

# Angle Of Attack™

**Game Tutorial**

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## **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.

## **FIRST AIR COMBAT MISSION**

Make your selections from the game options. For this tutorial, left click in the name field and enter your name. Then click on the asset option and select the **Zenstar** fighter then choose **loadout #10**. Finally, select the **C0301** scenario if playing the full game or **C9991** if playing the demo. Click on "Start Game".

Once the scenario loads, you will be in the cockpit of the Zenstar fighter on the runway.

The other three member of your squad 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. To give them commands, press **C** to access the team orders menu, select the wingman and then the order.

In this mission, the Gamma starbase needs to be defended.



- Press and hold **F** to lift off to about 1000ft 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, ALPHA01 indicates that it is engaging your ALPHA01 wingman. The target info displayed to the right side of the HUD (**#2**) shows the target type and range.

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 MFD 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, a Yellow arrow 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 Gamma 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. If using the controller, pull the left stick back. You cannot exit the craft.

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+O**.

== END ==