

Quick Start

Flying Nightmares

by
Jason "Doom" Ridge
Domark Software Inc., USA

This "Quick Start" is designed to familiarize the user of *Flying Nightmares* with the simulation so they may achieve maximum enjoyment from the short demo. In this demo version, the simulation will run for approximately five minutes, after which, the user will be returned to the command center at the beginning of the demo. Get ready to fly and enjoy!

After the introduction screen has passed, you will be placed in the command center of the ship Tarawa. Your goal now is to select a mission, arm your Harrier, and embark upon your mission. So, the first assignment you have is to select a mission. In this demo, the mission is already pre-selected. You will notice the white phone in the center of the command screen, a small red light is flashing in the bottom center of the phone. This means that a mission is ready for you to fly. Click on the white phone to enter the *mission's* room.

You are now in the *Mission's* room. You will notice two available missions. They read: Combat Air Patrol, and H/O-1 Interdiction Primary Target Airbase at Same/44. The second mission is the one you want to fly. If you do choose the first, you will simply fly around. So, click your mouse on the H/O-1 Interdiction option and then accept the mission.

You will now be placed on the flight deck preparation area of the ship Tarawa. Your goal now is to arm your Harrier. For this demo, the weapons are already selected. Your Harrier is armed with five bombs, two solid rocket launchers(18 each, 36 total), and four air to air missiles. Click the mouse on the "OK" in the upper right hand corner.

You are now ready to start your mission. You will now find yourself on the deck of the ship Tarawa. Your Harrier is in place and ready for takeoff. Follow the steps below to successfully start:

1. Release your Harrier's wheel brakes by pressing W.
2. Select maximum throttle by pressing the 0(zero) key.
(throttle settings range from 1-0)

Your Harrier will now begin its role down the flight deck. The controls for flight are as follows:

1. The *up arrow* makes the plane go *down*.
2. The *down arrow* makes the plane go *up*.
3. The left and right arrows work accordingly.

As you approach the end of the flight deck, press the down arrow in order to lift off. You have now begun your flight!

The next task you need to complete is steering your Harrier to your target. To do this simply press the A key. This will engage the Auto pilot and take your Harrier directly to the target. Notice the cockpit of your Harrier. In the bottom left of the cockpit is what looks like a compass with a line extending out from the center. This line show the distance from your target. As the line shortens, you are getting closer. When the line is very short and you have visual contact (usually the target looks like a black patch or line on the ground), press the A key. This will disengage the Auto pilot and you will be ready to destroy!

Notice your Harriers cockpit. In the right bottom of the cockpit is a screen with green lines that look like a triangle with some numbers at different point on the triangle. This is your weapons selector. To use this the selector, use the delete key to move from weapon to weapon. The best way to familiarize yourself with the weapons is to try each one. Here are a couple of hints to help you explore the weapons:

1. The bombs, when selected, will display a long line from the center of your Harriers HUD (heads up display) with a cross at its bottom. This cross is where the bomb will land. Try to place this cross on your target and press the space bar to fire.

2. The air to air missiles (AIM-9M) will automatically lock on any air targets in the area of your HUD display. When the missile has locked, you will see a small circle around your target. Press the space bar to fire the missile.

Well, now you are basically read to fly the demo mission. Good luck and enjoy! I