Contents

Starting the Game

1. Turn ON the power switch on your 3DO Interactive Multiplayer™. The READY light indicates that the unit is on.

2. Make sure a Control Pad is plugged into the Control Port on the Multiplayer console. (If not, turn the player OFF, plug in a control pad, and turn the player ON again.)

3. Press the OPEN/CLOSE button. The disc tray extends.

4. Insert your game disc into the disc tray (label side up) and press OPEN/CLOSE to retract the tray. The 3DO® logo appears. (If you don't see it after a few seconds, turn OFF the player and begin again at step 1.)

5. When the title animation ends, the first video segment begins. After this video, the first mission is loaded. Press PLAY/PAUSE at any time to view the Main Menu. (See Options on page 6 to learn more about setting up the game.)

6. Once you have set up the options from the Main Menu, press PLAY/PAUSE to start the mission.

Left Shift Button Right Shift Button

Panasonic

D-Pad

C Button

B Button

A Button
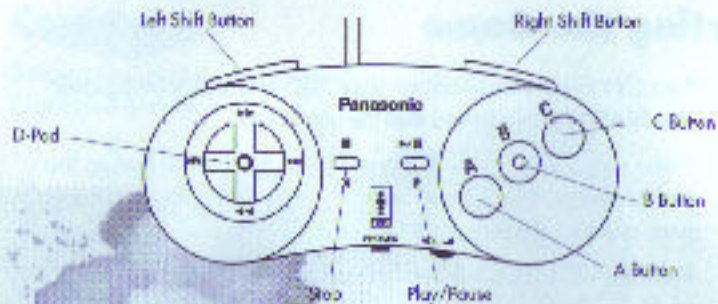
Stop Play/Pause

Command Summary

Overall

Advance through any video: **STOP**
Pause the game: **PLAY/PAUSE**
Continue after having paused: **PLAY/PAUSE**
Exit a mission: **PLAY/PAUSE** then **STOP**
Access Main Menu from video: **PLAY/PAUSE**

Flying

Turn Right: D-Pad **RIGHT**
Turn Left: D-Pad **LEFT**
Climb: D-Pad **DOWN**
Dive: D-Pad **UP**
Thrusters: **RIGHT SHIFT** or A
Toggle between Radar/Windowed Video: **STOP**
Refuel: Fly directly under the refueling drone.

Firing

Fire Lasers: **B**
Fire Missiles: **C**

Main Menu

Options

To select any of the following options, D-Pad **UP/DOWN**, then press **C**.

When you have set the game up, press **PLAY/PAUSE** to launch the game.

Save Game

Once you have depleted all your men, an ending screen offers two choices: **CONTINUE** and **START OVER** from zero.

- To save your mission, select **CONTINUE** at the ending screen. (Once this is done, you may exit the game.)

Note: If you select **START** at the ending screen, your game will be erased and you will start back at level 1.

New Game

You can use the pre-existing names or you can make up your own names. When you have set up the new game, press **PLAY/PAUSE** to return to the Main Menu.

To change NAME:

1. D-Pad **RIGHT** to move the cursor over the first letter.
2. D-Pad **UP/DOWN** to change letters.
3. When you've spelled the name, D-Pad **LEFT/RIGHT** to highlight NAME.

To change DIFFICULTY:

1. D-Pad **DOWN** to highlight RANK (Difficulty)
2. D-Pad **RIGHT** to highlight CADET, WINGMAN, or ACE. (Ace is the most difficult, Cadet, the easiest.)

Press **PLAY/PAUSE** to return to the Main Menu.

> **Note:** A new player name will appear in the Roster only after you have flown a mission.

Roster

To restore a saved game:

1. D Pad UP/DOWN to highlight the game you wish to restore.
2. Press B to restore the highlighted game, or press C to erase the highlighted game.
3. Press PLAY/PAUSE to return to the Main Menu.

> Note: Up to ten games can be saved automatically. You can overwrite a saved game.

Training

If you have yet to complete a mission you can train only in a simulated battle with tanks and jets. Fly a training mission or any mission you have already completed. Scoring doesn't carry over to the next level.

To Select a training mission:

1. D-Pad LEFT/RIGHT to select the number of the mission on which you wish to train.
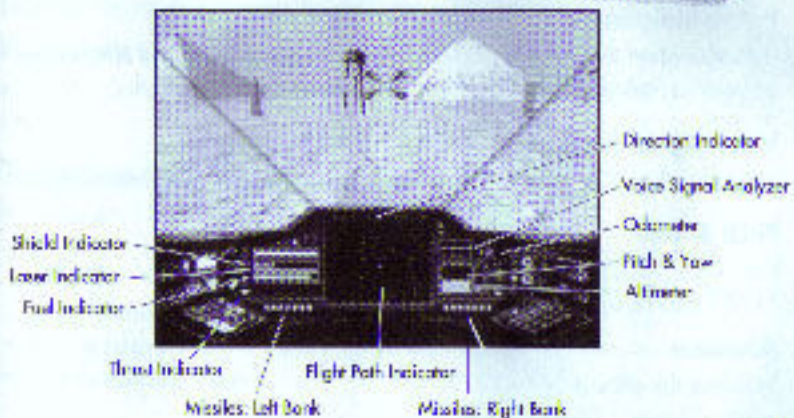2. Press PLAY/PAUSE to begin the mission.

Help

To view the control pad layout: Press C.

Your Aircraft/Cockpit

The F177 carries Lasers and Missiles. The Omaha arms the fighter before each mission according to the mission objectives.

Cockpit

Direction Indicator
Voice Signal Analyzer
Odometer
Pitch & Yaw
Altimeter
Shield Indicator
Laser Indicator
Fuel Indicator
Thrust Indicator
Flight Path Indicator
Missiles: Left Bank
Missiles: Right Bank

Shields Indicator

Displays shields energy remaining. When the red bar disappears the F177 is defenseless against enemy weaponry.

Laser Indicator

Displays laser energy remaining. When the green bar disappears the F177 cannot fire its lasers.

Fuel Indicator

Displays fuel energy remaining. When the blue bar disappears the F177 is out of fuel.

Pause Indicator

Indicates when the game is paused. When the game is paused information on your performance appears.

Voice Signal Analyzer

Indicates when ICE, the Omaha, or other pilots are providing information.

Pitch & Yaw

Pitch indicates the F177's degree of climb or dive, and yaw indicates the F177's degree of roll.

Altimeter

Indicates the altitude of the F177.

Odometer

Indicates the number of klicks the F177 must travel before completing the mission.

Thrust Indicator

Indicates when the Thrusters have been activated.

Missile Banks

Indicate the number of remaining missiles per bank.

Direction Indicator

Indicates destination. Center the indicator in its window to head on course.

Flight Path Indicator

Indicates "Safe Zone," the area in which the F177 will not be hit by friendly fire.

Targeting and Firing

- To Target: D-Pad UP/DOWN/LEFT/RIGHT until the target window turns red. Depending on how far away it is, the target might be visible through the target window.
- To Fire Lasers: Press B. Hold B to fire continually.
- To Fire Missiles: Press C.
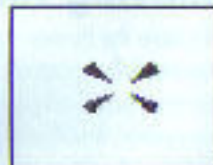
Refueling

Inevitably you'll run low on fuel, ammunition, and shields. To replenish the F177's fuel and armament, fly directly under one of the refueling drones located throughout each mission.

Lives & Mission Evaluation

Each pilot begins the game with three attempts. An additional attempt is earned at a mission's end if you complete all mission objectives.

The Mission Evaluation tallies your score. The more aliens and the fewer civilian targets destroyed, the higher your total score.

Note: During Training your scores don't carry over to the next level.

Moving Through Missions

To save the human race you must successfully complete all ten missions. To successfully complete a mission you must accomplish the objectives outlined by the commanding officer at the beginning of each mission. The on-line computer, Intelligent Combat Engine (ICE), provides useful information just before takeoff and outlines mission objectives throughout each mission.

A Note On Targets

Alien vehicles are equipped with armor of varying strength. Most are equipped with weapons. In level 10 there are gravity wells and anti-gravity wells.

Gravity wells are earthbound pads that can attract and seize the F177. Once you are caught by a gravity well, tilt the nose of the F177 down and fire to destroy the well.

Anti-gravity wells repel the F177, often throwing it off course.