

Welcome to the Joint Strike Fighter Demo. This demo allows you to fly and explore the JSF world for **FOUR** minutes. You start on a runway near a port city in Colombia. Colombian drug lords have sent converted military ground and air units to take the base. You need to defend the base and secure the area. Good Luck!

NOTE: since this is a demo, part of the total JSF program, we cannot guarantee its functionality on all systems and configurations. If the demo does not work, you are welcome to email our technical support team at [techsupp@eidos.com](mailto:techsupp@eidos.com) for basic advice. However, they are DO NOT offer full support this demo.

The EIDOS INTERACTIVE folder in your START MENU contains the demo's executable shortcut

JSF demo and game requires:

P133 or greater CPU (P100 if you have a 3DFX card)  
16MB of Ram or higher  
1 MB Fast Video Card (we directly support 3DFX chips for awesome graphics)  
Direct X 5.0 installed

To take off quickly:

1. Press **F** to lower the Flap
2. Press **CTRL + 0** for full thrust
3. When you are  $\frac{3}{4}$  of the way down the runway – pull back of joystick or press down arrow
4. Once on the air, press **G** and **F** to raise gear and normalize the flaps
5. Remember to access AIR TO GROUND WEAPONS – **PRESS BACKSPACE**
6. Remember to access AIR TO AIR WEAPONS – **PRESS ENTER**

## JSF CONTROLS

(ESC keys brings up the in-game menu for options and to exit)

### External Camera Views

The camera views toggle with repeated presses to change views.

<F1>	Player internal:	Forward
<F2>	Player internal:	Player virtual cockpit
		Player virtual padlock
<F3>	Player views:	Player external
		Player air flyby
		Player ground flyby
<F4>	Player action views:	Player chase
		Player back view
		Player below left wing
		Player, below right wing
<F5>	Wingman views:	Wingman external
		Wingman → Player
		Player → Wingman
		Wingman air flyby
<F6>	Plane views:	Plane external
		Plane → Player
		Player → Plane

		Plane air flyby
<F7>	Vehicle views:	Vehicle external Vehicle → Player Player → Vehicle Vehicle ground flyby
<F8>	Generic object views:	Object external Object → Player Player → Object
<F9>	Incoming missile views:	Incoming missile external Incoming missile → Player Player → Incoming missile Incoming missile air flyby
<F10>	Outgoing missile views:	Outgoing missile external Outgoing missile internal view Outgoing missile air flyby
<F11>	Secondary player views:	Player satellite view Tower → Player Wind Indicator
<F12>	Player target views:	Player target external Player target → Player Player → Player target Player target air flyby
<Ctrl>	Opposite direction on toggle items	

The view camera can be manipulated with these commands:

<Ins>	Next object in category
<Del>	Previous object in category
<Ctrl><Right>	Rotate camera right
<Ctrl><Left>	Rotate camera left
<Ctrl><Up>	Rotate camera up
<Ctrl><Down>	Rotate camera down
<PageUp>	Move camera closer to
<PageDn>	Move camera farther from

## **Virtual Cockpit Views (selecting F2)**

Normal Views

<Ctrl><Arrow>	Move head in virtual cockpit view
<NumPad7>	Virtual cockpit look left
<NumPad8>	Virtual cockpit look back
<NumPad9>	Virtual cockpit look right

By default, transitions between these positions happen smoothly. By pressing <Ctrl>, however, the view snaps immediately.

MFD Views

<NumPad1>	Control MFD
<NumPad2>	Status MFD
<NumPad3>	Info MFD

<NumPad4>	Attack MFD
<NumPad5>	Strategic MFD
<NumPad6>	Offensive MFD

By default, the camera slides smoothly from one MFD to another. As above, however, an immediate change can be forced by keeping <Ctrl> pressed while selecting the view.

### **Radio communication**

<Shift> Activate communications menu. The following commands only apply when shift is pressed:

1..9 Select message 1..9. Greyed out messages are inactive and therefore not selectable.

<BackSpace> Go back one level

<Grave> Go back one level

### **Basic flight controls**

<Left><Right> Roll plane

<Up><Down> Pitch up/down

<,><.> Rudder pedals

H Hatch (weapons) – MUST BE OPEN TO DROP BOMBS!

G Gear (When on ground, NOSE WHEEL LOCK)

F Toggle flap

B Airbrake/wheel brake

### **Engine**

<Ctrl><~> Engine off  
<~> Engine idle 60%

1 64% thrust

2 68% thrust

3 72% thrust

4 76% thrust

5 80% thrust

6 84% thrust

7 88% thrust

8 92% thrust

9 96% thrust

0 100% thrust

<Ctrl>0 Afterburner thrust

<-> Increase thrust

<Ctrl><-> Increase thrust slow

<=> Increase thrust

<Ctrl><=> Increase thrust slow

### **Emergency Controls**

<BothCtrl><E> Eject ( this is REALLY COOL!)

<BothCtrl><W> Jettison first external weapons, then internal

<BothCtrl><J> Jettison fuel start/stop

<BothCtrl><Arrow> Adjust trim

### ***Weapons Controls***

<Space>	Fire active weapon
<Alt><Space>	Fire gun
<Enter>	Toggle ATA weapon
<Ctrl><Enter>	Toggle ATA weapon down
<BackSpace>	Toggle ATG weapon
<Ctrl><BackSpace>	Toggle ATG weapon down
D	Toggle ATG discriminator
<Tab>	Increase target
<Ctrl><Tab>	Decrease target

### ***Defense Controls***

E	Toggle ECM
C	Chaff
Z	Flare

### ***MFD Controls (these are your cockpit radar and controls)***

ALT	Enable mouse pointer
<ALT>12345	MFD Top
<ALT>QWERT	MFD Left
<ALT>ASDFG	MFD Right
<ALT>ZXCVB	MFD Bottom

### ***HMD***

S	Set HMD mode to SLS
N	Set HMD mode to NAV
Numpad decimal	toggle HMD on/off
<CTRL><T>	Synthetic terrain overlay
<CTRL><O>	Synthetic object overlay

### ***Dropdown Menu***

<Esc>	Toggle dropdown menu
<Arrow >	Navigate dropdown menus
<Space/Enter>	Navigate dropdown menus

### ***Radar***

X	Increase radar range
<Ctrl> X	Decrease radar range
R	Radar on/off
<Shift>R	Toggle radar mode