

NAVY N_STRIKE

Technical Supplement

Contents

Your *Navy Strike* package should contain a Game Manual, a Key Guide, this Technical Supplement, a CD and a registration card.

Required Equipment

- **Computer**

Navy Strike requires an IBM PC AT or a computer 100% compatible with this model.

The computer must have a hard disk and at least a double speed CD-ROM Drive.

Navy Strike requires an 80486 33 MHz processor and at least 4Mb RAM.

- **Controls**

You will require a Microsoft compatible Mouse and Mouse Driver to play *Navy Strike*.

- **Display**

Navy Strike requires a colour monitor with an SVGA graphics system. If you are using a compatible graphics card/monitor, it must be 100% compatible with SVGA systems capable of 640x480 in 256 colours.

- **CD**

Navy Strike is played directly from the CD. During the installation process a directory will be made on your hard-drive (default - C:\STRIKE) which will contain your save games and game set-up configuration (your sound card selections etc.), and frequently accessed game files.

- **DOS**

You must have Microsoft MS-DOS version 5.0 or higher.

Installation

An installation program is included on the *Navy Strike* CD.

Insert the CD into your CD-ROM drive and designate that drive (by typing "D: [Return]", "E: [Return]" or what ever your CD drive is called).

When the new prompt appears, type "INSTALL [Return]"

Please follow the on-screen prompts which appear.

The default (pre-set) installation routine places the *Navy Strike* configuration files in a directory named C:\STRIKE however you will be given the opportunity to change the directory where the *Navy Strike* configuration and save games are placed.

Loading Instructions

Switch on your machine and wait until the C:\> prompt appears.

Make sure the *Navy Strike* CD is in your CD-ROM drive.

Type "CD \STRIKE [Return]" and then type "STRIKE [Return]" to run the game.

Note: If you have installed Navy Strike to another directory, you must type "CD [name of your directory]", and then type "STRIKE [Return]".

If the game fails to load, read the Problem Section of this Technical Supplement.

Sound

Navy Strike supports Sound Blaster™ and 100% Compatibles • Sound Blaster AWE 32™ • Gravis Ultrasound • Pro Audio Spectrum • Sound Canvas • Roland® LAPC -1/ MT-32 • General Midi sound cards.

Game Enhancements and Other Information

We have added a new icon to the 'Mission Planning and Launch screen. Look at page 21 in this booklet.



Build Route Icon

The 'Waypoint Edit' icon has changed to the 'Build Route' icon but works in exactly the same way. When you click on 'Build Route' icon you will open the 'Waypoint Edit' screen.



Fly Existing Route Icon

The new icon that has been added to the 'Mission Planning and Launch Screen' is the 'Fly Existing Route' icon. To use this icon, you must first click on a previously created route from the box below the Choose Route box.

When you have clicked on the icon you will be taken to the 'Aircraft Allocation screen' (page 23 of this booklet). From here you can allocate more aircraft to a previously created route.

Page 26: Mission Types

There are two other types of missions not mentioned in the manual:

1. CAS (Close Air Support): CAS missions are similar to Combat Air Patrol but over enemy territory. Aircraft are armed with air-to-ground weapons and will attack any hostile ground installations.
2. ESCORT: Aircraft will stay with and support any mobile asset ie civilian, reconn or AEW.
3. Strike missions are now called STRIKE 1 (strike at one target) and STRIKE 2 (strike at one target PLUS one discretionary target). These terms replace Primary and Secondary used in the manual.

Page 28: Change Target Details

Change Target does not function the same as Move Waypoint. Change Target will select an asset as a new target. Move Waypoint will move a waypoint to any point of your choice.

Page 44: Lock Information

A target lock is shown on the HUD by the appearance of a diamond over the targeting box.

Page 53: Revisiting Messages

You cannot revisit messages from the Tactical Screen, only from the message log in the CIC screen.

The Tutorial Walk-through

From the Main Menu you can select to follow a Tutorial that will enable you to begin a short campaign. During the Tutorial you will be given advance warning of all possible threats and advice on how to deal with each situation as it arises.

This tutorial consists of a reconnaissance mission, a civilian aircraft intercept and dealing with a pair of hostile MiG's heading for your carrier. You will also set up a No Fly zone and launch an Early Warning Aircraft.

From the Main Menu select **Training**. This will take you to the Training Menu screen.

The top four items in this menu are dedicated Dogfight Training missions, placing you either behind or head-on with one (or two) enemy aircraft. These training missions are designed to let you practise your dogfighting skills ready for the campaign. Clicking on one of the four Dogfight options will take you into the fighter's cockpit heading for the enemy aircraft.

The Dogfight training missions end when either you have destroyed the enemy aircraft or you lose your own.

The game will then return to the training menu.

- Click on Commander Tutorial. This will begin the Tutorial and take you to the CIC screen.



Tactical Display icon

- Click on the Tactical Display icon (the small map). The Tactical Display will open. This is the main planning screen and shows you all game objects (assets): friendly and unfriendly.

Note: If you want to scroll around the map, use the cursor keys or click the mouse around the outer edges of the map in the direction you want it to move.

- Look to the top left of the screen. You will see the Time and Date when the game first starts, 12:00, 1, January 2000.



Time Icon Paused

Note: If at any time, you want to pause the game, click on the arrow on the left side of the Accelerate Time Icon until a 'P' appears in the centre. To resume the game click on the right arrow.

For this Tutorial, your first task will be to display a 50 mile Exclusion Zone around your aircraft carrier: the Nimitz.



Circle Display Control Icon

- Click on the **C**ircle **D**isplay **C**ontrol icon below the map. This will open up the C.D.C. "Window".
- Click the Deselect All Circles icon (second down on the right side of the "Window") then on the **50 Nm** line. Now close the "Window".

Note: to close any 'Windows' in the game click on the '✓' box in the top right hand corner of the 'Window'



De-select all Circles Icon

The "Window" will shut, and a circle will appear around your carrier indicating the 50 mile Exclusion Zone.

Your next task is to launch an AEW Airborne Early Warning Aircraft, your Eye In The Sky!

It is a good idea to have one of these aircraft in the air at all times because the range of their radar is greater than that of your carrier. You can send them quickly to an area you are concerned about.



Edit Mission Icon



Build Route Icon



Cancel & Return Icon



Launch Aircraft Icon



Increase Aircraft Icon



Launch Mission Icon



Accelerated time
x20 Icon



Acknowledge Icon



Scramble Icon

- Click on the 'Edit Mission' icon, and choose your route.
- Click on the 'Early Warning' line and then on the 'Build Route' icon, this will open the Waypoint Edit screen.

Note: If at any time you want to return to the previous screen click on the Cancel and Return icon, bottom right of the screen, or click the right mouse button (RMB) when the cursor is NOT over an icon.

- Click on the 'Launch Aircraft' icon. This will take you to the 'Aircraft Allocation Window'.

Select an E2C Early Warning Aircraft

- Click on the '**E2C AEW 4 Ready**' line and then once on the top arrow of the 'Increase Aircraft' icon.

The line will change to show that one of four aircraft is selected and that its launch time is +00.00 (immediate).

Launch the Aircraft

- Click on the 'Launch Mission' icon.

The screen will change back to the main Tactical Map.

A minute or so later you will get a message telling you that A.E.W. 01 01 is safely clear of the carrier.

The Early Warning Aircraft will now follow the route laid out on the Tactical Map and relay anything unusual back to your aircraft carrier.

Your carrier is now ready and alert for anything.

- Click the accelerate time icon twice until it reads 20.

At approximately 12:10 you will receive a message. A ship has been launched and will be spotted close to the carrier. You must first identify the vessel and, if necessary, attempt to persuade it to change its course.

- Click on the Acknowledge icon.

At 12:20 you will get a message from your AEW, 'Contact - Bogey 01'. You must click on the scramble icon to intercept.

Remember : The previous warning message will not appear in a non-tutorial scenario, and if you didn't have an AEW in the sky, BOGEYS could get much closer to your carrier before being picked up on radar.

- Click on the 'Scramble icon'.



Increase Aircraft Icon

The Aircraft Allocation Window will open.

- Launch a Sea Strike aircraft to deal with the threat.
- Click on the **FA18E LRS/S 4 Ready** line, and then once on the up arrow on the 'Increase Aircraft' icon.
- Click the 'Launch Mission' icon

You will now see another route shown on the map heading north east from the Nimitz. A few moments later you will receive another message saying that the F-18 has successfully left the carrier.

Note: If the tutorial is moving too slowly and you want to speed it up click on the right arrow on the Accelerated Time icon.



Acknowledge Icon

- Click the 'Acknowledge icon'
- Click on the 'Increase Accelerated Time' icon until it reads 20.

The F-18 you have just launched will follow your planned route and ID the target, sending you messages when it has reached, and is warning, its target.

- Click the 'Acknowledge' icon

At approximately 12:30 you will receive another message:

You should be picking up a civilian aircraft on radar soon. A quick buzz (fly-by) by some fighters will convince the pilot to alter course.

- Click the 'Acknowledge and Revert to Normal Time' icon.

At 12:45 you will receive another message. As it suggests, click on the scramble icon to set up an intercept route.

- Click on the 'Scramble' icon.

The Aircraft Allocation 'Window' will open.

- Click on the **FA18E CAP 8 Ready** line, and then twice on the 'Increase Aircraft' icon.

This will assign two F-18's to this route. Although this is probably unnecessary for buzzing a civilian aircraft, you should always assign more than one aircraft to a combat route.

When you have clicked twice on the FA18E C.A.P. line it should read:

FA18E CAP 2/8 Scramble: 2, +00.00



Launch Mission Icon

- Click the 'Launch Mission' icon.

You will now return to the Main Tactical Screen with the new route shown on the map.

- Click on the 'Acknowledge' icon when the 'Safely clear of the carrier' message arrives.

Any time now you should receive a message from Scramble 01, (the first F-18 you launched to intercept the ship.) The message will read: **Scramble 1 01: Warning Bogey 01**. This means that the F-18 has reached its target and is flying over the ship. The aircraft will continue to buzz the ship until it changes course.



Acknowledge Icon

- Click the 'Acknowledge' icon

Another minute or so and then another message will appear:

Scramble 1 01 reports Bogey 01 is now turning away.

The first F-18 you launched has completed its task and will now head back to the carrier. You will receive messages alerting you that the aircraft is about to land. also when its has safely touched down.

- Simply click on the 'Acknowledge' icon when you have read the message.

At approximately 13:10 you will receive a message from Scramble 2 01:

Engaging Bogey 02.

- Click the 'Acknowledge' icon.

Then another message from Scramble 2 01:

Identification of target - Airbus 01.

This is definitely a civilian flight.

Followed by:

Scramble 2 01: The Airbus 01 is now turning away.

The fighters' task is complete and they will return to the Nimitz.

Now you will plan and launch a CAP (Combat Air Patrol) mission, these are used to place combat aircraft, in an area of suspected hostility.



Edit Mission Icon

We will now set up a CAP mission to patrol north-west of the Nimitz.

- Click on the 'Edit Mission' icon, and then choose the C.A.P. route by clicking on **Combat Air Patrol**. Then click on the 'Build Route' icon.



Build Route Icon

The Waypoint Edit 'Window' will now open: Click on the 'Launch Aircraft' icon and the Aircraft Allocation 'Window' will open.

- Click on the **FA18E CAP 6 Ready** line. Click twice on the 'Increase Aircraft' icon and then on the 'Launch Mission' icon.

The new C.A.P. route (a large triangle) will now be shown on the Tactical Map. The two F-18's making their way to the first waypoint.

Now, comes your final challenge in this Tutorial.

At approximately 13:30, an incoming message will read:

You should be picking up a couple of MiG-29's on your radar soon. These are dangerous and should be intercepted.

- Click the 'Acknowledge' icon.

Do NOT click the 'Intercept' icon when the next message concerning the MiG's arrives:

A.E.W. 01 01: Radar contact - Bogey 3.

You already have two aircraft in the air. They are close to the inbound MiG's.



Acknowledge &
Revert Icon



Edit Mission Icon



Build Route Icon



Save Route Icon



Mission Summary Icon

- Click the 'Acknowledge and Revert to Normal time' icon.
 - Click on the in-bound MiG's on the tactical map (top left) to select them as your present target. If a selection 'Window' opens then select 'Bogey 3' and close the 'Window'.
 - Click on the 'Edit Mission' icon, and then 'Interception' from the Choose Route box.
 - Click on the 'Build Route' icon.
- The 'Waypoint Edit' screen will open.
- Now click on the 'Save Route' icon. Make a note of what the route is called:

I-Cpt 01

You will then return to the Main Tactical Screen.

Now all you have to do is re-assign the aircraft on the **C.A.P.** to the new MiG **Intercept Route**.

- Click on the F-18's (small dots) on their CAP route. Select one of the F-18's if a selection 'Window' opens:

C.A.P. 01 01 or **C.A.P. 01 02**

- Now, click on the 'Mission Summary' icon.

This will open the Summary of Missions screen. In this, one of the present missions will read:



Change Route Icon

FA18E CAP 2 C.A.P. 01, In air

- Click on this line so that it is highlighted and then on the 'Change Route' icon.

The Change Route screen will open.



Acknowledge Icon

- Click on the line:

I-Cpt 01 (This is the MiG intercept mission you have previously created).

- Click on the 'Accept New Route' icon.

You will now return to the Main Tactical Screen. The aircraft's route will have changed to the new intercept route.

Note: The F-18's old C.A.P. route will not have been deleted, so once the aircraft have completed the new intercept you can easily re-assign the aircraft to their previous orders in exactly the same way.

A few minutes later you will receive the message:

C.A.P. 01 02: Engaging Bogey 03.

Your F-18's are engaged in combat with the MiG's.

These MiG's are intent on blowing up you, your wing-man and your carrier.

It is advisable in situations such as these to take control of the aircraft you are sending out. So let's jump into the cockpit of the F-18 scramble 3 01

- Click the 'Acknowledge and Return to Normal Time' icon.
- Click on the Tactical Map as close as you can get to where your F-18's are.

The Choose Asset 'Window' will open.

- Click on the line: **C.A.P. 01 01** and close the 'Window'.



Build Route Icon

- Click on the 'View Asset' icon (the Camera below the Tactical Map) and a 'Window' containing a 3-D view of that aircraft will open.

To jump into the cockpit, click the 'Aircraft' icon in the 'Window'.



Aircraft Icon

- Click the 'Aircraft' icon.

You will now see the F-18. Disengage auto pilot by pressing A. Use all your skills (and the key guide) to defeat the incoming aircraft or you may be responsible for the loss of your carrier.

The tutorial will end when, either the MiG's are downed, or your carrier is destroyed.

If you loose the dogfight against the MiG's you will be returned to the tactical display. You can launch more intercepts against the MiG's using the route **I-Cpt 01** or, practise using the four instant action dogfights within the Training Menu. Then, attempt the tutorial again.

Aircraft Payloads

Each of your aircraft have default payloads for each type of mission (or duty) you may choose to assign them to. Below are listed these payloads.

F/A18E

HEAVY CAP: AIM 54C 2x AIM 120 4x GUNS 1000 rounds	SEA STRIKE: HARPOON 5x GUNS 1000 rounds AIM 9R 4x
CAP: AIM 9R 6x AIM 120 2x GUNS 1000 rounds	HEAVY CAS Paveway 3x GUNS 1000 rounds AIM 9R 4x
HEAVY STRIKE: Paveway 3x GUNS 1000 rounds AIM 9R 4x	CAS: AGM 65 6x (Maverick) AIM 9R 4x GUNS 1000 rounds
STRIKE: AGM 65 6x (Maverick) AIM 9R 4x GUNS 1000 rounds	RECONNAISSANCE: AIM 9R 6x AIM 120 2x GUNS 1000 rounds
HEAVY SEA STRIKE: HARPOON 3x GUNS 1000 rounds AIM 9R 4x	

F-22NE

HEAVY CAP: AIM 9R 2x AIM 54 6x GUNS 500 rounds	SEA STRIKE: AIM 9R 2x HARPOON 4x GUNS 500 rounds
CAP: AIM 120 6x AIM 9R 2x GUNS 500 rounds	RECONNAISSANCE: AIM 120 6x AIM 9R 2x GUNS 500 rounds
HEAVY SEA STRIKE: HARPOON 4x AIM 9R 2x GUNS 500 rounds	

AX

HEAVY WILD WEASEL: HARM 8x AGM 65 4x GUNS 1000 rounds	HEAVY SEA STRIKE: HARPOON 6x GUNS 1000 rounds
HEAVY WILD WEASEL: HARM 10x AGM 65 4x GUNS 1000 rounds	SEA STRIKE: HARPOON 8x GUNS 1000 rounds
HEAVY STRIKE: PAVEWAY 2x GUNS 1000 rounds	RECONNAISSANCE HARPOON 8x GUNS 1000 rounds
STRIKE: AGM 65 6x (Maverick) GUNS 1000 rounds	

Operating Difficulties and Loading Problems

Q. Why won't my game load?

Check all memory requirements listed in this Technical Supplement. In most cases, the computer must have 570,000 bytes of Conventional Memory to load the game successfully.

Slow Running

If you are not running from a boot disk, please ensure that you have SMARTDRV.SYS or SMARTDRV.EXE loaded into your CONFIG.SYS or AUTOEXEC.BAT.

Conventional Memory

To check how much Conventional Memory is available, type MEM/C from the C:\> prompt and press the Return key. Look for the Largest Executable Program details. If there is not enough Conventional Memory, you may need a Boot Disk.

Q. What is a Boot Disk?

This is a Start Up disk for your computer which contains alternative start up files to those on your hard disk. The Boot Disk will allow you more Conventional Memory.

Making a Boot Disk

Instructions for making an MS-DOS Boot Disk (also known as a System Disk) will be found in your Microsoft manual.

Using a Boot Disk

Insert the Boot Disk into your floppy disk drive A and then switch on the computer. You should leave the disk in the floppy drive during play.

Q. Can I run my game through Windows?

No, this is not recommended, unless specifically mentioned in the system requirements.

Q. Does my game run with DR DOS?

Success is not guaranteed. Empire games are currently designed to run with MS-DOS 5.0 or 100% compatible DOS.

A FULL TECHNICAL SUPPLEMENT IS PROVIDED ON YOUR CD ROM DISK. TO VIEW THIS FILE TYPE EDIT README.TXT IN THE CDROM ROOT DIRECTORY.

Virus

Be aware that a virus may have transferred into your hardware from another piece of software. Pirated copies of games are an incredibly common source of virus problems. It always pays to own original software.

Software Fault

In the unlikely event of a software fault please return the complete package, with your receipt, to the **place of purchase**. Empire regret that goods cannot be replaced unless bought from the company directly.

The Read Me File

The latest notes regarding this program, additions, revisions, full technical details etc can be found in a file named README.TXT in the C:\STRIKE directory. These notes may be read by using either standard DOS commands or the DOS 5.0 text editor (type EDIT README.TXT).

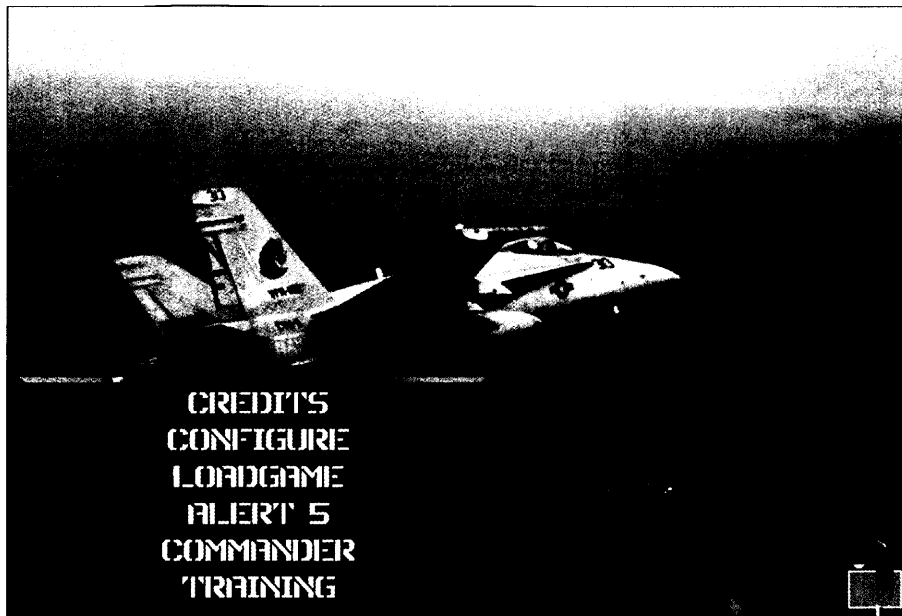
Graphic User Interface

See over.

MAIN GAME MENU



Start



CREDITS
CONFIGURE
LOADGAME
ALERT 5
COMMANDER
TRAINING

Game Options

Instant Action

Theatre Select

2

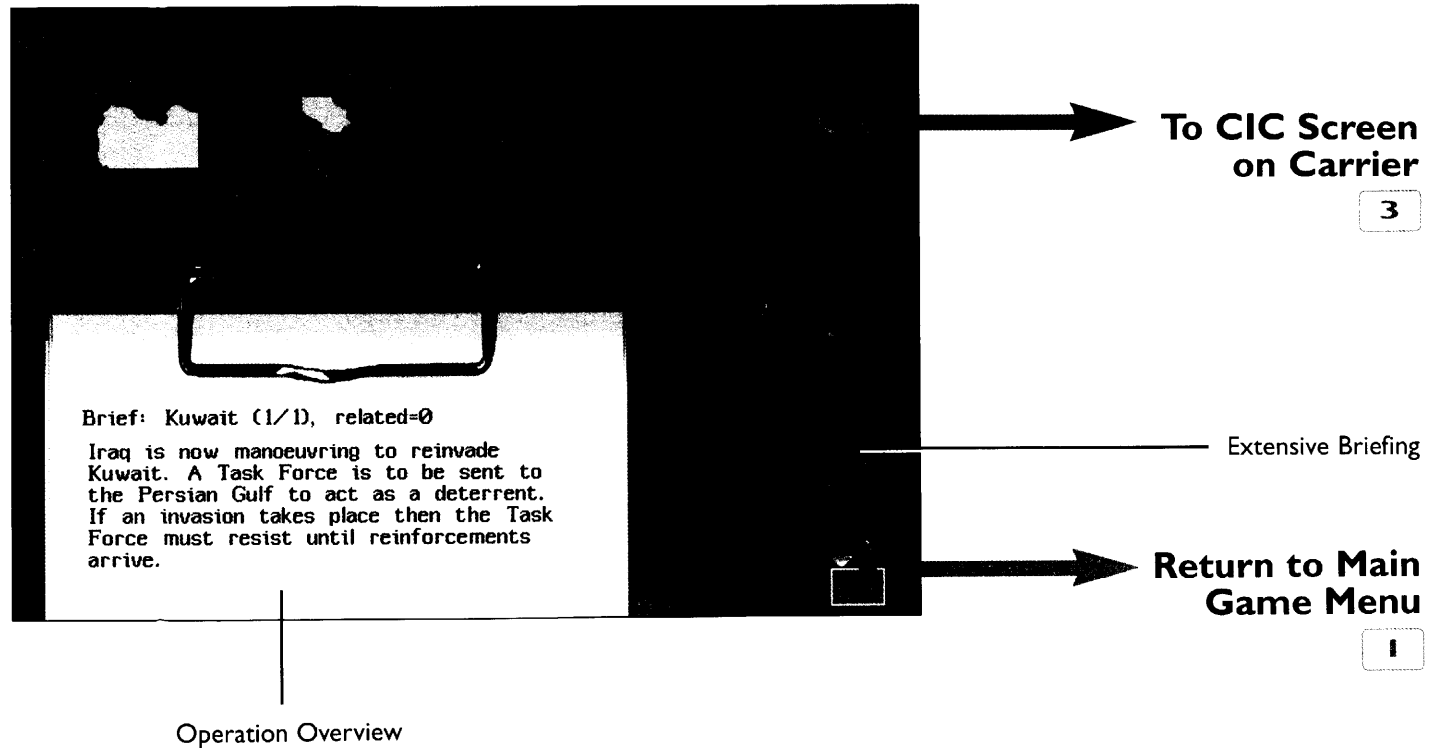
Tutorial:

Dogfight Tutorial
Strategy Tutorial

Exit to DOS

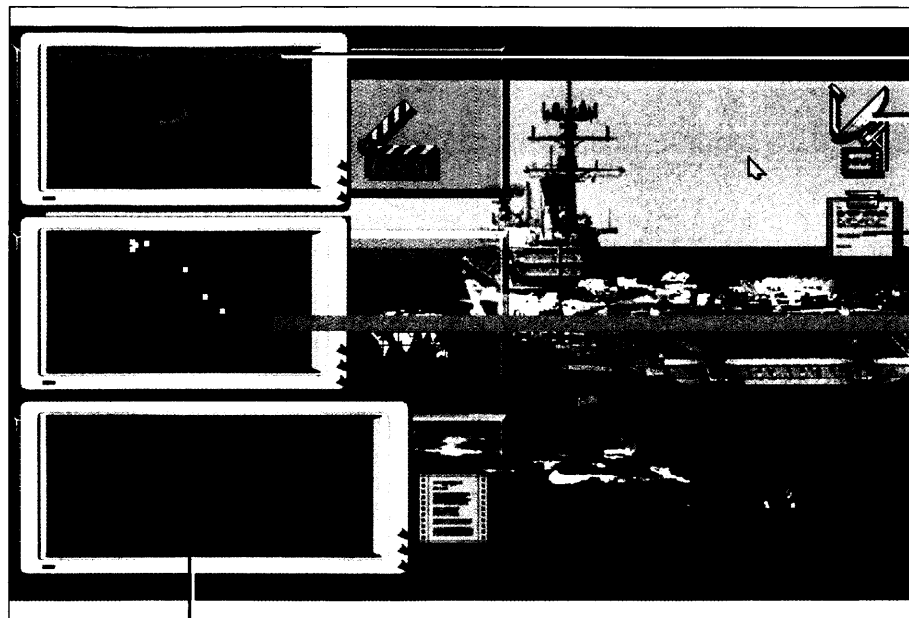
THEATRE SELECT

2



CIC (Commander in Chief)

3



Director View

TV News

Back to Briefing

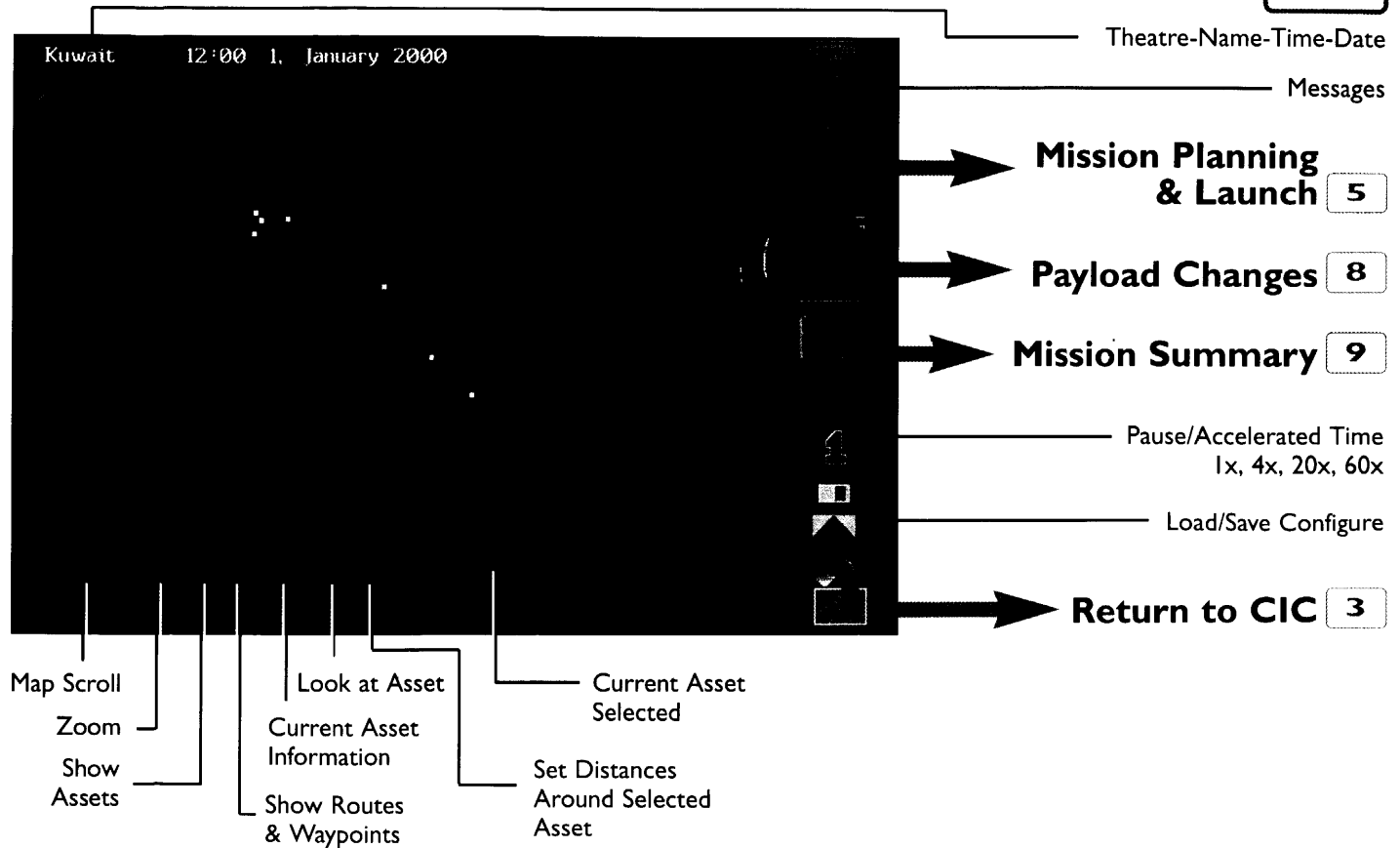
**To Tactical
Display Screen**

Messages

4

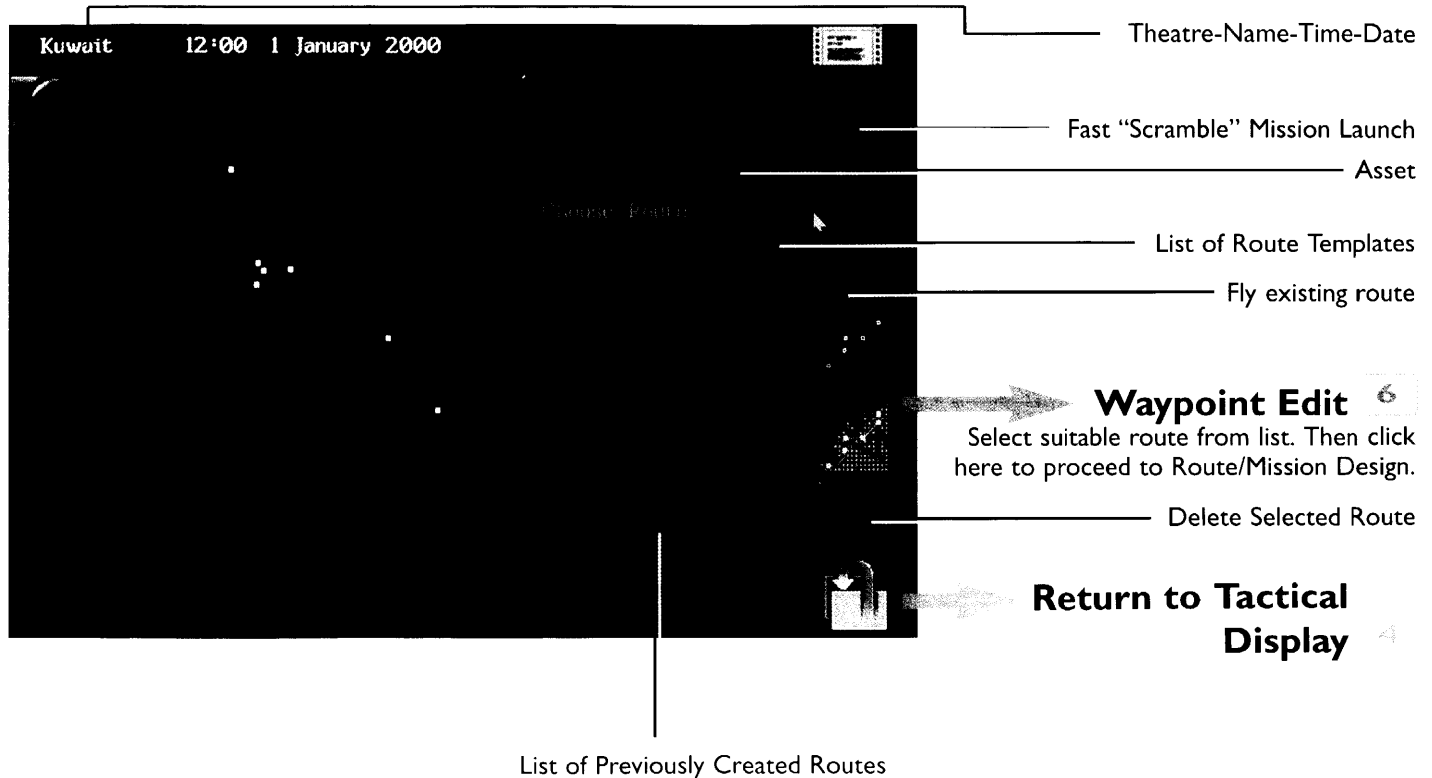
TACTICAL DISPLAY SCREEN

4



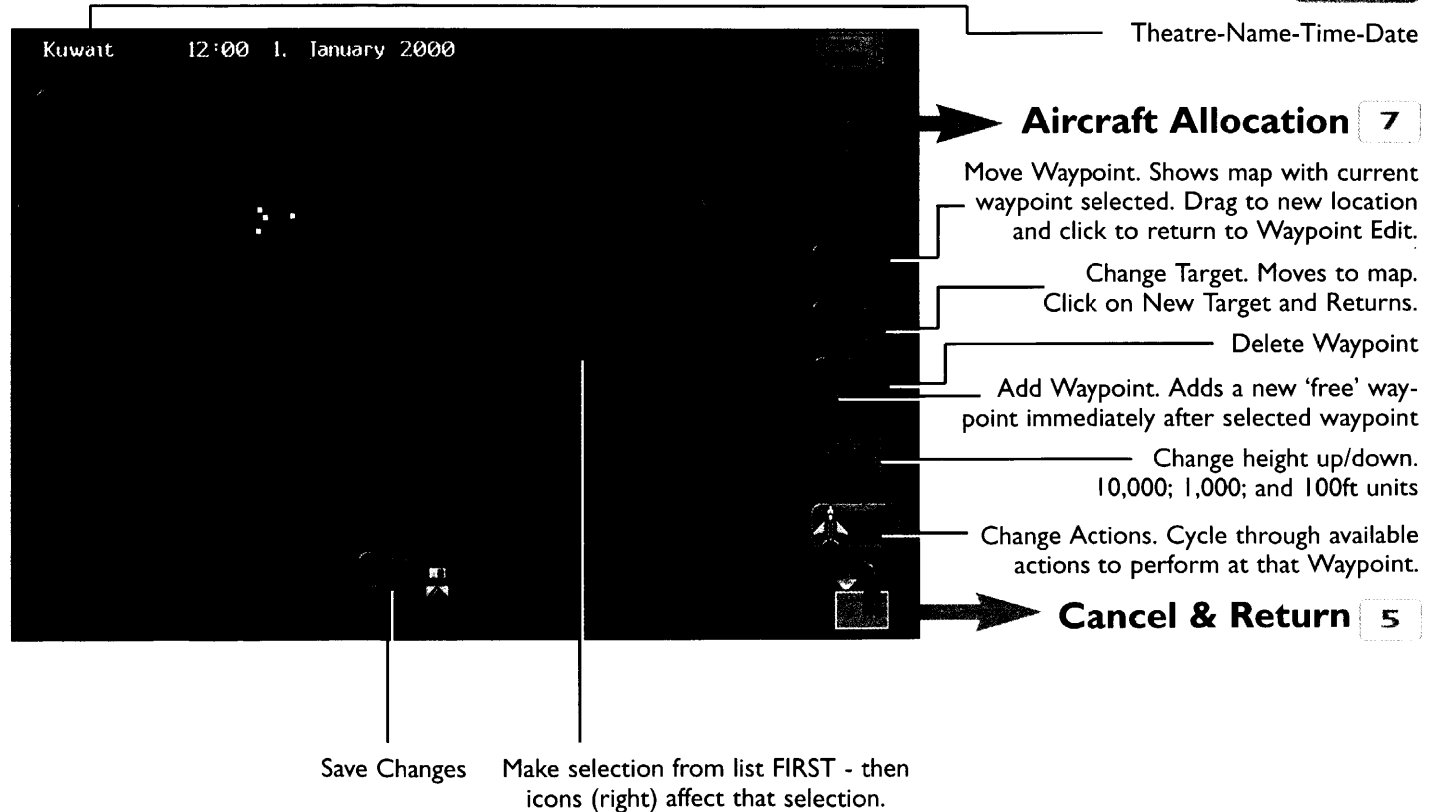
MISSION PLANNING & LAUNCH

5



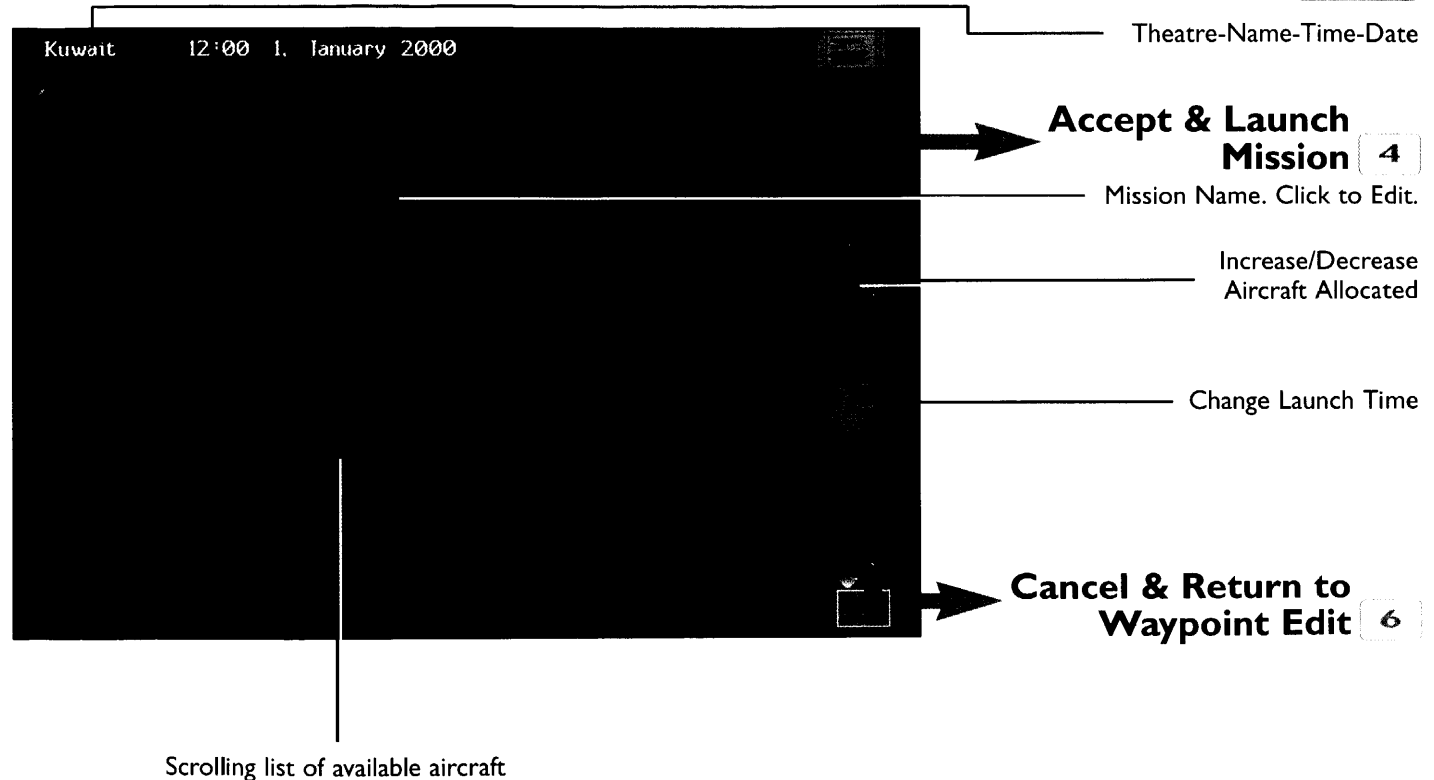
WAYPOINT EDIT

6



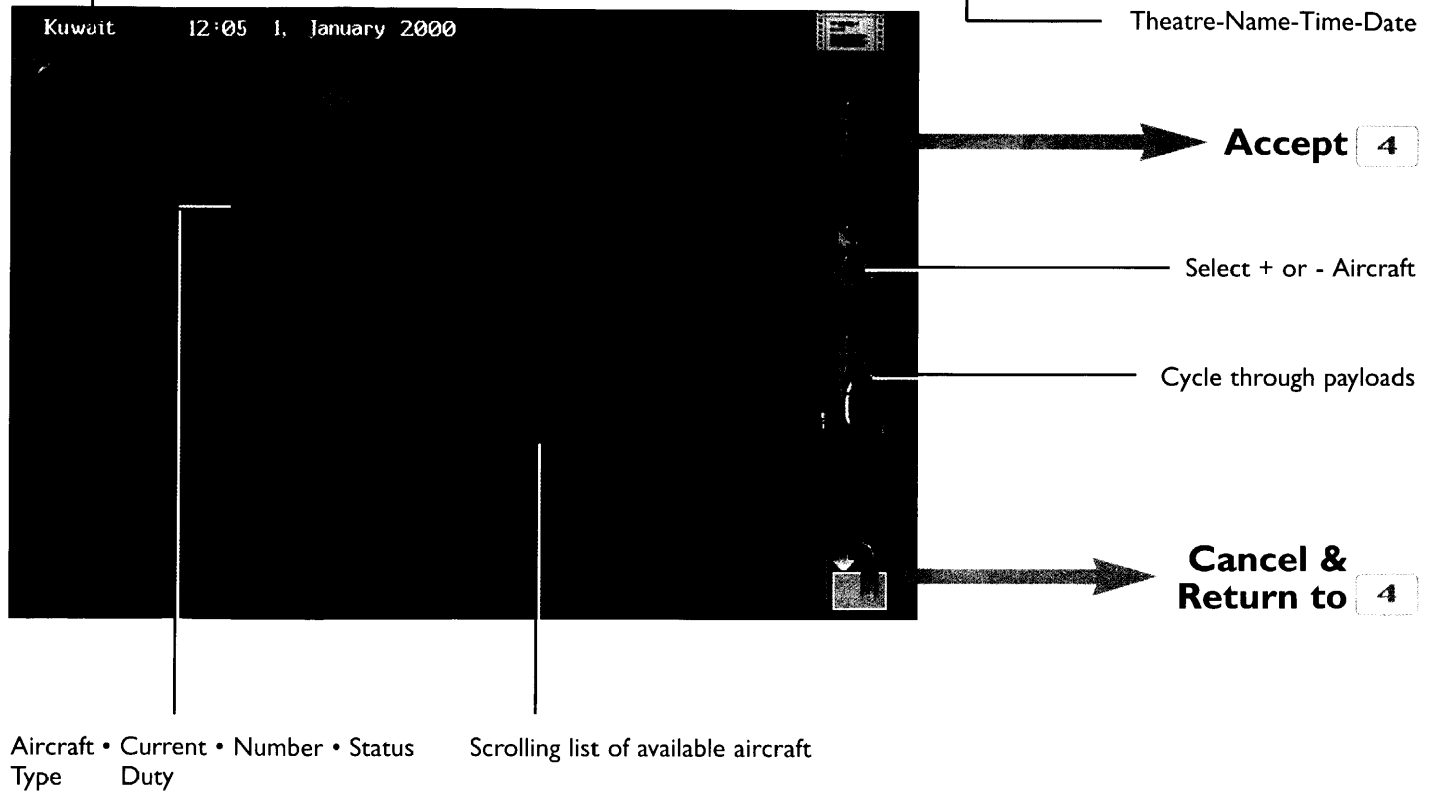
AIRCRAFT ALLOCATION

7



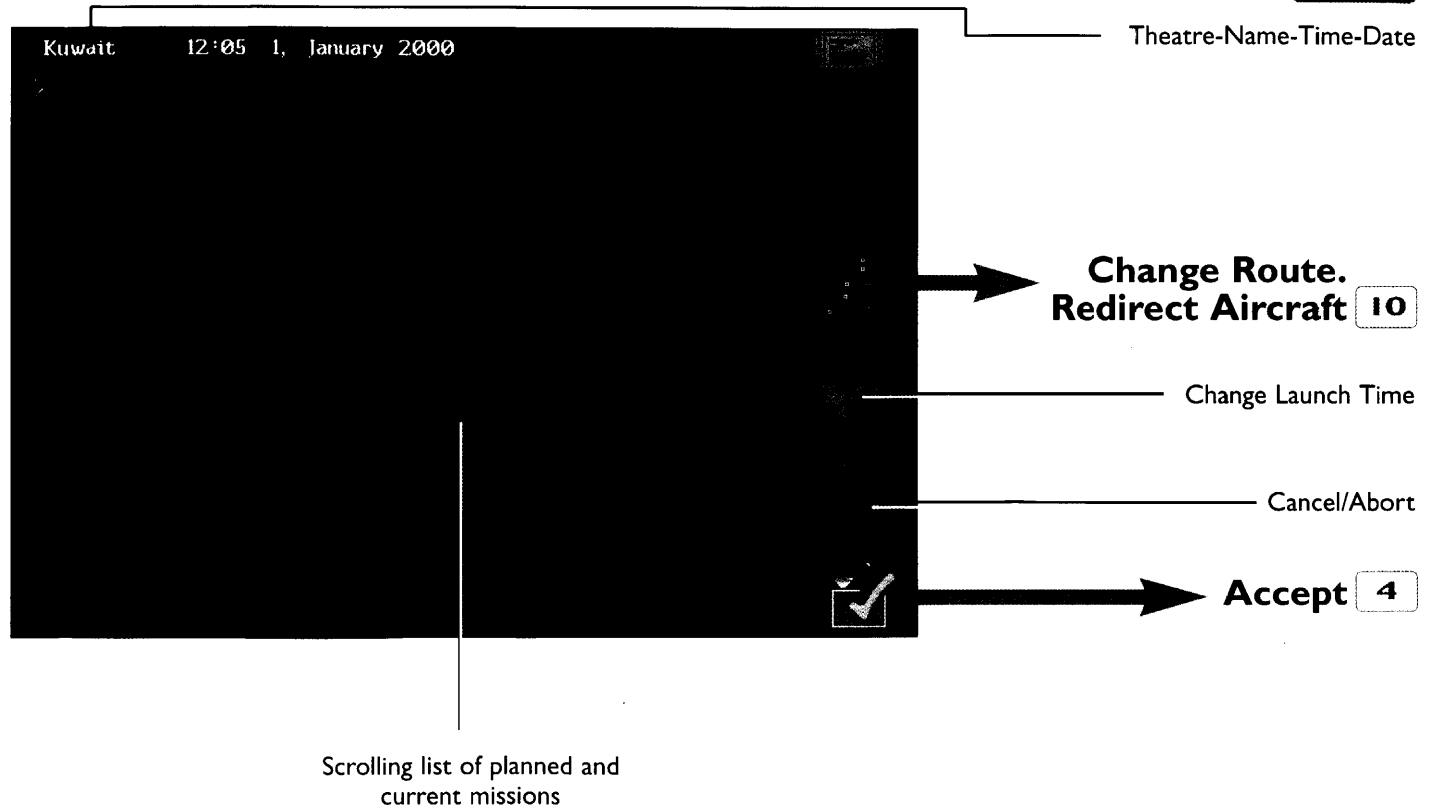
PAYLOAD REFIT

8

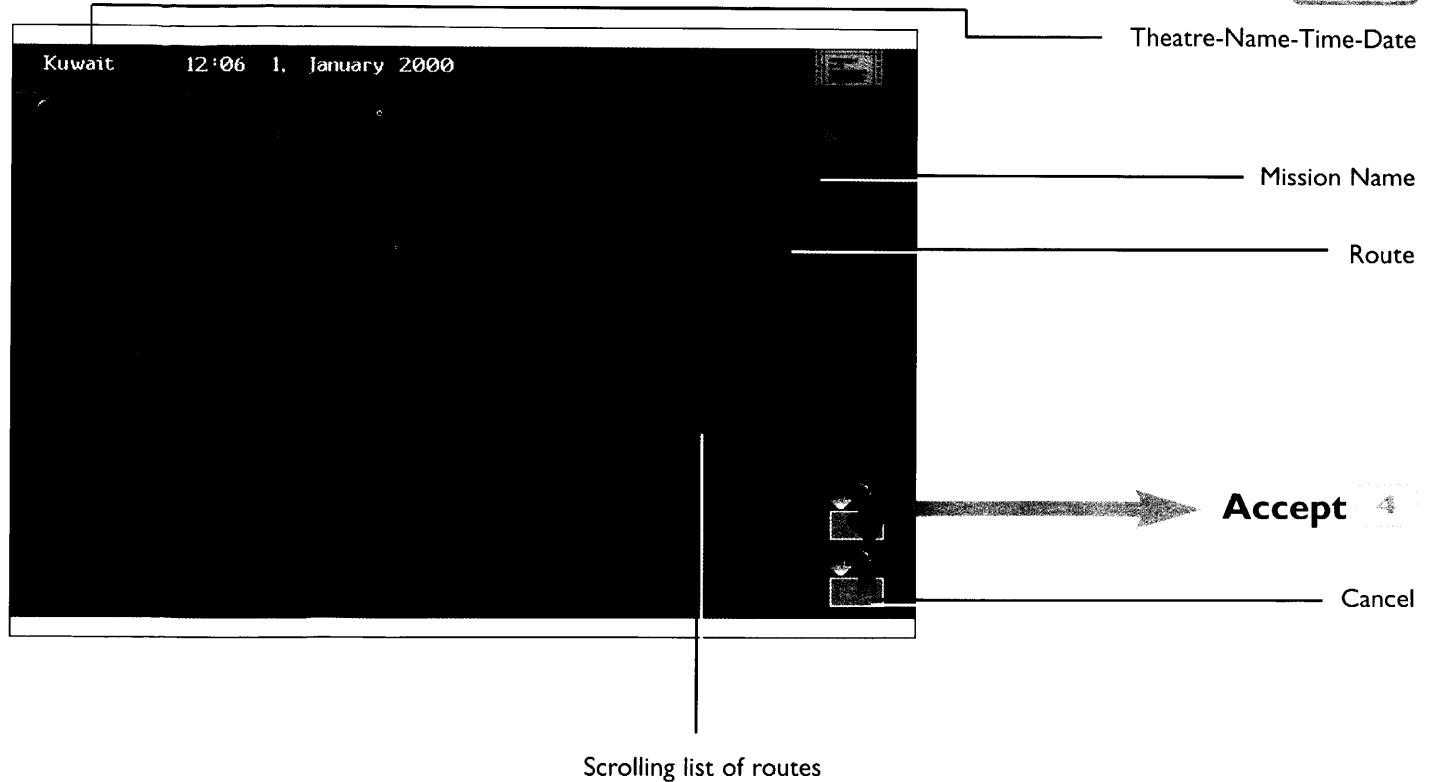


MISSION SUMMARY

9



CHANGE ROUTE



MESSAGES



Kuwait 12:18 1, January 2000

Theatre-Name-Time-Date

Fast launch 'scramble' against asset

Jump into Cockpit (if available)

Accept and move to next message

Accept Message & set accelerated time to 1x 4

Acknowledge & Leave Time at previous setting 4

A diagram of a message interface. At the top left, the text 'Kuwait 12:18 1, January 2000' is displayed. To its right is a small icon. Below this is a large black rectangular area representing the message content. To the right of this area are four horizontal lines with arrows pointing to specific features: the first points to a small icon, the second to a small icon, the third to a small icon, and the fourth to a small icon. Below these are two larger icons: a clock face with a play button and a document with a checkmark. Arrows point from these icons to text blocks on the right. The first text block is 'Accept Message & set accelerated time to 1x' followed by a box containing the number '4'. The second text block is 'Acknowledge & Leave Time at previous setting' followed by a box containing the number '4'.