCREEN (LEFT MONITOR)

TSD stands for Tactical Situation Display. This screen features a moving terrain map. A tiny aircraft symbol in the center of the display indicates the current position of your aircraft on this map, circles indicate your waypoints, and the lines connecting them indicate the route you are to fly for the mission. Triangles mark waypoints with ground targets that are mission objectives (targets you have to destroy to win).

When navigating, the TSD is most useful for taking a quick look at the terrain you are flying over. It has several other more advanced features — these are described in detail in the retail version's *Expert Flight Manual*.

You can zoom and expand the display range using the Z and X keys, respectively. (This will also change the range for all the other screens in the monitors.)



ADI SCREEN (BOTTOM MONITOR)

ADI stands for Attitude Director Indicator. Basically, this screen repeats information that appears on the HUD, and really isn't necessary for normal flight (unless your HUD goes out).



TEWS SCREEN (RIGHT MONITOR)

TEWS stands for Tactical Electronic Warning System. This screen gives you information about the aircraft, ground weapons and missiles that are tracking *you*. The TEWS screen shows a top-down screen of the area around your aircraft, with the aircraft's nose always pointed at the top of the screen.

Threats are marked by icons (these are listed on the next page). Where the icon is placed on the display tells you where it is in relation to your aircraft (e.g., behind or to the left of you). How far a threat icon is from the center of the display indicates how far it is from your aircraft. If the display range is set to 40, a threat at the edge of the display is 40 nautical miles away, whereas a threat halfway to the edge of the display is about 20 nautical miles away.

You can expand and zoom the display range using the X and Z keys. (This will also change the range for all the other screens in the monitors.)





Jammer, Chaff and Flares

Your jammer sends out mixed-up radar signals that make it harder for an enemy's radar to figure out where you are. It comes on automatically when the warning system detects a threat.

Chaff and flares decoy missiles, attempting to lure them away from your aircraft where they can explode harmlessly. The WSO (Weapons Systems Officer, a co-pilot who sits behind you — pronounced "wizzo") will drop chaff and flares for you. If you don't think he's doing a good job, press DELETE to drop chaff and INSERT to drop flares yourself.

Threat Icons

The following icons mark threats and friendly objects:

-  Aircraft (type of aircraft is listed next to the icon)
-  SAM (Surface-to-Air Missile)
-  Ground radar (not SAMs)
-  Missile

- Red icons mark enemies. Blue icons mark friendlies.
- When an object locks onto you (makes you its target), that object's icon will flash.
- Mission objectives — things you need to protect or destroy in order to win the mission — will have a triangle around them.

- If one of the objects on the display is your current target, a box will appear around it. If it is within weapon range, this box will flash.

Warning Tones

The TEWS also gives you audio warnings. When a new threat appears on the display, you'll hear a short, high-pitched "boop." When something locks onto you, you will hear the high "boop" alternating with a lower "boop" five times — "boop-boop ... boop-boop ... boop-boop ... boop-boop ... boop-boop." The object's icon will start to flash on the display. If the object launches a missile at you, the alternating "boop-boop" sound becomes faster and constant. It won't stop until you have either successfully dodged the missile, or died trying.

Your WSO keeps his TEWS screen up all the time, and will help you by calling out the position of any threat he sees.

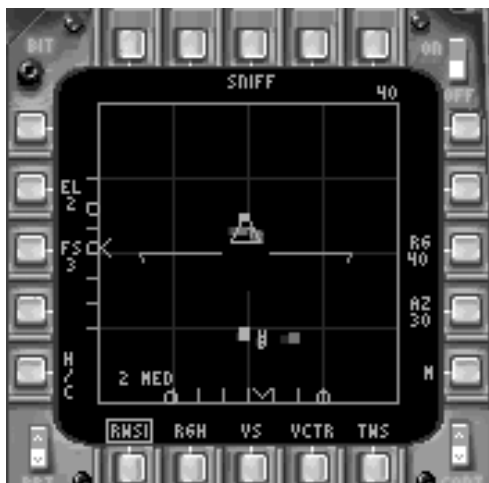
AIR-TO-AIR COMBAT

When an AIM-7, AIM-9 or AIM-120 is selected, you are in air-to-air mode. (AIM stands for Air Intercept Missile, meaning a missile designed to intercept air targets.) Missile steering and range information is added to the HUD and the Air-to-Air Radar, TEWS and TSD screens appear in the monitors.

The warning system (in the right monitor) functions as described above — see TEWS Screen (Right Monitor). The TSD is now in the bottom monitor, but it too functions in the same way — see TSD Screen (Left Monitor), above.

A new screen — the Air-to-Air Radar display — appears in the left monitor.

FINDING AIR TARGETS — THE AIR-TO-AIR RADAR SCREEN



SEARCH MODE

Before you select a target, the radar is in search mode and displays all of the aircraft it detects in front of you (those that are within the current range setting, that is). The radar screen presents a top-down view of the area in front of your aircraft. The nose of your aircraft is at the bottom center of the display. The horizontal lines on the grid represent range, and the vertical lines represent angles off of your aircraft's nose.

For example, if the current display range setting is 80 nm, then the top horizontal line on the grid represents 80 nm, the next lower line represents 60 nm, the next lower 40 nm and so on. If an icon appears near the far right vertical line on the grid, then it is about 60° to the right of your aircraft.

If the space around you was marked by the positions on a clock — so that 12 o'clock was directly in front of you, and 3 o'clock was the view over your right shoulder — an object that was 60° to the right of you would be at the 2 o'clock position.

You can expand and zoom the display range using the X and Z keys. (This will also change the range for all the other screens in the monitors.)

Radar Symbols

Small rectangles mark the positions of enemy aircraft. Circles mark the position of friendly aircraft.

- Enemy aircraft
- Friendly aircraft
- ✱ Designated Target

SELECTING TARGETS (CHANGE TARGET KEY)

Press T or b to cycle through targets. These keys cycle through all targets that the radar can “see,” starting with the ones that are your air objectives (enemy aircraft that you must destroy or friendly aircraft that you must protect in order to win), if you have any. Once you have cycled through all of your objectives, these keys cycle through non-objective targets, from those closest to your aircraft to those farthest away.



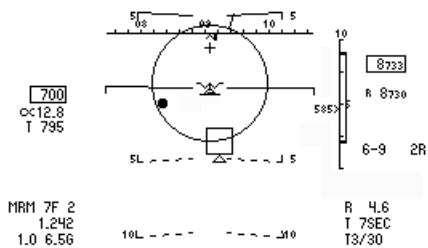
TRACK MODE

As soon as you select a target, the radar goes into track mode. The target's rectangle icon changes to a star on the end of a long stick. All other icons disappear from the screen.

Information about the target — its range, altitude, speed, etc. — is also displayed, but since this information is also passed on to the weapons system, which uses it to put symbols on the HUD that tell you where to aim the missile and when to shoot, you really don't need to worry about it.

DESTROYING AIR TARGETS — HUD SYMBOLS

Once you have a target selected, the aircraft's computer puts symbols on the HUD to show you where the target is and where to steer so that the missile can see the target. A **shoot cue** will flash on the HUD when the missile is in range and you can fire.



The symbols in the picture above are described in the step-by-step instructions for firing a missile.

1. Press T or BACKSPACE to select a target, if you haven't done so already. A target box marks the position of that target on the HUD.
2. The large steering circle and dot in the center of the HUD help you get your aircraft into a position where the missile's seeker head (a device in the nose of the missile which locks it onto a target) can find the target. Move your joystick around until the dot is inside the circle.
3. When the target is within range of your missile, a triangular shoot cue appears beneath the target box. Press button 2 on your joystick to release the missile.

IMPORTANT: If the missile is an AIM-7, it needs to be guided by your radar until it hits the target — you can fire more AIM-7s at the same target, but don't change targets (don't press T or BACKSPACE) and don't change weapons (don't press SPACEBAR) until you see the explosions.

What if the flashing shoot cue doesn't appear?

You may be too close to your target or too far away from it. The following symbols will give you a better idea:

- A range scale on the right side of the HUD also tells you where the target is in relation to the weapon's range. The arrowhead on the scale points to the target's current range. (The number beside the arrowhead is a closure rate — this is an advanced feature that you can ignore.) The bracket on the scale indicates the weapon's possible range. If the arrowhead is above the bracket, the target is too far away. If it's below the bracket, the target is too close. If the arrowhead is inside the bracket, the shoot cue will flash beneath the target box, and you can fire.
- A large "X," called a break X appears in the center of the HUD when you are too close to the target to fire the missile.

If you are too close:

- If an AIM-7 or AIM-120 is your current weapon, press z to cycle to an AIM-9 (AIM-9 missiles have a shorter range and can be used when you're closer to a target).
- If an AIM-9 is your current weapon, and you're still too close, then the target is probably within gun range. To use your gun to destroy the target, move your joystick until the gun cross is over the target box, and squeeze the joystick trigger (button 1).

If you are too far away:

- If an AIM-9 is your current weapon, press z to cycle to an AIM-7 or AIM-120 (These have a longer range and can be used when you're closer to a target).
- Otherwise press T or BACKSPACE until you cycle to a closer target, or steer toward the one you have and try to get closer to it.

AIR-TO-GROUND COMBAT

When an air-to-ground weapon is selected, you are in air-to-ground mode. Air-to-ground guided missile information is displayed on the HUD if you have an AGM-65 selected (AGM stands for Air-to-Ground Missile). Bombing information is displayed if you have any other air-to-ground weapon selected.

The TSD is still in the bottom monitor, and it functions in the same way as it did in navigation mode — see TSD Screen (Left Monitor), above.

Two new screens — the Air-to-Ground Radar display and either a Target Map or Camera — appear in the left and right monitors, respectively.

FINDING GROUND TARGETS — AIR-TO-GROUND RADAR AND TARGET MAP/CAMERA



AIR-TO-GROUND RADAR

The Air-to-Ground Radar displays the ground terrain in an arc in front of your aircraft (your aircraft is at the bottom center of the display). Generally speaking, the brighter the area, the higher the terrain. Black areas on the screen are places the radar beam creating the map can't "see" — for example, because a hill is in the way. You may not be able to see targets in these areas until you fly past whatever is blocking the radar.

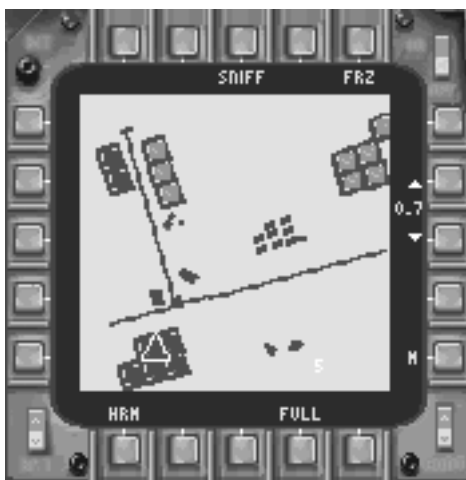
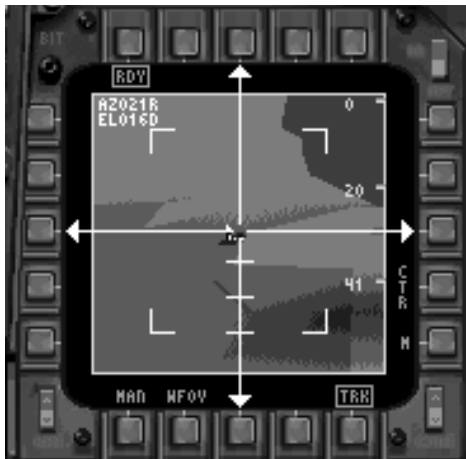
Small boxes on the terrain mark ground objects — buildings, tanks, SAM sites, trucks, etc. Objects that are your objectives (things you have to destroy in order to win) are marked by triangles. The currently selected target is marked by a box on the display.

You can expand and zoom the display range using the X and Z keys. This will also change the range of TSD (in the bottom monitor), but it has no effect on the target map/camera screen (in the right monitor).

SELECTING TARGETS (CHANGE TARGET KEY)

You select ground targets in the same way as you select air targets. Press T or BACKSPACE to cycle through targets. These keys cycle through all targets that the radar can "see," starting with the ones that are your objectives (targets you have to destroy in order to win), if you have any. Once you have cycled through all of the objectives, these keys then cycle through non-objective targets from those closest to your aircraft to those farthest away.

When you select an air-to-ground weapon, the objective target closest to you will already be selected as your first target.



TARGET MAP/CAMERA

Once you've selected a target, either a top-down, high-resolution radar map or a camera video image of the target appears in the right cockpit monitor.

- Target camera video appears when you have an AGM-65 or GBU-15 selected. Both missiles have an infrared imaging camera mounted in the nose, and video from these cameras can be displayed in the monitor on your aircraft. These missiles' cameras automatically lock onto your target.
- A target map appears if you have any other ground weapon selected. The map is a top-down, high-resolution radar map of the target and the area around it. It is created by the radar.

Both the camera image and the map give you a little bit better idea what it is you have targeted.

DESTROYING GROUND TARGETS — HUD SYMBOLS

Once you have a target selected, the aircraft's computer puts symbols on the HUD to show you where the target is and how to aim your weapons toward it.

IF AGM-65S ARE YOUR CURRENT WEAPON

AGM-65s are guided, air-to-ground missiles. They automatically lock onto your currently designated target if it is in range.

1. Press T or BACKSPACE to select a target, if you haven't done so already. A target diamond marks the position of that target on the HUD.

- The AGM-65 missile will attempt to lock on to the target. When it has locked on and is in range, "IN RNG" will appear on the HUD.

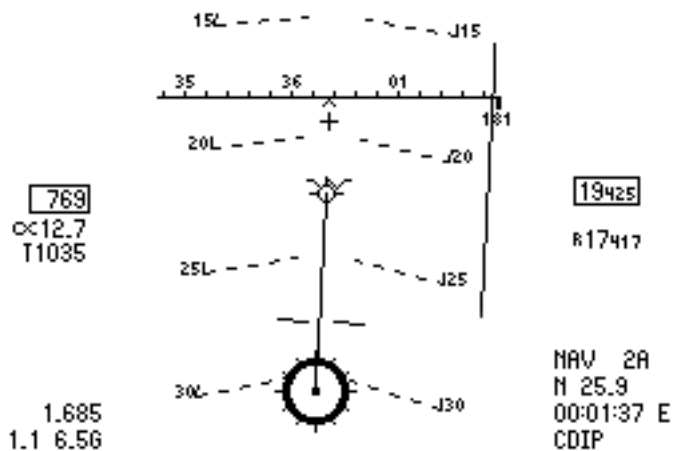
You will see the target in the center of the target camera (see Target Map/Camera, previous page), and you will know that the missile has found the target.

- As soon as the missile has locked on, press joystick button 2 to fire.

What if the missile doesn't lock onto the target?

If you're directly over the target, fly away and try again. Otherwise, the target is probably outside of the missile's maximum range. Pick a closer target, or fly closer to your current target and try again.

IF ANY OTHER GROUND WEAPON IS YOUR CURRENT WEAPON



The other ground weapons are unguided bombs. When you select one of them as your weapon, symbols that will help you aim toward your target and drop the bombs at the right time appear on your HUD.

- Press T or BACKSPACE to select a target, if you haven't done so already. A target diamond marks the position of that target on the HUD.

(Actually, you can drop bombs without selecting a target, but having a target diamond on the HUD makes it easier to aim.)

- A reticle appears on your HUD, indicating where on the ground the weapon would impact if it was released at this moment. As you fly, the reticle moves along the ground—steer the aircraft to place the reticle over the target diamond.
- When the reticle is over the target diamond, press button 2 on your joystick to release the weapons.

What if I don't see a reticle?

It has probably slipped out of sight below the bottom edge of the HUD. A line is drawn up from this reticle to the center of your HUD, so that you can always tell where the reticle is. Push your joystick forward and dive a little until you can see the reticle again.

COMMUNICATION

You will be flying missions with a group of up to eight aircraft, called a flight. One of these aircraft, your wingman, is assigned specifically to work with you and protect you. The other aircraft will have similar objectives as you, but will not be looking out for you specifically.

During the mission, AWACS (Airborne Warning and Control System) can tell you where enemy aircraft are — either the one closest to you, or all the ones in your location. All you have to do is ask.

All messages — from your wingman, your WSO, your flight, other aircraft — will appear in the upper left corner of the screen.

WITH YOUR WINGMAN

Press the following keys to issue commands to your wingman.

CTL A “Attack my target.” Your wingman will begin firing on your target. (If you don’t have a target selected, your wingman will continue normal flight — and probably mutter something under his breath about your wanting him to do all the work)

CTL C “Cover me.” Your wingman will watch your back, and take on anything that threatens you.

CTL H “HELP ME!” Your wingman will drop whatever he’s doing and come to your aid. (*Unless* he’s in hot water himself — in this case he’ll tell you you’re on your own, and not under his breath this time.)

WITH AWACS

Press the following keys to get information from the AWACS.

CTL B “**Bogey Dope**” AWACS will tell you where the nearest enemy aircraft is: bearing range and relative altitude.

CTL P “**Picture**” AWACS will begin telling you where all the enemy aircraft near you are. If there is a bullseye (special location told to the pilots during the briefing) assigned, positions will be in relation to the bullseye.

WITH YOUR FLIGHT

Press the following keys to issue commands to your flight.

CTL E “Engage.” The aircraft in your flight will engage any enemy *air* targets they find. If they can’t find anything, they will radio you and continue normal flight. If they find air targets and you forget to give this command, they will ask for permission to engage. Your WSO will give them permission if you are busy.

CTL G “Ground Attack.” When your flight is within range of the target area they will request permission to start the attack. This command directs them to begin. Your WSO will give them permission if you are busy.

CTL S “List status.” The aircraft in your flight will radio back just their flight numbers (if undamaged) or their flight numbers and amount of damage they’ve taken.

CTL W “List weapons.” The aircraft in your flight will list off their current air-to-air missiles.

REARMING AND REFUELING

Press R to rearm and refuel your aircraft. You will get a full loadout of air-to-ground and air-to-air weapons, bullets and chaff and flare cartridges. Your fuel tanks will be refilled. Your wingman will receive the same.

There is no limit to the number of times you can rearm and refuel.

DAMAGE

The master caution light will come on when you take damage and a caution panel will come up on screen. Anything lit up is damaged.

ENDING THE MISSION

At any time you can press ESCAPE to end your mission.

ADVANCED GAMEPLAY

OPTIONS

To bring up the OPTIONS menu, click on the black-and-gray ball (artificial horizon) that appears in the center of the main menu.

Options described are “active” (the boxes have checks in them) unless otherwise stated.

On slider bars, moving the marker to the left decreases the option (e.g., sound, graphics, etc.), while moving it to the right increases the option. Active checkbox options have a “3” next to them.

The OPTIONS menu displays the following sub-menus, each of which has its own screen.

GAMEPLAY Adjust gameplay options.
GRAPHICS Adjust graphic options.
SOUND Adjust sound options.
CONTROLS Adjust in-flight controls.
MISC Adjust non-flight options.

OK and CANCEL appear on all menus and submenus:

OK Save changes and return to gameplay.
CANCEL Cancel changes and return to previous menu.

GAMEPLAY

Under the OPTIONS menu, you can choose the pre-set Casual or Expert gameplay style (if you’ve changed your mind since installation), or customize individual aspects of the game.

Note: certain gameplay options can only be used with the corresponding keymap. You should use the Casual keymap with the Casual gameplay style and Expert keys with Expert gameplay.

CASUAL Fly with everything set to its easiest setting.

EXPERT Fly with everything at its most realistic setting, against expert-level enemies.

CUSTOM Adjust individual options that affect flight dynamics and gameplay realism. To change, click on SETTINGS.

ENEMY Adjust skill level of enemy pilots and ground defenses. Only one setting can be active.

NOVICE Least effective in combat, shortest radar range, least likely to choose an effective tactic.

VETERAN Average capabilities.

EXPERT Above average capabilities.

ACE Most effective in combat, farthest radar range, most likely to choose an effective tactic.

FLIGHT

REALISTIC FLIGHT MODEL Maximizes control reactions. This may cause flying to be more difficult.

REALISTIC LANDINGS	Landing incorrectly — too fast, at the wrong angle, etc. — will damage or destroy your aircraft.
REALISTIC AUTOPILOT	Autopilot has realistic constraints according to its operating mode.
CRASHES	Running into the ground will destroy your aircraft and end the game.
WEAPON WEIGHT/Drag	Each weapon loaded increases the weight and drag of your aircraft, lessening its speed and maneuverability.
LIMITED FUEL	You have only as much fuel as your aircraft can carry. When you run out, your engines quit.
MID AIR COLLISIONS	Hitting another aircraft during flight will damage or destroy your F-15.
REDOUT/BLACKOUT EFFECTS	Increasing positive Gs (pulling the joystick sharply) will cause your vision to “go black.” Increasing negative Gs (pushing the joystick sharply) will cause your vision to “go red.”
G-FORCE BREATHING	Toggles the WSO breathing sound effect triggered by pulling G’s.
REALISTIC INFLIGHT REFUELING	You will have a realistic margin of error when attaching to a tanker aircraft to refuel during a mission.

WEAPONS

REALISTIC GUN ACCURACY	Bullets must actually hit the target, as opposed to being close.
REALISTIC MISSILE CONSTRAINTS	Your missiles work within realistic constraints for maintaining target lock and reacting to countermeasures.
REALISTIC BOMB ACCURACY	Bombs have a limited blast radius within which targets are damaged or destroyed.
REALISTIC WEAPON DAMAGE	Correct weapon types must be used against each type of target. (For example, bullets won’t take out a tank.)

AVIONICS

AA/AG RADAR	<u>Expert has:</u> 8 AA search modes and 3 track modes; control of azimuth, elevation and range; 4 AG modes. <u>Casual has:</u> 1 AA search mode and 1 track mode; control of range only; 2 AG modes, which work with simple Change Target and Change Weapon commands; marked target objects.
TEWS	Expert only sees things actively emitting radar; uses realistic symbology; only shows how strong the signal is, not how far it is. Casual sees everything; uses icons; shows how far objects are, and can set range.

CHEATS

INVULNERABILITY	Your aircraft cannot be destroyed.
unlimited ammo	You will not run out of ammunition (gun rounds, bombs or missiles).

GRAPHICS

In general, the less graphic detail in the game, the faster the frame rate. The faster the frame rate, the smoother the game looks and plays.

3DFX (H/W ACCELERATION)	Alerts your computer to the presence of a 3Dfx hardware accelerator card.
GAMMA CORRECTION	Adjust screen brightness (3Dfx only).
SPEED/DETAIL LEVEL	Change graphics detail via the slide bar. (Low has less detail, high has the most.)
CUSTOM	Adjust individual graphic options.

EFFECTS

SHADOWS	Objects cast shadows.
CITY LIGHTS	Cities are illuminated at night.
ROADS	Roads are visible.
EXPLOSION DETAIL	Controls the amount of visible fire and smoke.
GROUND SMOKE	Destroyed ground objects will send up smoke.

WEAPON SMOKE	Missiles leave smoke trails.
<u>TERRAIN</u>	
TEXTURING	Changes how much the ground is textured.
TEXTURE TRANSITIONS	Smooths out the transitions in terrain texture detailing.
distance	Controls the distance at which the horizon disappears.
<u>OBJECTS</u>	
WEAPONS ON PLANE	Aircraft weapons are visible.
SPECTRAL LIGHTING	Objects reflect sunlight according to their material (shiny vs. dull).
DETAILED VIRTUAL COCKPIT	Virtual Cockpit view has maximum cockpit detail.
OBJECT DENSITY	Only mission-specific ground objects/ objects of interest/all objects appear.
OBJECT DETAIL	Change level of detail on game objects.
<u>VIEWS</u>	
ACM VIEW PAN SPEED	Controls the rate at which your virtual head rotates between ACM views.
VIEW CONTROL	Reverses the way the mouse controls the views.
ENABLE PADLOCK FOV LIMITS	Limits the Field of View in Padlock views to realistic constraints.
POPUP MPD'S ARE STICKY	Controls whether the popup MPDs disappear by themselves.

SOUND

IN FLIGHT VOLUME

WARNINGS	Adjust the volume of weapon lock tones and warning tones.
ENGINE	Adjust the loudness of your F-15's engine sound.
EXTERNAL	Adjust sound effects for other objects, explosions, flak, etc.
RADIO SPEECH	Adjust in-flight audio messages.
BETTY	Adjust onboard computer messages.

MENU VOLUME

MENU MUSIC	Adjust loudness of the pre-flight music.
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CONTROLS

KEYBOARD

CONTROL LEVEL	Select from two pre-defined keymaps that correspond to Casual gameplay or Expert gameplay, or a previous custom-designed keymap. If using a preset mapping, you must select the one (Casual or Expert) that corresponds to the Gameplay style you have selected.
CUSTOM	You can assign any function to any key or joystick button by click-and-dragging it from the list of available functions (scrollable list on the right) to the key on the left. Click on one of the eight filters (avionics, sensors, communication, graphics, flight, views, weapons, misc.) to activate groups of available key functions. Note that pressing the key on the keyboard or joystick button will automatically bring up the appropriate keyboard slot on the screen.
Save	Save your custom key mapping to disk.
Load	Load a pre-existing key mapping from disk.
Revert	Undoes any changes you have made.
Jane's F15 is designed to be highly configurable to support a wide variety of keyboards, controllers and personal tastes.	

Important! When defining a custom mapping or a custom gameplay configuration, care must be taken to properly match key commands with the appropriate avionics settings. In particular, the Casual Radar is designed to work only with Change Target, Change Weapon, and the Zoom and eXpand keys.

All other radar and fire control commands such as SRM_SELECT and ACQ_BST are designed for the Expert radar setting. You must use the proper controls for the desired gameplay settings. When in doubt, use the defaults of Casual or Expert for both Gameplay and Controls.

JOYSTICK MAPPINGS

ADVANCED JOYSTICK CALIBRATION

- AXES** When your controls are too delicate, you can adjust the profiles of your joystick's pitch (forward and back) or roll (side to side), or your rudder pedals' yaw.
- PROFILE** *Profiles* refer to how much reaction different amounts of joystick movement will cause. It is a way of adjusting your control over your aircraft. 10 is the circle closest to your joystick's center. 100 is the circle at the extreme edges of your joystick's movement.
- Decreasing the intensity of the first three or four profiles will decrease your F-15's "twitchiness" every time you touch the joystick. It is usually good to keep the last three or four profiles at a high number, to maximize your plane's reaction when you want a sharp turn.
- FILTERING** This allows removal of anomalies (hiccups) that sometimes occur in PC analog joysticks.
- CENTER JOYSTICK** Click on this to begin the joystick centering process.
- DEFAULT** The game will return your joystick profiles to the original positions.
- MIL THRUST** If you have an analog throttle, you can set the point beyond which the afterburners come on.
- DEAD BAND** Adjust the size of the "Dead Band." The Dead Band is the center area of your joystick that doesn't detect any input. Increasing the size of your dead band will decrease "drift."

Direct X 5

Direct X 5 is required to run the demo. If you do not already have it on your system, it is available on the World Wide Web at the following URL:

<http://www.microsoft.com/msdownload/directx/dxf/enduser5.2/default.htm>

Tech Support

By phone: 650-425-1650

8:30-11:45AM and 1:00-4:30PM Pacific Time

By Fax: 650-286-5080

E-mail: support@origin.ea.com

Web Page: www.origin.ea.com

Warranty (Disk Exchange): 650-572-2352

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