

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

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VIDEO GAME WARRANTY

This video game carries a warranty conforming to the laws of the country in which it was purchased, and valid for a duration of not less than 90 (ninety) days following the date of purchase - (proof of purchase required).

The warranty is not valid in the following cases:

- 1/ the video game was purchased for commercial or professional use (all such uses are strictly forbidden)
- 2/ the video game is damaged due to incorrect handling, accident, or improper use by the consumer.

For further information concerning this warranty, the consumer is invited to contact the retailer that sold the game or the hotline at the video game publisher in the country the game was purchased.

GAMES FOR WINDOWS – LIVE

Play online for free! With Games for Windows – LIVE, you can build your profile, play online, chat with friends, see your friends' games and activities, and track gaming achievements across all Games for Windows – LIVE games. Plus, you can download game content from Games for Windows – LIVE Marketplace. Get connected and join the PC gaming revolution!

CONNECTING TO LIVE

To connect to Games for Windows – LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows – LIVE. If you don't have one, you can get one for free. For more information, including availability in your region, go to www.gamesforwindows.com/live.

FAMILY SETTINGS

Family Settings in Games for Windows – LIVE and Windows Vista® parental controls work together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to www.gamesforwindows.com/live/familysettings.

MAIN MENU



Use the directional keys or mouse scroll to highlight a mode and press Enter key to select it.

number and types of aircraft you can fly will change, too.

CAMPAIGN

Clear a sequence of missions as you follow a story line. The character you use to fly each mission will change according to developments in the story, and the

POINTS SYSTEM

You can obtain "points" by clearing the Campaign mode, clearing a single mission in Free Mission and Mission Co-Op modes, and after playing an Online versus battle.

Points can be used to unlock skills for use in Online and Free Mission modes.

Unlocking and setting skills are performed on the skill setting screen during Online and Free Mission modes.

FREE MISSION

Allows you to replay missions that you have already completed in Campaign mode.

First select the difficulty and then the mission you wish to challenge. Then select your skill set, your aircraft and your special weapons before the mission starts.

The Free Mission option will not be displayed on the main menu when you first play the game. It will only appear after you have completed at least one campaign mission.

SETTINGS

Alter a variety of game settings, including controls, screen display and sound.

PLAYER ARCHIVE

View information on combat performance, aircraft flown and saved replay data.

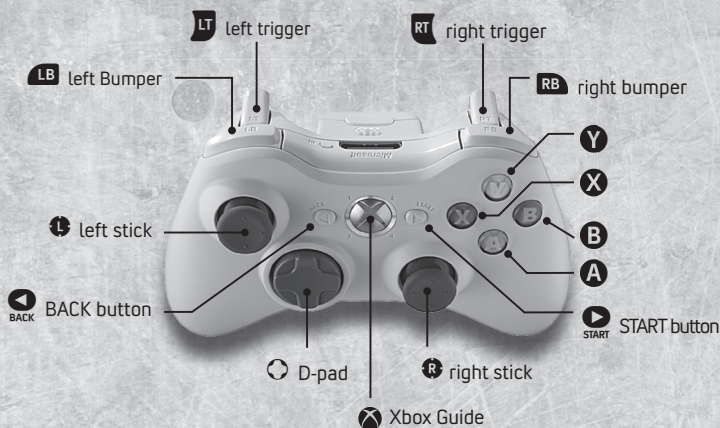
REPLAYS

During Campaign and Free Mission modes, you can select "Save Reply" from the pause menu to save a reply of the action up to that point. Once saved a reply can be viewed from the Replay Theatre. You must have save data created on your HD in order to save a replay.

GAME CONTROLS

The layout of the controller and basic game controls, such as on menus.

Xbox 360 CONTROLLER FOR WINDOWS



directional keys/mouse scroll Highlight selection

C Move viewpoint

Esc key Cancel

Enter key Confirm

** This game supports the vibration function. In order to use the vibration function, from the main menu select "Settings" and then "Control Settings" and then turn "Vibration" "ON". You will also need to turn the vibration function "ON" on the Xbox Guide before you can use it.*

Focus

During Campaign, Free Mission and Mission Co-op play **V** icon may appear on the screen. If you press E key prior to the icon disappearing you will focus in a specific target. In certain situations the icon will be displayed surrounded in red; a failure to perform such a focus will cause you to fail the mission.



CHANGING VIEWPOINT

When flying a fighter, multirole, attacker or attack helicopter you can use V key to cycle viewpoint between "rear view" -> "cockpit view" -> "HUD view".

When flying a Gunship you can toggle between "gunner vision" and "third person view".

You cannot change viewpoint when flying a bomber or as a door gunner.

GAME SCREEN

During a mission a variety of information will be displayed on the screen.

The exact information displayed differs depending on the type of aircraft you are flying and your current situation. Please see the following pages for more details.



❶ Destination Locator

Displayed when there is a destination you need to head towards during a mission, and shows the direction and distance to it.

❷ Current Mission Objective

Displayed temporarily when there are changes in mission objective or the state of the fighting.

❸ Subtitles

Green: your transmissions and lines
Blue: transmissions from wingmen and allies
Red: transmissions from enemies

❹ Radar Map

❺ Distance to Target

❻ Target Container

Displays the category of a target that can be seen on the screen. Containers that can be locked onto also display the distance to the target.

TAKING DAMAGE

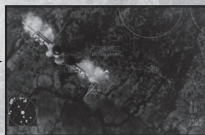
When you get hit by enemy attacks the screen will turn red and one of the messages on the right be displayed, in accordance with the amount of damage taken. Take too much accumulated damage and you will be shot down.



Light Damage




Heavy Damage



Critical Damage

RADAR MAP

Displays the locations of your own aircraft, and those of allies and enemies. The size of the area displayed will change automatically depending on the range to the enemy being targeted.

You can also press  to toggle between search radar and status map.



Search Radar



Status Map

EXAMPLE OF RADAR



Cone

Enemy aircraft etc. will appear on the screen when they are inside the left and right cones.

Radar Marks

Displays the position of enemies and allies.

Axis

This line continually indicates the direction of the nose of your aircraft.

Combat Area Departure Line

Cross this line and enter the Black area and you will fail the mission.

Aircraft Strike Mode (ASM) Path / Landing Path

Displays the flight path for Air Strike Mode and landing.



FIGHTER / MULTIROLE / ATTACKER

FIGHTER

Pitch up.....	Arrow Down
Pitch Down.....	Arrow up
Roll/turn left.....	Left Arrow key
Roll/turn right.....	Right Arrow key
Yaw left.....	A
Yaw right.....	D
Throttle up.....	W
Throttle down.....	S
Change weapon	Q
Change target.....	E
Change radar	R
Change view	V
Flare.....	F
Fire gun	Left control key
Fire missile	Space
DFM/ASM/Counter maneuver	A+D key or C key
Camera up	Y
Camera down.....	H
Camera left.....	G
Camera right.....	J
Flight command 1	F1
Flight command 2	F2
Flight command 3	F3
Flight command 4	F4

ATTACK HELICOPTER

Forward.....	W
Backward	S
Strafe left.....	A
Strafe right.....	D
Ascend.....	E
Descend.....	C
Aim turret.....	Mouse movement
Fire gun	Left Mouse Button
Obtain target.....	Right Mouse Button
Change weapon	Middle mouse button
Counter Maneuver	A+D key or X key
Reset camera.....	Z
Change view	V
Fire special weapon	Space
Change radar	R
Flight command 1	F1
Flight command 2	F2
Flight command 3	F3
Flight command 4	F4

DOOR GUNNER / GUNSHIP

Aim up.....	Mouse move up
Aim down.....	Mouse move down
Aim left.....	Mouse move left
Aim right	Mouse move right
Fire.....	Left mouse button
Change weapon	Middle mouse button (Gunship only)
Zoom.....	Right mouse button (Door gunner only)
Change view	V (Gunship only)
Camera up.....	W
Camera down.....	S
Camera left.....	A
Camera right.....	D

THE PAUSE MENU

Press the Escape key during a mission and the pause menu will be displayed. Use the ↑ and ↓ direction keys to highlight a selection and then press the Enter key to confirm it. Your current mission objective and the status map will also be displayed. Take advantage of this information.



1 Menu Item

2 Status Map

3 Current Mission Objective

4 Return to Game

Close the pause menu and return to the mission currently being played.

5 Retry from Checkpoint

Retry current mission from the last update to mission objectives (check point).

6 Retry from Mission Start

Retry the current mission from the beginning.

7 Settings

Turn the flight assist function (provides control support that will help prevent you from crashing into the ground) and vibration on / off, select the control type for each aircraft and alter the volume of sound effects and music.

8 Stats

View various records, such as targets destroyed.

9 Save Replay

Save a replay.

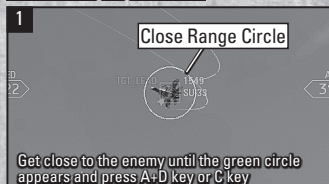
10 Return to Main Menu

Quit the mission currently being played and return to the main menu.

When playing Free Mission, "Return to Mission Select" will be displayed instead of "Return to Main Menu". Select it to end the current mission and return to the mission select screen.

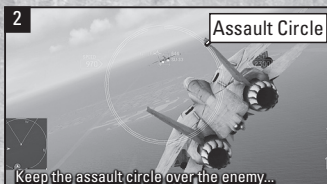
Special Controls Guide 1

DFM Dog Fight Mode

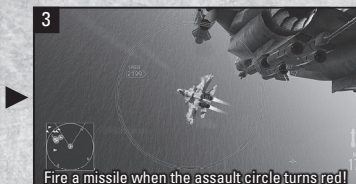


Fly close enough to a locked on enemy for the flashing "close range circle" to appear and then press A+D key or C key buttons the same time...

Can be used by: **F** Fighter **M** Multirole



And you will enter DFM (dog fight mode), allowing you to chase the enemy down! Your attacks will hit the enemy more easily while they are underneath the assault circle. Fly skillfully to keep them there for as long as possible!



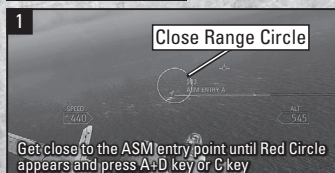
Keep the enemy continuously under the assault circle and it will turn red. Fire a missile once this happens for increased accuracy! Time your missile shots carefully!



Accelerate and the assault circle will get larger, making it easier to attack the enemy. Decelerate and some space will open up between you, but it will be easier to turn and keep on his tail!

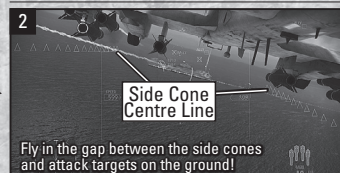
Special Controls Guide 2

ASM Air Strike Mode



Fly close enough to a locked on aerial ∇ for the flashing "close range circle" to be appear and then press A+D key at the same time...

Can be used by: **A** Attacker **M** Multirole

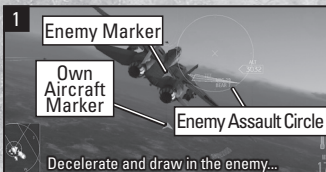


Enter ASM to attack ground targets. While flying in the space between the side cones your weapons will reload faster and your attacks will be more accurate. Switch quickly between targets to attack them all.

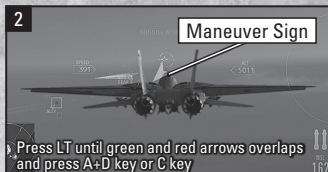
Special Controls Guide 3

Counter Maneuver

Can be used by: **F** Fighter **M** Multirole



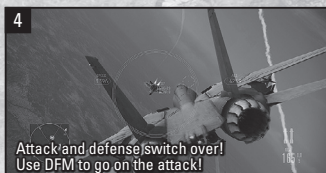
When trying to escape from enemy DFM, when the marker showing the distance between you and the enemy appears, decelerate and draw the enemy in.



When your aircraft is level and the maneuver sign is displayed press A+D key or C key at the same time...



The counter maneuver will be activated - a special flight maneuver used to circle around behind the enemy.



After circling around behind the enemy roles of attack and defense will be automatically swapped over, allowing you to go on the attack in DFM.

NOTES

NOTES

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