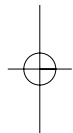


# JETFIGHTER™ 2015



TEEN  
T  
CONTENT RATED BY  
ESRB

PC  
CD-ROM  
SOFTWARE

Intense Aerial Combat

GS™  
GLOBAL STAR  
SOFTWARE

# JETFIGHTER 2015

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**Note:** You are bound by the license agreement shown before installing the game. You must accept this license agreement before you are able to install JETFIGHTER 2015. Additionally, the license agreement is located in the Start menu Program icons for Jetfighter 2015.

## INTRODUCTION

FEBRUARY 2015 - After more than 10 grueling years, the war on terror has been won. But beware - Terrorism is far from dead! Surviving terrorist leaders and their followers have secretly migrated to South America to enter into a strong alliance with the local drug cartels. Armed with groundbreaking technology and a limitless supply of money, this deadly alliance soon takes control of key strategic regions in the Gulf and South America...

THEIR GOAL... to deal a significant blow to the United States!!!

YOUR MISSION... as a member of an elite Air Force unit armed with state of the art combat aircraft, uncover the secrets behind this new enemy threat...and annihilate them!!!



## INSTALLATION

Insert the *JETFIGHTER 2015* game CD into your CD-ROM drive. If the game is not already installed, the install process will begin automatically after you insert the game CD.

If the Autorun is disabled on your system, you will need to manually launch the installation process. Use Windows Explorer to view the contents of your CD-ROM drive and double-click on the "Setup.exe" file. Follow the on-screen prompts to setup the game on your system.

**DirectX Setup** – *JETFIGHTER 2015* requires that you install/reinstall DirectX 9 after the game installs. This process is automatically accomplished after the game installs.

## STARTING THE GAME

Insert the *JETFIGHTER 2015* CD into your CD ROM drive, click the Start button on your Windows taskbar then select Programs, Global Star Software, *JETFIGHTER 2015* and finally click the *JETFIGHTER 2015* icon. To skip opening logos and cinematics simply click the left mouse button.

## MAIN MENU

### TRAINING



Click the Training button to learn the basics of controlling your jet-fighter, moving to waypoints, targeting and destroying both air and ground targets.

Select an aircraft using the PREVIOUS and NEXT buttons.

Click BACK to return to the Main Menu.

Click START TRAINING to enter the Desert Mesa for flight and combat training.

The Control Tower and your Onboard Computer will guide you through your training mission. Listen carefully for important information for controlling your jet.

### NEW GAME

Click the New Game button to begin the Single Player campaign.

**Name** – Click in the text box and type in a name for your player.

**Difficulty** – Click the left and right arrows to adjust the difficulty. You will notice three game settings change with each difficulty level.

*Target Lock Activation:* determines the farthest possible distance to obtain missile lock on an enemy.

*Enemy Skill Level:* determines how skillfully the AI controls the enemy units.

*Player Armor:* determines how sturdy your aircraft is.

When you increase your difficulty level, Target activation and Armor levels decrease, while the Enemy Skill level increases. The Medium difficulty presents a balanced set of options.

Click OK to continue or click CANCEL to return to the Main Menu.



## CONTINUE GAME



Click the Continue Game button to continue your last saved point. Additionally, when you click OK on the New Game screen, you are brought back to the Continue Game screen.

This screen contains briefing information for the mission that lay

ahead. The mission briefing is located at the top of the briefing and a picture of the mission area is located to the right of the briefing.

Click the PREVIOUS and NEXT buttons to select an aircraft. As you progress through the game, more aircraft will become available. There are a total of three different combat jets. A brief description of each aircraft appears to the right of the craft's picture.

Click BACK to return to the Main Menu.

Click SAVE GAME to save your current progress.

*Note: It is important to create a separate name each time you start the single player campaign, as this helps differentiate save games from one another. Save game names will start with your profile name.*

Click START MISSION to launch the current mission. Once you click START, a loading screen will appear.

*Note: Load times can vary greatly depending upon your PC specifications.*

## FREE FLIGHT



Click the Free Flight button to fly around game worlds without mission objectives.

Click the PREVIOUS and NEXT buttons to select both an aircraft and game world.

Click BACK to return to the Main Menu.

Click FREE FLIGHT to fly around friendlier skies.

## MULTIPLAYER

Click the Multiplayer button to enter the Multiplayer screen and either Host or Join a game. For more information, please read the Multiplayer Games section found later in this manual.

## LOAD GAME

Click the Load Game button to load a previously saved game.

Click a game from the list on the left, and then click the LOAD button to load the game and proceed to the Continue Game screen.

Click DELETE to permanently remove that saved game from the list.

Click BACK to return to the Main Menu.

## OPTIONS

Click the Options button to customize video and sound settings.

It is very important that your PC meet the minimum system requirements to enjoy *JETFIGHTER 2015*.

If the game is running slow or choppy, try lowering some of the video settings to increase the game's performance.

Un-checking special effects, reducing the view distance and selecting lower texture details can dramatically improve your game experience.

You may also wish to change sound and music volume. Simply click the arrows or left click and drag along the slider to change these settings.

If you do change any settings and wish to start over, just click the DEFAULT button to return to the original settings.

Click the **DEFINE KEYS** button to change the keyboard controls and mouse settings to your liking. Use the slider bar to raise or lower mouse sensitivity.

By default, when you move the mouse upwards in game, the plane steers upwards. Select the Flip Y to reverse this. If you like, you may also Flip the X axis.

To assign a function to a keyboard key, left click on the current setting. You will be prompted to press the key that you wish to change the function to. Press Esc to cancel.

Click DEFAULT to return to the original key configurations

Click BACK to return to the Options screen.

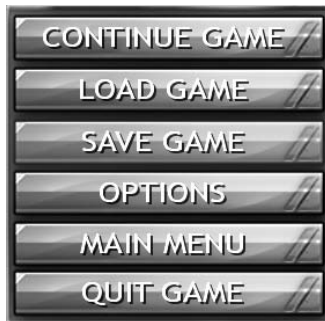
Click BACK on the Options screen to return to the Main Menu.

**CREDITS**

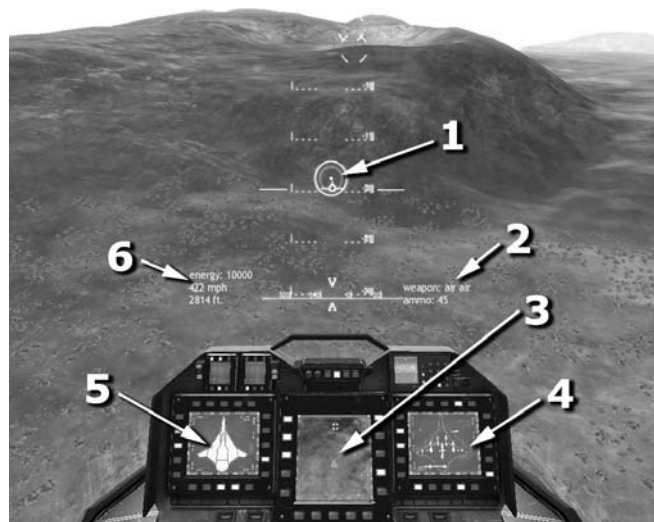
Click the CREDITS button to see the people who brought you *JETFIGHTER 2015*.

**QUIT**

Click QUIT if you wish to exit the game and return to the desktop. At the confirmation screen, click YES to exit the game or click NO to return to the game and play some more before getting back to the real world.

**IN GAME MENU**

When you are flying a mission, press the Esc key to access the In Game Menu. From here you can save your game, change settings, load a game, return to the Main Menu or Quit the game to the Windows desktop. Click Continue Game (or press Esc again) to continue playing.

**COCKPIT OVERVIEW**

- |                           |                               |
|---------------------------|-------------------------------|
| 1 – Targeting Reticule    | 4 – Weapon Indicator          |
| 2 – Selected Weapon, Ammo | 5 – Damage Indicator          |
| 3 – Mission Map           | 6 – Armor, Airspeed, Altitude |



## CHASE OVERVIEW



- 1 – Missile Camera
- 2 – Selected Weapon/Ammo
- 3 – Weapon Indicator
- 4 – Armor, Airspeed, Altitude
- 5 – Damage Indicator
- 6 – Mission Map
- 7 – Targeting Reticule

## CAMERAS

There are several camera views available in *JETFIGHTER 2015*. Cycle through camera views using the C key to find the view that best fits your playing style. You may also use the F1 through F5 keys to select a specific view.

## LOOK

Hold the Ctrl button down and then move your mouse to look around. This is useful for finding enemies outside of your normal viewing range.

## HUD COLOR

Press the H key to toggle the HUD color between light green and dark green. This is useful to see targets against light and dark backgrounds.

## MAP

The Mission Map is located in the center of the screen (cockpit view) or the top left corner of the screen (chase view). This gives you a satellite image of your operational area. The map is very helpful for seeking out your targets (especially in a dogfight).

Your jet is denoted by a BLUE triangle in the center of the map. Aircraft appear as green diamonds on the map. Ground targets appear as green boxes on the map.





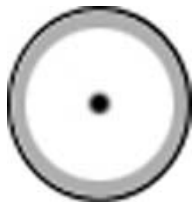
## DAMAGE INDICATOR

When you are hit by enemy fire, you take damage. Your jet can only sustain a certain amount of damage before it explodes. GREEN = No damage. YELLOW = Slight damage. ORANGE = Moderate damage. RED = Severe damage.

Additionally, you take damage by crashing into objects (aircraft, buildings, ground targets) and the ground. The amount of damage sustained by a crash is relative to your airspeed at the time of the collision. If you are going max speed and dive straight at the ground, your jet is highly likely to explode on impact.

## FLIGHT CONTROLS

One goal for *JETFIGHTER 2015* was to allow anyone to jump in and start playing. To that end we implemented a control scheme that is very intuitive. All you need is a mouse and a few keys on your keyboard and in no time at all you will be an ace pilot.



## TARGETING RETICULE

Moving the mouse causes the Targeting Reticule (pictured to the left) to move. This allows you to steer your aircraft as well as to aim at targets. To steer your jet slightly in any direction, move the reticule just a little in the direction you wish to go. The more you move the reticule, the sharper your jet will turn.

## THRUST

By default, press the W and S keys to increase and decrease your thrust, respectively.

## BARREL ROLL / STRAFE

Pressing the A and D keys allows you to do a left or right barrel roll or strafe, depending upon what mode your aircraft is in.

## FLIGHT MODES

Your aircraft is designed to operate in two flight modes: Jet Mode and Hover Mode. Press the Spacebar to switch between both flight modes.

When switching to Hover Mode your jet comes to an abrupt stop and auto-levels (if you are turned upside down). When switching to Jet Mode from Hover Mode, your full thrusters are engaged and you take off with an exhilarating rush of speed. Be wary of your surroundings before switching to Jet Mode.



**JET MODE** is the faster of the two modes, and your aircraft operates like a typical combat jet.

Press the A and D keys to barrel roll left and right, respectively. Use this in conjunction with your mouse steering to make tighter turns. This is especially useful for dodging enemy attacks and to help position your jet behind enemies.



**HOVER MODE** allows your jet to act more like a helicopter. It can essentially hover in midair at an almost dead stop. It can also strafe left and right as well as move backwards.



Your thrust controls stay the same; however you have the added ability to fly backwards. Simply hold the S key (by default) and your jet will hover backwards.

When in hover mode your jet cannot perform a barrel roll. Instead, press the A and D keys to strafe left and right, respectively. This is perfect for attacking ground targets and slow-moving or hovering aircraft.

A great benefit of Hover Mode is that it can prevent serious crashes. If you find yourself about to crash into a building or the ground while in Jet Mode, quickly switch to Hover Mode to reduce your speed and avoid (or greatly diminish) damage from an impact.

Along the same lines of preventing crash damage, while in Hover Mode, your jet is less likely to impact the ground. You can fly freely along open ground (no buildings or objects in the way) and your jet will hug the terrain.

## WEAPON CONTROLS

### WEAPON INDICATOR

Your weapon indicator appears on the left side of the instrument panel (or bottom left hand corner of the screen).



Selected missiles highlight as red. When a missile is ready to be fired, an icon of the missile appears horizontally at the bottom of the weapon indicator.

## FIRING YOUR MAIN GUN

Target enemies using your mouse to control the targeting reticule. When an object is under the targeting reticule, press the Left Mouse button to fire your main weapon. Note that the nose of your jet points in the direction you move the targeting reticule.

It is often necessary to “lead” a target when firing your main gun. This means you must aim in front of the target (in whatever direction it is moving) for your shots to make an impact. You will want to shoot farther ahead of a target the faster it is moving.

For all intents and purposes, your main gun carries an unlimited amount of ammo.

## FIRING MISSILES

Select one of the four missile types with the 1-4 keys. You may also press the Q key to cycle through missile types. The selected missile type appears on your HUD (see Cockpit Overview and Chase Overview on pp. 12-13).

Press the right mouse button to fire a missile. In order to ensure a hit, you must first gain missile lock on a target.

When a target is in site, a broken green diamond (air target) or green box (ground target) appears around it.

When you move the reticule over the target, the broken GREEN diamond/box becomes solid RED.

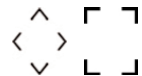
When the target is in missile range, a missile icon appears to the right of the targeting diamond/box. This missile icon shown corresponds to the missile selected.

When you are in missile range and you’ve targeted an enemy with your reticule, your missiles will head for that target. However, the missile will not always hit its mark.

If, for instance, you fire a missile with missile lock but the target flies past you, the high speed of the missile will cause it to shoot past its target.

Therefore, it is important to fire the missile when you know the target will be in your view for some time.

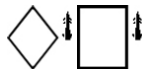
If you fire a missile without lock, the missile will head wherever your reticule was when you fired it. If you fire before the target is in range, it will explode harmlessly in mid-air.

**TARGETING SYMBOLS**

Green. Target is in sight but not highlighted.



Red. Target is highlighted and locked, but out of missile range.



Red with missile icon. Target is highlighted and is in missile range.

**RATE OF FIRE**

Missiles have varying rates of fire. For instance, you can fire EMP and Air-to-Air missiles one after the other, with little pause. There is a longer pause when firing more than one Air-to-Ground missile. The delay is even longer when firing Bombs one after the other.

When the icon of the selected missile appears at the bottom of Weapon Indicator, you can fire the missile.

**MISSILE CAMERA**

The Missile Camera serves a couple different purposes. One, you get an up close shot of a missile hitting an enemy target to see the fireworks. Two, you can see if a missile destroys its intended target. This is very helpful when enemies are some distance away.

**YOUR AIRCRAFT**

There are 3 prototype aircraft available to you in JETFIGHTER 2015. Each aircraft has different max speeds, maneuverability ratings and weapon loadouts.

**X100 EAGLE**

The X100 Eagle has been the workhorse of the Air Force for some time. It is a versatile fighter, equally well-suited to air combat and attacking ground targets. It is the perfect combat aircraft for the novice pilot.

Max. Hover Speed:  
313 mph

Max. Jet Speed:  
626 mph

Missile Loadout:  
EMP: 20  
Air-to-Air: 30  
Air-to-Ground: 15  
Bomb: 10



**X200 THUNDERBIRD**

The X200 THUNDERBIRD is a heavily armed and armored jet capable of tackling the most formidable ground target. It is slower and less maneuverable than the EAGLE however it can win any dogfight when handled by an experienced pilot.

Max. Hover Speed:  
250 mph

Max. Jet Speed:  
532 mph

Missile Loadout:  
EMP: 30  
Air-to-Air: 45  
Air-to-Ground: 25  
Bomb: 15

**X300 HAWK**

The X300 HAWK is the ideal choice for veteran pilots. It is very fast and extremely agile. Its lighter missile loadout will not be a drawback for an expert pilot. It has relatively thin armor; you'll need superb flying skills to escape danger.

Max. Hover Speed:  
375 mph

Max. Jet Speed:  
720 mph

Missile Loadout:  
EMP: 15  
Air-to-Air: 25  
Air-to-Ground: 10  
Bomb: 5



## MULTIPLAYER GAMES



Click on a game in the list and then click the **JOIN GAME** button to enter the selected game. If a game is password protected, you will need to type the appropriate password before you can join the game.

To connect to a server over the Internet, you must type in the Host's IP address in the text box and then click Join Game.

### Joining a Multiplayer Game

Click Multiplayer to enter the Server screen. This screen shows all games available on the network.

First, select a jet using the Next and Previous buttons, then click in the text box to enter a Player Name.

### Hosting a Multiplayer Game

To Host a Game, click on Create Server.

As Host, you have several options. Select the Terrain (the map area where you'll play), Number of Players, Game Type (Deathmatch or Team Deathmatch) and Game Limit (either 5, 10, 20 minutes or 5, 10, 20 Frags).

Type a password in the Server Password text box if you wish to password protect your game from unwanted players.

Finally, click **START SERVER** to begin the Multiplayer match.



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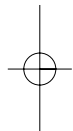
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**NOTES**

# ALSO AVAILABLE



Visit your local retailer  
Also available at [www.take2store.com](http://www.take2store.com)