TECHNICAL SUPPLEMENT

CONTENTS

Your *Flying Fortress* package should contain a manual, a poster, this technical/flight supplement, five 5.25" high density disks or four 3.5" high density disks, and a registration card.

REQUIRED EQUIPMENT

Computer: The simulation requires an IBM PC, AT, PS/2, or a computer 100% compatible with one of those models. The computer must have a high-density floppy-disk drive and a hard disk. The simulation will run on a 80286 microprocessor but an 80386 or better is recommended, with at least 640K of RAM.

Controls: The simulation can be run entirely from the keyboard, or from a joystick. Most sections also support mouse control.

Display: The simulation requires a color monitor with a VGA/MCGA graphics system. If you are using a compatible graphics card/monitor, it must be 100% hardware compatible to one of the above.

Disk Drives: *Flying Fortress* must be installed onto a hard disk.

DOS: You must have IBM PC-DOS or Microsoft MS-DOS version 3.0 or higher but DOS version 5.0 is recommended.

COPY PROTECTION

Flying Fortress has no disk copy protection. This means that you can install the simulation files from the original disks to a hard disk. However, the program asks you a simulation related question. Use the manual to answer the question. MicroProse regrets that continuing casual and organized software piracy requires that we retain this minimal form of copy protection.

INSTALLATION

A program called **"INSTALL"** is included on the *Flying Fortress* "Disk A". Insert "Disk A" into your floppy drive (Drive A or B) and designate that drive (by typing **"A: [Return]"** or **"B: [Return]"**).

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

Please follow the on-screen text which appears. Configure the installation program for your computer.

The simulation supports the following sound cards;

IBM Sound: This option supports the internal speaker standard on most IBM and compatible computers.

AdLib/Soundblaster Sound: Only use this option if you have an AdLib/Soundblaster or 100% compatible sound board installed in your computer.

Roland MT-32 Sound: Only use this option if you have a Roland MT-32 sound board installed in your computer.

SIMULATION ENHANCEMENTS & LAST MINUTE INFORMATION

The Pilot's Control Column Icon

The Pilot's Control Column Icon is the lower of the two icons on the Pilot's Compartment Screen and not the top icon, as stated in the manual (Page 28). The top Control Column Icon will light up when you select the Co-Pilot. You will begin every mission in the Pilot's seat (left-hand looking out of cockpit window).

The Mission Briefing Map

The Yellow Line shows the Waypoints to the initial point.

The Red Line shows the initial point to the Primary Target, and the Orange Line to the Secondary Targets.

The White Line shows the Waypoints to home base.

Viewing Crew Positions Keys F1-F10

There is no need to assign the ten crew positions when you first enter the B-17 as stated in the *Flying Fortress* Manual. All crew are in their correct position and can be viewed immediately by pressing Function Keys F1 to F10. If you choose to move any crew member out of position then the relevant key will show you the appropriate *Compartment Screen*.

Skip Time Alt/T

By pressing Alt / T you will jump to the next Waypoint, or to a point where something is happening. (eg. an attack by enemy fighters.)

Navigator's Views

If you access the Navigator's external view Key E (*Flying Fortress* Manual page 80) you may return to Map View by pressing Key I.

Read Me File

Before loading *Flying Fortress* you should read the "Read Me" file for last minute information and enhancements to the gameplay. The documentation for Flying Fortress was completed in advance of the software, due to the size and complexity of the manual, but the "Read Me" file will detail all changes made after its printing.

LOADING INSTRUCTIONS

Boot your machine, if necessary and wait until the "C>" prompt appears.

Type **"CD B17 [Return]"** and then type **"B17 [Return]"**.

The simulation will begin to load.

Please note, if you have installed the program to another directory you must type "CD [Name of your directory]" first.

OPERATING DIFFICULTIES AND LOADING PROBLEMS

In the vast majority of cases a loading problem is not because of faulty software, but either incorrect loading procedure or hardware fault.

Please ensure that the loading instructions have been correctly executed. Alternatively, a virus may have transferred into your hardware from another piece of software. Pirated copies of games are an incredibly common source of viruses. It always pays to own original software.

MicroProse Customer Service is ready to help with software difficulties. If possible, please be in front of your computer and have a paper and pencil handy when calling.

<div style="border:1px solid">

CUSTOMER SERVICE & TECHNICAL SUPPORT

(410) 771-1151

Monday-Friday 9am to 5pm Eastern Time

</div>

FLIGHT SUPPLEMENT

THE TRAINING BASE

By selecting "Crew Training" from the Main Bomber Screen you will access a menu allowing you to choose a variety of Training Options, including those which allow you to practise take-off and landing. You should study the text which appears carefully once you have made your selection. It gives details of the Training situation which follows.

THE FLIGHT SIMULATOR

To access all flight controls you must choose the Pilot [F3] or Co-Pilot [F4]. If you have just begun a mission you will automatically be in the Pilot's seat looking out of the cockpit window.

By pressing **Key** [(open square brackets) you can move the view left and by pressing **Key**] (close square brackets) you can move the view right. You may also access more selective views from within the cockpit by pressing the Pad keys [PgUp] [PgDn] [Ins] and [Delete].

To view the B-17 Pilot's Instrument Panel press **Key** [I]

The B-17 has numerous dials and switches which you should become familiar with. Study the Pilot's Instrument Panel Diagram.

Press **Key** [(open square brackets) to move your view left and **Key**] (close square brackets) to move your view right, while viewing the instrument panel.

You can easily raise your view away from the Instrument Panel by selecting **Key** W .

Press **Key** I to return to Instrument Panel View.

THE PILOT'S INSTRUMENT PANEL

The Radio Compass
This dial will show you your heading. A heading of 0° is North, 90° is East, 180° is South and 270° is West.

The Directional Gyro
This dial will also show you your heading. A heading of 0° is North, 90° is East, 180° is South and 270° is West.

The Flight Indicator
A gyro stabilized artificial horizon indicating degree of turn from 0° to 90°.

The Tachometers
Two dials with two indicators on each dial to show the rpm of each engine. Do not run the engines at the maximum of 2500 rpm for long periods or they will overheat. Throttle back to 2300 rpm to cruise.

The Manifold Pressure Gauges
Two dials with two indicators on each dial to show the manifold pressure on air intakes to engines.

The Fuel Pressure Gauges
If fuel pressure falls due to damage, power will fail to the engine. Reducing revs may help.

The Oil Pressure Gauges
If oil pressure drops, the engine will overheat and may seize up. Throttle back immediately!
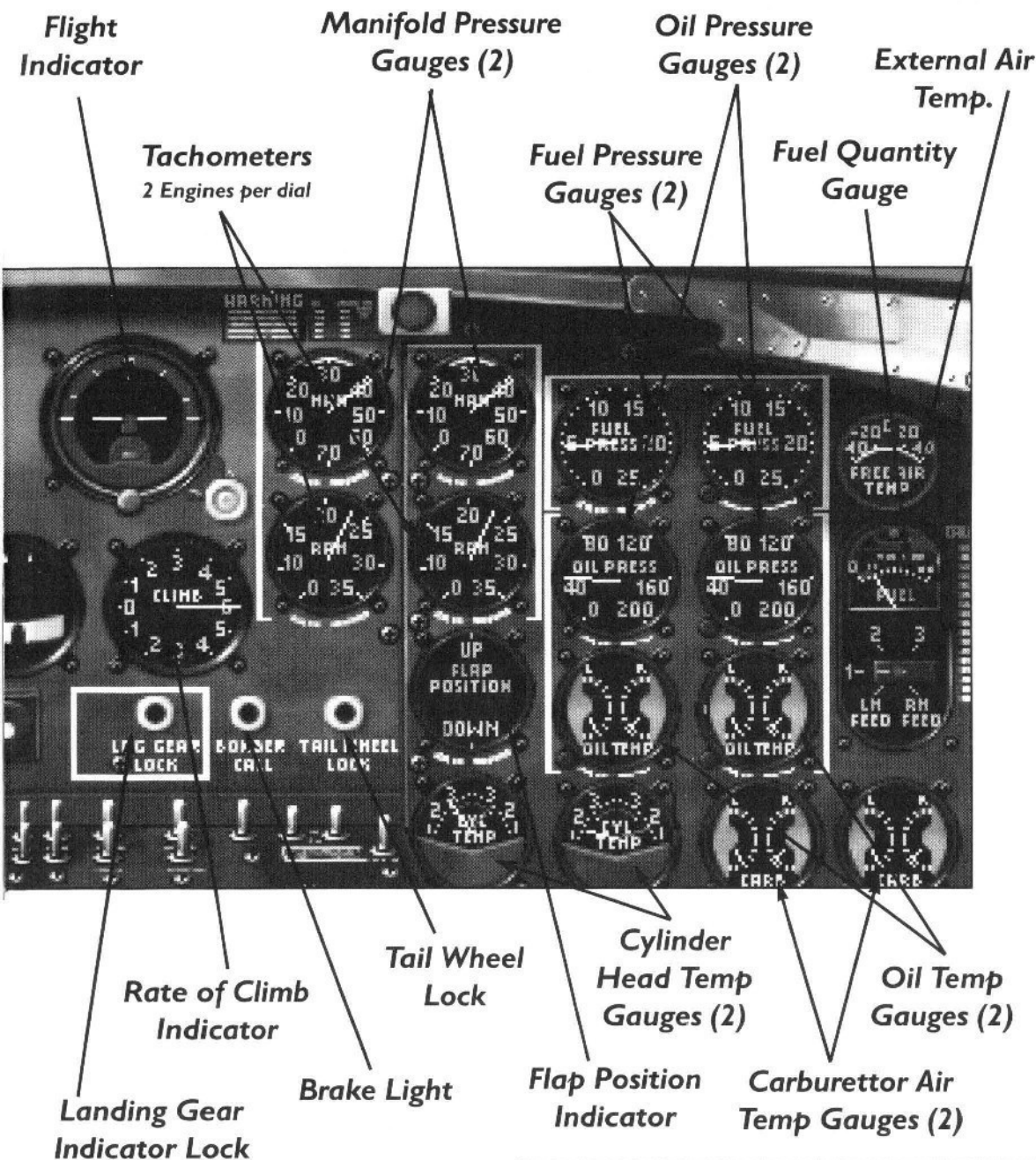
The Fuel Quantity Gauge
Your Flying Fortress carries enough fuel for all missions, unless the fuel tanks begin to leak as a result of damage. Reducing power to the engines will conserve fuel.

THE PILOT'S INSTRUMENT PANEL

Study the diagram of the Pilot's Instrument Panel. It's important that you are familiar with the location of all dials.

Radio Compass

Pilot's Directional Indicator

Pilot's Localizer Indicator

Directional Gyro

Emergency Oil & Hydraulic Pressure Gauges (2)

Pilot/Co-Pilot Oxygen Flow Indicators

Altimeter

Airspeed Indicator

Turn and Bank Indicator

Flight Indicator

Manifold Pressure Gauges (2)

Oil Pressure Gauges (2)

External Air Temp.

Tachometers
2 Engines per dial

Fuel Pressure Gauges (2)

Fuel Quantity Gauge

Cylinder Head Temp Gauges (2)

Oil Temp Gauges (2)

Tail Wheel Lock

Rate of Climb Indicator

Brake Light

Flap Position Indicator

Carburettor Air Temp Gauges (2)

Landing Gear Indicator Lock

The Oxygen Flow Indicators
If the values fall on the flow indicators, you must drop to below 10,000 feet, where there is sufficient oxygen for the crew to survive without oxygen masks.

The Altimeter
This dial shows height above sea level. The long dial shows hundreds of feet and the shorter dial thousands of feet. The inset window shows tens of thousands of feet in figures. Always be aware of your flying height!

The Airspeed Indicator
This dial shows the speed of the aircraft through the air in Miles Per Hour from 0 to 500.

The Turn and Bank Indicator
The banking rate of the plane is indicated by the central dot moving away to the right or left.

The Landing Gear Indicator Lock
A visual indicator that the main Landing Gear has been raised or lowered. In event of damage you may have to operate the gear manually.

The Rate of Climb Indicator
A visual indication of climb/dive angle shown as hundreds of feet per minute. Pointer on 0 means level flight.

The Brake Light
Illuminated when the wheel brake is engaged.

The Tail Wheel Lock
A visual indicator that the Tail Landing Gear has been raised or lowered.

The Flap Position Indicator
Flaps are the trailing edge of the wings that when lowered, enable the aircraft to get extra lift at take off and slow down for landing.

The Cylinder Head and Oil Temperature Gauges
They will run a little hot if the engine is run at maximum RPMs or losing oil for any period of time. If they do, throttle back.

FLIGHT CHARACTERISTICS

ELEVATOR
AILERONS
RUDDER
FLAPS
FLAPS
ELEVATOR
AILERONS

DIVE
LEFT
RIGHT
CLIMB

JOYSTICK CONTROL COLUMN

NOSE OF PLANE
LEFT
RIGHT

RUDDER KEYS

DIVE
TURN LEFT
TURN RIGHT
CLIMB
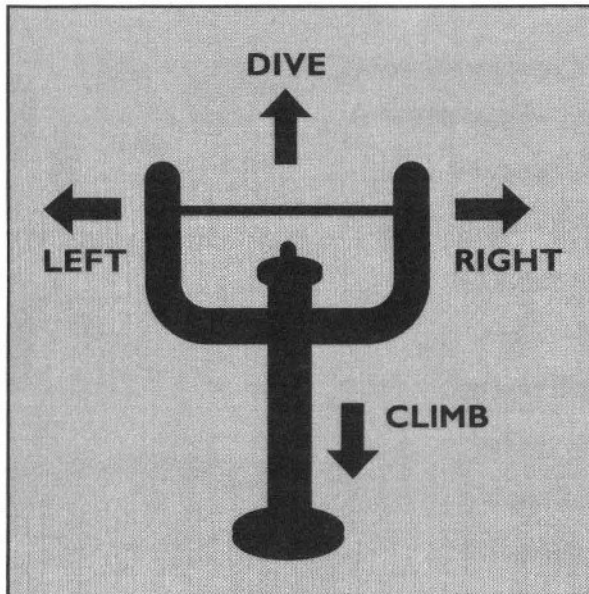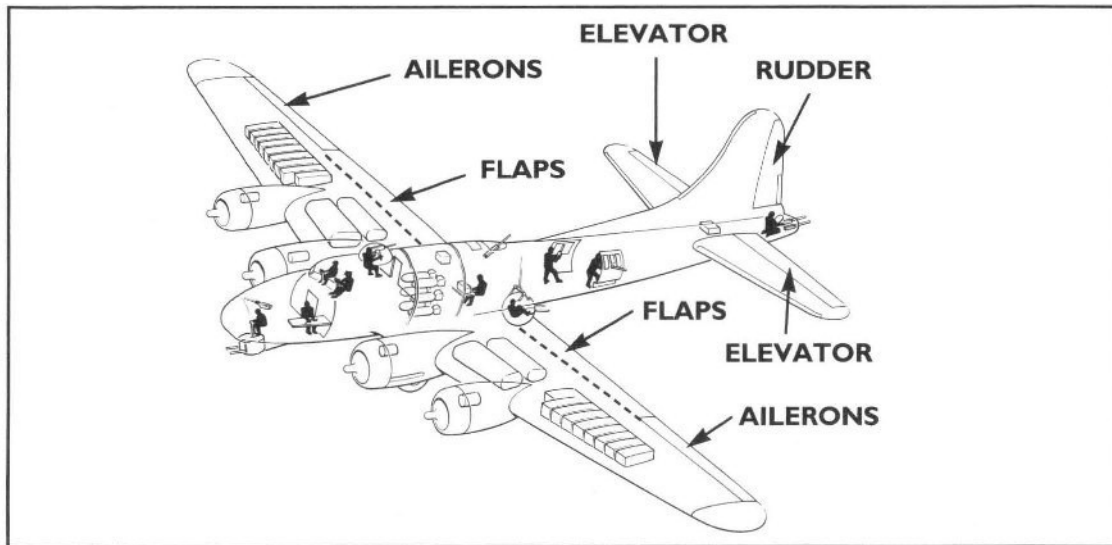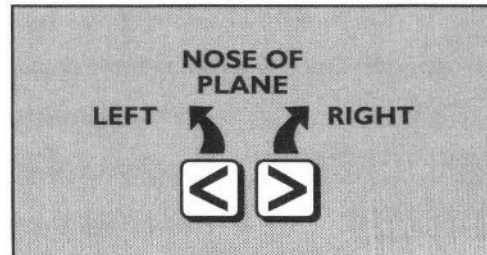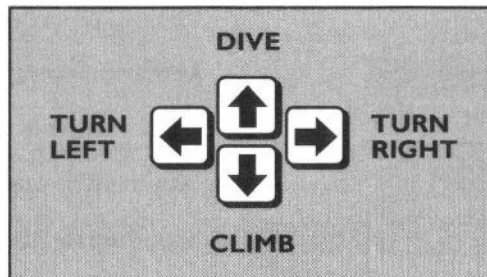
CURSOR KEYS CONTROL COLUMN

THE PILOT'S CONTROL COLUMN

A Joystick *Controller* is recommended for flying the B-17 but you may also fly it using a Keyboard *Controller*.

Ailerons are lateral control flaps at the rear of the airplane main wing tips. When raised or lowered, by moving the Control Column left/right, they will make the plane turn to the left or right.

Elevators are the horizontal portions of the tail. When pushed up/down by pushing the Control Column up/down, they will make the plane dive or climb.

Rudder left/right ⟨<⟩ ⟨>⟩

Rudder controls left/right will swing the nose of the plane left/right by moving the trailing edge vertical segment of the tail left/right.

THE FOUR ENGINES

The *Flying Fortress* is a large four-engined bomber and this simulation provides separate controls for each of the four engines. Engine number 1 is the left outboard engine from the Pilot's View followed by 2,3,4 in sequence.

All numeric keys are on the top row of the main computer keyboard.

⟨1⟩⟨2⟩⟨3⟩⟨4⟩	Increase power on individual engines 1-4
⟨Shift⟩ /⟨1⟩⟨2⟩⟨3⟩⟨4⟩	Maximum power on engines 1-4
⟨5⟩⟨6⟩⟨7⟩⟨8⟩	Decrease power on individual engines 1-4
⟨Shift⟩ /⟨5⟩⟨6⟩⟨7⟩⟨8⟩	Minimum power on engines 1-4
⟨+⟩	Increase power on all engines
⟨Shift⟩ /⟨+⟩	Maximum power on all engines
⟨−⟩	Decrease power on all engines
⟨Shift⟩ /⟨−⟩	Minimum power on all engines
⟨Ctrl⟩ /⟨1⟩⟨2⟩⟨3⟩⟨4⟩	Start/Stop (feather) engines 1-4
⟨Alt⟩ /⟨1⟩⟨2⟩⟨3⟩⟨4⟩	Extinguish Fire on engines 1-4

Shift / 1 2 3 4		Maximum power on engines 1-4
5 6 7 8		Decrease power on individual engines 1-4
Shift / 5 6 7 8		Minimum power on engines 1-4
+		Increase power on all engines
Shift / +		Maximum power on all engines
−		Decrease power on all engines
Shift / −		Minimum power on all engines
Ctrl / 1 2 3 4		Start/Stop (feather) engines 1-4
Alt / 1 2 3 4		Fire extinguisher on engines 1-4
G	Landing Gear Up/Down (starts motors)	
F	Flaps Up/Down Toggle	
B	Brakes On/Off	
D	Bomb Bay Doors Open/Closed (starts motors)	

THE BOMBARDIER

C	Compartment/Crew Position View
I	The Bombsight View
W	Window View
E	External View
M	Manual/computer control toggle
D	Bomb Bay Doors (open/closed)
O	Bombsight On/Off

Controller ↑ ↓ ← → /**Joystick** Adjust bombsight tracking motor speeds left/right and up/down. Plus Shift -Fine Control

Spacebar / Return or *Selector*   Release Bombs

BOMB BAY

Views   (only accessible if crew man taken to compartment)

C	A crew man's view of the bombs
E	External view
W	Return to bomb bay view

THE NAVIGATOR

C	Compartment / Crew Position View
E	External View
I	Map View
B	Mission Briefing Details

Mouse, ↑ ↓ ← → *Controller* -point and click to set estimated position.

THE RADIO OPERATOR AND INTERCOM SYSTEMS

C Compartment / Crew Position View

Mouse, ↑ ↓ ← → *Controller* -point and click on various Icons/Messages.

THE CREW

Viewing the Ten Crew Positions.

F1	Bombardier
F2	Navigator
F3	Pilot
F4	Co-Pilot
F5	Engineer/Top Turret Gunner
F6	Radio Operator
F7	Ball Turret Gunner
F8	Left Waist Gunner
F9	Right Waist Gunner
F10	Tail Gunner

THE GUNNERS: DEFENDING THE B-17

Controller ↑ ↓ ← → /**Joystick**   Move turret/gun

Shift   Fine tracking on target

Joystick Button / Spacebar / Return .   Fire

U   Unjam gun (manual control)

B17 Flying Fortress

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SHIFT F1 - F6
3D Views from Current Aircraft

Shift F1 Forward View	Shift F2 Rear View	Shift F3 Left View	Shift F4 Right View	Shift F5 Up View	Shift F6 Down View	Shift F7 Tactical View	Shift F8 Rev. Tact. View

F 1 - F10
View Crew Positions if Assigned, Otherwise View Compartments

| Esc |

F1 Bomb'r	F2 Nav.	F3 Pilot	F4 Co-Pilot	F5 Top Turret	F6 Radio Op.	F7 Ball Turret	F8 Left Waist

Pilot/Co-Pilot▼

1,2,3,4
Increase Power to Individual Engines 1-4

SHIFT 1,2,3,4
Max. Power Engines 1-4

CTRL 1,2,3,4
Starts / Stops Engines 1-4

ALT 1,2,3,4
Fire Ext. on Engines 1-4

! 1	@ 2	# 3	$ 4	% 5	^ 6	& 7	* 8	(9	) 0

Tab	Ctrl Q Quit to DOS	W▼ Window View	E● Ext.View	R	T	Y	U ♦ Unjam Guns	I▼● Instr. Panel View	O ● B/sight On/Off	P

Caps Lock	A Aircraft Damage	S	D ● Bomb Doors	F ▼ Flaps Up/Dn	G Gear Up/Dn	H	J	K	L

⇧ ●♦ Bomb'r/Gun'rs Fine Tracking	; '	Z Next Aircraft	X Previous Aircraft	C Comp /Action View	V	B ▼ Brakes On/Off	N	M Manual/ Computer Control	< ▼ Left Rudder	>

Ctrl	Alt	● Release Bombs	B ■ Mission Details	Gunne Fire

CTRL Q
Quit to DOS

ALT / C See Configuration Screen	ALT / A (Hold Down) Accelerate Time	ALT / T Skip Time	ALT / D Detail Level (Cycle thru')	ALT / M Director Mode	ALT / S Sound Levels	A

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CREW POSITION KEY:	
■ Navigator	♦ Gunners
● Bombardier	★ Radio
▼ Pilot/Co-Pilot	Operator

**Keys marked with the above
symbols will only work if player
is in relevant crew position.**

Shift F9 Chase View	Shift F10 External View

▼ Pilot / Co-Pilot	
5,6,7,8 Decrease Power Engines 1-4	SHIFT 5,6,7,8 Minimum Power Engines 1-4

| F9 Right Waist | F10 Tail Gun | F11 | F12 | Print Screen | Scroll Lock | Pause |

| − ▼ Decr. Power All Engines | + = ▼ Inc. Power All Engines | | ← | Insert Rotate View Left | Home ★ Select/ Transmit Message | Pg Up Pitch View Up | Num Lock | / | * | − Zoom In |

| Pause On/Off | { [▼ View Left | }] ▼ View Right | ● Release Bombs | Delete Rotate View Right | End | Pg Dn Pitch View Down | Select/ Transmit Message ★ | ↑ | Pitch View Up | + Zoom Out |

| : ; | @ ' | ♦ Gunners Fire ← | | | Centre 3D View | | |

| ▼ Right Rudder | ? / | ⇧ Shift | ●♦ Bomb'r/Gun'rs Fine Tracking | ↑ | ← | ↓ | Pitch View Down | Enter |

| Alt Gr | Ctrl | ← ↓ → | Rotate View Left | Rotate View Right | |

LT / B Hide Game	SHIFT − / + Minimum/ Maximum Power on All Engines	■ **Navigator** Move Navigation Marker Over Map [Home] Key: Set Estimated Position	▼ **Pilot/Co-Pilot** Control Column Simulation Elevators / Ailerons
		● **Bombardier** Bombsight Motor Tracking Speeds Plus [Shift] - Fine Control	♦ **Gunners** Move Turret / Gun ([Shift] - Fine Tracking)
			★ **Radio Operator** ([Home] Key: Select Message) Choose Icon / Message

THE CONTROLLER

The simulation can be controlled using a Joystick, or the Keyboard and, to a limited extent, a Mouse.

THE SELECTOR

The Joystick Fire Button, the Mouse Button or Cursor Keys ⤒ ⤓ ⤐ ⤑ for movement and [Home] [End] for left/right buttons.

AIRCRAFT SELECTION

[X]	Next Aircraft
[Z]	Previous Aircraft

GENERAL AIRCRAFT VIEWS

3D views from current aircraft:

[Shift] / [F1]	Forward View
[Shift] / [F2]	Rear View
[Shift] / [F3]	Left View
[Shift] / [F4]	Right View
[Shift] / [F5]	Up View
[Shift] / [F6]	Down View

External views that depend on context. {From the aircraft, its targets, bombs, airbase control tower etc.):

[Shift] / [F7]	Tactical View
[Shift] / [F8]	Reverse Tactical View

External view from notional chase plane:

[Shift] / [F8]	Chase View

External views from remote camera:

[Shift] / [F10]	External View

Moving the remote camera:

[PgUp]	Pitch Up	[PgDn]	Pitch Down
[Ins]	Rotate Left		
[Del]	Rotate Right		

Pad Key [5] Centers / Resets 3D Views

[+]	Zoom In
[−]	Zoom Out

GENERAL CONTROLS

[A]	Aircraft Status/Damage View
[C]	Compartment View/Action View Toggle
[I]	Instrument Panel View (Bombardier, Navigator and Pilot/Co-Pilot only)
[W]	Window View (3D view through aircraft window)
[E]	External View (3D view from remote camera)
[M]	Toggle Manual/Computer Control
[Alt] / [C]	Configuration Screen
[Alt] / [A]	Accelerate Time
[Alt] / [T]	Skip Time
[Alt] / [D]	Adjust Detail Level (cycle through)
[Alt] / [M]	Film Director Mode Toggle
[Alt] / [P]	Pause Game/Resume Game
[Ctrl] / [Q]	Quit to DOS
[Alt] / [S]	Sound Levels
[Alt] / [B]	Hide Game

PILOT/CO-PILOT

Joystick, ⤒ ⤓ ⤐ ⤑	Control Column (elevator, ailerons)
[<] [>]	Rudder left/right
[[ ]	View to the left (Cockpit View/Pilot's Instrument Panel)
[ ]]	View to the right (Cockpit View/Pilot's Instrument Panel)
[1] [2] [3] [4]	Increase power on individual engines 1-4

OTHER PILOT CONTROLS

G	Landing Gear Up/Down (starts motors)
F	Flaps Up/Down Toggle
B	Brakes On/Off
D	Bomb Bay Doors Open/Closed (starts motors)

Please note that any control that starts a motor will take time to function.

THE TAKE OFF

You will begin every mission in the pilot's seat under player control. Your Flying Fortress will be at its starting point on the airfield. Ahead of you, the two other B-17s in your 'V' will be preparing to take-off.

You must take-off, join the other two planes, and then assemble in a flight of 6 or 9 Fortresses (depending on the formation to be flown).

On your first mission, you may find it easier to watch while the computer takes control. To activate computer control, press the "M" key. Repress the "M" key to regain control. If you set the plane under computer control, you can jump around any of the views or screens to watch the take-off.

The following pages describe how to take-off manually.

Starting Engines

Start all four engines in the sequence [Ctrl] / [1][2][3][4]

Increase the Engine Throttle Controls [1][2][3][4]

Release the Brake [B]

The B-17 will now begin to move.

Check that you can easily flip from Pilot's Instrument Panel [I] to Window View [W] to see flight information.

Taxiing and Steering

Steer the B-17 by using your *Controller*. Gentle left/right will produce a slow turn in the chosen direction.

Stay on the correct path. Do not stray onto the grass.

Steer the bomber carefully to the edge of the take off runway. Try to line up the B-17 along the white dotted line.

Flaps Check that Flaps are Down $\boxed{F}$.

Taking Off

Apply maximum power to all four engines $\boxed{\text{Shift}}$ / $\boxed{+}$. Do not try to pull the plane into the air. Normally, when you reach an Airspeed of 110-115 mph a gentle 'pulling back' on the *Controller* will allow the plane to lift itself off the ground. The B-17 controls may feel sluggish compared to other flight simulators, but remember that this is a big, heavy airplane.

After the airplane has left the ground, and you are sure that you have sufficient flying speed, raise the Landing Gear $\boxed{G}$. Check that this has happened with any appropriate Outside View, then change flaps Up $\boxed{F}$.

After reaching an airspeed of 130-150 mph, adopt a normal climb attitude with the Rate of Climb Indicator pointer at 200 feet per minute and watch the Altimeter rise gently.

CLIMBING AND CRUISING

Make your climb at 130-150 mph. Steady smooth flying is important. This will cut fuel consumption, increase rate of climb and reduce engine wear. Always check your instruments. They are there to tell you how your plane is performing.

You will find the first two planes with which you must join up circling the airfield at about 1000 feet.

Form a group of 3 in a 'v' formation. You must then follow the group to join up with the other groups at about 2000 feet before flying off towards the target. Once cruising, throttle back to keep pace.

If you experience difficulty in finding the other planes, switch to computer control.

Once you have joined the other planes of your squadron in formation, the flight will strike out towards the first Waypoint. You are not the leader of the formation so if you choose to drop out of formation, for whatever reason, the others will not follow you.

LANDINGS

When you are near the English base, you will receive a signal over the intercom system giving you a heading to land on. The other planes in the formation, and yours if under computer control, will begin to move into their final traffic pattern (a flight path in which they circle the airfield in a rectangular pattern at approximately 1000 feet).

If you do not wish to land the plane manually, switch to computer control by pressing [M] and sit back and watch.

Your B-17 will be the first to land. The other planes will continue to circle until you have done so.

You should leave the rectangular formation to make your final approach. Lower your Flaps [F] and drop your Landing Gear [G] . Keep engine rpm's to 2000 at about 130 mph.

Final Approach

The approach is basically a controlled glide, with flaps down, and in which power is used to maintain an accurate landing position.

Reduce power gradually [−] until the desired airspeed (about 100-120 mph) and rate of descent have been established. Touch down gently trying to land all wheels on the runway at the same time. Drop to minimum throttle.

Landing Roll

When you have landed make sure you use the entire runway for the landing roll. Do not apply the brakes too early. Apply the brakes [B] when you see the plane slowing down from its roll. The B-17 should then slow down and stop.

Icon Summary

Icon	Description
	Pilot's/Co-Pilot's Control Column Icon
	Navigation Icon
	Radio Operator Icon
	Bombardier Icon
	Gun position Icon
	Turret Repair Icon
	First Aid Icon
	All Crew Bail Out Icon
	Crew File Icon
	Fight Fire Icon
	Unjam Guns Icon
	Move Crewman Left Icon
	Move Crewman Right Icon
	Manually Lower Gear Icon
	Manually Raise Gear Icon
	Manually Open Bomb Bay Icon
	Manually Close Bomb Bay Icon
	Manually release bombs Icon
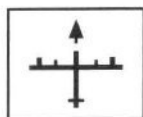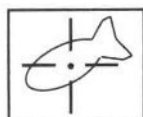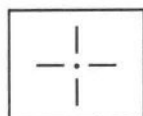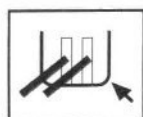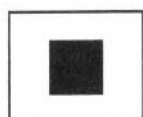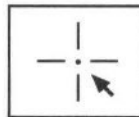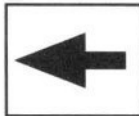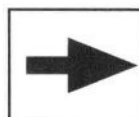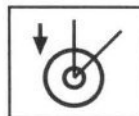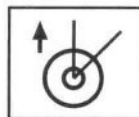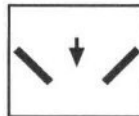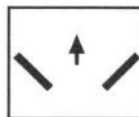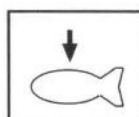
Bombardier	MOUSE	JOYSTICK	KEYBOARD
Release Bombs	*Left Hand Button*	*Fire Button*	*Space Bar/ Return/Enter*
Bombsight Tracking	•	*Left/Right/Up/Down*	*Cursor Keys*

Pilot/Co-Pilot			
Control Column Simulation	•	*Left/Right/Up/Down*	*Cursor Keys*

Gunners			
Move Turret/Gun	•	*Left/Right/Up/Down*	*Cursor Keys*
Fire Guns	•	*Fire Button*	*Space Bar/ Return/Enter*

Navigator			
Move Navigation Marker	*Move Mouse Pointer*	*Left/Right/Up/ Down*	*Cursor Keys*
Fix Estimated Position	*Left-Hand Button*	*Fire Button*	*Pad Home Key*

Radio Operator			
Choose Icon/ Message	*Move Mouse Pointer*	*Left/Right/Up/ Down*	*Cursor Keys*
Select Icon/ Transmit Message	*Left-Hand Button*	*Move Pointer*	*Pad Home Key*

Target Appendix

Locations specified are the locations where the shots were taken, other targets of the same type are very similar.

V1/V2 ROCKET SITE - FRANCE
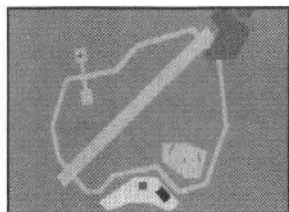
DRY DOCKS - NANTES
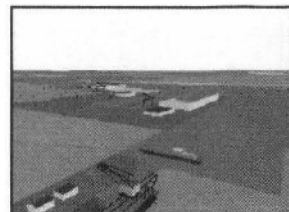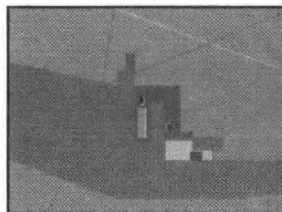
OIL REFINERY - ASCHAFFENBURG
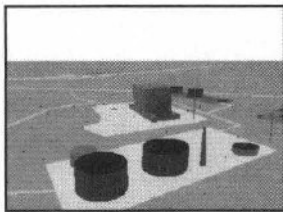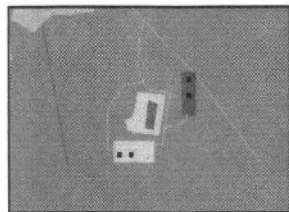
FACTORY COMPLEX - BERLIN
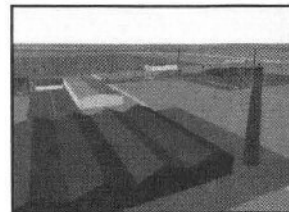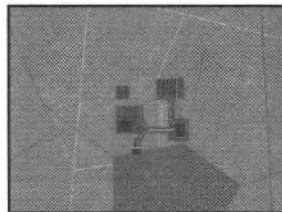
ARMY DEPOT - AACHEN
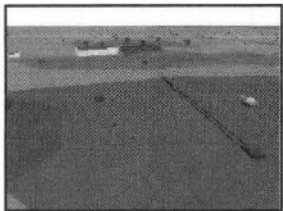
FACTORY COMPLEX - AUGSBERG
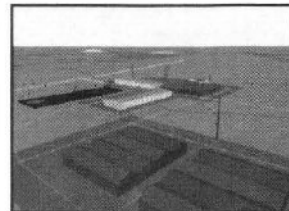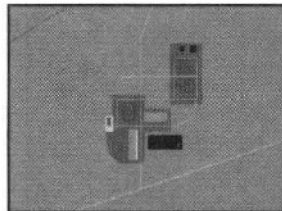
DRY DOCKS - CUXHAVEN
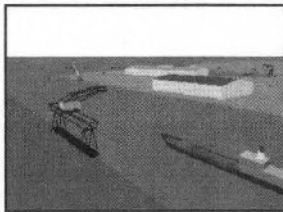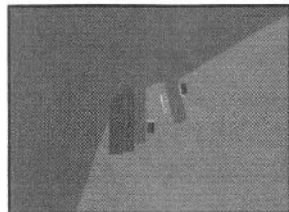
FACTORY COMPLEX - EINDHOVEN
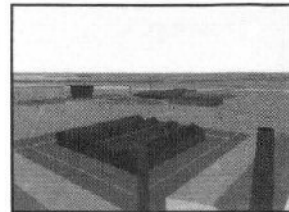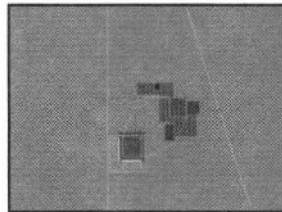
Target Appendix

FACTORY COMPLEX - BREMEN
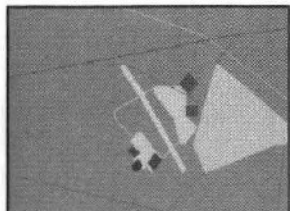
U-BOAT - BASE - LA PALLICE
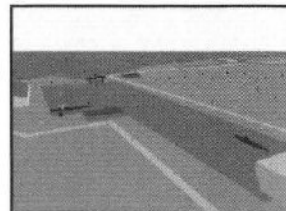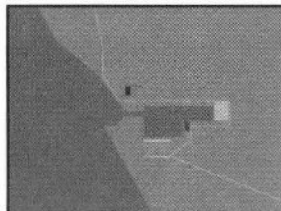
U-BOAT BASE - LORIENT
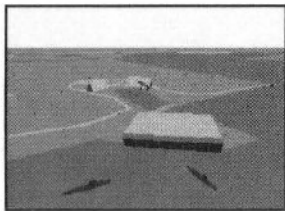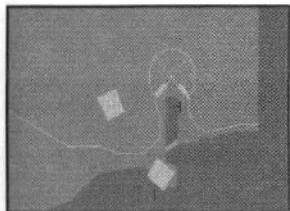
AIRCRAFT FACTORY - BRUNSWICK
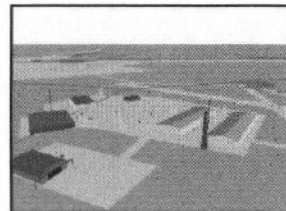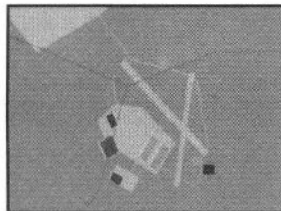
U-BOAT BASE - ST. NAZAIRE
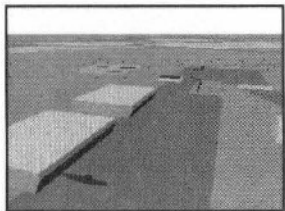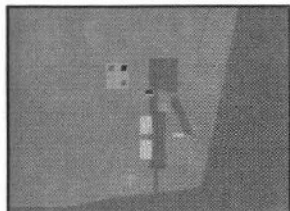
TANK FACTORY - OSNABRUCK
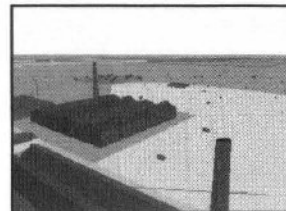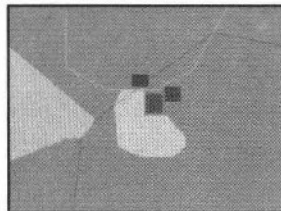
U-BOAT BASE - BREST
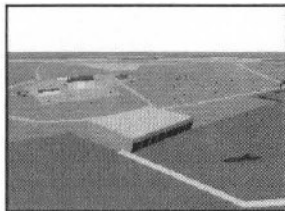
POWER STATION - ZEEBRUGGE
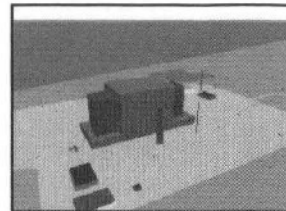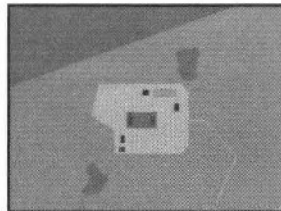
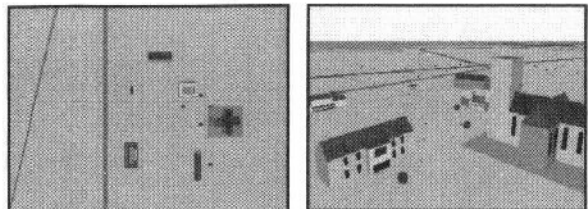# TARGET APPENDIX

RAILYARD - ABBEYVILLE
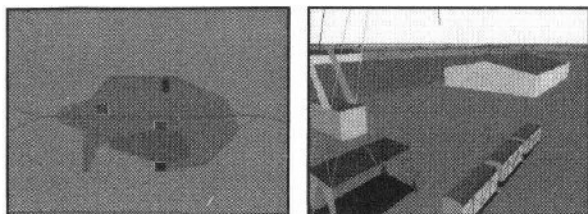
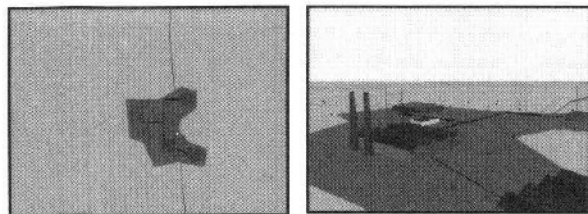## SHIPYARD - BREMEN
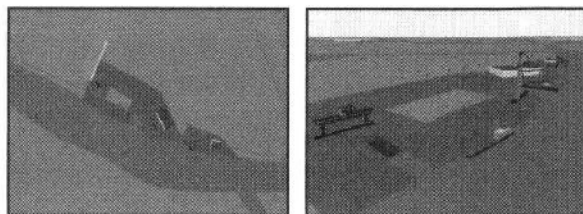
S.S. HEADQUARTERS - BERLIN
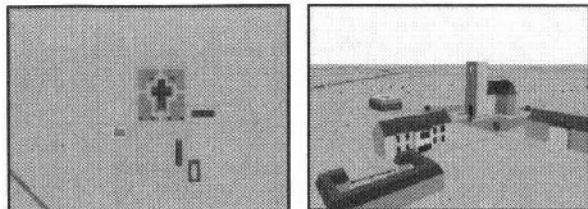
VI ROCKET SITE - CHERBOURG
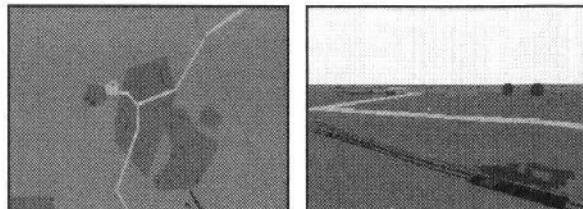
S.S. HEADQUARTERS - LEIPZIG

STEELWORKS - BOCHUM

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