



WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

BASIC GAMEPLAY CONTROLS

FLIGHT

ACTION	KEYPAD	JOYSTICK	MOUSE
Nose up	[2]	Pull back	Move back
Nose down	[8]	Push forward	Move forward
Roll left	[4]	Lean left	Move left
Roll right	[6]	Lean right	Move right
Throttle up	[+]	[+]	[+]
Throttle down	[-]	[-]	[-]

COMBAT

ACTION	KEYBOARD	JOYSTICK	MOUSE
Select weapon	[Tab]	Button 3	[Tab]
Fire weapon	[Enter]	Button 2	Right-click
Fire cannon	[Spacebar]	Button 1	Left-click
Drop decoy flares	[Bksp]	[Bksp]	[Bksp]
Target best enemy	[T]	Button 4	[T]
Cycle through targets	[R]	[R]	[R]
Autopilot	[A]	[A]	[A]
Fire special weapon	[S]	[S]	[S]

GAME OPTIONS

ACTION	KEYBOARD	JOYSTICK	MOUSE
Exit mission	[Esc]	[Esc]	[Esc]
Pause / Resume flight	[P]	[P]	[P]

table of contents

BASIC GAMEPLAY CONTROLS	1
SYSTEM REQUIREMENTS	3
DIRECTX INSTALLATION	4
STARTING THE GAME.....	6
Installing	6
Loading	7
Quickstart	7
FLIGHT CONTROLS.....	8
AIR SUPERIORITY	13
SETTING UP A MISSION	16
Main Menu	16
Mission Select.....	18
Mission Briefing.....	19
Debriefing.....	21
OPTIONS.....	23
MULTIPLAYER GAMES.....	25
UNINSTALLING THE GAME	29
TECHNICAL SUPPORT	30
WARRANTY INFORMATION.....	40

SYSTEM REQUIREMENTS

MINIMUM CONFIGURATION

- Windows® 95 or Windows® 98 with DirectX™ 6.0 installed (included on *Fighter Pilot* disc)
- 166MHz or faster Intel® Pentium®, Cyrix® 6x86™, or AMD® K6™ processor
- 85MB free, uncompressed hard disk space
- 16MB RAM
- 4x CD-ROM drive using a 32-bit Windows 95/98 CD-ROM driver
- DirectX 6.0 compatible 2MB PCI bus video card
- DirectX 6.0 compatible sound card

REQUIRED FOR MULTIPLAYER GAMES

In addition to the Minimum Configuration System Requirements:

IPX NETWORK (2-8 PLAYERS)

- IPX/SPX compatible network protocol

TCP/IP NETWORK (2-4 PLAYERS)

- Internet connection

MODEM (2 PLAYERS)

- 100% Hayes-compatible 28800 bps or faster modem
- High speed serial port (16550 UART) for external modems

SERIAL PLAY (2 PLAYERS)

- Null modem cable connected via high speed serial port (16550 UART)

SUPPORTED INPUT DEVICES

- Mouse, Keyboard, Windows 95/98 supported Joystick or Flightstick, Windows 95/98 supported Gamepad.

DISK PREPARATION

Before you install any software, it is critical that your hard drive be in proper working order. We recommend running ScanDisk and Disk Defragmenter. ScanDisk searches your hard drive for any lost allocation units as well as any cross-linked files and directories. Disk Defragmenter ensures that your data is sorted properly. Failure to verify this may result in corrupt data.

1. First, run ScanDisk. To start ScanDisk, left-click on the **START** button from the Taskbar. The Start menu opens.
2. From the Start menu, select **RUN**. Then, in the Run dialog box, type **scandisk** and click **OK**.

Once the program starts, ensure that you have selected **THOROUGH** in the **Type of test** section, make sure there is a check mark in the **AUTOMATICALLY FIX ERRORS** box and select the hard drive you are installing the game to (e.g., **C:**). Once everything is set up correctly, click **START** to have the program scan the drive and correct any errors.

3. Next, run Disk Defragmenter. To start Disk Defragmenter, left-click on the **START** button from the Taskbar. The Start menu opens.
4. From the Start menu, select **RUN**. Then, in the Run dialog box, type **DEFRAG** and click **OK**. As with ScanDisk, select the drive you are installing the game to and click **OK**.

DIRECTX™ INSTALLATION NOTES

Read This Section Completely Before Playing *Fighter Pilot* Or Installing The DirectX Drivers.

DirectX is an Application Programming Interface that allows Windows®95/Windows®98 based applications to have high-performance, real-time access to your hardware. It also reduces the complexity of installing and configuring your hardware. This makes the DirectX API well suited for Windows®95/Windows®98 games. *Fighter Pilot* uses the DirectX 6 API (the latest version of DirectX at the time of release) and includes DirectX 6 files which you can install.

The DirectDraw, DirectSound and Direct3D components of DirectX may require updating your video, sound or 3D card drivers respectively, for proper operation of these components. Using video, sound and 3D card drivers that do not have DirectX 6 support will result in display, audio and 3D problems in DirectX 6 applications. During the installation of DirectX 6, your video, sound and 3D card drivers will be updated if required. The DirectX 6 files included with *Fighter Pilot* includes drivers for most video, sound and 3D cards from the major manufacturers of these peripherals. For new hardware, and for lesser-known brands of peripherals, you may have to contact your manufacturer to obtain drivers that have DirectX 6 support. After installing DirectX 6, check to see if your video, sound and 3D card drivers have DirectX 6 support:

1. Click the **Start** button on your Windows®95/Windows®98 Taskbar. Then click **Run...**
2. From the Run dialog box, type **c:\program files\directx\setup\dxdiag.exe** then click **OK**.

The DirectX diagnostics program gives you information on your video, sound and 3D card drivers. To check your video card drivers click on the [Display 1] tab, to check your sound card drivers click on the [Sound] tab and to check your 3D card drivers click on the [Display 2] tab. On each of these screens, the Drivers section tells you whether your driver is certified by Microsoft as supporting DirectX 6.

If your driver is reported as 'Certified: Yes' your device has DirectX 6 support and should work properly in DirectX 6 applications.

If your driver is reported as 'Certified: No' your device does not have DirectX 6 support and may experience problems running DirectX 6 applications. If this is the case please consult the notes section at the bottom of the DirectX Diagnostic Tool application. Windows 98 users may also consult the [Troubleshoot] button, accessed from the [Still Stuck ?] tab.

Important Note: During the installation of DirectX 6, the setup program detects whether or not your drivers can be updated successfully. If the driver being replaced has not been tested or replacing the driver is known to cause problems, the setup program warns you accordingly. We recommend you abide by these warnings.

INSTALLING

To install *Fighter Pilot* to your computer's hard drive:

1. Start the *Windows 95/98* operating system.
2. Insert the *Fighter Pilot* CD into your CD drive. The Autorun menu appears.
 - If the Autorun menu does not appear, click **Start\Run...**, then type **d:\auto** in the text box, and click **OK**. (Substitute the correct letter of your CD drive if other than 'D:'). The Autorun menu appears.
3. Click **INSTALL** to begin the Setup program.
4. Click **Next>** at each prompt to accept the default installation. The *Fighter Pilot* files are copied to your computer's hard drive.
 - If you wish to customise the Setup program, follow the on-screen instructions.
5. When file transfer is complete, click **Finish**. The Readme file opens.
 - The Readme file is an addendum to the printed manual. It may contain additional last minute game information.
6. Close the Readme file, and you're ready to load the game.

LOADING

To load *Fighter Pilot*:

1. Start the *Windows 95/98* operating system.
2. Insert the *Fighter Pilot* CD into your CD drive.
3. Double-click the *Fighter Pilot* shortcut icon on the Windows desktop or click **Start\Programs\Fighter Pilot\Fighter Pilot**.
 - The introductory screens appear, followed by the Main menu. (*Setting up a Mission on p. 14.*)

QUICKSTART

To quickly begin a mission:

1. From the Main menu, click **MISSION**. The Pilot Name entry box appears.
2. To accept the default pilot name (your Windows login name), click **MISSION**. The Mission Select screen appears.
3. Click **ACCEPT**. The Mission Briefing screen appears.
4. Listen to your mission objectives, then click **FLY MISSION**. You appear in your aircraft, ready to engage the enemy. (*Flight Controls on p. 6.*)

FLIGHT CONTROLS

FLIGHT

ACTION	KEYPAD	DESCRIPTION
Nose up	[2] or [↑] (kb)	Pull back on the flight stick to climb higher
Nose down	[8] or [↓] (kb)	Forward on the flight stick to dive lower
Roll left	[4] or [←] (kb)	Roll to the left to dodge fire or turn
Roll right	[6] or [→] (kb)	Roll right
Nose left (rudder)	[1] or [←] (kb)	Turn left while keeping the aircraft level
Nose right (rudder)	[3] or [→] (kb)	Turn right while keeping the aircraft level
Hard left	[7]	Roll the aircraft 90° for a tight turn to the left
Hard right	[9]	Roll the aircraft 90° for a tight turn to the right
Auto level (Hold Down)	[5] or [L] (kb)	Press and hold to automatically level the aircraft
Afterburner	[/]	Engage afterburners to achieve maximum speed
Throttle up	[+]	Increase throttle to achieve greater airspeed
Throttle down	[-]	Decrease throttle to reduce airspeed
Brakes	[*] or [B] (kb)	Apply air brakes for a quick airspeed reduction
Throttle set	[1] - [0] (kb)	Lock into a preset throttle setting from idle to max. * In this table, (kb) denotes keyboard control.

COMBAT

ACTION	KEYBOARD	DESCRIPTION
Select weapon	[Tab]	Select missile type
Fire weapon	[Enter]	Fire the currently selected missile
Fire cannon	[Spacebar]	Rake the skies with a rapid-firing cannon
Drop decoy flares	[Bksp]	Release flares to confuse missiles locked onto your aircraft
Target best enemy	[T]	Lock onto the highest priority enemy

FLIGHT CONTROLS

Cycle enemy targets	[R]	Choose the enemy target you want to attack
Cycle objectives	[E]	Targets mission objectives within radar range
Cycle friendly targets	[Q]	Cycle through allies to keep tabs on their status
Cycle waypoints	[W]	Select the waypoint you want to fly to next
Autopilot	[A]	Automatically directs your aircraft to next waypoint
Fire special weapon	[S] or [Del]	Fire special weapon, if your aircraft is so equipped
Match target speed	[Home]	Adjusts your speed to match your target's. <i>This is one of the most useful features in the game. Use it at close range to help during dogfights.</i>

VIEWS

ACTION	KEYBOARD	DESCRIPTION
Standard chase view	[F1]	View from behind. Aircraft is low for more visibility
Standard glance left	[F2]	View from immediately behind aircraft's right wing
Standard glance right	[F3]	View from immediately behind aircraft's left wing
Standard rear view	[F4]	View from the front, looking back at pursuers
Cockpit view	[Alt] + [F1]	Cockpit perspective for generous panoramic view
Tactical view	[F5]	View with you in the foreground, target in the back
Toggle map screen	[M] or [F6]	Overhead map displaying position and waypoints

Tip: When a yellow triangle is displayed on top of an enemy aircraft, that means he's attacking you!

FLIGHT CONTROLS

COMMUNICATION

ACTION	KEYBOARD	DESCRIPTION
Call for help	[Pg Up]	Call for assistance from your support aircraft
Taunt enemy	[Ins]	Broadcast a taunt to the enemy fighter pilots

GAME OPTIONS

ACTION	KEYBOARD	DESCRIPTION
Exit mission	[Esc]	Quit mission. When prompted, press [Y] to confirm
Music toggle	[Alt] + [M]	Toggle background music during the mission
Toggle pitch ladder	[F8]	Display the pitch ladder
Cinematic view toggle	[F12]	Choose between letterbox and full-screen display
Victim camera toggle	[F9]	Toggle view of the currently selected target
Weapon camera toggle	[F10]	Toggle view of your missile en route to target
Talking camera toggle	[F11]	Displays any aircraft that talks to you
Pause/Resume flight	[P]	Stop the action/Return to the action

MULTIPLAYER

ACTION	KEYBOARD	DESCRIPTION
Team chat	[Pg Up]	Send a chat message to your team only. Type your message, then press [Enter] .
All chat	[Pg Dn]	Send a chat message to all players. Type your message, then press [Enter] .

FLIGHT CONTROLS

JOYSTICK CONTROLS

ACTION	JOYSTICK
Fire cannon	Button 1
Fire weapon	Button 2
Select weapon	Button 3
Target best enemy	Button 4
Drop decoy flares	Button 5
Call for help	Button 6
Standard chase view	Hat [↑]
Standard glance left	Hat [←]
Standard glance right	Hat [→]
Standard rear view	Hat [↓]
Centre joystick	[Alt] + [J]

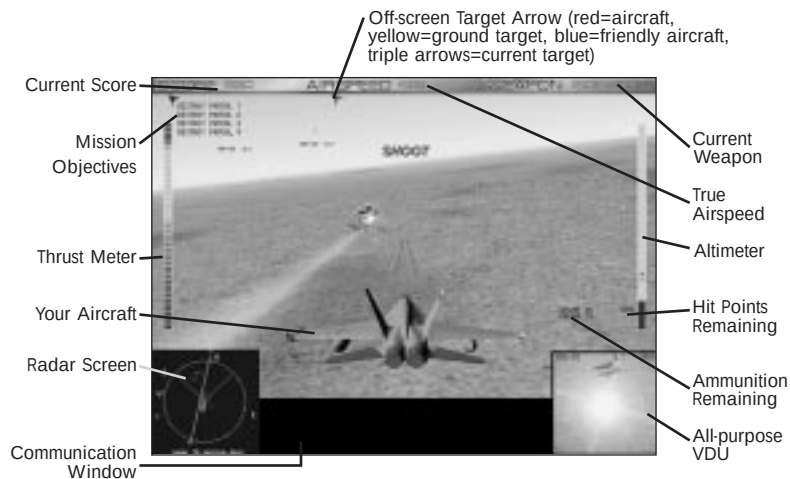
MOUSE CONTROLS

ACTION	MOUSE
Fire cannon	Left-click
Fire weapon	Right-click
Centre mouse	[C]

The converging lines in front of this aircraft are called the Gun Funnel, and shows where the bullets from your cannon will go when you fire. It automatically appears when an enemy is within cannon range. To help score a kill, line the Gun Funnel's tip on top of the enemy aircraft and fire!



FLIGHT CONTROLS



Flight Tip: To execute a banking turn for quick manoeuvre, roll left or right up to 90°, then press **[2]** on the keypad or pull back on your controller to get the jet's nose back. When you're going in the direction you want, reposition the jet to level or just press and hold **[L]**.

AIR SUPERIORITY

AIRCRAFT STRENGTH

F/A-18	Balance: Good all-around performance
F-117	Stealth: Difficult for the enemy to detect
F-22	Manoeuvrability: Tighter turns and loops
Su-35	Speed: Highest top speed

AIR-TO-AIR WEAPON

Sidewinder
Sidewinder
Phoenix
Phoenix

AIR-TO-GROUND WEAPON

Maverick
Vandal
Maverick
Vandal

WEAPONS

<i>Sidewinder</i>	Standard air-to-air missile	<i>Maverick</i>	Standard air-to-ground missile
<i>Phoenix</i>	Improved <i>Sidewinder</i>	<i>Vandal</i>	Improved <i>Maverick</i>

MISSION OBJECTIVES

The goals you must achieve to complete the mission will appear in your HUD. You may accomplish these in any order you like.

Unfulfilled objectives appear in red, but when you press **[T]** to lock on to an objective target, it flashes white. Destroy a target to complete the objective, and the objective description turns green.

You'll occasionally be called on to protect Friendly Objectives. Their names appear in blue letters on the HUD. If they're destroyed, their names turn yellow. Remember, destroy red objectives, and protect blue ones!

AIR SUPERIORITY

AIR-TO-GROUND (ATG) OBJECTIVES

Air-to-Ground objectives require different weapons and tactics. To target a ground objective, you must first press **[Tab]** to select your ATG missiles.

Ground targets are surrounded by a white box. Your current target will have a red circle inside the box. A spinning yellow symbol will appear when you're in range to fire.

WAYPOINTS

Waypoints are numbered on the radar screen. A larger font (text size) identifies your next waypoint, but you may ignore the sequence by pressing **[W]** to choose the next waypoint.

To head for a waypoint, manoeuvre your jet so that the waypoint is at the 12 o'clock position on your radar screen. When you enter Autopilot mode, your aircraft automatically flies toward the next waypoint.

ALTIMETER

A blue hash mark indicates your jet's position on the Altimeter. The bottom of the meter is sea level, and the top of the black bar is ground level. When you target an airborne enemy, a red hash mark identifies his altitude.

ALL-PURPOSE VDU

The All-purpose Video Display Unit displays your jet's status. If you have the Victim, Weapon, or Talking camera enabled, the All-purpose VDU cycles to the appropriate display.

AIR SUPERIORITY

STATUS

- Diagram changes from yellow to red to black to indicate areas of damage



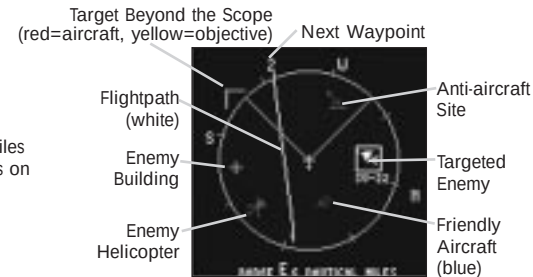
VICTIM CAMERA

- You must Target an Enemy to Activate this Camera



RADAR SCREEN

- Primary Objectives Flash yellow on the Radar
- Enemy and Friendly missiles appear as green symbols on the radar screen



The Radar Screen displays all aircraft, buildings, anti-aircraft weaponry, waypoints, and compass directions. Targeted items are boxed and identified. Arrows point to enemies beyond the scope of the screen.

NAVIGATION MAP

Anytime you want to get your bearings relative to your mission objectives and waypoints, press **[M]** to display the Navigation Map. While the Navigation Map is active, your mission is paused.

SETTING UP A MISSION

Getting started is a snap—simply choose a pilot and a mission, and you're good to go! Check your radar and follow the waypoints to complete your mission objectives. Survive the battle, and you'll fly home to a hero's welcome.

MAIN MENU

From the Main menu, you can create a new pilot name, choose a mission, and configure the game environment to your preference. The Main menu also serves as the *Fighter Pilot* leader board.

- When you're ready to continue, click **MISSION**. The Mission Select screen appears. (p. 16.)

NEW PILOT

Upon beginning a mission, you are prompted to enter a name. The next time you play, your pilot's name appears in the Pilot list as the default.

- To fly as a new pilot, click **NEW PILOT**. The Pilot Name entry box appears. Type a name, then press **[Enter]**. The new pilot appears in the Pilot list.

DELETE PILOT

- To delete a pilot, click the pilot's name to highlight it, then click **DELETE PILOT**. Click **OK** to confirm your decision. The pilot is removed from the Pilot list.

MISSION

- To begin a solo mission, click **MISSION**. If you have not created a pilot, the Pilot Name entry box appears—each time after that, the Mission Select screen appears. (p. 16.)
- To change the Pilot Name, type a name, then press **[Enter]**. The Mission Select screen appears. (p. 16.)

MULTIPLAY

You can link up to eight computers across an IPX network, four over TCP/IP, or two computers via Modem or Serial for intense one-a-one dogfights.

- To begin a multiplayer battle, click **MULTIPLAY**. The Multiplayer screen appears. (p. 25.)

OPTIONS

Adjust options that control all aspects of *Fighter Pilot* gameplay. (Options on p. 20.)

SETTING UP A MISSION

EXIT

Quit *Fighter Pilot* and return to your Windows desktop.

- To quit the game, click EXIT. When the confirmation screen appears, click EXIT again.

MISSION SELECT

The Mission Select screen is where you select your next *Fighter Pilot* challenge.



- You must *attempt* a mission before moving on to the next one. You may, however, repeat any previously completed mission.
- To select a mission, click it to highlight it, then click **ACCEPT**. The Mission Briefing screen appears.

SETTING UP A MISSION

MISSION BRIEFING

The Mission Briefing screen provides extensive details of the mission at hand. Look alive here, pilot, and you'll stay alive during your campaign.



- When you arrive at the Mission Briefing screen, your orders appear on the mission map, objective-by-objective.
- To repeat the entire list of orders, click **REVIEW**.
- To repeat an order for a specific mission objective, click the objective.
- Some missions will let you choose different types of allied support aircraft. Simply click on your selection. Click **NO SUPPORT AIRCRAFT** if you wish to fly the mission with no assistance. This will make the mission more difficult, but can result in a higher score.

ALLIED SUPPORT AIRCRAFT

AWACS (Warlock): Expands your awareness beyond the range of your radar. Access the map screen [M] to view all enemy unit locations. Press [Pg Up], and Warlock updates you on the location of your nearest enemy aircraft.

F/A-18 (Spiff): Provides additional air-to-air combat power. To command Spiff to attack an enemy aircraft, target it, then press [Pg Up]. In later missions, Spiff flies an F-22.

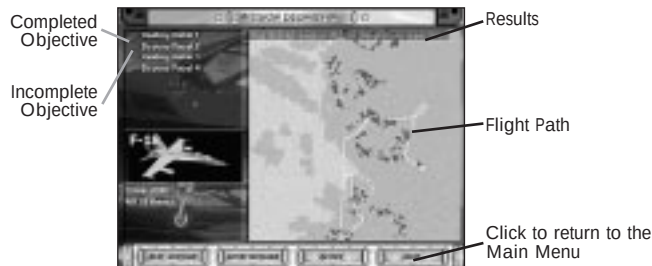
F-4G (Crossbow): Provides additional air-to-ground combat power. To command Crossbow to attack a ground object, target it, then press [Pg Up]. Crossbow attacks the target.

EF-111 (Medusa): Provides additional defensive capability by jamming enemy radar. Medusa doesn't require any commands to function.

- Though it's not a support aircraft, you'll often be required to escort an MH-53J helicopter with the callsign "Yahoo". This helicopter has no weapons, and requires your protection to survive.
- When you're ready to begin your mission, click FLY MISSION. You appear in your aircraft, ready to engage the enemy. (*Flight Controls on p. 6.*)

DEBRIEFING

The Debriefing screen appears following each mission. At the Debriefing screen, you can find out how well you completed your objectives. If you did not complete your objectives so well, you can return to the skies and give it another go.



- When you arrive at the Mission Debriefing screen, your results appear on the mission map, objective-by-objective, and a jet icon repeats your flight path.
- To repeat the entire list of results, click REVIEW.
- To repeat a result for a specific mission objective, click the objective.
- To return to the Mission Select for your next combat assignment, click NEXT MISSION.
- To return to the air for another shot at the completed mission, click RETRY MISSION. The score for your previous attempt is not saved.

OPTIONS

At the Options screen, you can modify a wide range of game options that affect every aspect of *Fighter Pilot* gameplay.

- Turning ON Invulnerability or Unlimited Ammo greatly reduces your potential score.



- To toggle an option ON/OFF, click the box or circle next to the item.

Note: Default options appear in bold type throughout this manual.

Invulnerability Set ON to fly without the possibility of crashing or being shot down, or **OFF** where your vulnerability depends on your aircraft's durability.

OPTIONS

Unlimited Ammo

In Multiplayer games, this affects crashing only.

Set ON for bottomless ammunition supplies for all weapons at all times, or **OFF** for standard weapon loads.

This option is not available in Multiplayer games.

Demo Mode

When **ON**, a demo flight begins anytime you stay at the Main menu with no activity for 2 minutes. The demo showcases *Fighter Pilot* jets and terrain, but you can take over the controls when you're ready.

Skill Level

Increase Skill Level for enemy fighters that fly and fire with more precision and absorb more damage. Choose **NOVICE**, **VETERAN**, **EXPERT**, or **ACE**.

The lower the Skill Level, the lower your scores and the more durable your jet. You cannot crash into the ground when flying at the Novice level.

Input Device

Select the type of game controller you want to use. You can play *Fighter Pilot* with your JOYSTICK, a MOUSE, or the KEYBOARD.

Mouse Sensitivity

If you are playing with a mouse, move the slider to adjust its sensitivity level. Sensitivity is higher to the right, lower to the left.

Graphics

FULL SCREEN: Set **ON** for a game screen that fills your monitor, or **OFF** to play in a slightly smaller window. (A smaller window usually equals faster gameplay.)

3Dfx: Appears only if your system has a 3Dfx compatible accelerated graphics card. Set **ON** for faster and smoother gameplay and graphics.

DETAIL LEVEL: Move the slider to adjust the level of graphic detail. Your computer may sacrifice speed for detail, so choose the level that delivers the best overall gameplay.

Battle your friends for air superiority in multiplayer games. When connecting for multiplayer games, one player creates the game and serves as its *Host*, and the other players join the game, serving as *Clients*. Decide who will play these roles, then get ready to connect.

To begin a multiplayer game:

1. From the Main menu, each player clicks **MULTIPLAY**. The Multiplayer screen appears.
2. From the Multiplayer screen, each player clicks **CONNECTION**. The Protocol screen appears.
3. From the Protocol screen, each player clicks either the **HOST** or **JOIN** option (depending on their roles) for the appropriate connection protocol.

SERIAL

If you choose the Serial protocol, the Serial Connection screen appears. Confirm that all connection options are correct, or set the correct options, then click **OK**.

Host The Multiplayer screen appears. (p. 25.)

Client The Select Session screen appears. Click the host's game, then click **JOIN**. The Multiplayer screen appears. (p. 25.)

MODEM

If you choose the Modem protocol:

Host The Modem Connection screen appears. Click ANSWER. When the client connects, the Multiplayer screen appears. (p. 25.)

Client The Modem Connection screen appears. Type the host's modem number, then press **Enter**.

The Select Session screen appears. Click the host's game, then click JOIN. The Multiplayer screen appears. (p. 25.)

IPX

If you choose the IPX protocol:

Host The Multiplayer screen appears. (p. 25.)

Client The Select Session screen appears. Click the host's game, then click JOIN. The Multiplayer screen appears. (p. 25.)

TCP/IP

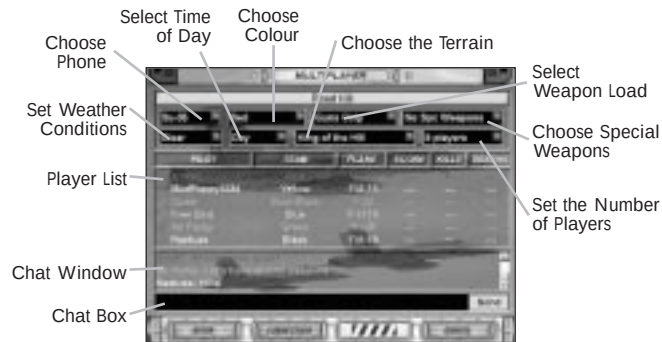
If you choose the TCP/IP protocol:

Host The Multiplayer screen appears. (p. 25.)

Client The Locate Session screen appears. Type the host computer's IP address, then press **Enter**. The Select Session screen appears. Click the host's game, then click JOIN. The Multiplayer screen appears. (p. 25.)

MULTIPLAYER SCREEN

The host has access to all game setup options on the Multiplayer screen. Clients may choose their aircraft types and colors only. Players can chat on this screen, giving clients a voice, if not a hand, in the game setup process.



- To adjust a game setup option, click the current selection, then select your choice from the pop-up menu.
- To chat, click in the Chat box to activate the cursor, then type a message, and click **SEND**. The message appears in each computer's Chat window.
- When you're ready to fly, click **BEGIN**. A green checkmark appears next to your name in the Player list.

MULTIPLAYER GAMES

- When the host clicks **BEGIN**, each player with a checkmark appears in their aircraft, ready to engage the enemy. (Flight Controls on p. 6.)
- Players may join multiplayer games in progress as long as player slots are available.

MULTIPLAYER HUD



MULTIPLAYER DEBRIEFING

The Multiplayer Debriefing screen tracks each pilot's score, number of kills, and number of times killed (deaths). You can determine the mission winner by any of the tracked factors or a combination of all three.

- To get back into the sky for another session, click **NEW GAME**. The Multiplayer screen appears.

UNINSTALLING THE GAME

To remove *Fighter Pilot* from your computer's hard drive:

1. Start the *Windows 95/98* operating system.
2. Click **Start\Programs\Fighter Pilot\Remove Fighter Pilot**.
3. At the confirmation prompt, click **Yes**. The *Fighter Pilot* files are removed from your computer's hard drive.
4. When uninstall is complete, click **OK**.

PROBLEMS WITH YOUR SOFTWARE?

If you are having a problem installing or using your software, we want to help.

- First, please make sure you have read thoroughly the Installing the Game and System Requirements sections.

If you have followed the directions and are still having trouble installing or operating the software, below are some hints that might help solve the problem.

CD PROBLEMS

A quad-speed or faster CD-ROM drive is required to run *Fighter Pilot*.

Receive “File not found” error message when installing or running the game

- Make sure the game was properly installed. See the Installation section.
- Make sure that the CD is in the CD drive. The CD must be in the drive to install or run the game.
- Make sure that the CD is not scratched, damaged or dirty.

CD-ROM PERFORMANCE PROBLEMS

- Be sure that you are using a 32-bit native Windows 95/98 driver to control your CD-ROM drive. These drivers can be configured from the Device Manager in the Control Panel>System.
- Do not use a DOS-based 16-bit driver (loaded in CONFIG.SYS) to control your CD-ROM. Performance may be significantly reduced.

VIDEO PROBLEMS

Fighter Pilot requires a PCI SVGA video card capable of 640x480 resolution with 65,535 colors (2 MB or more video memory). It is normal for the videos to have a single black line between each line of video on the screen.

Note: If your Windows 95/98 display driver does not support DirectDraw, you may experience difficulties installing or running *Fighter Pilot*.

GENERAL VIDEO CARD INFORMATION

- During DirectX installation, the DirectX setup program will attempt to install a display driver that has DirectDraw support for your video card. If your video card driver does not have DirectDraw support, the DirectX setup program will replace your existing video card driver. In some cases, this may disable any manufacturer-specific utilities for your video card. If you want to keep these utilities functional, you may have to obtain the latest drivers with DirectDraw support directly from the manufacturer of your video card.
- If your video card driver already has DirectDraw support, but is not yet Certified by Microsoft, you will be asked if you want to replace your current driver. In most cases, you do not want to replace your existing driver as this may disable any manufacturer-specific utilities for your video card. If you do have video-related problems using the uncertified DirectDraw drivers from Your manufacturer, you may solve these problems by reinstalling DirectX and replacing your current video driver with a DirectX 6 video driver.

Please refer to the DirectX Installation Notes section for more information.

CHOPPY OR STUTTERING VIDEO OR AUDIO

These problems may be improved by adjusting the CD-ROM read-ahead cache.

To adjust the read-ahead cache:

1. At the Windows 95/98 desktop, right-click the My Computer icon, then choose Properties from the pop-up menu.
2. Click the Performance tab, then click File System
3. Click the CD-ROM tab, then click in the Optimize access pattern for: box, and choose QUAD-SPEED OR HIGHER.
4. Move the Supplemental cache size: slider to SMALL, then click Apply.

Note: Moving the slider to LARGE will not improve *Fighter Pilot* video performance, and may actually hinder performance by reserving RAM that would otherwise be available for the game.

ISSUES WITH SPECIFIC VIDEO CARDS

Diamond Viper Pro

You may experience problems with the Diamond Viper Pro video card with some Electronic Arts™ games. If you are experiencing difficulties, you can disable PCI burst mode transfers in your PC's BIOS setup. If your BIOS does not have this feature, Diamond supplies a utility that you can use to disable PCI burst mode transfers. If you have access to the Internet, you can download the utility at Diamond's FTP site at <ftp://ftp.diamondmm.com/pub/misc/burst.exe>.

Oak Driver Package 6.01

You may experience problems using Oak Driver Package 6.01 with *Fighter Pilot*. Avoid using this version of the driver package, and instead try Oak Driver Package Version 4.01 for best results.

Tseng Labs W32p PCI Video Card

You may experience poor performance problems using the Microsoft-provided "Tseng Labs ET4000/W32 PCI" drivers and *Fighter Pilot*. We recommend that you use the latest Tseng Labs provided "Tseng Labs ET4000/W32 PCI" drivers for better results.

Trident TGU19680 Video Card

With this Trident card, you may experience problems with the driver installed by DirectX6. Please use your standard Trident TGU19680 driver for better results.

3Dfx Voodoo Graphics & Rush Boards

Fighter Pilot requires the Glide run-time drivers when using the Voodoo Graphics & Rush chipsets. If you do not have the Glide run-time drivers for the Voodoo Graphics/Voodoo 2/ /Rush chipset installed, contact your board manufacturer to obtain the latest drivers for your board.

MEMORY PROBLEMS

Fighter Pilot requires 16 MB RAM and Virtual Memory Enabled. We advise that you let Windows 95/98 manage the amount of virtual memory automatically (the default setting), and that you have at least 30 MB free hard disk space after installation.

SOUND PROBLEMS

Fighter Pilot requires a sound card with DirectSound support. If your sound card driver does not have DirectSound support you may experience choppy or stuttering sound, or sound that cuts in and out. If your sound card driver does not support DirectSound, we recommend obtaining updated drivers from your sound card manufacturer.

INSTALLED SOUND CARD, BUT THERE IS NO SOUND

- Make sure your speakers or headphones are plugged into the appropriate jack and the volume control is turned up.

GENERAL SOUND CARD INFORMATION

- During DirectX installation, the DirectX setup program will attempt to install a sound driver which has DirectSound support for your sound card. If your sound card driver does not support DirectSound, the DirectX setup program attempts to replace your existing sound card driver.
- Please consult your sound card manufacturer for updated drivers if DirectSound drivers are not available for your sound card in DirectX 6.

Please refer to the DirectX Installation section for more information.

CONTROLLER ISSUES

Joystick Calibration in Windows 95/98

You must calibrate your joystick from the Control Panel for the joystick to be recognized within the game. To install or calibrate your joystick in Windows 95/98, access the Control Panel, and launch the Game Controllers applet. Note that some gaming devices use their own applets or software for installation and calibration.

Gravis Gamepad Pro

If you are experiencing problems with the Gravis Gamepad Pro, make sure you are using the latest drivers from Gravis. The latest drivers can be found at the Gravis website at www.gravis.com.

MODEM PROBLEMS

Fighter Pilot requires a 100% Hayes compatible 28800 bps or faster modem for modem play. A high-speed (16550 UART) serial port is required for external modems.

GENERAL MODEM INFORMATION

Fighter Pilot uses the Windows 95/98 settings to initialise your modem. You must install your modem in Windows 95/98 for it to work properly in the game.

TO INSTALL YOUR MODEM IN WINDOWS 95/98:

1. Click the Start button from the Taskbar. The Start menu opens.
2. From the Start menu, highlight Settings, and then select Control Panel from the pop-up menu.
3. From the Control Panel, double click Modems.
4. If you have not installed a modem before, let Windows 95/98 detect your modem by clicking Add.

If your modem came with a Windows 95/98 driver disk or .INF file, follow the manufacturers directions for installing your modem.

MODEM DOES NOT INITIALISE

- Make sure your modem is installed correctly in Windows 95/98 and is turned on.
- Make sure that your modem works properly in Windows 95/98. If your modem is installed correctly and works with other modem applications in Windows 95/98, but you are having problems initialising your modem in NHL 99, try changing your modem type in Windows 95/98 to "Standard Modem".
- Some computers may have telephone answering or FAX applications pre-installed. Sometimes these applications will tie up the modem, and will not allow other applications to access it. You must exit all applications that may use your modem before playing a modem game.

Note: You may not be able to run your modem on COM4 if you have a video card based on the S3 chip set. If you experience any difficulty making a modem connection on COM4, we suggest changing your modem or serial port to an alternate COM port.

NETWORK PROBLEMS

Fighter Pilot requires an IPX protocol network and network interface card for network play.

- If you experience difficulties with network play, you may want to consult your network manual or network administrator for specific information on loading drivers.

CONNECTION PROBLEMS

- Make sure the computers you are trying to connect are on the same network, and are using the same protocol.

NETWORK PERFORMANCE ISSUES

There are various adjustments you can make to be sure you get the best performance out of your network game. These apply to the host computer as well as the clients, but try them on the host alone first as this may solve all the problems.

- Make sure the host computer (the one that creates the network game) is the fastest of the computers, as it controls the game speed.
- High-traffic networks will slow the game down considerably. Avoid playing the game at peak traffic hours, while there are large file transfers or print jobs being done.
- The slowest computer limits performance. Adjusting the screen size on a slow machine can help boost performance in a network game.

GENERAL NETWORK INFORMATION

Do not run any Windows 95/98 applications that communicate over the network in the background system or network monitors. Make sure you have disabled Network Messages, communicate over the network in the background (e.g., mail programs, personal schedulers, system or network monitors).