2 — MULTI-PLAYER GAMES

2. MULTI-PLAYER GAMES

IN A HURRY
MULTI-PLAYER
GROUND
COCKPIT
COMBAT
CAMPAIGNS
PRO MISSIONS
TECHNOLOGY
SPECS

MULTI-PLAYER GAMES

Fighters Anthology supports IPX/SPX network (LAN) play (up to eight players), TCP/IP network (Internet) play (up to eight players), and modem and direct serial play (two players). **Multi-Player Connections** (below) describes how to set up each type of connection, **Multi-Player Missions** (p. 42) explains how to set up and play a mission once you have a connection.

MULTI-PLAYER CONNECTIONS

To set up a multi-player game, select one of the following options from the MULTI menu or press the corresponding key.

E	**SERIAL**	Choose this option if you want to set up a connection by linking two computers together with a direct serial cable. See Direct Serial (Null-Modem) p. 32.
M	**MODEM**	Choose this option if you want to set up a connection between two computers over a modem line. See Modem p. 34.
X	**IPX/SPX NETWORK**	Choose this option if you want to connect 2-8 computers over a LAN (Local Area Network). See p. 36.
T	**TCP/IP NETWORK**	Choose this option if you want to connect up to 4 players with an Internet (dial-up) connection. See p. 38.
D	**DISCONNECT**	Choose this option to disconnect from any type of connection. See p. 41.

Disconnect is grayed out when you aren't connected to a multi-player game. Once you're connected, you can press D to disconnect anytime before going into flight.

If you have problems connecting with another player, refer to **If You Can't Connect** (p. 33 direct serial, p. 35 modem, p. 37 IPX/SPX network or p. 40 TCP/IP network), or consult your network supervisor, Internet service provider or hardware/modem documentation.

You can also get information on network and modem connections by going to the *Windows 95* START menu and clicking HELP:

♦ Click on the CONTENTS tab, then double-click HOW TO.

♦ For help with IPX/SPX connections, double-click USE A NETWORK.

♦ For help with modem setup, double-click SET UP HARDWARE, then SETTING UP A MODEM.

♦ For help with TCP/IP connections, click the INDEX tab and type Internet in the box. Relevant topics are highlighted in the large box below, click on a topic to view information about it.

Note: If you switch to another application (Alt Tab) while in a multi-player connection, you will be disconnected. If you are the host, you cancel the game for everyone.

IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS

Direct Serial (Null-Modem)

If you and another gamer don't own modems, you can use a serial connector cord to link two computers. Visit your local computer shop and purchase a null-modem connector (sometimes called a file transfer cable).

Step 1 – Connecting Your Machines

1. Plug one end of the connector cable into a serial port on one machine, and the other end into a serial port on the second machine.

2. Configure the port settings on *both* computers so that they will make the best connection for *Fighters Anthology*.

    ♦   In *Windows 95*, click the START button. Highlight SETTINGS.

    ♦   Highlight CONTROL PANEL, then double-click the SYSTEM icon.

    ♦   Click the DEVICE MANAGER tab.

    ♦   Double-click PORTS (COM & LPT). This will list all of the ports on your computer. Look down the list for the port with a serial cable con-nection. Write down the number of the port, then double-click on it.

    ♦   Click the PORT SETTINGS tab.

    ♦   In the box beside *Bits per second*, choose **56700**. (This is the recom-mended setting for *Fighters Anthology*. Make sure you do this for *both* computers; otherwise, they won't sync correctly.

    ♦   In the box beside *Flow control*, choose none.

    ♦   Restart both computers to make sure these changes are saved.

Now, you're ready to connect.

Step 2 – Connecting with Another Player

From the *Choose Activity* screen, select SERI-AL from the MULTI menu, or press E. This displays the *Direct Serial Connection* screen.

IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS

1.   Click on the box next to CALLSIGN. Type in a callsign using the keyboard (use [Bksp], [←] and [→] to erase and change letters).

2.   Click on the box by SERIAL PORT. Choose a port (1-4) from the menu (the same port you wrote down when you plugged in your connector cord).

3.   Click on the box by BAUD RATE. Select a baud rate from the menu. It doesn't matter which one, as long as you and your opponent both select the same rate — if you don't, your computers will not sync correctly.

4a. (Slave) Click ANSWER. Your computer will attempt to connect to the host player's machine.

4b. (Host) Once the slave has clicked ANSWER, click CALL. Your computer will attempt to connect with the other player.

Step 3 – Configuring the Mission

See **Multi-Player Missions**, p. 42.

If You Can't Connect

If you're having problems connecting, you may have a hardware conflict. (In other words, two devices may think they're occupying the same COM port.)

To check for port conflicts:

1.   Click the *Windows 95* START button.

2.   Click CONTROL PANEL, then double-click the SYSTEM icon.

3.   Click the DEVICE MANAGER tab.

4.   Click inside the circle next to *View devices by connection*. Check to make sure only one device is listed next to the com port your cable is connected to. If something extra is listed, delete it.

CAUTION: Make sure you know exactly which COM port you're looking at and what you are deleting. (You don't want to delete anything important.) Please contact Microsoft or your hardware manufacturer for help with port conflicts.

IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS

Modem

You can play another player across a 14,400 baud or faster modem. From the *Choose Activity* screen, choose MODEM from the **MULTI** menu, or press M. This displays the *Modem Connection* screen.

Step 1 – Configuring Your Modems

Both players must have their modems configured correctly to get a successful connection:

1. Exit to *Windows 95* and click START. Highlight SETTINGS, then CONTROL PANEL. Double-click on the MODEMS icon.

2. Click the PROPERTIES button. Make sure the maximum speed is set to the highest level for your modem (at least 57600 is recommended). Make sure that the *Only connect at this speed* box is not checked.

3. Click the CONNECTION tab, then click the ADVANCED button.

4. Make sure there is a check mark in the *Use flow contro*l box. If not, click in the box to put a check mark there.

5. Make sure there is a black dot next to *Hardware (RTS/CTS)*. If not, click in the circle to put a dot there.

Note: If you've made any changes to your modem settings in the steps above, go ahead and restart Windows 95 before trying to connect. This ensures the changes will be saved to your modem.

Step 2– Connecting with Another Modem Player

1. Click a box below **PLAYER NAME** and enter your opponent's name in the NAME field. Then, click the corresponding box below **PHONE NUMBER** and type in the phone number of your opponent (use Bksp, ← and → to erase and change letters or numbers).

2. Click CALLSIGN. Type in a callsign for yourself.

3. Make sure the modem port setting is AUTODETECT. (Click in the box to change this if it's not.
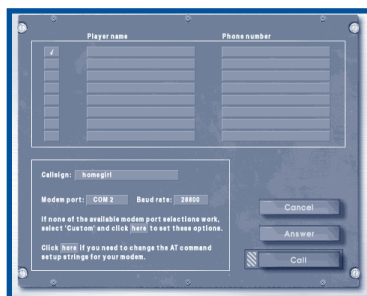
Now, you're ready to connect.

One player acts as a host and calls the other machine; the other player is a slave and answers the call from the host. (The person with the fastest computer should be the host.)

> 3a. (Slave) Press ANSWER. Your computer will wait for the host's machine to call.
>
> 3b. (Host) Once the slave chooses ANSWER, press CALL. Your computer will attempt to dial the phone number you specified.

Either player can interrupt the connection attempt by pressing any key. (The slave will disconnect immediately; the host machine will take a little longer to reset.

Once the modems connect, "Modems Connected" appears on the screen. Then the message window with connection information and messages from other players displays in the upper right corner of the screen.

Step 3 – Configuring the Mission

If You Can't Connect

1. Make sure your modem is set up correctly under *Windows 95*, and that you don't have multiple drivers loaded.

2. Try connecting again, this time telling *Fighters Anthology* what COM port your modem is using instead of running autodetect. To find out the port connection for your modem, follow steps 1 and 2 under **Step 1 — Configuring Your Modems** (facing page). Look for your COM port number in the window that appears. Go through the steps under **Step 2 — Connecting with Another Modem Player** again, using this COM port number in place of autodetect when you get to step 3.

IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS

IPX/SPX Network

From the *Choose Activity* screen, choose IPX/SPX NETWORK from the **MULTI** menu. This take you to the *Network Connection* screen.
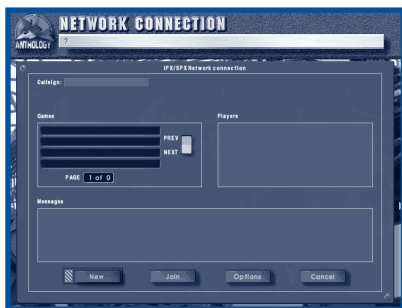
Two to eight players can "join" a specific game. Multiple sessions of the game can run concurrently on a network without disrupting normal network activity. (During peak network hours, however, the game may run more slowly.)

IMPORTANT NOTE: You *must* have an IPX/SPX-compatible protocol loaded under *Windows 95* (such a protocol ships with *Windows 95*). To check, go to the **START** menu. Highlight **SETTINGS**, then **CONTROL PANEL**, and double-click the **NETWORK** icon. Scroll down in the box to see if any kind of IPX/SPX-compatible protocol is listed.

Step 1 — Setting Up for LAN Play

From the *Choose Activity* screen, left-click on the **MULTI** menu and select NETWORK, or press ⓧ. This displays the *Network Connection* screen. Left-click on text boxes. When you're through with a screen or menu, click OK or press Enter.

1. Click on the box next to **CALLSIGN**. Type in a callsign using the keyboard (use Bksp, ← and → to erase and change letters).

2. Click **NEW**.

3. Wait for other players to join.

4. When all players have joined, the host clicks **START.**

Step 2 — Connecting With Other LAN Players

1. Once you configure the *Network Connection* screen for your system, you can find other players. One player acts as a host and calls other machines; the remaining players are slaves and answer the call from the host. (The person with the fastest computer should be the host.)

2a. (Host) Click **NEW**. Your computer will attempt to add one or more players to your particular network game.

IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS

2b. (Slaves) Click **JOIN**. Your computer will attempt to connect to the host player's machine.

3. When the callsigns of all players appear in the Players Dialog, the host clicks **START**.

Once all players have been found, "Successful Connection" appears in the message window, along with the callsign for each joined player. The message window appears in the upper right-hand corner of the screen, giving you connection information and displaying messages from other players.

Step 3 — Configuring the Mission

See **Multi-Player Missions**,

If You Can't Connect

If your computer can't find other play-ers on the network, make sure you have an IPX/SPX protocol loaded. (See **Important Note**, facing page.) If you're still having problems, you may need to create an address book that sets up network addresses for individual players.
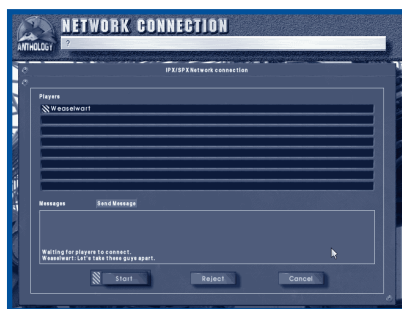
To set up an address book:

1. Click **OPTIONS** on the *Network Connection* screen.

2. Click on a box below **PLAYER NAME**. Type in the host's name, then press Enter.

Ask the host for his or her network address — the 20-digit alpha-numeric code that appears on the panel pictured above.

3. Click on a box titled **ADDRESS**.

4. Type in the entire address of the host computer and click **OK**. Your system will save each player's name and net address.

5. Try connecting again (by pressing NEW or JOIN).

If you still can't connect, follow these steps again with another computer as host.

IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS

TCP/IP Network

You must have an account with an Internet service provider, or other access to the Internet to play *Fighters Anthology* through a TCP/IP connection.
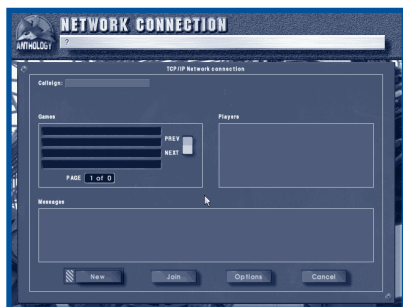
All players will also need to exchange IP addresses with the host once they've logged on to the Internet. It is easiest to do this, if everyone logs on to a chat zone, If you do not know how to get into a chat zone, contact your Internet service provider, or check their on-line help, if available.

If you have a web browser (e.g., *Netscape* or *Internet Explorer)* you can meet in the chat room of the Jane's Combat Simulations web page at http://www.janes.ea.com. To reach this room, click the COMMO switch on the left side of the Jane's home page (or the COMMO SHACK link, if your browser does not support frames). Click the TEXT CHAT to get to the chat room.

Step 1 – Setting up for Internet Play

1. Contact the other players (via chat board, telephone, etc.) and determine who has the fastest computer. This person should be the host.

2. The host will need to log on to the Internet, find out what his IP address is and communicate this address to the other players:

    Each time you log on to the Internet you will have a different IP address, so the host will have to check this each time. There are two ways to check:

    A. *Without logging off of the Internet*, double-click on *My Computer.* Double-click on the C: DRIVE icon, then the WINDOWS folder. Double-click on WINIPCFG.EXE (*Windows* IP Configuration*)*. Write down the number in the box next to IP address.

    B. *Without logging off of the Internet*, load *Fighters Anthology*. Choose TCP/IP NETWORK from the **MULTI** menu of the *Choose Activity* screen. Click the HERE button Write down the number next to THIS COMPUTER'S IP ADDRESS. Press [Alt][Tab] to minimize the game without exiting.

3. Once the host knows his address, he must communicate this to the other players.

IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS

Step 2 – Connecting With Other Players

1. Log on to the Internet. Minimize your browser window, and load *Fighters Anthology* if you have not already done so.

2. From the *Choose Activity* screen, left-click on the MULTI menu and select TCP/IP NETWORK, or press T. This displays a *Network Connection* screen.

3. Click on the box next to CALLSIGN. Type in a callsign using the keyboard (use [Bksp], ← and → to erase and change letters).

6. (Slaves only) Click the OPTIONS button. On the panel that appears, click the text button next to HOST IP ADDRESS. Type in the host's IP address, and click OK. (Make sure you include the periods.)

7. A. (Host) Click NEW. Your computer will attempt to add one or more players.

    B. (Slaves) Look for the host in the list. Click ANSWER. Your computer will attempt to connect to the host player's machine.

The host clicks START when all players are ready.

Step 3 – Configuring the Mission

See **Multi-Player Missions**, p. 42.

IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS

If You Can't Connect

You *must* have an TCP/IP-compatible protocol loaded under *Windows 95* (such a protocol ships with *Windows 95*). To check, go to the START menu. Highlight SETTINGS, then CONTROL PANEL, and double-click the NETWORK icon. Scroll down in the box to see if any kind of TCP/IP-compatible protocol is listed. (If one isn't listed, you probably won't be able to connect to your Internet service provider either.)

If you have a TCP/IP-compatible protocol and are having no difficulty logging onto the Internet, but you are having trouble connecting with other players:

1. Follow the steps on pp. 38-39 again, designating another computer as the host. (Try using the computer with the fastest Internet connection.)

2. Click the HERE button on the TCP/IP *Network Connection* screen.
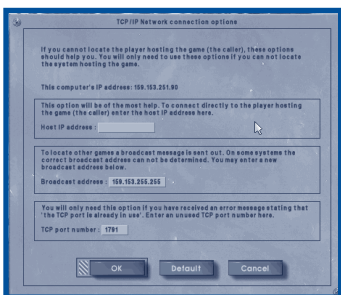
Broadcast address. This option is provided for users with an advanced understanding of how networks are set up. Do not change this number unless you know the correct broadcast address. Your systems administrator may be able to assist you.

TCP port number. This number is reserved for use by *Fighters Anthology*. You should never have to change this number.

The only time a conflict with this port number might arise, would be if another program randomly selected this port number. You would then have to randomly select another port number that was not being used (all players in a single game would have to us the same number. Again, this option is provided for users with an advanced understanding of network systems. Your systems administrator may be able to help.

IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS

Disconnecting

If the *host* disconnects in any of the following ways, everyone is disconnected and the game ends. A *slave*, however, can disconnect without affecting the game.

♦   Exit to *Windows* ([Alt][F4]).

♦   Select DISCONNECT from **MULTI** menu. (You will disconnect from your current game, but return to *Fighters Anthology* instead of *Windows*)

♦   Switch to another application using [Alt][Tab].

Both the host and slaves can use the following command to end the current game for everyone. All players are disconnected.

♦   Exit the mission ([Ctrl][Q]).

IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS

MULTI-PLAYER MISSIONS

Once everyone has connected, all players' screens switch to the *Choose Activity* screen. You're now ready to configure the mission. As the host, you get to select a SINGLE MISSION, AIRBASE ASSAULT, or set mission parameters for a QUICK MISSION.

Setting Up Mission Parameters

Once the host player selects a mission type, each participant selects FRIENDLY or ENEMY from a dialog window that appears. (The host will always be on the friendly side in a single mission.) All players see what the host is doing on screen.

Single Mission

Once the host scrolls throughs the mission list, selects a mission and clicks OK. All players must click OK to continue.

Quick Mission

As host, you can set up a quick mission by selecting parameters in the Quick Mission Creator. (See **Create Quick Mission,** p. 18, for full instructions.) You can set up scoring parameters and dictate how many lives each player gets, the delay time between "lives", the starting distance from the enemy and what weapons they get upon revival.

Each player chooses his own aircraft type, but the host is the only player that can change mission parameters or select options from the **CHEAT** menu during flight. Unchangeable settings on the slaves' machines show up as grayed-out options.

As host, you can display players' scores and how much time remains in the mission. To do so, select SHOW PLAYER SCORES from the **MULTI** menu during flight.

When you're ready to start the mission, press FLY. All players must select FLY before the mission can begin.

Extra multi-player **Scoring Parameters** for Quick Missions are discussed on the next page.

Scoring Parameters

Extra Quick Mission parameters appear in the form of text buttons on the *Quick Mission* screen as follows:

FIGHT TYPE	Score players by friendly and enemy side (SIDES), or individually (FREE FOR ALL).
KILL TALLY	Player with the highest number of TOTAL KILLS, TOTAL DAMAGE (delivered to opponents), or KILL RATIO (kills-to-deaths) wins.
	Only kills and damage against airplanes and helicopters are counted; ships, tanks, or other ground-based targets won't affect the score. Killing a player before he ejects counts as two kills.
TIME LIMIT	Set a time limit for the mission, from 1 - 30 minutes.
KILL LIMIT	Set the maximum number of kills (1-10). When this limit is reached, the game ends.
KILL OWNER	Set who must make the specified number of kills (TOTAL, BY ONE SIDE or BY ONE PLAYER).
NUMBER OF REVIVALS	Set how many lives each player gets (0-10, or UNLIMITED).
REVIVAL DELAY	Set the time delay between death and revival (0-5 minutes).
REVIVAL DISTANCE	How far away from the battle a rejoining player is revived (1-40 miles).
REVIVAL WEAPONS	Set what arms a player can use after being revived — WITH MISSILES, WITHOUT MISSILES (player keeps air-to-ground missiles), WITH BULLETS (player keeps only guns), with HALF BULLETS (player keeps only guns, with half the number of usual rounds).

Selecting Aircraft (Single Mission Only)

Multi-player games allow you to fly any airplanes that exists in the game, including those not available in single-player missions. However, you don't use the *Aircraft Selection* screen to select which airplane you'll fly. Instead, you choose it from the *Mission Map* screen.

Note: In Multi-player games, you can select any airplane to fly, but you can't select helicopters or blimps. However, you can select helicopters and blimps as objects in the mission.

Click on an aircraft icon, then click the text button on the right side of the screen to view a menu. Highlight the aircraft you want to fly.

IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS

IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS

Arming Aircraft

You choose and arm your aircraft just as you do during normal games. Refer to **Load Ordnance Screen**, p. 16, for details on arming the aircraft. Once you're armed, everyone must press FLY to start the mission. All players will start the mission already airborne.

Dying in Multi-Player Combat

Any player that dies can rejoin the fray. However, the host can designate how many "lives" you get (see **Scoring Parameters**, p. 43.)

To re-enter battle, press Enter. You'll be placed in the same aircraft you were flying before (with whatever weapons the host specified), and you'll be positioned just outside the battle zone. (See revival scoring parameters on p. 43)

In Airbase Assault you press Shift F1 through F6 to revive in another airplane.

Pausing

Any player can pause a multi-player game by pressing Ctrl P or Esc.

Note: There is no time compression available in Multi-player games.

Identifying Each Other

To avoid shooting at airplanes that are on your side (i.e., another friendly if you're friendly or another enemy if you're on the enemy side):

♦   Watch the missile lock box when you target — an "X" appears in the middle of the box when you've targeted a teammate.

♦   Activate SHOW TARGET INFO on the **PREF** menu of the *In-Flight* menu bar to see players' names beneath their callsigns.

♦   Select a target and send an IFF squawk (press U). This will return a *Friendly* message if you've targeted someone on your own side.

45

IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS

Communicating with Other Players

You can communicate with other players once you're connected. However, SEND TO ALL is the only option available before you go into flight. During flight, you can talk to any aircraft you can see. Messages appear in the bottom of the cockpit unless you activate the *In-Flight* menu bar (this suspends message-sending).

[~]	Activate communications.
[Tab] or [↑][↓]	Cycle through receiver options
[Enter]	Type your message using the keyboard, then press [Enter] to send.

Alternatively, you can press [~] in conjunction with a second key:

RECEIVER OPTION	KEYS	RESULT
SEND TO ALL (default)	[~]	Send message to all players.
SEND TO FRIENDLIES	Left [Shift][~]	Send message only to friendly players. (Available once sides are chosen.)
SEND TO ENEMIES	Right [Shift][~]	Send message only to enemy players. (Available once sides are chosen.)
SEND TO WING	[Alt][~]	Send message to your designated wingman. (Only available during flight.)
SEND TO TARGET	[Ctrl][~]	Send message to your currently locked target. (Only available during flight.)

Note: If you want to abort a communication, press [Esc].

To send messages quickly, you can create a text file that assigns text messages to function keys ([F1] to [F12]) on your keyboard. Then, you can simply press a function key to send a particular text message.

See **Creating a Message File**, on the following page.

IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS

Creating a Message File

A sample message file called CHAT.TXT is included in your *Fighters Anthology* directory. To customize this file:

1. Use a text editor (such as NOTEPAD.EXE) or word processing program to edit CHAT.TXT. You can change the default messages listed in it.

2. Each message must fit on a single line. You can have up to 12 lines, each with a separate message. The top line corresponds to F1 , the second to F2 , and so on. Pressing a function key during flight sends whatever message is "attached" to that key.

3. To specify a certain recipient, type in SEND TO FRIENDLIES/ENEMIES/ WING/TARGET, followed by \. Lines without a specific recipient go to all players, unless you specify otherwise during flight.

4. Type in a message. Do not use spaces before/after the message, and press Enter at the end of each line.

AIRBASE ASSAULT

Airbase Assault is a multi-player contest in which each player attempts to defend an air base or carrier while simultaneously trying to take out enemy holdings. There are two types of bases: the land/air base and the carrier ship base with escorts. Mission goals are determined by the type of base the enemy defends.

♦ A land air base is composed of airstrips and key structures, some of which will be your targets. Example: runways, a control tower, a hardened C&C shelter, two hardened shelters, two barracks, and two ammo dumps. Mission goals may require you to take out the control tower, both barracks, and the ammo dumps.

♦ Each map has unique mission objectives. For example, when playing in Pakistan the primary goal is to destroy the armor assets, while in France the targets are missile silos.

♦ A carrier ship base is composed of a carrier and several escort ships. Example: an Eisenhower class carrier, an Iowa class battleship, two Ticonderoga class cruisers, and two Sacramento class support ships. Mission goals may require you to destroy all escort ships.

Setting up an Airbase Assault Multi-Player Game

Following standard procedures outlined on p. 32-40, players must connect via modem (2 players), network (2-8 players), TCP/IP connection (2-8 players, 4 players optimum), or serial cable (2 players) before Airbase Assault option is available.

Note: The host alone sets Game Options; each player sets individual Player Options.

1. From the Multi-player Menu, the host selects **AIRBASE ASSAULT** as a game mode. The Choose Side screen appears.

2. From the Choose Side screen, all players select a side to defend. At least one player must repre-sent blue and one player must represent red.

IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS

3. From the Select Airbase screen, each player selects an airbase to defend. There are four red forts and four blue forts.

4. The host clicks the text button to choose the region in which combat takes place. The host can select one of 16 maps.

♦ To scroll through the list, left- or right-click on it.

♦ To bring up the entire list, press [Shift] and left-click.

5. Each player must select an airbase and click OK to go to the Aircraft Setup screen.
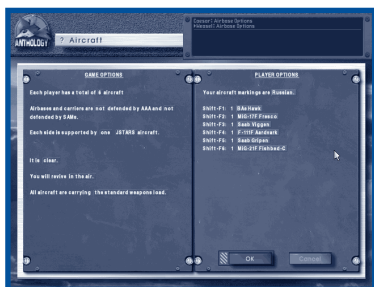
6. From the Aircraft Setup screen, the host determines the number of planes each player will fly, the strength of each base's defense, the type of support craft, the weather conditions, and the revival location and whether player aircraft carry a standard or custom weapons load. Each player defines his aircraft markings and up to six different aircraft types.

Planes are located at each player's base and act as the player's reserves. Each time a player dies in one aircraft, he can select another until there are no more available. Each type of craft is assigned a specific function key, [Shift]-[F1] through [Shift]-[F6]. Pressing one of these keys after ejecting, crashing, or being shot down revives the player into the plane of his choice.

7. All players click OK. The Mission Brief appears, listing mission objectives for each side.

8. All players click OK. The Mission Map screen appears, showing the location of all *allied* bases and any human-occupied enemy bases. Each player sees all airbases/carriers that belong to his side and each human-occupied base on the enemy's side.

9. All players select OK. If the host selected STANDARD WEAPONS LOAD at the Aircraft Setup screen, combat begins. If the host selected CUSTOM, the Load Ordnance screen appears.

10. From the Load Ordnance screen you can modify weapons loads for each aircraft type in your inventory.

♦ To scroll through your aircraft, press [[] or []].

11. All Players select FLY, and the mission begins.

12. An Airbase Assault game ends when all human-occupied bases on one side are destroyed.

Airbase Assault Gameplay Notes

Shift-I displays list of all planes available. Mission objectives are the same for each base on a specific map, differing only for airbase- or carrier-style missions. However, the objectives may vary greatly between different maps. Generally, you take out all the support ships or structures, not the carrier or base itself.

♦ Press Shift-F1 – F6 to select the assigned plane when you have lost your current plane.

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS

(INTENTIONALLY LEFT BLANK IN ORIGINAL MANUAL)

IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS