



MANUAL



CREDITS



CHAPTER SUMMARIES



TABLE OF CONTENTS

From the TOC, click [blue links](#) to open a chapter and view a topic.

Each chapter has its own table of contents with some active text links. You can also click on bookmarks to view a topic in that chapter.

At any time, you can click the tabs on the right to view another chapter.



APPENDICES



CREDITS

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

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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

3

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

Bibliography (p. 343) lists sources used for documentation research and cool web sites.



1. IN A HURRY?

IN A HURRY	10
CHOOSE ACTIVITY SCREEN	11
Fighters Anthology Interface.....	12
Menu Bars	12
Buttons	12
Text Buttons.....	13
Switches and Dials	13
Objects You Can Drag	13
QUICK, SINGLE MISSION OPTIONS	14
Play Single Mission	14
Fly All	14
Pre- and Post-Flight Screens.....	14
Mission Brief Screen	14
Mission Map Screen	15
Aircraft Selection Screen.....	15
Load Ordnance Screen	16
Mission Debrief Screen	17
Replay Last Mission	17
Create Quick Mission	18
Saving and Re-Playing	
Quick Missions	18
Editing Quick Missions	18
The Aircraft Menu	18
Quick Mission Parameters	19
QUICK MISSION TUTORIAL	21
Quick Mission Setup	21
Cheats	22
In the Air	22
Maneuvering the Aircraft	23
Communicating with Your Wingman	24
Using the Radar	24
Approaching Ground Targets	24
Targeting a Ground	
Object with FLIR	25
Firing Air-to-Ground Missiles	25
Finding an Air Target with Radar	26
Evading Missiles	27
Firing Air-to-Air Missiles	27

2. MULTI-PLAYER GAMES

MULTI-PLAYER CONNECTIONS	31
Direct Serial (Null-Modem)	32
Step 1 — Connecting Your Machines	32
Step 2 — Connecting with	
Another Player	32
Step 3 — Configuring the Mission	33
If You Can't Connect	33
Modem.....	34
Step 1 — Configuring Your Modems	34
Step 2 — Connecting with	
Another Modem Player	34
Step 3 — Configuring the Mission	35
If You Can't Connect	35
IPX/SPX Network	36
Step 1 — Setting Up for LAN Play	36
Step 2 — Connecting With Other	
LAN Players	36
Step 3 — Configuring the Mission	37
If You Can't Connect	37
TCP/IP Network.....	38
Step 1 — Setting Up for Net Play	38
Step 2 — Connecting With	
Other Players	39
Step 3 — Configuring the Mission	39
If You Can't Connect	40
Disconnecting	41
MULTI-PLAYER MISSIONS	42
Setting up Mission Parameters	42
Single Mission	42
Quick Mission.....	42
Selecting Aircraft	43
Arming Aircraft.....	44
Dying in Multi-Player Combat	44
Pausing.....	44
Identifying Each Other.....	44
Communicating with Other Players	45
Creating a Message File.....	46
AIRBASE ASSAULT	47
Setting up an Airbase Assault	
Multi-Player Game	47
Airbase Elimination Gameplay Notes	49



3. GROUND SCHOOL

FLIGHT PHYSICS	53
Bernoulli's Principle	53
Angle of Attack	54
G-FORCES	55
Apparent Weight	55
The Flight Envelope	56
Instantaneous vs. Sustained G-Force	58
TURN PERFORMANCE	58
Turn Rate and Turn Radius	58
Corner Speed	58
Effects of Weapons Loads	59
FLIGHT CONTROLS	60
Pitch, Roll and Yaw	60
Flight Stick	60
Rudder Pedals	61
Throttle	61
Vectored Thrust	62
TAKING OFF AND LANDING	63
Pre-Flight	63
HUD	63
Useful Keys	63
Taking Off	64
Navigating	64
Landing	66
Criteria for a Good Approach	66
Landing Guidance	67
Making Your Final Approach	68
Aborting a Bad Landing	69
TAKING OFF AND LANDING IN A STOVL	70
Vertical Takeoff	70
Short Takeoff	70
Landing	70
TAKING OFF AND LANDING ON A CARRIER	71
Landing Systems Officer's Commands	71
Touching Down	71
SPINS AND STALLS	72
Spins	72
Stalls	73
Controlled Stall (Post Stall Maneuvers)	74

4. COCKPIT ELEMENTS

HEAD-UP DISPLAY	77
Constant HUD Features — General	78
Constant HUD Features —	
Thrust Vectoring Aircraft	81
Additional Weapons Mode Features	83
Missile and Guided	
Bomb Elements	84
Unguided Bomb Elements	85
Gun Elements	86
Additional Navigation Mode Features	87
Instrument Landing System	87
INSTRUMENT DISPLAY WINDOWS	88
View Windows	88
Front View or IR/Laser Target	
Window	88
Other View Window	89
Status Windows	89
Weapons Status Window	89
System Status Window	89
Flight Information Windows	90
Flight Envelope Window	90
Nav Window	93
Passive Radar Windows	94
Radar Warning Receiver	
(RWR) Window	94
Radar Cross-Section (RCS) Window	95
Radar and Targeting Windows	96
Radar Window	96
Target or Radar/Visual	
Target Window	101
IN-FLIGHT NAVIGATION MAP	102
VIEW CONTROLS	103
View Panning and Zooming	104
View Reference Keys	104



5. COMBAT

FINDING THE ENEMY 107

Detection Systems	108
Eyesight	108
Active Radar	109
Infrared (IR) Systems	109
Passive Radar Systems	110
Weather and Detection/Guidance Systems	111
Targeting	112
IR/Laser Advanced Targeting	112
Remote Targeting/Easy Targeting	113
Distinguishing Between Friends and Foes	114
Tracking Your Target	114

WEAPONS INFORMATION 115

Air-to-Air Weapons	115
Air-to-Ground Weapons	116
Weapon Guidance Systems	117
Summary	117
Semi-Active Radar-Homing Weapons (SARHs)	118
Active Radar Weapons	118
Infrared-Homing Weapons	119
Laser-Guided Weapons	120
HARM (Radar-Seeking) Missile	120

USING WEAPONS 121

Aiming a Guided Weapon	121
SARH	121
Active Radar	122
HARM	122
Infrared (Air-to-Air)	122
Infrared (Air-to-Ground)	123
Laser	123
Gaining Firing Position	124
Guns	124
Bombs (Laser and Unguided)	125
Missiles	125

WEAPONS INFORMATION CHART 128

DEFENSES AND COUNTERMEASURES 130

Signatures	130
Jamming	130
RWR Warning Tones	131
Chaff	132
Beating Radar-Guided Missiles	132

Flares	133
Beating Heat-Seeking Missiles	133
Jinking	133

COMBAT TACTICS 134

Situational Awareness	134
Combat Geometry	135
Angle-Off-Tail	135
Aspect Angle	136
Closure Rate	137
Turn Rate/Radius	137
Corner Speed	137
Pursuit Curves	138
Lead Pursuit	138
Lag Pursuit	138
Pure Pursuit	139
Speed vs. Altitude	140
Exchanging Energy	140
Playing the Energy Management Game	141
Choosing Your Attack	141
The Energy Fight	142
The Turning Fight	143
Two-Circle Fights	143
One-Circle Fights	144
The Initial Turn	144

AIR COMBAT MANEUVERS 145

Break Turn	145
Barrel Roll	146
Scissors	147
Spiral Dive	148
High-Speed Yo-Yo	149
Low-Speed Yo-Yo	150
Immelman	151
Split-S	152
Vectored Thrust Hover and Brake	153
Vectored Thrust Turns	154
Herbst Angle-of-Attack	
Maneuver (Post-Stall)	155
J-Turn	156
Engaging Ground Targets	157
Dealing with Anti-Air Defenses	157
Stairstep	158

WINGMAN COMMUNICATION 159

EFFECTS OF DAMAGE 161



6. CAMPAIGNS

CAMPAIGN OPTIONS165

Start New Campaign/Continue	
Old Campaign	165
Select Pilot Screen	165
Campaign Screens	167
Mission Brief Screen	167
Mission Map Screen	167
Aircraft Selection Screen	170
Load Ordnance Screen	170
Aircraft Repair Screen	172
Ending Missions and Campaigns	173
Ending a Mission	173
Losing the Campaign	173
Winning the Campaign	173

CAMPAIGN HISTORY — EGYPT174

<i>Jane's Intelligence Review</i> — Pointer	
Egypt's hard line policy pays off	174
<i>Jane's Defense Weekly</i>	
Flashpoints — Egypt	175
<i>Frontline: The Middle East</i>	
Egypt slow to handle rebel takeover	175

CAMPAIGN HISTORY — RUSSIA176

<i>Jane's Intelligence Review</i>	
Decline and Fall —	
The China Card	176
<i>Encyclopedia of Military History</i>	
The Maritime Region	177
<i>Frontline: The Pacific</i>	
Hotspots — Russia	178

CAMPAIGN HISTORY — BALTIC179

<i>Jane's Intelligence Review</i>	
Estonia: Facing up to Independence	179
<i>Frontline: Eastern Europe</i>	
Russia Restores Communists to Power	182
<i>Frontline: Eastern Europe</i>	
Russia Declares Re-Unification of USSR	182
<i>Frontline: Eastern Europe</i>	
Belarus Falls	182

CAMPAIGN HISTORY — KURIL ISLANDS 1997..184

<i>Encyclopedia of Military History</i>	
Kuril Islands	184
<i>Jane's Defense Weekly</i>	
Russia trims MiG-23 forces in Kurile Islands	185
<i>Frontline: The Pacific</i>	
US seeks Japanese support: offers Kuril Islands	186

CAMPAIGN HISTORY — UKRAINE 1997.....187

<i>International Defense Review</i>	
Crimea: On the razor's edge	187
<i>Jane's Navy International</i>	
Black Sea Fleet division near	188
<i>Frontline: Eastern Europe</i>	
New Russian regime reclaims Black Sea Fleet	189

CAMPAIGN HISTORY — VIETNAM 1972.....190

Naval Aviation in the Vietnam Conflict	190
--	-----

7. CREATING PRO MISSIONS

LOADING AND SAVING MISSIONS.....197

DESIGNING MISSIONS198

Establishing a World — The World Menu	198
Set Map	198
Set Weather (and Time of Day)	198
Set Friendly and Enemy Sides	199
Set Screens	199
Set Skill Levels	200
Setting the Historical Era —	
The Aircraft Menu	200
Looking at the Mission Map	201
Hiding/Displaying Objects —	
The Show Menu	201
Scrolling and Zooming —	
The View Menu	202
3-D Map View	203
Putting Objects on the Map —	
The Object Menu	204
The Choose an Object Panel	204
Selecting and Moving Objects	205
Duplicating and Deleting Objects	205



Defining Objects and Assigning Them	
Targets — Text Buttons	206
Creating Wings and Groups —	
The Object Menu	208
Grounding Aircraft and Delaying Takeoff	208
Assigning Waypoints —	
The Waypoint Menu	209
Waypoint Formation and Objectives	210
Formation, Spacing and	
Stacking Diagrams	212
Setting Multi-Player Parameters	214

8. ADVANCES IN FIGHTER TECHNOLOGY

ADVANCES IN FIGHTER TECHNOLOGY217

AGILITY218

Fly-By-Wire (FBW) Control System	219
Tailless Aircraft	220
Thrust Vectoring	221
Composites	222
Supercritical Wing	223
Forward-Swept Wing (X-29 only)	224
Close-Coupled Canards	225

SPEED226

Engine Technology	226
How a Turbofan Engine Works	227
ATF Engine Requirements.....	228

STEALTH229

Radar Cross-Section (RCS)	230
RAM/RAS Surfacing	231
Radar-Absorbent Material (RAM)	231
Radar-Absorbent Structures (RAS)	231
Intake and Exhaust Concealment	232

WEAPONS/SENSOR TECHNOLOGY233

Radar	233
Fighters Anthology Avionics	234
IR (Infrared)	234
Radar and Infrared Seekers	235
HUDs and MFDs.....	236
Head-Up Display	236
Multi-Function Display	236

ELECTRONIC COUNTERMEASURES237

Radar Warning Receiver	237
Electronic Jammer	238

9. SPECIFICATIONS

INFORMATION IN THE GAME241

JANE'S SPECIFICATIONS242

A-7A/E Corsair II	244
AC-130U Spectre	247
AV-8B Harrier II	250
B-2A Spirit.....	254
Eurofighter 2000	257
F-4B/J Phantom	261
F-8J Crusader.....	264
F-14 Tomcat	266
F-16 Fighting Falcon.....	269
F/A-18 Hornet	275
F-22	278
F-104 Starfighter	283
F-117A Night Hawk	286
JAS 39 Gripen	289
MiG-17F Fresco	292
Mig-21F Fishbed-C	294
Rafale C	297
Sea Harrier FA.2	301
Su-33 Flanker-D.....	305
Su-35.....	308
X-29	310
X-31 EFM	312
X-32 ASTOVL	315
Yak-141 Freestyle	316

APPENDICES

APPENDIX A: ACRONYMS321

APPENDIX B: GLOSSARY OF TERMS324

APPENDIX C: PRE-FLIGHT MENU BARS330

APPENDIX D: IN-FLIGHT MENU BAR332

APPENDIX E: OBJECT LIST335

APPENDIX F: BIBLIOGRAPHY339