



MANUAL



CREDITS



CHAPTER SUMMARIES



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APPENDICES



CREDITS

Written by Jennifer Spohrer, Tuesday Frase, Valerie Hanscom and Jamie Poolos

Designed by Susan Bednar and Lisa Goodrich

Production and Layout by Vincent Aragon and Tom Peters

QA: Matthew "The Tick" Murphy

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Electronic Arts
P.O. Box 9025
Redwood City, CA 94063-9025



CHAPTER SUMMARIES

For ease of use, this book is divided into nine chapters, each with its own tab. On the back of each tab, you'll find an extensive table of contents for that chapter.

IN A HURRY?

Choose Activity Screen (p. 11) explains the options available on the main screen of the game and the *Fighters Anthology* interface.

Quick & Single Mission Options (p. 14) shows you how to select pre-existing single missions and set up customized quick missions. It also takes you through selecting and arming an aircraft for these missions.

Quick Mission Tutorial (p. 21) walks you through setting up a simple combat mission with the Quick Mission Creator, and then using your aircraft systems and weapons during that mission.

MULTI-PLAYER

2

Multi-Player Connections (p. 31) lists step-by-step instructions for connecting with players over a direct serial cable (p. 32), modem (p. 34), LAN network (p. 36) or the Internet (p. 38).

Multi-Player Missions (p. 42) explains setting up multi-player games, scoring parameters and communicating with other players.

GROUND SCHOOL

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Flight Physics (p. 53) explains how aircraft create and maintain lift.

G-Forces (p. 55) explains the flight envelope and the physical limits to flight.

Turn Performance (p. 58) tells you how to tap into your aircraft's maximum turning capability.

Flight Controls (p. 60) introduces aircraft controls and explains how to use them.

Taking Off and Landing (p. 63) gives step-by-step instructions on taking off, navigating to a waypoint and landing safely. **Taking Off and Landing in a STOVL (p. 70)** covers taking off and landing in these aircraft.

Spins and Stalls (p. 72) describes how stalls and spins occur, and gives pointers for recovery.



COCKPIT ELEMENTS

4

Head-Up Display (p. 77) explains the symbology and modes of the Head-Up Display, or HUD.

Instrument Display Windows (p. 88) explains the functions and symbology of these instrument windows. (Your radar, for example, appears in such a window.)

In-Flight Nav Map (p. 102) lists in-flight camera views.

View Controls (p. 103) lists in-flight camera views.

COMBAT

5

Finding the Enemy (p. 107) describes aircraft detection systems and shows you how to target an enemy with your aircraft's sensors.

Weapons Information (p. 115) acquaints you with weapon guidance systems (SARH, active radar, infrared and laser) and gives range, sensor type and preferred target information for each aircraft weapon.

Using Weapons (p. 121) tells you how to arm and fire each weapon type.

Weapons Information Chart (p. 128) lists the guidance system, effective range and best targets for all weapons.

Defenses and Countermeasures (p. 130) discusses your aircraft's defensive systems (radar warning receiver) and countermeasures (jamming, chaff and flares), and gives tips on deterring enemy missiles.

Combat Tactics (p. 134) introduces combat terms and geometry. **Air Combat Maneuvers (p. 145)** illustrates maneuvers you can use during a dogfight.

Wingman Communication (p. 159) explains the commands you can use to direct your wingmen.

Effects of Damage (p. 161) explains how damage taken from weapons affect your aircraft.



CAMPAIGNS

6

Campaign Options (p. 165) describes how to set up a new pilot for a campaign game and explains the mechanics of how you progress through a campaign.

Campaign History (p. 174) gives background information on the three *Fighters Anthology* campaigns (Egypt, Russia and Baltic).

PRO MISSIONS

7

Designing Missions (p. 178) explains how to use the Pro Mission Creator to build a complex, custom mission you can fly yourself (or against others in multi-player combat).

ADV. IN TECHNOLOGY

8

Advances in Fighter Technology (p. 217) discusses modern advances in agility, speed, stealth, weapon and sensor technology and electronic countermeasures.

SPECIFICATIONS

9

Information in the Game (p. 241) details how to use *Fighters Anthology*'s object viewer, which features photos, specifications, text and drawings of the major objects in the game.

Jane's Specifications (p. 242) provides actual specifications and photos from Jane's Information Group for campaign aircraft.

APPENDICES

Appendix A

Acronyms (p. 325) explains commonly used acronyms.

Appendix B

Glossary of Terms (p. 328) defines commonly used aircraft terms.

Appendix C

Pre-Flight Menu Bars (p. 330) lists all menus on the pre-flight screens and briefly explains the function of each menu option.

Appendix D

In-Flight Menu Bar (p. 336) explains each menu option of the *In-Flight* menu bar.

Appendix E

Object List (p. 339) is a reference guide to all of the objects you can add to a Pro-Mission-Creator mission.

Appendix F

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