

MEGAFORTRESS

Collection

QUICK START GUIDE

Megafortress Collection consists of the original Megafortress and two expansions, Megafortress: Operation Sledgehammer and Megafortress: Operation Skymaster. Also included is the Megafortress Mission Editor.

MEGAFORTRESS: OPERATION SLEDGEHAMMER

is the expansion of the original Megafortress with two additional campaigns: Iran and Libya.

MEGAFORTRESS: OPERATION SKYMASTER

is the expansion of Megafortress: Operation Sledgehammer. It includes three additional campaigns: Korea, Philippines and Dragonslayer.

THE MEGAFORTRESS MISSION EDITOR

provides tools to adjust missions from Operation Skymaster. You can edit mission names, descriptions, waypoints, targets, and more. The mission editor does not affect any of the missions in the core games.

The manual included is written in the context of the base game, and therefore all information on weapons and missions refer to all those that are originally in the base game.

It is highly recommended to refer to the manual provided under "DOCUMENTATION" from the very beginning of the game, as core gameplay is best understood when following the steps and explanations highlighted within the manual. Use the manual to get an understanding of how to use each Station and why.

Put on your pilot's hat, because in Megafortress you play the role of a lieutenant pilot on a mission to stealth and bomb your way into enemy territories to complete missions. The gameplay is very detailed and you must master flying a stealth bomber as if you were actually behind the wheel of a real one. Once mastered, your missions become more involved and technical knowledge of flying the stealth bomber comes into play!

The manual will give you context on many of the missions you take on to the point where you will learn the history behind the names and flight paths of the missions.

CONTROLS AND SHORTCUTS

PAUSING

Pause the game with **P** to read the manual as you complete the missions will make keeping up with the steps involved a simpler process.

FLIGHT PROCEDURES (TAKEOFF)

See **page xiii** in the manual.

LANDING

See **page 33** in the manual.

IDENTIFICATION MISSION (TRANPOSER CODES)

See **page xiv** in the manual.

All two-digit page numbers in the manual have a two-digit number next to them in parenthesis (). When prompted to identify yourself, use that number in parenthesis to match with the number prompted by the transposer in the game. The number in the transporter corresponds with a random two-digit page number.

For convenience, all transposer codes are included at the bottom of this quick start guide in the Transposer Codes section as well.

FLYING THE PLANE

Up Arrow	- Downward Pitch
Down Arrow	- Upward Pitch
Left Arrow	- Left Roll
Right Arrow	- Right Roll

GENERAL CONTROLS

Spacebar	- Skip Title Cutscene
P	- Pause
ESC	- Exit Game

WHEN PROMPTED TO EXIT GAME:

Y	- Yes
N	- No

MISSIONS

Starting from page 71 of the manual, you'll find information on what missions you can take on in the 3 campaigns that are available in the base game, Megafortress. Mission Flight Plans are also included in the same PDF, after the main text of the manual.

TRANSPOSER CODES

The following are the codes for the Transposer in the Copilot section of Megafortress's dashboard.

The Transposer will display the number outside of the parenthesis during the Identification event in the game. You will need to enter the number inside of the parenthesis as a response to the base's request to identify yourself.

PAGE NO.	10	11	12	13	14	15	16	17	18	19
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DOSBOX TIPS

To make this game playable on modern systems, this version of Megafortress Collection is played through DOSBox.

USEFUL DOSBOX SHORTCUTS

- Exit the application at any time with Control+F9.
- While in windowed mode, Control+F10 toggles locking the mouse to the window. The mouse is not used for gameplay or menu navigation in Megafortress Collection, but using this to prevent the mouse from wandering outside the game area onto anything outside the game window may still be helpful to ensure the game does not lose focus while playing.
- Alt+Enter can be used to switch between windowed and full screen mode while in any resolution view.
- If you feel the game is running too fast or too slow, you can adjust the CPU speed by decreasing the number of CPU cycles with Control+F11 or increasing them with Control+F12.

DOSBOX OPTIMIZATIONS (RECOMMENDED FOR ADVANCED USERS)

You can make adjustments to how the game runs by editing the .conf files in the GameData directory of the game's install folder. We recommend backing up any .conf files before making edits, as changes to these files could produce undesired effects.

FULL SCREEN MODE

If you are having trouble running the game at full screen, you may want to change the full resolution parameter in the fullscreen.conf (and any other .conf files you use to launch the game). We found that most systems run best with this parameter set to full resolution=desktop, so we made this the default value, but we have seen some configurations where changing this parameter to full resolution=original was necessary for the game to run properly.