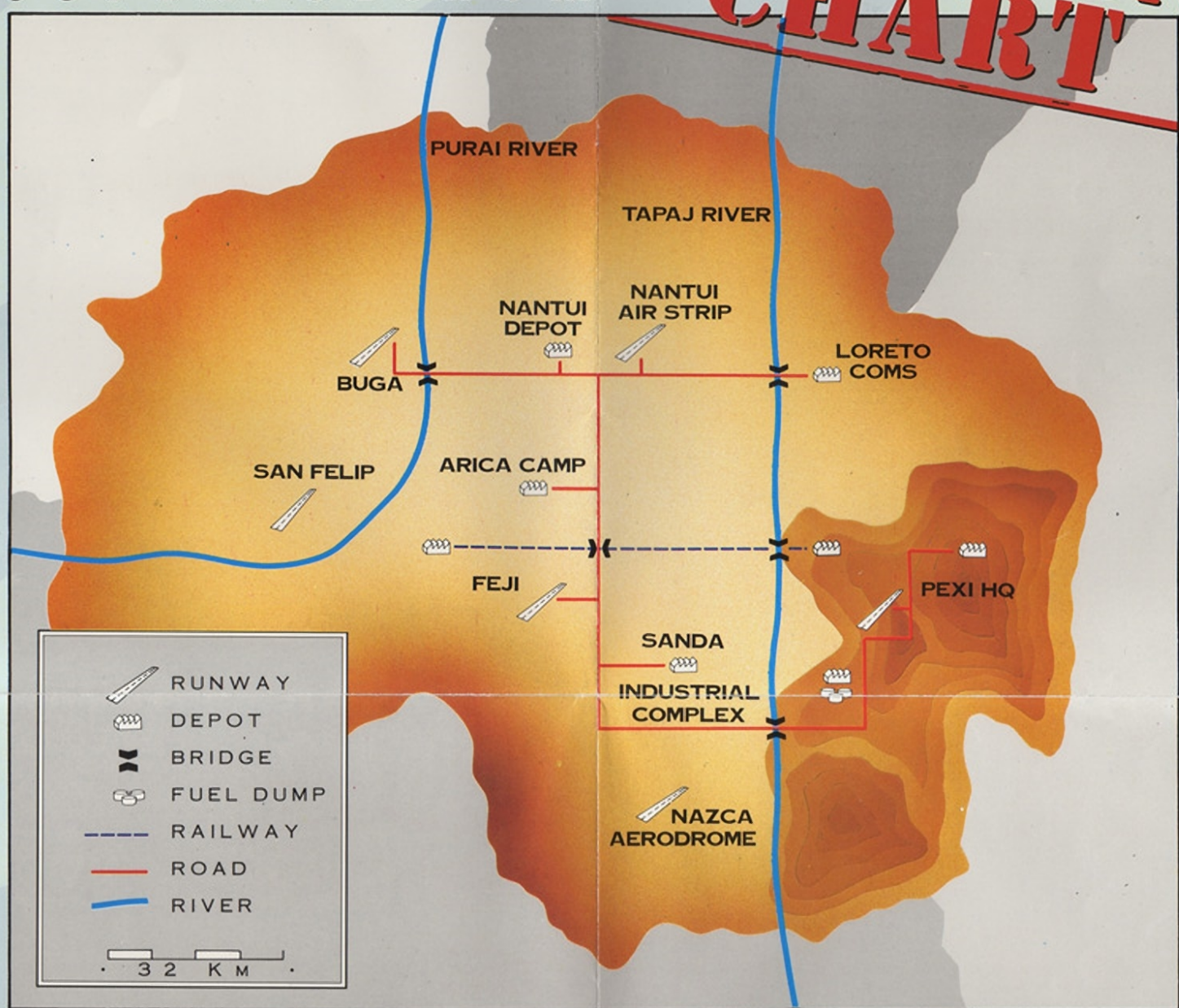


MiG-29M

SUPERFULCRUM

CAMPAIGN CHART



QUICK REFERENCE GUIDE

Controls:

Head up display

Hud on/off 'H'

Flight Controls:

Engine on/off: 'E'
Throttle up: '+'
Throttle down: '-'
Full power: Shift '+'
Idle power: Shift '-'
Landing gear: 'L'
Wheel brakes: 'W'
Air brakes: 'B'
Emergency Eject: 'Ctrl-E'

Control Stick

Ctrl-J selects switched joystick
Alt-J selects analogue joystick
Ctrl-K selects keyboard
Ctrl-L selects mouse
Ctrl-Z calibrate analogue joystick (move stick to extremes, press fire button to exit).

Keyboard Control

roll left: 'left arrow'
roll right: 'right arrow'
pitch up: 'down arrow'
pitch down: 'up arrow'
centre: 'PAD 0'
joystick centre: 'Z'
Joystick control power: Main keyboard '1', '2', '3'
Set throttle: main keyboard '4', '5', '6', '7', '8', '9', '0'

Pitch trim up:

Pitch trim down:

Zero pitch trim:

Rudder

Weapons System:

Cannon always available
S-240 unguided rockets
AA-8 Aphid heat seeking air to air missile. HUD marker turns red for good lock.
AS-7 Kerry air to surface heat seeking missile.
The target for guided weapons must be selected before launch.

Fire cannon: 'Joystick or Mouse button 1' or 'Delete'.
Select Weapon: 'BACKSPACE'.
Select Target: 'RETURN'.
Fire Weapon: 'Joystick or Mouse button 2' or 'Space'.
Drop flares: 'F'.
Drop chaff: 'C'.

Aircraft System

Autostab on/off: 'A'

Radar/R

Cycle radar range: 'P'

Simulation Controls:

Sounds

Engine noise on/off: 'N'

All noise on/off: 'Q'

Views

Keys in () are active when flying from the keyboard:
PAD 8 (F8) - Forward view with head down displays.
PAD 5 (F5) - Forward view without head down displays.

'PAD +'

'PAD -'

'PAD *'

'<', '>'

PAD 9 (F9) - Forward Right.

PAD 6 (F6) - Right.

PAD 3 (F3) - Rear Right.

PAD 2 (F2) - Rear.

PAD 1 (F1) - Rear Left.

PAD 4 (F4) - Left.

PAD 7 (F7) - Forward Left.

MiG outside view:

'Tower' view:

Missile view:

Jump to enemy view:

Pause on/off:

Fast time on/off:

Toggle fields:

Toggle sky shading:

Select Radar Mode

Real aircraft model:

Ctrl-A (only suitable for good joysticks and fast PCs default)

Simple Aircraft model:

Return to map:

End game:

Esc

Navigation: Cycle thru waypoints 'I'

There is a red steering pointer in the heading tape of the HUD.

There is a combined direction/range pointer in the head down compass, a red LED just to its right show the currently selected waypoint.

DOMARK