# **UBI SOFT** Entertainment Software

**ENGLISH** 

ST - PC CPC - C 64 SPEC. C





# F-15 STRIKE EAGLE 2.0 LOADING THE SIMULATION

# 2.1 COMMODORE 64

Note only one Joystick is used in the Commodore 64 version. The Joystick should be placed in joystick port #2 (nearest the back of the computer).

DISK: Place the program diskette in your disk drive. Type: LOAD "\*\*", 8, 1. The program will boot automatically.

CASSETTE: Place the program cassette in your program recorder (rewind if necessary). Press **RUN/STOP** while holding down the **SHIFT** key. Press **PLAY** on the cassette recorder.

## 2.2 IBM VERSIONS

Note that only one joystick is used in these versions. (IBM versions may use keyboard only. See UFC keyboard.)

DISK: Place the program diskette in your disk drive and turn on your computer. The program will boot automatically.

IBM Requires Color Card.

CASSETTE: Not available.

#### 2.3 ATARI ST

DISK: Place the program diskette in your disk drive and turn on your computer. Click two times on the "F15 PRG" icon.

The program will boot automatically.

When the "Pilot Roster" chart appears, press the ENTER key to see the pointer. Next, enter your name by clicking on ADD in the option ROSTER. Select the mission by clicking on ADD in the option MISSION.

#### AMSTRAD

DISK : Type RUN\*F-15 CASSETTE : Press CTRL + ENTER and then the PLAY key.

#### SPECTRUM CASSETTE

-Insert the cassette in the player and switch on your computer.

-Confirm the option "LOADER" by pressing the RETURN key on your keyboard. A message will appear asking

you to press the PLAY key on your tape recorder then to press any other key. After following these instructions, the game will load automatically.

# 3.0 COMPUTER CHART

F-15 Strike Eagle is available for the Commodore 64, Apple, IBM and Atari computers. To accommodate the differences in keyboards, the following convention is used.





| Documentation | C64  | Atari  | IBM  |  |
|---------------|------|--------|------|--|
| "OPTION"      | "F1" | OPTION | "F2" |  |
| "SELECT"      | "F3" | SELECT | "F1" |  |
| "START"       | "F7" | START  | ESC  |  |
| Nav Cursor:   |      |        |      |  |
| Left          | +    | +      | к    |  |
| Right         | →    | ¥      | L    |  |
| Up            | •    | -      | 0    |  |
| Down          | *    | =      | ,    |  |

# 4.0 OPTIONS 4.1 SKILL LEVEL

This simulation has four skill levels: **ARCADE**, **ROOKIE**, **PILOT**, and **ACE**. The ARCADE level does not faithfully simulate flight because the aircraft does not roll. It provides an introduction to the aircraft's systems for those with no prior flying experience.

As you progress from ROOKIE to ACE, it is more difficult to destroy both enemy aircraft and ground targets and there are more numerous and effective enemy aircraft and ground launched missiles that seek to destroy your aircraft. The skill level may be changed by use of the "OPTION" key.

#### 4.2 MISSIONS

F-15 STRIKE EAGLE contains seven different missions. To select your initial mission, type a number from 1 to 7. Your objective is to complete each mission by destroying the Primary Targets and returning successfully to your base. Once you have successfully completed your mission, you will fly the next mission, which is more challenging. You may return to your base before destroying all Primary Targets in order to refuel, repair damage, and reload weapons. In this case you will remain on the same mission until all Primary Targets are destroyed. (To Return to Base, (RTB), you must fly below 3000 feet over the base.)

## 4.3 NUMBER OF PLAYERS

Up to four players may participate.

In multi-player games, each pilot's turn consists of one mission. Note that if a pilot returns to base without completing the mission or bails out and is rescued, the same pilot continues to play. The aircraft symbol after each pilot's score indicates which pilots are still active.

Two players may also play simultaneously, with one using the joystick to take the role of pilot and the other the role of weapons systems officer at the keyboard. (ATARI ONLY)

# **5.0 AUTHENTICATION CODES**

At the start of the simulation, you will be asked to enter your secret F-15 authentication code. It is important to enter the correct code in order to gain access to all flight and weapons systems. Consult the Authentication Code charts in this manual and type the countercode letter which matches the number displayed. (Example: if you have an Atari computer and the programs ask you to "Authenticate (1)", you type **"A"**.)

## ACCESS CODES FOR AMSTRAD AND SPECTRUM

Access codes for flight and weapon systems

| D | G | F | M | Ρ | K | J | A | В | I  | L  | 0  | N  | E  | Н  | C  |
|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |

# 6.0 SCORING

(TOP SECRET)

| LEVEL              | ARCADE | ROOKIE | PILOT | ACE  |  |  |
|--------------------|--------|--------|-------|------|--|--|
| PRIMARY<br>TARGETS | 500    | 1000   | 1500  | 2000 |  |  |
| AIR<br>TARGETS     | 150    | 300    | 450   | 600  |  |  |
| GROUND<br>TARGETS  | 200    | 400    | 600   | 800  |  |  |

IMPORTANT: If you don't enter the proper code response, you will not be able to launch missiles or drop bombs!!

# SECTION II F-15 STRIKE EAGLE FLIGHT MANUAL

## 1.0 AIRCRAFT AND SYSTEMS

#### 1.1. F-15 STRIKE EAGLE SPECIFICATIONS 1.1.1. GENERAL

**TYPE:** Single-seat, all-weather, air superiority and ground attack fighter.

DIMENSIONS: Wing span 42 feet; length 63 feet; height 18 feet.

ENGINES: Two Pratt & Whitney F100-PW-100 turbofans each rated at 14,375 pounds thrust unaugmented, 23,930 pounds with afterburner.

FUEL CAPACITY: 13,455 pounds internal, 11,895 pounds in external drop tanks.

#### 1.1.2. PERFORMANCE

MAXIMUM LEVEL SPEED: 1440 knots at 36,000 feet, Mach 2.5+; 800 knots at sea level, Mach 1.2.

STALL SPEED, LEVEL FLIGHT: 100 knots.

INITIAL CLIMB RATE: Over 50,000 feet per minute.

SERVICE CEILING: 62,000 feet.

COMBAT RADIUS: 1000 miles.

DESIGN G LIMITS: +7.33/-3.0.

FUEL CONSUMPTION: 0.7 pounds of fuel per hour per pound of thrust.

## 1.1.3. TARGET/THREAT DETECTION

**RADAR:** Hughes APG-63 X-band pulse-doppler, providing long range detection and tracking of targets at all altitudes.

WEAPONS CONTROL: Radar data and weapons status processed by computer and displayed on a Heads-Up-Display (HUD) and other displays.

TACTICAL ELECTRONIC WARFARE SYSTEM (TEWS): Radar Warning Receiver (RWR), Infra-red Warning Receiver (IRWR), Westinghouse ALQ-119 (V) active radar jammer, chaff dispenser, flares.

#### 1.1.4. ARMAMENT

**GUN:** M-61A1 six-barrel 20mm rotary cannon firing 6000 rounds per minute; 1000 rounds of ammunition.

**MISSILES:** AIM-9L Sidewinders (four). Short range (effective range 1000 feet to 10 miles), Mach 3.0, all-aspect (able to home on airframe heat from any angle) passive infra-red (heatseeking). AIM-7F Sparrows (four). Medium range (maximum range 62 miles, optimum range 30 miles), Mach 4.0, all-weather, semi-active radar homing.

**BOMBS:** Six groups of three bombs each (18 bombs), 500 pound, MK-82 low-drag, general purpose.

#### **1.2.1. FORWARD AND REAR VIEW**

You may select the view rearward by pressing the space bar, and return to the view forward by pressing the space bar again. The forward view includes the HEADS-UP-DISPLAY and the instrument panel. The rear view is only of the sky, the ground or sea surface, and any other aircraft or missiles. When over ground, the surface is green; when over water it is blue.

#### 1.2.2. HEADS-UP-DISPLAY (HUD)

The following essential flight and aircraft systems information is projected on a glass plate in the pilot's forward line of sight directly above the instrument panel.

**AIRSPEED:** "SPD:600" indicates that you are flying at 600 knots. A knot is one nautical mile per hour (100 knots equals approximately 115 miles per hour).

**ALTITUDE:** "ALT:9000" indicates that you are flying 9000 feet above the ground.

**AIRCRAFT LINE OF FLIGHT:** A circle containing an AIRCRAFT SYMBOL is in the center of the HUD. It displays the line of flight of your aircraft. Your guns will shoot to the aircraft's line of flight and the cannon shells will converge on the AIRCRAFT SYMBOL.

AIR-TO-AIR RÉTICLE: The stationary reticle surrounding the AIRCRAFT SYMBOL is used for aiming the guns and missiles. For the highest probability of hits with the guns, get directly behind the enemy aircraft with his wing span filling the aiming circle. If the enemy aircraft is flying at an angle to your line of flight, you must lead the enemy aircraft by aiming in front of it to allow for your weapons time of flight: for a 45 degree deflection shot, lead by one aiming circle radius; for a 90 degree deflection shot, lead by two aiming circle radii. AIR-TO-GROUND RETICLE and LINE OF IMPACT: The smaller flashing/moving reticle that appears when you are in the BOMB mode indicates the projected impact point of the bombs. The line that connects the AIR-TO-GROUND RETICLE to the AIRCRAFT SYMBOL is the LINE OF IMPACT. It displays the line along which the bombs could impact by changing the pitch of the aircraft. By placing the target on the LINE OF IMPACT by turning, you can roll level and then place the AIR-TO-GROUND RETICLE on the target by pitching up or down.

**PITCH LINES:** The horizontal lines indicate how many degrees your aircraft is pitched up or down. When the horizon is on the longest pitch line, the one that is level with the aircraft symbol, you are in level flight. Each pitch line represents 10 degrees. When you are diving to line-up with a ground target, you should be in a 30 degree dive, and the horizon should be on the third line above the aircraft symbol.

TARGET DESIGNATOR BOX: The TARGET DESIGNATOR BOX indicates the position of an enemy aircraft that has been detected by the search and tracking radar or by your radar or infra-red warning receiver. The TARGET DESIGNATOR BOX aids you in planning and positioning yourself for an attack before the target is within visual range. When the enemy aircraft is within visual range, it will appear inside this box. When you have selected either the MEDIUM RANGE MISSILE or the SHORT RANGE MISSILE mode, the letter "M" will appear in the TARGET DESIGNATOR BOX to show that a missile is armed.

**MISSILE DESIGNATOR BOX:** The MISSILE DESIGNATOR BOX indicates the position of air or ground launched missiles. It aids you in evading missiles launched against you which are small and therefore difficult to see.

**STEERING CUE:** The flashing letters "NAV" indicates the direction of flight corresponding to the location of the NAVIGATION CURSOR on the HORIZONTAL SITUATION DISPLAY. By flying to this indicator, you will fly toward the area on the map under the NAVIGATION CURSOR.

#### 1.2.3. MESSAGES

In addition to the information that is always displayed in the HUD, the following messages may be flashed in the lower left corner of the HUD:

#### WEAPONS SYSTEM MODES:

"GUN 900" indicates that you are in the GUN mode and that you have 900 rounds remaining. In the GUN mode, when you press the trigger on the control stick, you fire a burst of 25 shells.

**"MISSILE ARMED"** indicates that you have armed either a SHORT RANGE MISSILE or a MEDIUM RANGE MISSILE. In a missile mode, when you press the trigger on the control stick, you fire the type of missile that you armed. "BOMB ARMED" indicates that you have armed a "stick" of three 500 pound bombs. In the BOMB mode, when you press the trigger on the control stick, you release the "stick".

#### WEAPONS RESULTS:

**"ENEMY PLANE HIT"** indicates that you have achieved a lethal hit by cannon shells or missiles on an enemy aircraft.

"BOMBS RELEASED" indicates that the stick of bombs has been released and that you may pull up or take evasive action.

"BOMBS MISS" indicates that you have missed your ground target.

"TARGET HIT" indicates that you have destroyed the ground target.

#### WARNINGS:

"ALERT: SAM LAUNCH" indicates that a surface-to-air missile (SAM) has been launched against your aircraft.

"DAMAGE WARNING" indicates that your aircraft has been damaged by a missile.

"ALERT: AIR MISSILE" indicates that an air-to-air heatseeking missile has been launched against your aircraft.

#### **DEFENSIVE SYSTEMS:**

"LONG, MEDIUM, SHORT RANGE RADAR" indicates what scale your RADAR-ELECTRONIC WARNING DISPLAY is on. The short range scale displays an area of 400 square miles (10 miles in each direction from the aircraft), the long range scale displays an area of 1600 square miles (40 miles in each direction).

**"ECM JAMMING"** indicates that your electronic countermeasure active radar jamming device is operating and that you have released "chaff" to decoy ground launched radar homing missiles.

"FLARE RELEASED" indicates that you have released a flare to decoy heatseeking missiles.

#### 1.2.4. MAXIMUM SPEED



If the aircraft is approaching the maximum "red line" speed, the top of the HUD (Atari) or the screen border (C-64)

flash red to warn you to immediately reduce your air-

speed by pulling back on the throttle, extend your speedbrakes, pull up, or any combination to reduce your speed and prevent pulling the wings off your aircraft at Vmax.

#### **1.2.5. INSTRUMENT PANEL**

Additional information is displayed on the aircraft's instrument panel.

**MACH NUMBER: "Mach:** .9" indicates that you are flying at .9 (90%) of the speed of sound (661 knots at sea level, decreasing with altitude Note that the decimal point is not displayed.

**HEADING:** "HDG:180" indicates that you are flying on a heading of 180 degrees (south).

**ENGINE POWER: "RPM: 90"** indicates that your engines are at 90 percent of maximum RPM. "AFT" indicates that your afterburners are engaged, giving you approximately 60 percent more thrust than at 100 percent RPM.

FUEL REMAINING: "FUEL: 20000 LBS" indicates that you have 20,000 pounds of fuel remaining (one gallon of jet fuel weighs approximately six pounds). Fuel capacity is 13,500 pounds in on board tanks and 10,000 in external tanks. Fuel consumption depends on engine power, with afterburners consuming fuel at about a 60 percent higher rate than at the 100% RPM level.

WARNING INDICATORS: There are four warning indicator lights: the first indicates that you are being tracked by radar and the target of a radar homing missile; the second indicates that your infra-red warning system has detected an intense heat source such as that produced by a missile; the third indicates that you are at a low altitude (below 6100 feet); and the fourth indicates that your fuel remaining is low (less than 5000 pounds) and you should begin to return to base.

#### **1.2.6. WARNING HORNS**

In addition to visual information, there are two warning horns which indicate impending contact with the ground (based on altitude and rate of descent) PULL UP IMMEDIATELY!; or approach to stall speed (based on airspeed and bank angle) apply more power.

#### 1.2.7. HORIZONTAL SITUATION DISPLAY (HSD)

The **HSD** displays a map of the area over which the mission is to be flown. It depicts the primary target or targets, secondary targets, which are airfields and surface-to-air missile sites, your base, and geographic features such as rivers and coast lines.

Your aircraft's position and direction of flight are indicated by the position and orientation of the flashing aircraft symbol.

The **NAVIGATION CURSOR** is tied into your aircraft's inertial navigation system and can greatly reduce the workload on the pilot. Simply pick the location you want to fly to; use the computer cursor control keys (see the computer chart) to move the cursor square over your desired target; bank the aircraft to put the nose of the aircraft pointed directly at the flashing **"N"**, **"A"**, **"V"** letters projected on the HUD; the aircraft will now fly directly to your desired target. Great for locating a target or returning to base.

# 1.2.8. RADAR-ELECTRONIC WARFARE DISPLAY (REWD)

The **REWD** displays targets in the airspace and on the ground surrounding your aircraft. You can change the scale by pressing the "**R**" key. Each grid line represents 10 miles. Your aircraft is always in the center of the display pointing up. The REWD displays the returns from your radar from your Radar Warning Receiver (**RWR**, which alerts you that a ground-based or airborne radar is tracking your aircraft), and from your Infra-red Warning Receiver (**IRWR**, which alerts you that a surfaceto-air or an air-to-air missile has been launched) is also displayed.

The position and direction of enemy aircraft are shown. They are displayed if they are detected by your search and tracking radar, by your Radar Warning Receiver (RWR) which detects other aircraft's radar emissions, or by your Infra-red Warning Receiver (**IWR**) which detects the heat of other aircraft's engines. Primary ground targets are depicted as well as airports, surface-to-air missile (**SAM**) sites, and your base.

# 1.2.9. WEAPONS STATUS DISPLAY (WSD)

The **WSD** provides the combat pilot with a quick visual reference of his available weapons stores. It displays all remaining three bomb "sticks" of bombs, medium range missiles, short range missiles, flares, and the status of the fuel drop tanks.

# 1.3. CONTROLS



## 1.3.1. UP FRONT CONTROL (UFC)

The **UFC** is immediately below the HUD in the F-15. In this simulation it is your keyboard. You select weapons modes, control the radar, activate defensive systems, and operate all controls necessary for combat that are not operated by the CONTROL STICK and THROTTLE. It is also a backup for the controls activated by the THROTTLE if joystick 2 is not used. The UFC's functions are as follows:

ACTIVATE GUN MODE: Press "G" to arm the guns. When within 1000 feet of your target, press the trigger on the CONTROL STICK to fire a burst of 25 cannon shells. Gun mode is automatically selected at the beginning of the simulation and whenever no bombs/missiles are armed.

ACTIVATE SHORT RANGE MISSILE MODE: Press "S" to arm a short range, heatseeking Sidewinder missile and lock its seeker head into the AIR-TO-AIR RETICLE on the HUD. Press the trigger on the CONTROL STICK to launch the missile when the target is between one half mile and ten miles away and is within the reticle. You may not launch a missile until the previous missile has completed its flight.

ACTIVATE MEDIUM RANGE MISSILE MODE: Press "M" to arm a medium range, radar homing Sparrow missile and lock its homing device into the AIR-TO-AIR RETICLE on the HUD. Press the trigger on the CONTROL STICK to launch when target is between 10 and 40 miles away.

ACTIVATE BOMB MODE: Press "B" to arm a stick of three 500 pound bombs and activate the AIR-TO-GROUND RETICLE on the HUD. Press the trigger to release the "stick" when the BOMB AIMING RETICLE is inside the target triangle. You should be in a 30 to 40 degree dive for best results. Release at 2000 feet and pull up immediately.

**THROTTLE:** Press numbers **"0"** (55%) through **"9"** (100% RPM) for aircraft power and adjustment.

**AFTERBURNER:** Press **"A"** to engage. Any throttle command will cancel. The afterburner increases thrust (and fuel consumption) by 60 percent over the unaugmented thrust at 100 percent throttle.

**SPEEDBRAKE:** Press **"X"** to extend. Any throttle command will retract. The speedbrake reduces your aircraft's speed to approximately 75 percent of whatever speed it would have with the speed brake retracted.

**DEFENSE AGAINST RADAR HOMING MISSILES:** Press **"E**" to activate the electronic countermeasures radar jammer and to release chaff to decoy a radar homing missile. Electronic countermeasures are effective for a short period of time. They also become less effect<sup>ive</sup> each time they are used.

**DEFENSE AGAINST HEATSEEKING MISSILE:** Press "F" to release a flare. The heat of the flare will decoy a heatseeking missile away from your aircraft. If the heatseeking missile is within range it may explode on the flare. Flares burn for 5-10 seconds.

DROP EXTERNAL FUEL TANKS: Press "D" to drop your external fuel tanks when empty (when fuel remaining is less than 13,500 pounds) for extra speed and range.

NAVIGATION CURSOR: Press cursor control keys (see Computer Chart) to move the cursor.

**FRONT OR REAR VIEW:** Press the **space bar** to change from front to rear view and back again.

**BAIL OUT:** Press **Esc (C64: "** + ", **IBM: "TAB")** to eject. You may be rescued and go on to fly other missions or be captured and end the simulation.

**RADAR RANGE:** Press "**R**" to change the range scale of the RADAR-ELECTRONIC WARFARE DISPLAY. (Note: Joystick must be centered prior to pressing "**R**" on C-64 or bailout may result.)

PAUSE: Press "P" to pause the simulation. Press any other key to resume.

**START:** Pressing **"START"** during the game will abandon the current game and return you to the initial selection screen.

# 1.4. CONTROL STICK 1.4.1. Joystick 1 is the CONTROL STICK

It is used to control the altitude of the aircraft and to activate the weapons — to fire the gun, launch missiles, or drop bombs.

Moving the control stick left or right causes the aircraft to bank and begin a turn in that direction. Left and right movement is used to maintain wings level flight and to establish the required bank angle for turning. Moving the Control Stick forward or back changes the pitch (nose up or nose down) of the aircraft. This generally results in a climb or descent with corresponding airspeed changes.

The trigger on the Control Stick is the fire button. Pressing the trigger will fire the gun, launch an air-to-air missile, or drop a stick of bombs.

Pushing the stick forward pushes the nose of the aircraft down, (unless the aircraft is inverted, in which case it pushes the nose up.) Pushing the nose down will cause the aircraft to dive, the altitude to decrease and the airspeed to increase (unless engine power is decreased or the speedbrake is extended). CAUTION: If the airspeed is allowed to climb to the maximum speed for your altitude, your aircraft may suffer structural failure (usually the separation of a wing or stabilizer). The speed brake can be used to rapidly reduce speed and should be used for steep dives.



| A. | THENTICATE | 6 | 7 |
|----|------------|---|---|
|    | C-64       | Η | Η |
| 8  | ATARI      | С | Η |
| 5  | APPLE      | F | E |
| æ  | IBM        | M | A |

#### 1.4.2. THROTTLE

The keyboard keys 1-9, and 0 are used as the F-15 THROTTLE. "0" (zero) is idle thrust. "A" activates the afterburners. Moving the THROTTLE forward increases the engine RPM in 10 percent increments; moving it back decreases the engine RPM in 10 percent increments. (Atari only – Joystick 2 can be used as the throttle. It controls engine RPM, the afterburner, the speedbrake, and the weapons mode. Moving it to the left activates the afterburner; moving it forward or backward deactivates the afterburner. Moving it to the right extends the speedbrake; moving it forward or backward retracts the speedbrake. Pressing the trigger on the THROTTLE changes the weapons mode, from GUN to SHORT RANGE MISSILE to MEDIUM RANGE MISSILE to BOMB and then back to GUN. Note that all Joystick 2 functions may be performed using the keyboard.)

## 2.0 FLYING THE F-15 2.1 AIRCRAFT CONTROL

Moving the stick forward or rearward changes the pitch (up or down) attitude of the aircraft. Pulling back on the stick pulls the nose of the aircraft up (unless the aircraft is inverted, in which case it pulls the nose down). Pulling the nose up will cause the aircraft to climb, the altitude to increase and the airspeed to decrease (unless engine power is increased). If the airspeed is allowed to fall to the stall speed (100 knots in level flight at sea level), the aircraft will stall. Therefore you must add engine power when climbing to maintain airspeed and to avoid a stall if the climb is steep and sustained.

Moving the stick to the right or left controls the roll motion of the aircraft and thus the aircraft's bank angle. For example: a right turn would be accomplished as follows. 1) Move the stick to the right to roll right. 2) Neutralize the stick when the bank angle is achieved for the desired rate of turn (the steeper the bank angle the higher the rate of turn, a 45 degree bank is a normal bank angle). 3) Add throttle to maintain airspeed (because of the extra drag created by turning) and be careful not to stall (stall speed is higher in a turn than in level flight because of the higher "G" loading on the aircraft). (See section 23 for an explanation of the aerodynamics of a turn.) 4) When you are near the desired heading, roll to the left until you are level and reduce throttle.

In an aircraft it is necessary to coordinate your ailerons (the control surfaces in the wings that control bank angle) with your rudders (the control surfaces in the vertical stabilizers that control yaw — the right and left movements) and your elevators (the control surfaces in the tail that control pitch attitude). The F-15 simulator automatically interconnects these control surface movements to apply the correct amount of up elevator to keep the nose from dropping. This permits turns of any bank angle without the need to pull the stick back to maintain altitude. Pulling the stick back will raise the nose in a shallow bank and increase the turn rate in a steep bank.





- 16. PAUSE CONTROL **17. SKILL LEVEL** TOGGLE (3 positions)
- CURSORS
- ALTERNATE CONTROL STICK (IBM KEYBOARD) 2 NAVIGATIONAL TARGETING 5
- FRONT/REAR VIEW CONTROL 4

(IBM KEYBOARD)

- - DROP TANK RELEASE œ
- 9. FLARE ACTIVATE SWITCH
  - IBM SOUND EFFECT ġ

5. AFTERBURNER IGNITOR

SWITCH

ELECTRONIC COUNTER MEASURES AND CHAFF DISPENSER

đ

11. GUN ACTIVATE SWITCH





# 4.0 MISSIONS

The **F-15 STRIKE EAGLE** simulation contains seven missions. Once you have successfully completed one mission, you may fly the next mission, which is more challenging. To complete a mission you must **destroy all primary targets** and **return to your base**. You may return to base before destroying all primary targets in order to refuel, repair damage, and reload weapons. To return to base, fly over your base at low altitude. (The higher the skill level, the lower you must fly.) The later missions are more challenging because they have more targets and more capable enemy aircraft and SAMs.

#### 4.1 MISSION: LIBYA August 19, 1981.

SITUATION: A U.S. Navy task force including the carrier Nimitz is conducting exercises in the Gulf of Sidra off the coast of Libya. Libyan aircraft have made numerous harrassment flights towards the task force in support of their claim to the Gulf as territorial waters. The U.S. disputes this claim.

FLIGHT PLAN: 1) Daytime, climb to 10,000 feet and fly combat air patrol station; 2) if attacked, engage Libyan aircraft and bomb the air command center (primary target) and airfields; 3) return to base.

THREATS: MiG-21; MiG-23; Su-22.

SIMULATION: You have been attacked by a Su-22 firing a heatseeking missile.



#### MISSION 2: EGYPT October 6, 1973.

SITUATION: The Egyptian Army launches the Yom Kippur attack across the Suez Canal. Intelligence has located the Third Army command center. Numerous SAM sites protect the Egyptian front lines and rear areas. The Egyptian Air Force is still active. A risky attack mission has been ordered to disrupt the Third Army HQ.

FLIGHT PLAN: 1) Penetrate air defenses; 2) bomb the command center primary target; 3) bomb as many airfields and SAM sites as possible; 4) return to base.

THREATS: MiG-21; MiG-23; SA-7 (heatseeking SAMs only).

#### MISSION 3: HAIPHONG April 15, 1972.

SITUATION: After a four year pause, the U.S. resumes intensive bombing of North Vietnamese targets, including military and industrial targets around the port of Haiphong. During the pause, North Vietnamese defenses have been strengthened with radar guided Surface-to-Air missiles and flak batteries. The North Vietnamese air forces are still small. You have been ordered to undertake a precision night bombing raid.

FLIGHT PLAN: 1) Night, penetrate air defenses at 1000 feet or at high altitude; 2) bomb two, primary targets, rail yards, in harbor area; 3) bomb as many SAM sites as possible and any airports if the opportunity arises; 4) return to base.

THREATS: SA-2 and SA-3 radar homing SAMs.



SIMULATION: You are approaching the Suez Canal, you are attacked by a MiG-21/fighter.



SIMULATION: You are approaching the coast of North Vietnam.



#### MISSION 4: SYRIA March 12, 1984.

SITUATION: Modern SAM-9 missiles are being deployed by the Syrian army. These dangerous missiles must be identified and destroyed before they become effective. Smaller SAM installations protect these sites as well as Syrian air patrols.

FLIGHT PLAN: 1) Daytime, overlight the Lebanese-Syrian border and identify SAM-9 emplacements; 2) if attacked engage the enemy and bomb the air command center; 3) bomb any SAM sites that fire on you or any air bases that launch aircraft against you; 4) return to base.

THREATS: MiG-21; MiG-23; SA-2 and SA-3 radar homing and SA-7 heatseeking SAMs.

SIMULATION: You have been attacked.

#### MISSION 5: HANOI

May 10, 1972. SITUATION: Reconnaisance photographs have identified two high priority ground targets deep inside North Vietnam. Defenses include SAM sites and air patrols. A high speed fighter-bomber penetration rad has been ordered.

FLIGHT PLAN: 1) Night, bomb both primary targets, oil storage depots; 2) bomb SAM sites and airfields in the area; 3) return to base.

THREATS: MiG-21; MiG-23.

SIMULATION: You are approaching the coast of North Vietnam.





#### MISSION 6: IRAQ June 7, 1981.

SITUATION: The Iraqi nuclear reactor complex, capable of producing weapons grade nuclear material, is nearing completion. A secret strike is planned to eliminate this facility.

FLIGHT PLAN: 1) Penetrate air defenses below 1500 feet to avoid radar detection; 2) bomb reactor; 3) bomb any SAM sites or air bases that could endanger this or a follow-up mission; 4) return to base.

THREATS: SA-2 and SA-3 radar homing and SA-7 heat-seeking SAMs.

**SIMULATION:** You are approaching the border of Iraq.

#### MISSION 7: PERSIAN GULF

June 5, 1984. SITUATION: Iranian aircraft have been attacking vital Persian Gulf shipping and Saudi Arabian shore installations. Your mission is to patrol the Gulf and intercept hostile aircraft.

FLIGHT PLAN: 1) If attacked, engage enemy aircraft; 2) penetrate airspace at medium altitude; 3) bomb primary targets; 4) bomb SAM sites and airbases endangering this or follow-up missions; 4) return to base.

THREATS: MiG-23; Su-22; SA-4 and SA-6 high performance radar homing and SA-7 heatseeking SAMs.

SIMULATION: You are approaching an Iranian aircraft.





#### MISSION 8: THE ANTI-TERRORIST AIRSTRIKE Libya, April 14-15, 1986

F-15 STRIKE EAGLE was designed long before the antiterrorist airstrike, yet playing it can give you an appreciation of the skill and bravery exhibited by the American airmen. The mission had three primary features: it was a low level attack, it met intense anti-aircraft defenses, and it was conducted at night. By selecting the scenarios indicated below and following the special instructions, you can recreate each of these essential features of the raid. For maximum realism, try working your way up to a skill level of ACE!

#### 8.1 THE BOMBING RUN

To recreate the bombing run conducted by the American F-111's against Kaddafi's compound, select Mission 1, Libya. Refer to page 32 in the Flight Operations Manual and follow the following flight plan:

1) Defeat Libyan interceptor with either your cannon or a shortrange missile; 2) turn right to head north and descend to below 5,000 feet; 3) proceed north until you are well out over the Mediterranean Sea; 4) make a descending left hand turn to head south at 1,000 feet; 5) set the navigation cursor on Kaddafi's Command Center, the primary target; 6) as you cross the coast, drop to 200 feet and engage your afterburner; 7) as you approach the target, reduce power to 100%, climb to 500 feet and arm your bomb targeting system; 8) release your bombs, rearm your borfb sight, and release a second stick of bombs on the target; 9) immediately engage afterburners, pull the nose up and climb to 1,200 feet to avoid the blast from your own bombs; 10) to escape and return to the carrier, remain in afterburner and climb to above 40,000 feet or descend again to 200 feet and race northeast toward the carrier.

You can use the same basic approach to recreate the airstrike against the airfield at Bengasi. For the greatest realism, you should return to base after each mission in order to repair and replenish your plane.

## 8.2 THE ANTI-AIRCRAFT ENVIRONMENT

To experience the intensity of the anti-aircraft defenses the American airmen encountered, select MISSION 6 and attack the primary target as Baghdad using a bombing run similar to that described above in section 8.1.

#### **8.3 NIGHT BOMBING RUN**

To conduct a night precision bombing raid like the one the raiders actually carried out, select MISSION 3 and execute a bombing run similar to that described above in section 8.1.



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