

All Aspect Warfare™

Game Tutorial

© 3000AD, Inc 2007-2009. All rights reserved.

3000AD Inc. reserves the right to alter the contents of this manual and the product described in this manual at any time and without notice. Unless authorized by the expressed written consent of 3000AD, no part of this document or software may be copied, reproduced, translated, transmitted, or reproduced in any form or by any means, electronically or mechanically for any purpose. This program is protected by United States federal and international copyright laws. Please do not make unauthorized copies of this product, or allow others to do so.. To report copyright violations, call the Software Publishers Association at 1-800-388-PIR8

TECH SUPPORT

For tech support please go to our website at www.3000ad.com

EPILEPSY WARNING

Some individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to these light patterns on television or monitor screens while playing computer games may induce an epileptic seizure in these individuals.

Certain conditions may also induce undetected epileptic symptoms in persons who have no prior history of epileptic seizures.

If you or anyone in your family has an epileptic condition, consult your doctor prior to playing this game.

If you experience any of the following while playing a computer game : dizziness, altered vision, eye twitches, muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions, you must **IMMEDIATELY** discontinue playing the game and consult your doctor.

This tutorial is not a replacement for the game manual which is also accessible from within the game by pressing **ALT+D** and using the navigation keys.

You can also print this tutorial, the manual and game keys. The PDF files are located in the DOCS folder where the game is installed. If you want the colorful keyboard command version, print the seven game key PNG files. These are the same versions displayed in the game.

The game docs are all formatted to print in landscape mode.

You can press **PAUSE** at any time to halt the game. Press again to resume.

Where references are made to image points (e.g. #1), please refer to the image.

SETTING UP THE GAME

From the main menu, select **OPTIONS** and from there make any desired game option revisions. If you will be flying with a joystick or playing with a game controller, you need to set it up here before entering the game.

INSTANT ACTION - AIR COMBAT

This first scenario will teach you basic combat tactics and get you into the air, acquiring and destroying targets etc.

Select GAME/INSTANT ACTION.

Move the mouse over **IA0101**, reading the description, then click to select it and start the scenario.

You are on the runway and the other three are taking off. There is an Aurora fighter on the runway to your right. Walk towards it then move the crosshair to the front cockpit area and a Yellow highlighted steering wheel icon will appear. Press **E** to enter.

The other three team members (Brad, Lucas & Burke) are already airborne. Given the nature of the mission, you can instruct them on what to do unless you want them to continue being your wingman and engage targets that attack you. In this mission, the Alpha starbase needs to be defended.

- **T** to cycle the TRS radar in MFD1 (**#8**) to GND mode.
- **PERIOD** to cycle targets until you see the Alpha starbase in MFD2 (**#9**).
- **O** to designate it as a priority target.
- **C** to open up a comms channel, press **1** to select and comms to Brad.
- **F2** to give him the order to defend the starbase. This means that he will no longer be escorting you as wingman. Repeat the above steps for Lucas.

Now Brad and Lucas defending the starbase and Burke still escorting you as wingman it is time to take-off!

- Press and hold **F** to lift off to about 500ft as displayed in the craft info (**#1**). If you are using a joystick and it drifts, press **CTRL+ALT+J** to reset the axis.
- increase thrust to max or the craft will stall and remain in VTOL (Vertical Take-Off & Landing)
- Press and hold **W** to move forward while pitching the craft up. Make sure you clear the buildings on your take-off or this will be a rather short tutorial.

There are several mission objective targets (Yellow hexagons) around. Press **T** for TRS/AIR radar mode. Then press **L** to locate any hostiles currently engaging you. If none are found, press **K** to select the nearest hostile instead. The craft will appear in MFD2, along with its orders and target e.g. STRIKE/INTERCEPT, STEVE indicates that it is engaging Steve. The target info displayed to the right side of the HUD (**#2**) shows type and range. You can use **ALT+P** (Priority List) to cycle through objective targets.

If you are being tracked by a target that is considering attacking you with either missiles or artillery, the TRK indicator will appear in your Situation Warning Indicator panel (**#7**). If it is a missile about to be launched, the LCK indicator will also come on. Once the missile is launched, the LNH will come on – and you will hear an incessant beeping sound, along with a warning from Mother. That would be your cue to either evade and/or jam the missile.

If you hear rapid beeping and a warning from Mother (on-board computer), there is an in-bound missile targeted at you. Press **J** to turn on your EMD (Electro-Magnetic Device) jammer to spoof the missile. Your displays will have static as long as the jammer is active. Since that beeping is warning that a hostile craft has engaged you. Press **L** to locate it.

Turn toward the targeted craft, press **BACKSPACE** to arm an ATA (Air-To-Air) missile (**#5**). The Green missile designator diamond will appear in the display. If the selected missile is not suitable for the target, the missile name will be displayed in Red.

As you turn toward the craft, the Yellow Target Locator Triangle (TLT) will appear in the central HUD area giving you a general idea of what direction you need to turn in order to see the target. Turn to the direction of this arrow and when the target is within your field of view, you will see a Red triangle (airborne target) along with the target name/type.

Keep flying towards it until you hear a "Target Acquisition" message from your craft's computer and a beep, then press **SPACEBAR** to fire the missile. If you don't hear the beep, this means that the missile cannot lock. This usually happens if your jammers are active, the target is jamming or the target is outside the missile's range limits (e.g. missiles cannot lock at less than 1km). The fighter only has eight ATA missiles, the other two are ATS (Air-To-Surface).

If the target is jamming the missile, the target triangle will start to flash and EMD will be displayed in MFD2 if the target is currently visible there.

You can of course also use your guns when in close range. You can use the Target Lead Designator (TLD) box which appears near the target to lead the target. Leading a target means firing at its future position so that the shots and the target converge at some point in time, thereby registering a hit. To hit the craft, you must be aiming for and firing at the TLD box instead of at the craft itself.

During a dogfight, use **M** (toggle) to match the speed of your current target so that you don't overshoot it.

When you pull high pitch angle maneuvers, your airspeed will bleed and stall the craft. During a stall condition, the craft will go into VTOL mode to prevent it from crashing uncontrollably to the ground. No longer capable of forward (FTOL) flight, you have to increase your speed by pressing and holding **W** in order to recover from this condition.

If you run out of missiles, assuming that the hostiles haven't destroyed it, press **CTRL+Y** to locate the Alpha starbase on the TRS radar (GND mode), fly within 5km and press **E** to dock. There you can re-arm and take-off again.

If the starbase has in fact been destroyed, then you can locate the nearest Launch Pad or Mobile Forward Base on TRS radar (GND mode) and use as an FARP (Forward Arming And Refueling Point).

To land at any time, find a suitable location and fly to around 500ft altitude. Press **S** to reduce your craft's speed until VTOL mode is engaged. Then press and hold the **Z** key to descend until the craft touches the ground and goes into LANDED state. At this point, you can exit the craft and enter first person mode by pressing **CTRL+E**.

Upon completion – or in the event that you are destroyed - your stats are displayed. You can also get detailed information at any time by pressing **ALT+I**.

The **IA0102** and **IA0103** scenarios are variants of **IA0101** but take place at different times, giving you the chance to experience it from a more challenging environment and limited visibility. Use **ALT+N** to toggle the craft's night vision.

INSTANT ACTION - FIRST PERSON COMBAT



From the list of Instant Action scenarios, select **IA0201** to start it.

You are just south of a hostile military barracks and any minute now, they're going to come out to greet you. Your objective (Yellow Hexagon) is a waypoint designator due South of the base and you have to get there as quickly as possible and before Steve lands the gunship.

- Press **ALT+M** to bring up the tactical operations map. You should see the Yellow objective icon to the lower right if you use **HOME/END/PAGEUP/PAGEDOWN** to zoom the map in/out.
- Look due North to see if Steve is already on his way. He is in a Shadow gunship coming in hot.
- **F1** or use the **EXIT** button to exit the map.

Lead the team out of the base and to the extraction point while evading attack from ground troops and helicopters.

You probably want to use the **F1** (third person) view when on the run as it enables you to have a wider view of your surroundings. Your weapon and control keys will still work in this view, as will the view (**ARROWS**) keys. So e.g. you could be running forward (**W**) while panning the camera left and right to see if you are being followed.

If you crouch or go prone, you make yourself a smaller target and shots are less likely to hit you.

In the game, head shots are lethal, so use AIM DOWN SIGHT (**RIGHT MOUSE BUTTON**) command for greater accuracy when using rifles and pistols.

South of the barracks are some hangar buildings which contain special inventory items. There are also arms caches near the barracks.

To pick up an item point at it and press **E**. It will then appear in your inventory (**#3**) bar. You want a Darklight Image Enhancer (DIE), Personal Shield Unit (PSU), Personal Cloaking Unit (PCU), and all the Energy Cells (for the PSU and PCU) that you can find.

To use these devices, press the **4** key to cycle to it, then press the **FIRE** key to activate it. The PCU renders you invisible to enemies. The PSU protects you from weapons fire. You can view the special FX of each from the **F1** third person view. The DIE has a binocular mode which can be used to spot distant enemies. Use **M** to cycle through both modes and the mouse wheel to zoom in/out.

You can also use supply stations to re-arm or repair your armor. To locate one, press **ALT+M** and look for the Cyan markers. You can also use the (**#2**) map to locate the nearest one. Turn toward it so that the Cyan box which appears around the map moves to the top of the map. If you stay in that direction, you will come to it. To use it, point at it and press **E**.

Upon completion, your stats are displayed. You can get detailed information at any time by pressing **ALT+I**.

INSTANT ACTION MODE

The game has a number quick instant action scenarios. These feature various mission types with a specific character (you cannot make a choice here, as you can in the story mode) for each.

CAMPAIGN STORY MODE

The game has a single story mode campaign with sixteen missions which can be played from the perspective of any of the four (Brad, Burke, Lucas, Steve) characters. Since each character has unique attributes, weapon profiles and asset use restrictions, this gives you four unique experiences when playing the campaign.

SANDBOX STORY MODE

The game has two sandbox scenarios which can be played from the perspective of any of the four (Brad, Burke, Lucas, Steve) characters. Since each character has unique attributes, weapon profiles and asset use restrictions, this gives you four unique experiences. The sandbox scenario is designed to be used for exploring the game world, trying out features, become familiar with the game world etc. One scenario is just your character and the other is your character and three team members. Each scenario lasts for 24hrs before terminating. Each scenario starts you off in the Terran captured Alpha starbase. If you leave the starbase and enter hostile airspace or starbase, you will be engaged.

MULTIPLAYER SANDBOX

If you want to play in a multiplayer sandbox, you need to run the game in a server/client multiplayer environment.

Start the game and select MULTIPLAYER. Select **HOST GAME**, then set the SERVER TYPE to LAN and the GAME TYPE to DM. Finally select **HOST GAME** again.

Now make your player selections and then use **JOIN GAME** to connect to the server instance you created.

== END ==