PACIFIC STRIKE REFERENCE CARD

KEYBOARD FLIGHT CONTROLS

WEAPONS AND TARGETING

Switch/select guns	G	Switch to guns/Select number of active guns
Full guns	Shift G	Select full guns
Weapon	W	Select next weapon type
Display weapons	Alt W	Display weapons (toggle on/off)
Enemy air target	T	Select next enemy air target
Friendly air target	Alt T	Select next friendly air target
Enemy ground target	Ctrl T	Select next enemy ground target
Friendly ground target	Ctrl Alt T	Select next friendly ground target
Deselect target	Shift T	Select no target
Eyes on target	Y	Eyes locked on target (from cockpit only)
Fire	Spacebar	Fire selected gun or weapon

NAVIGATION AND MANEUVERING

Throttle	1 - 0	Throttle power in 10% increments
Cut engine	`	Engine shutoff
Maneuver plane	↑ ↓ ← →	Flight control (pitch and roll)
Center stick	5	Center control stick (keypad flight only)
Yaw left	<	Move rudder left (auto-centers when released)
Yaw right	>	Move rudder right (auto-centers when released)
Brakes	B	Brakes on/off (toggle on/off)
Flaps	F	Flaps up/down (toggle on/off)
Landing Gear	L	Landing gear up/down (toggle on/off)
Autopilot functions	A	Autopilot to next waypoint, auto-takeoff or auto-landing
Nav map	N	View navigation map
Change Nav point	↑ ↓ ← →	Change current destination
Radio	R	Use radio, then point and click on receiver and message
Bail out	Ctrl B	Bail out of the airplane

CAMERA VIEWS

Pan	(See Pg. 2)	External view	F6
Invisible cockpit	C	Ground targets	Control F6
Normal view/Gunsight zoom	F1	Tailguns	F7
Chase view	F2	Player-to-target view	F8
Right view	F3	Victim view (toggle on/off)	F9
Left view	F4	Weapon view (toggle on/off)	F10
Back view	F5	Zoom in, out (from F6 view)	[,]

PACIFIC STRIKE REFERENCE GUIDE

STARTING THE GAME
To access the game on your C-drive, select the *Pacific Strike* directory. (for example, C:\PS).
Type PACIFIC and press (Enter).

OBJECT VIEWER
Spin. Left or right ROTATE arrows start and stop spin in each direction.

Angle. Up or down ROTATE arrows adjust vertical viewing angle.

Distance. Up or down DISTANCE arrows zoom in or out on the object.

Wildcat. This button cycles through names of game objects.

Exit. Exits the Object Viewer.

INSTANT ACTION MISSIONS
Select INSTANT ACTION, then pick mission (LAND, SEA, GAUNTLET) and target types (JAPANESE or USA).

JAPAN/USA. Select USA to configure your side (even when flying Japanese planes againt a US target). Select JAPAN to configure the opposing side.

Use (+) and (-) to change mission elements.

SORTIE. Change among Sortie 1, 2 or 3. (You can allocate up to six planes among these groups.)

PLANE. Change the plane type. The list begins with American fighters and ends with Japanese planes.

ALLOCATED. Add a pilot to current sortie.

OBJECTIVE. Select a mission objective for sortie you are configuring.

PILOT. For your side, select a named or unnamed pilot for each plane. For the other side, select each pilot's skill level.

ON THE CARRIER
Each room on the carrier has a certain function. More options appear as you are promoted:


SAVING AND LOADING GAMES
To save games, enter the Stateroom, then click on the empty bunk. Type a short description of the game, then press (Enter). To load games, enter the Stateroom and click on the sleeping pilot. Select a saved game and press (Enter).

PANNING FEATURE
Joystick. "Swing" external camera around plane for 360° view. Select JOYSTICK for PANNING CTRL and FLIGHT CTRL in Options. (In (F1), (F6) or (F7) view, press Button 2 on the joystick.)

Mouse/ Keyboard. "Move" head around cockpit to view instruments or action. Select MOUSE (or KEYBOARD) as PANNING CTRL in Options and KEYBOARD (or MOUSE) as FLIGHT CTRL. (Use (F1) or (F7) view.)

TYPICAL COCKPIT (WILDCAT)
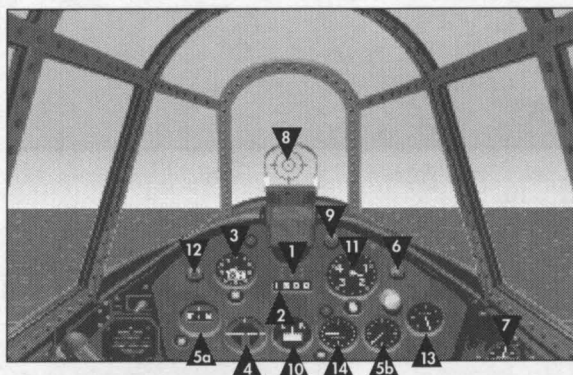
1. Active Guns
2. Ammunition Coun
3. Altimeter
4. Bank Indicator
5a. Compass (Bar type)
5b. Compass (Needle type)
6. Flaps Light
7. Fuel Gauge
8. Gunsight
9. Landing Gear Light
10. Rudder Indicator
11. Speed Indicator
12. Stall Light
13. Throttle Setting
14. Vertical Speed Indicator

TAKING OFF/LANDING

You can take off or land automatically (press Ⓐ) or manually.

Take Off

Ⓕ .... Lower flaps.
Ⓞ (zero) ...... Increase throttle.
⬇ .... When nose drops, lift off runway.
Ⓕ, Ⓛ .... At 600 feet, raise flaps and landing gear.
⬆ .... Once you gain height, level out.

Ground Landing

⬆ .... Drop to 500 feet above runway and line up.
Ⓖ or Ⓗ ...... At 3,000 feet out, throttle back.
Ⓕ, Ⓛ .... Lower flaps and landing gear.
Ⓗ .... At 1,000 feet, reduce throttle further.
⬆ .... When 25 feet above the runway's edge,
                  raise nose and touch down.
⧄, Ⓑ .... Cut engines, apply brakes

Carrier Landing

Ⓡ .... Radio carrier, request landing,
                  line up with carrier.
Ⓕ, Ⓛ .... At 2,000 feet out, lower flaps and gear;
                  watch LSO's signals.
Ⓖ or Ⓗ ...... Reduce throttle; drop to 100 feet.
⧄ .... At 1,000 feet out, cut engines and touch down.
Ⓞ .... Immediately throttle to catch hook.
                  If you miss, take off and try again.
⧄ .... After hook engages, cut throttle.

O.K.

Too slow,   Too low,
speed up.   climb slightly,

Move over slightly

No good,   Too fast,
short landing   slow down

Cut engine, land

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OTHER FLIGHT CONTROLS
THRUSTMASTER WEAPON CONTROL SYSTEM

Throttle control	Main unit	Flaps	Button 5
Select target	Button 3	Brakes	Button 6
Select weapon	Button 4		

THRUSTMASTER FLIGHT CONTROL SYSTEM

Flight control	Main joystick (if selected as FLIGHT CONTROL)
Pan (see Page 2)	Top hat
Fire selected gun or weapon	Trigger
Select gun(s)	Top button
Display Nav map	Middle button
Autopilot	Bottom button

FLIGHT STICK PRO

Flight control	Move joystick (if selected as FLIGHT CONTROL)
Fire selected weapon	Trigger
Select weapon	Left button
Select guns/number of active guns	Middle button
Pan (see page 2)	Top hat

JOYSTICK

Flight control	Move joystick (if selected as FLIGHT CONTROL)
Fire selected weapon	Press trigger
Pan (see Page 2)	Move joystick while pressing Button 2
Tailguns	Switch to tailguns (F7), then press trigger.

MOUSE

Flight control	Move mouse (if selected as FLIGHT CONTROL)
Pan (see Page 2)	Move mouse (with keyboard/joystick as FLIGHT CONTROL)
Fire selected weapon	Left button

GAME INTERFACE

Alt J	Calibrate joystick	Alt W	Weapon display on/off (toggle)
Alt M	Music on/off (toggle)	Alt Y	Sky texture on/off (toggle)
Alt O	Access game options (detail level, difficulty, etc.)	Alt X	Exit to DOS without saving
Alt P	Pause the game	Shift Tab	Time compression: 1x, 2x, 4x (cycle through)
Alt S	Sound on/off (toggle)	Tab	Time burst 6x (until key is released)
Alt R	Water texture on/off (toggle)	Ctrl M	Autotrim on/off (toggle)

Mark II users. *Pacific Strike* includes a file you can use to program your Mark II flight controller. You can find PACIFIC.ADV (Mark II users without chip upgrade) and PACIFIC2.ADV (Mark II users with chip upgrade) in C:\PS. To change your button configuration, refer to the Mark II documentation.

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