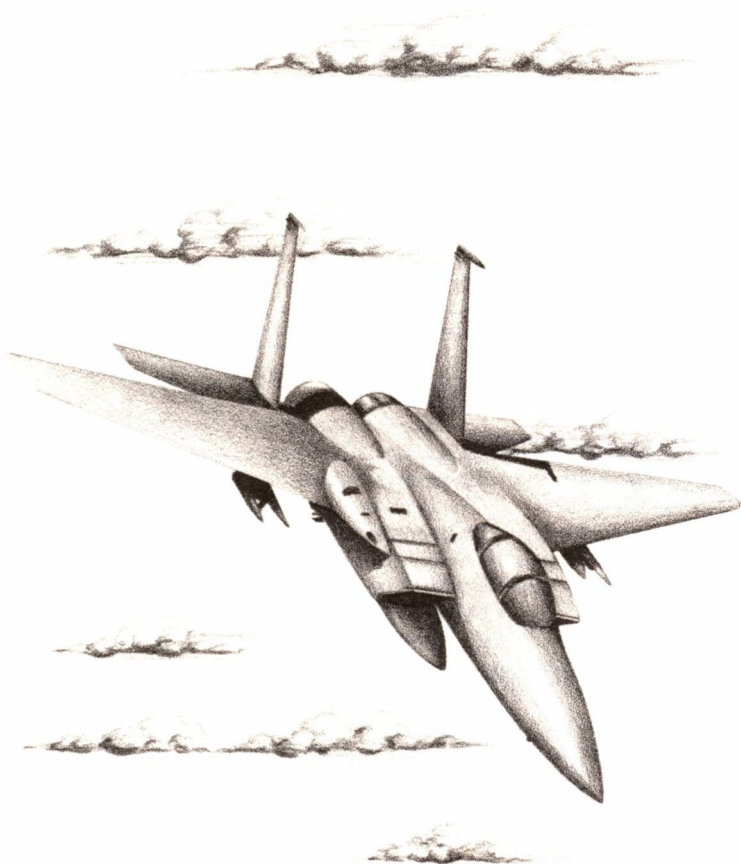




F-15 STRIKE EAGLE II TECHNICAL SUPPLEMENT

For IBM® PC, XT, AT, PS/2, Tandy 1000 and compatible computers



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SIMULATION • SOFTWARE

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Package Contents

Your *F-15 Strike Eagle II* should contain a manual, this technical supplement folder, two 5 1/4" disks or one 3 1/2" disk, a Keyboard Reference Card, maps of Libya, the Persian Gulf, Vietnam, and the Middle East, a registration card and backup disks order card.

Required Equipment

This game requires an IBM PC, XT, AT, PS/2, Tandy 1000, Compaq 386, or a computer 100% compatible with one of those models. The machine must have at least 384K of RAM.

Controls: The game can be run entirely from the keyboard or with a joystick and keyboard. A joystick greatly improves the "feel" and realism and is strongly suggested.

Display: The simulation requires a color monitor with an IBM CGA, EGA, MCGA, VGA, or Tandy 1000 graphics system. EGA systems must have 256K on the graphics card (standard on all but the earliest releases). The game will run on a system with a monochrome monitor *if* you have a Hercules Monochrome Graphics card. If you're using a compatible graphics card/monitor, it must be 100% hardware compatible with one of the above.

DOS: You must have IBM DOS, MS DOS, or Tandy DOS, version 2.1 or higher. A version between 2.1 and 3.31 inclusive is recommended. Higher DOS versions may require more than 384K of RAM.

Installation Concepts

F-15 Strike Eagle II is copy-protected using a "key disk" technique. This means you can copy the game to floppy disks or a hard disk with no problem, but the original disks have "invisible" markings that cannot be copied or removed from the disks. Each time you start the program you are asked to insert an original disk into your floppy drive. Therefore keep the original disks handy.

MicroProse regrets that continuing casual and organized software piracy requires that we protect this program.

Running from Floppy Disks

INSTALLATION ONTO FLOPPY DISKS

This game is designed to run using *copies* of the original disks. Although you can run the game using the originals, your "Pilot Roster" can't be saved.

What you need: To make the copies you'll need either two 5 1/4" 360K, one 3 1/2" 720K, one 5 1/4" 1.2MB, or one 3 1/2" 1.44MB disk(s). You should format the disk(s) first, to insure that each is "clean." For instructions on how to format a disk, see the description of the "FORMAT" command in your DOS manual.

Copying the Program: After formatting disk(s), use the DOS "COPY" command to copy the disks (use "*" as the file designators). For details, consult "COPY" in your DOS manual. You can copy all game files onto a single high density floppy (1.2 MB 5 1/4" or 1.44 MB 3 1/2").

Warning: Do not use the "DISKCOPY" command to copy disks. You must use the "COPY" command.

LOADING FROM FLOPPY DISKS

Boot your machine with DOS (version 2.1 or higher is required, version 2.1 to 3.31 is recommended).

1. Insert Disks: When the "A:>" prompt appears, remove the DOS disk and insert the *F-15 "A"* disk. If you have two floppy drives, put the "B" disk in the second drive.

2. Set Speed: If you have a "turbo" or multi-speed computer, set the speed to the highest possible setting. Use a lower setting only if the program failed to load at a higher speed.

3. Load Program: Type "F15" and press RETURN. The game will begin loading.

Running from a Hard Disk

INSTALLATION ONTO A HARD DISK

You can copy the original (distribution) disks onto a hard disk as standard DOS files, which can be copied, erased, and optimized as desired. Alternatively, you can use the INSTALL program on disk B to speed up the process, as follows:

If installing from 5 1/4" disks, insert disk B into drive A: and type "A:INSTALL 5" then press RETURN (be sure to put a space between "INSTALL" and "5").

If installing from 3 1/2" disks, insert disk B into drive A: and type "A:INSTALL 3" then press RETURN (be sure to put a space between "INSTALL" and "3").

Warning: The INSTALL program assumes you install from floppy drive A: onto hard disk C:. If your hardware configuration is different, do not use INSTALL. Instead, copy all the files from the floppy to the hard disk, using the DOS "COPY" command. All *F-15* files must be in the same directory or subdirectory.

LOADING FROM A HARD DISK

After you've installed *F-15* onto your hard drive, and assuming your machine runs under DOS when it boots (which is true of 99%+ of all IBMs and compatibles):

1. Turn on your machine. If it is already on, exit all programs and return to DOS.

2. Move to the Correct Directory: Make sure the directory letter matches the disk where you have *F-15*. If this is the C: drive, type "C:" and press RETURN. Then type "CD C:\\" and press RETURN. This insures that you're in the "root" directory.

3. Set Speed: If you have a "turbo" or multi-speed computer, set the speed to the highest possible setting. Use a lower setting only if the program fails to load at a higher speed.

4. Load Program: Type "F15" and press RETURN. The game will begin loading.

TECHNICAL NOTES

The INSTALL program creates a subdirectory on your hard disk titled "F15", then copies all files into it. It then copies a runtime batch file "F15LOADR" into your root directory as "F15.BAT". If you're an experienced IBM user, feel free to modify or move this F15.BAT in the root directory.

Removing Installation: To remove *F-15* from the hard disk, simply erase the files within the F15 subdirectory and the F15.BAT file in the root directory. Of course, this also erases your "Pilot Roster."

Special Options

FLYING IN *F-19 STEALTH FIGHTER* WORLDS

If you own MicroProse's *F-19 Stealth Fighter* you have the option of flying around in two of the theaters in that game: The North Cape and Central Europe. To do this, you must either make a scenario disk (if you are running the game from floppy disks) or copy files from your *F-19* disks onto your hard disk. Then, when you encounter the "Theater" screen at the beginning of a mission, select "Other Areas" from the menu and follow the on-screen instructions (if you are running the game from floppy disks, you must insert your scenario disk before selecting "Other Areas").

Making a 5 1/4" Scenario Disk: If you do not have a hard disk and are running *F-15* from 5 1/4" floppies, you should make a scenario disk as follows.

Format a 5 1/4" floppy disk and copy the following files:

From F-19, disk A:

NC.WLD
CE.WLD

From F-19, disk B:

CE.3D3
CE.3DT
CE.3DG
NC.3D3
NC.3DT
NC.3DG

From F-19, disk C:

CEUROPE.SPR
NCAPE.SPR

Making a 3 1/2" Scenario Disk: If you do not have a hard disk and are running F-15 from a 3 1/2" floppy, make a scenario disk by formatting a 3 1/2" floppy disk and copying NC.WLD and CE.WLD from your F-19 disk A, and the rest of the above files from F-19, disk B.

Copying Scenario Files to Your Hard Disk: If you have a hard drive, copy all the above files into your F-15 subdirectory instead of onto floppies.

Whether making a scenario diskette or copying files onto your hard drive, use the standard DOS "COPY" command. If you need assistance, refer to your DOS manual for instructions on copying files.

SPEED

When the simulation loads into your computer, the program computes the processing speed of your machine and sets itself accordingly.

GRAPHIC DETAIL

F-15 has four levels of graphic detail (D0 to D3), which control the amount of detail seen on the ground. Increasing detail requires greater computer speed. Regardless of your computer model, you can select any level of detail.

F-15 normally starts at highest detail (D3). This is ideal for sight-seeing regardless of your computer. However, for improved flight control and combat flying on slower machines, you may wish to reduce the level of detail. Use the *Detail Adjust* Key (Alt/D) to change detail level.

Our experience suggests the following detail levels for combat flying:

D0: Modest detail suitable for PC, XT, and other 8088 machines.

D1: Good detail suitable for normal AT machines.

D2: Maximum detail for fast ATs and 386s.

D3: Only available on machines with 256 color graphics capability (MCGA or VGA). Exceptional detail suitable for very fast ATs.

DIRECTOR MODE

Director mode (invoked by tapping the D key) has two levels, Director 1 and Director 2. Director 2 works as described in the manual, showing you all kinds of things that happen in the theater. Director 1, however, shows actions that you initiate only.

Tapping the D key will cycle through the three settings, Director 1, Director 2, and Director off.

SOUNDS

Music and sound effects are created using sound "driver" files. When the program loads, you will be asked to indicate what type of sound configuration you have. Additional sound boards and drivers may be supported in the future. Take a look at the READ.ME file (using the DOS command "TYPE READ.ME") for information on any new hardware support.

AUTOMATED LOADING

When the program loads, it asks a variety of questions about your computer system. You can automate this process by adding additional characters after the "F15" loading command. Separate "F15" and each of these commands with a space. You may use as many or as few commands as you prefer.

Automated loading options:

/J	if you use a joystick
/NJ	if you use a keyboard without a joystick
/GE	if you use EGA 16-color graphics
/GM	if you use MGCA or VGA 256-color graphics
/GC	if you use CGA 4-color graphics
/GT	if you use Tandy 1000 16-color graphics
/GH	if you use Hercules monochrome graphics
/D3	to invoke detail level 3
/D2	to invoke detail level 2
/D1	to invoke detail level 1
/D0	to invoke detail level 0
/AA	invokes the Ad Lib sound driver
/AT	invokes the Tandy sound driver
/A?	replace the ? with the code of the sound driver you want.

Examples: If you use a standard PC or XT with CGA graphics and no joystick, you would load the game with "F15 /NJ /GC /D0". If you have an AT with joystick, EGA graphics, and want the default setting for detail, you would load the game with "F15 /J /GE".

LOADING PROBLEMS?

One of your disks has an ASCII file named "READ.ME" which contains the latest notes regarding the program and how to solve problems with various "compatibles." You can use the DOS command "TYPE READ.ME" to read this file.

If the program does not load or run correctly, turn off your entire machine and restart it with a DOS disk (version 2.1 to 3.31 preferable) in your floppy drive A:. This should insure that DOS and *F-15* are the only programs in memory.

If you continue having trouble, try the original *F-15* disks. If the originals don't work either, try them in another machine. If they run correctly in another machine, then your machine has compatibility problems (i.e., some aspect is not entirely IBM compatible). Try a different keyboard, joystick, graphics, or detail setting. This helps narrow down your compatibility problem. Many computer BIOS ROMs and graphics card ROMs are replaceable. A newer version of either, available from the manufacturer, could solve your problem.

If you have trouble loading on other machines as well as your own, you may be one of the tiny percentage with a defective disk. In that case, contact MicroProse Customer Service at (301) 771-1151, Monday through Friday, 9am-5pm Eastern time. Please have a pencil and paper handy when you call.

F-15 STRIKE EAGLE II CONTROL STICK EQUIVALENTS

Controller Selection

joystick
either joystick button

or arrow keys
or Return key

Control Stick

Pitch down	stick forward	up-arrow	or keypad '8'
Roll right	stick right	right-arrow	or keypad '6'
Roll left	stick left	left-arrow	or keypad '4'
Pitch up	stick back	down-arrow	or keypad '2'
Down & right	stick forward & right	PgUp key	or keypad '9'
Down & left	stick forward & left	Home key	or keypad '7'
Up & right	stick back & right	PgDn key	or keypad '3'
Up & left	stick back & left	End key	or keypad '1'
Keyboard sensitivity		Alt/K	
Maximum stick movement		fast double-press of 'Alt/K' key	

Flight Controls

Increase Throttle	+
Decrease Throttle	—
Maximum Power	Shift/+
No Power	Shift/—
After Burner	A
Eject	Esc
Landing Gear up/down	L
Brakes on/off	B
Pilot, Automatic	P

Weapons and Defenses

Short-range Missile	S
Medium-range Missile	M
Ground Attack Missile	G
Flare Release	F
Chaff Release	C
Fire Missile	Return or Joystick button 2
Fire Cannon	Backspace or Joystick button 1

Avionics

Waypoint Select	W
Radar Range	R
Zoom Map	Z
Expand Map	X

Views

Return to Cockpit	Space
Look Front	F1
Look Left	F2
Look Right	F3
Look Rear	F4
Slot View	F5
Chase Plane	F6
Side View	F7

Missile View	F8
Tactical View	F9
Reverse Tactical View	F10
Director mode	D

Simulation Controls

Accelerated Time fast/slow	Alt/A
Boss, Hide Game	Alt/B
Detail Adjust	Alt/D
Keyboard sensitivity	Alt/K
Pause	Alt/P
Quit	Alt/Q
Re-supply	Alt/R
Joystick Re-center	Alt/J
Training	Alt/T
Volume Adjust	Alt/V

Slew Keys

Move Up	Alt/S
Move Left	Alt/Z
Move Down	Alt/X
Move Right	Alt/C

Notes on Simulation Controls

Change Mission to Training (Alt/T): Tapping this key converts your current mission into a training mission. This means that henceforth enemy weapons do no damage. Tapping Alt/T again exits training.

Once a mission is converted to training you cannot score any points for it, even if you toggle training off again. However, the slew controls and re-supply key only function while in training.

Re-center Joystick (Alt/J): If using a joystick and your plane seems to turn, dive, or climb while the stick is centered, tap this key combination (Alt/J), then “stir” the joystick by rotating it through the four corner positions.

Keyboard Sensitivity (Alt/K): This regulates the amount of control stick movement a keypress causes. We recommend you use this key frequently while flying, and always set the sensitivity to “1” on your final approach to landing.

Detail Adjust (Alt/D): The level of detail affects the game’s speed. See “Graphic Detail” on p.4 in this folder for more information.

Slew (Alt/S,Z,X,C): These keys function only in training. Tapping a key “teleports” your aircraft in that direction. The distance you’re “teleported” varies with the current Zoom/UnZoom scale of the satellite map (left-side cockpit CRT). Slew is an excellent way to check out the region while training.

DISPLAY COLORS

4-COLOR (CGA)

16-COLOR (EGA,VGA, MCGA)

INFORMATION DISPLAY

HUD Targeting Colors

Black rectangle	Black rectangle	Out of that weapon
White rectangle	White rectangle	Weapon out of range
White oval	White oval	Weapon locked on target
Black oval	Red oval	Weapon locked on target at optimal range
Small white box	Yellow-boxed red dot	Enemy missile
Small white box	Green-boxed red dot	Friendly missile

Landing Gear Light

Blue	Red	Landing gear up
Flashing white	Flashing green	Gear down, but too fast
White	Green	Landing gear down

Missile Warning Lights

Bright color	Yellow flashing	Radar missile incoming
Bright color	Red flashing	IR missile incoming
Black	Black	No threat
Black	Black	No threat

Satellite Map (Left CRT)

White arrowhead	White arrowhead	Your aircraft
Black cross	Orange cross	Mission objective on ground
Black arrowhead	Purple arrowhead	Ground radar
Blinking white square	Yellow square	Enemy missile
Dotted line	Dotted line	Pulse radar
Solid line	Solid line	Doppler radar
Black rectangle	Green rectangle	Runways

Tactical Display (Center CRT)

Red squares	Gray squares	16 km grid
Red/blue radar dish	Green radar dish	Ground Radar
Blue/white boat	Blue boat	Warship Radar
White rectangle	Gray rectangle	Airfield
Red crossed circle	Red crossed circle	Other ground targets
White airplane	Gray airplane	Your F-15
Large white cross	Large orange cross	Main Target
White dots	White dots	Chaff
Light blue burst	Red & yellow burst	Flare
Light blue plane	Yellow plane	Plane at higher altitude
White plane	Light red plane	Plane at similar altitude
Red plane	Dark red plane	Plane at lower altitude
White line	Yellow line	Radar-guided missile
Red line	Orange line	Doppler Radar missile
Blue line	Red line	IR-Homing missile
Blue-boxed object	Gray-boxed object	Current target