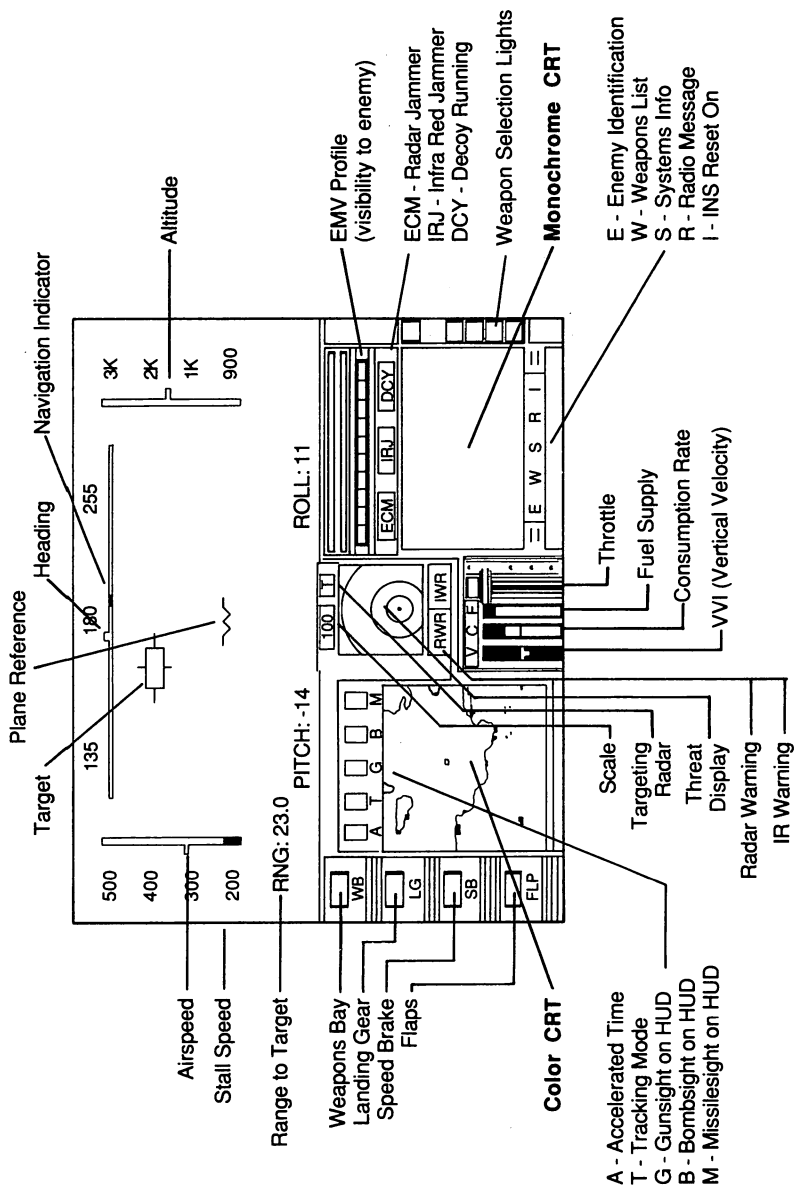

PROJECT: STEALTH FIGHTER

**TECHNICAL
SUPPLEMENT
F19-M135-TS2**

for Commodore C64 / C128 Computers

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Target
Plane Reference
Heading
Navigation Indicator

Airspeed
Stall Speed
Altitude

Range to Target
RNG: 23.0
PITCH: -14
ROLL: 11

Weapons Bay
Landing Gear
Speed Brake
Flaps
Color CRT
EMV Profile (visibility to enemy)
ECM - Radar Jammer
IRJ - Infra Red Jammer
DCY - Decoy Running
Weapon Selection Lights
Monochrome CRT

Scale
Targeting Radar
Threat Display
Radar Warning
IR Warning
Throttle
Fuel Supply
Consumption Rate
VVI (Vertical Velocity)
E - Enemy Identification
W - Weapons List
S - Systems Info
R - Radio Message
I - INS Reset On
A - Accelerated Time
T - Tracking Mode
G - Gunsight on HUD
B - Bombsight on HUD
M - Missilesight on HUD

• Cockpit •

HUD Targeting Colors

White Rectangle	Enemy target can be identified, poor accuracy.
White Oval	Enemy target in firing range, good accuracy.
Black or Red Oval	Enemy target in close range, excellent accuracy (color varies in day and night)

Threat Display Colors

Flashing Red Dot	Enemy missile radar
Red Dot	Other enemy search radar
Blue Plane	Enemy aircraft radar — at higher altitude
Green Plane	Enemy aircraft radar — at lower altitude
White Dot	Enemy missile in flight

RWR & IWR Warning Light Colors

RWR = Radar Warning Receiver, IWR = Infrared Warning Receiver

Dark Gray	Off
Blue	Search warning
Yellow	Search detection
Red	Enemy fire control tracking you
Flashing Red	Enemy missile flight guidance

B&W CRT Status Lights

E	Enemy aircraft ID displayed
R	Radio message displayed
W	Weapons data displayed
S	Systems damage & defenses remaining
I	INS Nav system engaged

Avionics Status Lights

A	Acceleration warning
Blue T	Tracking mode — air radar
Green T	Tracking mode — ground imagers
G	Gunsight on HUD
B	Bombsight on HUD
M	Missile system on HUD

Strategic Map Symbols

Pulsing White	Your position
Flashing Yellow	Active INS waypoint
Solid Yellow	Other INS waypoint

EMV Bar Gauge Colors

Blue	Low EMV (1-3 lights on)
Yellow	Moderate EMV (4-6 lights on)
Red	High EMV (7-10 lights on)

Flight Controls Status Lights

WB	Weapon bay doors open
LG	Landing gear down
SB	Speed brake extended
FLP	Flaps extended

• Controls •

Flight Controls: Speed

6 key	Engines On/Off
+ key	Increase Throttle
- key	Decrease Throttle
5 key	Accelerated Time
Run/Stop key	Pause

Flight Controls: Aerodynamics

Joystick	Control Stick
0 key	Speed Brakes & Gear Brakes
9 key	Flaps Extended/Retracted
8 key	Landing Gear Up/Down
Left shift key	Pilot Ejection

Flight Controls: Visibility & Navigation

Clr/Home key	Look Ahead
£ key	Look Left
Inst/Del key	Look Right
X key	INS Set-mode On/Off
C key	Switch INS Nav Waypoints
V key	Strategic Map
B key	Tactical Map

Combat Systems Controls: Tracking

Right shift key	Change Threat Display Scale
N key	Switch Tracking Mode
M key	ID Target
Space bar key	Switch Targets
,< key	Display Weapons

Combat Systems Controls: Arming & Firing

F1 key	Weapons Bay #1 Armed
F3 key	Weapons Bay #2 Armed
F5 key	Weapons Bay #3 Armed
F7 key	Weapons Bay #4 Armed
Left/right Crsr key	20mm Cannon Armed
Fire button	Fire/Launch/Drop Weapon
Return key	EMCON Weapons Shutdown

Combat Systems Controls: Defenses

2 key	Drop Decoy
1 key	IR Jammer On/Off
← key	Radar Jammer On/Off
4 key	Bay Doors Open/Close
.> key	Display Systems Status

Simulation options before & after mission

Joystick	Controller
Fire Button	Selection

• Loading •

Project: Stealth Fighter requires a C-64, C-64C or C-128 with a 1541 or 1571 disk drive and a joystick. Follow the steps below to load:

- 1. Turn off your computer** and disk drive.
 - 2. Attach one joystick in port #2.** Do NOT leave a joystick in port #1 (a joystick there can scramble the controls).
 - 3. Turn on your disk drive.** WARNING: Do not leave a disk in a C64's 1541 drive when you turn it on or off — your disk could be damaged in certain early-model drive designs.
 - 4. Remove all cartridges** from your computer.
 - 5. If using a C128:**
 - Insert PROJECT: STEALTH FIGHTER disk, label upward.
 - Turn on your computer. The program will load automatically. After loading leave the disk in the drive until instructed otherwise.
 - 6. If using a C64 or C64C**
 - Turn on your computer.
 - Insert PROJECT: STEALTH FIGHTER disk, label upward.
 - Type the following:
LOAD "*", 8, 1
and press RETURN. After loading leave the disk in the drive until instructed otherwise.
 - 7. Introduction:** A series of introductory screens will appear, including a flying scene with theme music. To speed through this sequence, press and hold down the joystick trigger.
 - 8. Have a spare disk handy:** To save a pilot's record you'll need a separate, blank disk. You *cannot* save pilot records on your game disk. The disk side you use to save your Stealth pilot cannot be used for any other purpose.
 - 9. Empty Drives:** *IMPORTANT:* During play, *always* leave your Stealth game disk in the drive. You will be prompted when to turn over the disk, or when to replace it with a pilot record disk.
 - 10. Exiting the Game:** To end the simulation, remove the Stealth game disk and turn off your computer.
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Loading Problems?

If the program does not load or run correctly, turn off BOTH the computer and the disk drive, leave them off for at least 10 seconds, then try again.

If it still doesn't load or run correctly, turn off your computer, disk drive, and all other attached equipment. Disconnect attached peripheral devices, such as printers, modems, light pens, graphics tablets, mice, etc. *Project: Stealth Fighter* uses memory in odd locations. Sometimes attached equipment uses this same RAM memory, destroying necessary parts of the game program.

Try loading the program on another machine. If it loads correctly on that machine, your difficulties are in your hardware. If this occurs, you must have your hardware repaired - we could replace your software with new versions forever and the game would still have problems! The most common problem is a disk drive out of alignment. Disk drives can be very sensitive - something as minor as a gentle bump can throw it out of alignment. Have a local dealer or service department readjust it.

Incidentally, PROJECT: STEALTH FIGHTER uses a proprietary fast-load-from-disk routine that speeds up disk access as much as five times normal. Since the routine is customized for this game, it is faster than general-purpose cartridge-based fast-load programs. Therefore, do NOT attempt to use a cartridge fast-load program with this game, as the schemes almost always conflict. Similarly, non-Commodore disk drives may or may not work, depending on their level of compatibility.

If you still have trouble loading on other machines as well as your own, you may be one of the tiny percentage who have a defective disk. This can occur, despite our quality checks on the production line, and then again in the warehouse. However, we find that in Commodore C64 systems hardware problems are much more frequent than damaged disks.

If you have further problems, contact MicroProse Customer Service at (301) 771-1151 Monday through Friday, 9am-5pm EST. Please have pencil and paper handy before your call.

ADDENDUM: In the Regional Briefings of the Operations Manual, weapons designed to sink warships are listed as the HARM, Harpoon, and Penguin. Although these missiles are recommended, the following can also perform this task: AGM-65D Maverick, Mk 20 Rockeye (but not the Rockeye II), Mk 82-0 Slick, Mk 82-1 Snakeye and Mk 122 Fireye. You may wish to note this on pages 70, 75 and 79.
