

# Introduction

I Must Have Downloaded the Wrong Thing

## About This Book

Don't you just love A-10's rigid physics modelling? It makes the game so much better. Planes bounce around, vehicles skid and topple over, debris slides off rooftops and rolls around. Over time I'm sure you've noticed some cool things that happen when you're doing the right thing in the right place at the right time. For instance, have you given a behemoth airplane one Maverick on the tail? They flip around, spin around, and do all sorts of tricks in the air until the eventually hit ground!

Well, I've just compiled a list of all those "cool things" you can do while you're up in the air.

## A Note on Slewing

All of the tricks require that you know how to slew. Not only slew, but slew pretty well. If you do not know what slewing is, I will explain to you.

Slewing is an easter egg in flight sims since Hellicats. It allows you to obtain custom viewpoints, go really fast and really high, and to blow things up without actually going there. In fact, go ahead and print this manual. Then, launch A-10 and start a mission, slew, then follow the instructions

on the page. In A-10 Attack! and A-10 Cuba! (while in flight), you activate the slew mode by pressing  $\hat{\mathcal{E}}\sim$ -S. Do that. After a short while you will see a wierd scene. We will get into what that is later. For now, just hit the 8 key on the numeric keypad 10 or 11 times. You will start accelerating. When you come to a stop and something wierd happens, press 5 on the numeric keypad. You will have a normal view of your plane. Press X.

Now we can practice slewing. Press 8 on the keypad. You will slowly move forward. You can continue to press 8 over and over, making yourself go faster and faster. Press 5. You stop. Use your mouse/joystick to turn yourself around, and head back to where you were. Pressing 2 will move you backwards. 7 Will raise you, 1 will lower you. 0 or your trigger will shoot your guns at high rate. Return will fire a Maverick. Don't worry: you have unlimited ammo & rounds. X will lock/unlock on your airplane (initially, you start locked). You may have noticed that you fly like a UFO (at least, a stereotypical UFO). Also, if you haven't already noticed, you can go underground and through things. (That explains the wierd initial view—you were underground.) You can hit  $\hat{\mathcal{E}}\sim$ -S again to go back to normal view.

You can even slew after you are dead. If you kill yourself, you will instantly get out of slew mode. But you can just hit the magic command-key sequence and presto! You're back in the game (though your plane isn't). Finally, when you die in normal mode, you can still slew.

## A Note on Ratings

Each activity in this book is rated by my own personal opinion. Whether or not you agree with me is a different story, but I'm sure most will. Here is the ratings guide:

: I've done everything else, I guess I could try this

: Pretty cool! Do it again!

(Jaw hanging at approx. 5 feet below face.)

## About the Author

This book was written entirely by me, Timothy Morgan. If you would like to talk to me, e-mail me at [MorganBolt@aol.com](mailto:MorganBolt@aol.com), or write to me at this address:

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