STRIKEFLEET™

Getting Started

If you're the type of Strike Fleet Commander who would rather learn by experience than by reading the Operations Manual, then this Command Summary Card is for you. Just use the following procedure:

❶ **Boot:** Find the booting instructions for your computer in section "2. Getting Started," and use them to start *Strike Fleet*.

❷ **Select Scenario:** The first screen you arrive at in the game is the Strike Fleet Command screen (read section "3. Mission Briefing" in the manual if you want a detailed description of this screen). Read the onscreen description of "Stark Realities," it tells you your objective for the scenario. To select the scenario, pull the joystick back until the **START SCEN** control is highlighted, and press the joystick button to start the scenario.

❸ **Configure Task Force:** Next you'll come to the Shipyard (read section "4. Shipyard" in the manual if you want a detailed description of this screen). Push the joystick forward until the **SAIL** Action Indicator is highlighted, and press the joystick button or **Return** to launch your fleet.

❹ **Issue Orders:** Follow the onscreen instructions until the Command Information Center appears, with a large map of the area in which the scenario takes place (read section "5. Command Information Center" in the manual if you want a detailed description of this screen). Pull the joystick back until **Orders** is highlighted, and press the joystick button to open the list of orders.

❺ **Set Destination:** Press the joystick button with the **DEST** order highlighted, and a crosshair cursor appears on the Scenario Map. Push the joystick right to move the crosshair east. Stop the crosshair while it is still over water, right before the easternmost landmass, and press the joystick button to select that point as your task force's destination.

❻ **Set Speed, Alert, and Radar:** Pull the joystick back until **SPEED** is highlighted, and move the joystick to the right until **FULL** appears in the Status Selector box (right above the list of Orders). Press the joystick button to select full speed for your task force. Now pull the joystick back until **ALERT** is highlighted, and move the joystick to the right until **Gen Qtr** appears in the Status Selector box. Press the joystick button to put your task force on General Quarters alert status. Finally, move the highlight down to **RADAR**, and move the joystick to the right until **Active** appears in the Status Selector box. Press the joystick button to make your radar active.

❼ **Go to the Bridge, Extend Radar View, Compress Time:** Push the joystick up until the **Bridge** command is highlighted. Press the joystick button to go to the bridge (read section "6. Strike Fleet Vessels" in the manual if you want a detailed description of this screen). Once on the bridge of your

flagship, use the joystick to move the highlight until the **RAN** control on the Main Control Panel is highlighted. Press the joystick button to toggle through the various ranges of the radar view, stopping when you reach 64 km (kilometers). Now watch for radar blips to appear on the Radar/Sonar screen (to the left of the Main Control Panel). The Radar/Sonar display shows either active radar or sonar — both cannot be active at once. Your flagship is the blip in the center of the display. Other ships will appear as vertical slashes (|), and aircraft will appear as horizontal slashes (—). You're blips are blue, and the enemy's are orange or red. Since the game, at this point, is still running in real-time, you should probably use the Time Compression feature so you won't have to wait too long for something to happen. Press the + key until the time compression number in the lower right-hand corner of the screen reads "16." The game is now running at 16 times normal speed; i.e., 16 seconds of game time elapse in 1 second. But *be sure* to hold your finger over the N key so you can quickly set time compression back to normal (1) if you get a "Lock-on" warning.

⑧ **Target Radar Contacts and Activate Weapon:** Once a blip, other than your own ship, appears on your Radar/Sonar display, press N to set time compression back to normal. Use the joystick to move the highlight until the **TAR** control on the Main Control Panel is selected, and press the joystick button to target the blip in the Binocular View (near the top of screen). Press the button again to toggle to the next if there are multiple targets. The readouts on each side of the Binocular View show you the target's range, bearing, heading, and speed (read section "6.1.5. Weapons" in the manual if you want a detailed explanation of these concepts), and the targeted blip on the Radar/Sonar view will be bracketted ([•]). If the blip is a missile or enemy plane, use the joystick to move the highlight to the Ordnance Board at the right-hand side of the screen, and select the Anti-Aircraft (AA) Missile system. Press the joystick button to activate the system (its picture will light up). Use the same procedure if the target is a hostile ship, except select the Short Range (SR) Missile system. Remember that the object of the first scenario is to protect yourself and neutral ships, *don't* play the aggressor. *Fire only if fired upon.* If you receive the **Lock-on** warning from the Threat Receiver, then you have been fired upon and you can now target the incoming missile and attacker in the same way you targeted other vessels.

⑨ **Fire and Kill Incoming Threats:** When you think the hostile target is within range, press the joystick button to fire the activated missile system. If the target is out of range, the targeting computer will tell you so with a message. If the target is within range, you'll get a launch message when your missile is away. Now you can target your own missiles in the Binocular View and track their progress toward the target(s). If you detect more incoming missiles, target them and launch one of your anti-aircraft missiles for each of the incoming missiles.

⑩ **Watch for Enemy Patrols, Target and Dispatch Them:** Now watch your Radar/Sonar display for incoming enemy patrol vessels or planes. Keep an eye on the neutral oil tankers as well; don't let the enemy destroy them. Target each enemy vessel in the Binocular View. If you have used all your missiles, you can use your Dual-Purpose Cannons to defend yourself or neutral ships (activate the cannons in the

same way you activated the missiles in step 9). Press the **G** key to turn on manual targeting (a crosshair appears in binocular view). Move the joystick to position the targeting crosshair and press the joystick button to fire a shell.

At the end of the scenario, you'll be ranked on your performance, and whether or not you completed the scenario objective (described in the scenario description you read in step 2 above). Read section "2.3. Scoring" in the manual for a detailed description of the ranking method.

Strike Fleet Hints & Tips

You'll need to manually aim your dual-purpose cannons when firing at fast-moving targets, since the cannon's auto-aiming mechanism adjusts better to a target's distance than to its speed.

If your ship sinks while you're on the Bridge, you'll have to use the **Change Bridge** command or else you'll just sit on the ocean floor while the battle rages above you.

Use low time compression while in the CIC so you can keep track of events that may otherwise occur too quickly to follow.

Strike Fleet cadets learn to control their ships with a joystick. Strike Fleet *commanders* realize the importance of learning to use the Keyboard Equivalents if they want to sail another day. Why? Because using the keyboard is faster than the joystick.

All the vessels in your fleet that are currently on autopilot will follow the orders you give from the Bridge of your flagship.

You must split your fleet into multiple task forces for some scenarios. Put them in the order you want *before* you leave the Shipyard, so they'll be grouped in sequence when you move from ship to ship.

You can't set destinations for individual ships if the flagship has reached its destination. Set a new destination for the flagship first.

If you're having trouble finishing Scenario 8, replace the frigates (maximum speed: 28 knots) with faster ships from another class; you'll get to your destination in less time.

You need a formatted, blank data disk in order to save scenarios and campaigns. Make sure you have one ready *before* you start *Strike Fleet*. You can only save *one* scenario and campaign per data disk.

If you play a campaign, you must save it to disk after each scenario. The program will prompt you to insert your data disk and press the **S** key to save. Restart the campaign with the **Resum Campgn** command at the Strike Fleet Command screen.

If you want to save an individual scenario within a campaign *before* it is finished, press **Control-S** and follow the onscreen instructions. Select **Resum Scen** from the Strike Fleet Command screen to finish the scenario and continue with the campaign.

Keyboard Equivalents

[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]	[9]	[0]	[-]	[+]
1/4	1/2	3/4	Full				Activate		Full	Decrease/Increase	
							Remote Targeting		Stop	Time Compression	

[Q]	[W]	[E]	[R]	[T]	[Y]	[U]	[I]	[O]	[P]
Select		Next Enemy	Reduce Radar	Next		Sonar	Radar	Launch	Pause
Next Weapon*		Target*	View Range*	Target*		Active/Passive		Helicopter*	

[Control]	[A]	[S]	[D]	[F]	[G]	[H]	[J]	[K]	[L]	[;]	[']	[Return]
	Autopilot	Toggle Alert	Detonate		Gun	Jump to Bridge						Joystick (Controller)
	On/Off	Status	Missile		Crosshair	(in Binoculars)						Button

[Shift]	[Z]	[X]	[C]	[V]	[B]	[N]	[M]	[<]	[>]	[/]	[Shift]
		Radar/	Change	View	Next Missile	Normal		Left/Right			
		Sonar	Bridge*	Bridge/CIC	Target*	Time		Manual Steering			

[↕] [↔]
Emulates
the Joystick

Spacebar
Fire Selected Weapon

[L] = Load a saved game.
[S] = Save a game in-progress.
[Q] = End game.
[Control] + [F] = Split ship and make flagship.
[Z] = Toggle sound on/off.
[J] = Same as Down-Arrow.
[K] = Same as Up-Arrow.

> Keys flagged with an asterisk (*) function in reverse when used with the Control key. Also note that you must be aboard the helicopter that you want to bring back with Control-O.

Note: Control + F works from the ship view only.

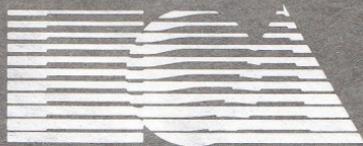This Side: PROGRAM
Reverse Side: SCENARIOS

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by Lucasfilm Games™

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APPLE II+, IIe, IIc, IIGS*

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