

Jetstrike [PC] [AMIGA AGA] Manual

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CONTROLS

JOYSTICK

AIRCRAFT/AGILE MODE

Up - Rotate Anti-Clockwise

Down - Rotate Clockwise

Left(or Left Shift) - Throttle down

Right (or Right Shift) - Throttle up

HELICOPTER/HOVER MODE

Up - Go Up

Down - Go Down

Left - Go Left

Right - Go Right

ALL MODES

WITH UNDERCARRIAGE UP

Fire - Fire Guns

Fire and Left - Fire Left Weapon [AMIGA]

Fire and Right - Fire Right Weapon[AMIGA]

Right ALT - Fire right weapon

Right CTRL - Fire Left Weapon

WITH UNDERCARRIAGE DOWN

Fire - Fly by Wire

WHEN PARKED ON THE RUNWAY

Down - Re-Arm, changes weapons, change aircraft

Up (Or T) - Turn aircraft around

KEYBOARD

SPACEBAR - Fire

RETURN/ENTER - Change Between agile and hover mode (agile helicopters and VSTOL aircraft only)

A - Engage or disengage auto-pilot (Training Mode Only)

U - Lower or raise undercarriage

Numbers **1** to **0** - Set Throttle speed (1=Idle, 0=100%)

L - Lock all weapons exapt guns (stops you accidently dropping bombs during a dogfight)

D - Toggle Display smoke

P - Pause (any key or fire unpauses)

Left ALT - Toggle autothrottle on/off

B - Display mission briefing

ESC + FIRE (held) - SELF DESTRUCT

E - eject

(all controls can be set in "config.exe"- PC)

AIRCRAFT SELECTION MENU:

[Goshawk 200](#)[Aeromachi MB-339](#)[Wessex ASR](#)[Pilatus Porter](#)[Strikemaster](#)[Hunter](#)[Jaguar Mk2](#)[Buccaneer](#)[BAe Harrier II](#)[Panavia Tornado F3](#)[EFA Eurofighter](#)[Hawk 200](#)[F4 Phantom](#)[F-5 Freedom Fighter](#)[F-14 Tomcat](#)[F-15 Eagle](#)[F-16 Falcon](#)[F-16G Falcon](#)[F-18 Hornet](#)[F-20 Tiger Shark](#)

Goshawk
aircraft

The Goshawk is the Carrier version of the British Aerospace Hawk trainer and attack

MB-339
hard.

The MB-339 is an Italian Trainer/Light Bomber jet, easy to fly but able to hit

Westland Wessex

This is an older Air Sea Rescue Helicopter, fitted with a winch

Pilatus Porter

The Porter is a high powered, High lift light aircraft. Perfect for picking up secret agents

Strikemaster

The British Strikemaster was an excellent low level strike aircraft used by the RAF and several other Air Forces.

Hunter	The Hawker Hunter was the mainstay of the RAF for many years and is still in service with some national Air Forces.
Jaguar GR1	The Jaguar is a useful ground attack aircraft used by the RAF an French Air Force.
Buccaneer	Although previously used as a naval attack bomber by the RAF, the Buccaneer is now used as a laser target designator.
BAe Harrier II	The VSTOL Harrier II is the latest 'Jump Jet', able to fly normally, or hover like a helicopter.
Panavia Tornado F3	The Tornado F3 is the air defence variant, as used by the Royal Air Force. It is an excellent fighter and bomber.
EFA Eurofighter	The Eurofighter is designed to be the standard interceptor aircraft of the various European Air Forces.
Hawk 200	The Hawk 200 is the latest generation of the British Aerospace Hawk Trainer and Attack aircraft.
F4 Phantom	The Phantom is used by Several Air Forces & Navies, this is the U.S Air Force Version, fitted for Carrier work
Northrop F-5	The Freedom Fighter is used by several smaller countries as an interceptor and bomber.
F-14 Tomcat bomber	The F-14 Tomcat is a swing wing carrier based fighter
F-15 Eagle Bomber.	This is the standard F-15 Eagle Fighter
F-16 Falcon	The F-16 is a general purpose air combat aircraft, mainly used as an interceptor
F-16G Falcon aircraft.	The F-16G is the new ground attack F-16. Designed to replace the A-10 as a ground attack aircraft.
F-18 Hornet	The Hornet is a general purpose carrier or land based air interceptor, as used by the US Navy and Australian Air Force.
F-20 Tiger Shark	The Tiger Shark is used by the American Air Force to simulate enemy aircraft in combat exercises



[F-22](#) [F-111](#) [F-117 Stealth Fighter](#) [F-100 Super Sabre](#)

[Dragonfly](#) [Bronco](#) [Mig-21 Fishbed](#) [Mig-23](#)

[Mig-25](#) [MiG-29 Fulcrum](#) [Su-27 Flanker](#) [Mirage](#)

[Rafale](#) [SAAB Viggen](#) [SAAB Grippen](#) [A-4 Skyhawk](#)

[A-6 Intruder](#) [A-10 Warthog](#) [Su-25 Frogfoot](#) [Westland Lynx](#)

F-22 aircraft. The F-22 is the USA's latest highly agile air superiority fighter

F-111 The General Dynamics F-111 is a popular swing wing heavy bomber. Used by both the US and Australian Air Forces

F-117 Stealth Fighte The 'Wobblin Goblin' is the U.S air forces latest toy. Almost invisible to radar !

F-100 Super Sabre The Super Sabre, developed from the F-86 Sabre Jet, was a highly effective high speed interceptor.

Dragonfly	The Cessna Dragonfly made itself popular during the Vietnam war, where it was used as a ground attack aircraft.
Bronco aircraft.	The Bronco is a lightweight armed forward spotter
Mig 21 Fishbed	The Mig 21 has been the standard fighter aircraft of several air forces around the world.
Mig-23	The Mig 23 is a very powerful Soviet Interceptor and Bomber.
Mig-25 aircraft.	The Mig-25 was a major Soviet Interceptor and strike
MiG-29 Fulcrum	The Fulcrum is the top Soviet Fighter aircraft. In the hands of a competent pilot it is a match for the F-15 and F-16
Su-27 Flanker	The Su-27 is a highly agile fighter bomber.
Mirage World air forces.	Alongside the Mig-21, the Dasault Mirage is one of the most used jet fighters by Third
Rafale Navy.	The Rafale was Dasault's failed attempt at the EFA contract. It is now in use by the French
SAAB Viggen Force	The Viggen is a proven combat aircraft used by the Swedish Air
SAAB Grippen	The Grippen is the latest fighter aircraft to enter service with the Swedish Air Force.
A4 Skyhawk	The Skyhawk is used by several air forces as a light ground attack bomber.
Grumman A6 Intruder	Normally carrying no defensive weapons, the Intruder is used as a Carrier based bomber
A-10 Warthog	The A-10 is a proven ground attack aircraft. Able to carry large bomb loads in addition to its gatling gun.
SU-25 Frogfoot	The Frogfoot is the Russian Equivalent of the A-10, heavily armoured and able to carry several tons of bombs and rockets }
Lynx Army and Royal Navy	The Westland Lynx is a troop carrying attack and support helicopter used by the British



<u>Huey</u>	<u>AH-64 Apache</u>	<u>Kamov HA-50 Werewolf</u>	<u>Hughes 500</u>
<u>EH-101</u>	<u>Shorts Tucano</u>	<u>Spitfire Mk14</u>	<u>Hurricane</u>
<u>Me-109</u>	<u>P-51 Mustang</u>	<u>Mitsubishi Zero</u>	<u>Focke DR1</u>
<u>SE5a</u>	<u>Grumman Goose</u>	<u>Acro Jet</u>	<u>Super Solution</u>
<u>Gee Bee Racer</u>	<u>Hang Glider</u>	<u>Dragon</u>	<u>Alien Superfighter</u>

Bell Huey	The Huey is a versatile troop transport and support helicopter used by the US Army.
AH-64 Apache	The AH-64 is a dedicated attack helicopter, heavily armed and armoured.
Kamov KA-50 Werewolf	The Werewolf is an excellent single seater attack helicopter, with amazing agility
Hughes 500	The Hughes 500 is an agile light helicopter, easily converted to an attack role.
EH-101	The EH-101 is an excellent troop carrier and rescue helicopter.

Shorts Tucano	The Tucano is a versatile turboprop trainer. Used to train pilots to fly jet aircraft.
Spitfire Mk14 War II.	Along with the Hurricane, the Spitfire one of the RAF's most successful fighters in World War II.
Hurricane Britain.	Alongside the Spitfire, the Hawker Hurricane was one of the great aircraft of the Battle of Britain.
Me-109 Two.	The Me-109 was the mainstay of the Luftwaffe during World War
P-51 Mustang	The Mustang was the Americans most successful fighter aircraft in WWII.
Mitsubishi Zero	Also known as the Zeke to Allied pilots, the Zero was the main Japanese Fighter of WWII.
Focker DR1	The DR1 was the Triplane used by the Red Baron to claim 80 kills in WW 1
SE5a	The SE5a was one of the most agile and sucessful allied fighters of World War One.
Grumman Goose	Once used as a sub hunter in the Second World War, most of these seaplanes have been converted for civilian use.
Acro Jet	This is the smallest flying jet aircraft. It uses the same engine as a cruise missile.
Super Solution flying	The Super Solution was built for Air racing in the 30's. This one is modified for stunt flying
Gee Bee Z Air Racer	The Gee Bee Z was a famous Air racer in the 1930's
Hang Glider	This simple hang glider is ultra stealthy, and can gain height from thermals or updrafts.
Shadrax soon !	From the Dragon Strike mission disk, coming
Alien Superfighter unless.....	This won't be available to the player,

WEAPONS



Stinger An airborne version of the Stinger anti-aircraft missile

Sidewinder Standard Short range AA missile

AMRAAM Advanced Medium Range AA Missile

Phoenix Heavy duty, long range AA Missile with 500lb warhead !

Sky Flash Standard RAF use medium range AA Missile

Sparrow Older Medium range AA Missile

250lb Bmb Standard 250lb Iron Bomb

500lb Bmb Standard 500lb Iron Bomb

500lb Drag 500lb Bomb with Snakeye Retard fins

500lb LGB Paveway Laser Guided 500lb Bomb

1000lb Bmb Standard 1000lb Iron Bomb

1000lb Drg 1000lb Bomb with Snakeye Retard fins

1000lb LGB Paveway Laser Guided 1000lb Bomb

2000lb Bmb Standard 2000lb Iron Bomb

2000lb LGB Paveway Laser Guided 2000lb Bomb

B.BUSTER Bunker Busting Iron Bomb



Clustr

Bmb Standard Multi Bomblet Cluster Bomb

Drag C Bmb Cluster Bomb with Parachute Retarded Bomblets

JP233 RUNWAY DENIAL BOMBLET DISPENSER, SINGLE POD

TWIN JP233 RUNWAY DENIAL BOMBLET DISPENSER, TWIN POD

HADES AREA DENIAL CLUSTER BOMB

Durandal Anti Runway and Concrete Bomb

Lt Rkt Pod Standard Unguided Air to Ground Rockets, 7 per pack.

A.G Rocket Standard Unguided Air to Ground Rocket

Hydra Pod Heavy Duty Unguided Air to Ground Rocket Pod, 12 per pack.

HVY ROCKET 500lb blast, unguided rocket

HellfireAT Lightweight Anti Tank Missile Pack

TOW AT Lightweight Anti Tank Missile Pack

AGM-65 'Maverick' Air to Ground Missile

FA BOMB SMALL TACTICAL FUEL AIR BOMB

AGM-130 Air to Ground Cluster Missile

ALARM Air Launched Anti Radar Missile, Very handy against radar targets !



HARM Anti Radar Missile, flies directly to any radar emitting target

Sea Eagle Heavy Anti Ship Missile

Sea Skua Light Anti Ship Missile

Harpoon Heavy Anti ship missile

Drop Tank Standard External Drop Fuel Tank

Camera Pod For Recon Missions, designates targets for Photo Satellite

Air Mines Anti Aircraft Active Defence system

Skip Bomb Mini Dambuster Bouncing Bomb

Tac Nuke The WE177 Tactical Nuclear Freefall bomb. Drop from high altitude !

Browning A Simple Light Machine Gun Pod

Aden 30mm Standard 30mm Aden Cannon Pod

OKB 30mm Mikoyan Computer Controlled 30mm Cannon.

M61 Although Heavy, The M61 6 barrel 20mm chain gun is fun !

AT Cannon This specialised gun is excellent for anti-tank work.

Flamer A simple forward firing flame thrower.

Backflash A Simple backward firing flame thrower.



Cam Bomb Auto tracking Camera Bomblet.

Rket Cam Unguided Rocket. Camera Warhead

Porcupine A ground targeting, AGM Missile dispenser,

Drop Zone Smoke Generating drop zone marker to call up SAS attacks.

Marker A Simple Smoke generating Marker bomb, for calling up bomber strikes.

Commando A Specially trained Commando, who will parachute to the target and blow up anything there.

Combi A Combination Air to Air and Air to Ground Missile

RP Cruise Runway busting ground skimming cruise missile.

Cruise A short range ground skimming cruise missile.

Flare Extra Flare dispenser for smaller aircraft.

Mini Bomb Small 50lb iron bomb for light aircraft.

Hedgehog Simple Air mine dispenser. For aircraft defense.

Water Bomb Anti Forest Fire Water bomb for Aerolympics

Bomblet Standard Bomblet

Para Bmlet Parachute Retarded Bomblet

RP Bomblet Runway busting Retarded Bomblet

FA Bomblet Fuel Air Bomblet

Unguided Rocket. Camera Warhead

Bomblet Standard Bomblet

Para Bmlet Parachute Retarded Bomblet

RP Bomblet Runway busting Retarded Bomblet

FA Bomblet Fuel Air Bomblet

Few TIPS, Hints and Codes



Right, first thing first. Forget for courses. There is a bewildering array of modern military aircraft for you to use in Jet Strike and many of them are in limited supply, so find out what each of them is good for by flying the training missions. I don't care if you think they're boring, you really won't be able to complete all the missions unless you have a really good understanding of how each plane flies.

The same goes for the weapons. Find out in the training missions which weapons do what.

Once you've finally started the combat missions, do your best to use the absolute minimum force required on each mission. Use the Gos hawk and the Aeromachi (the two planes you have lots of) whenever possible. Likewise the weapons. One of the most useful weapons is the Hellfire anti-tank rocket which will lock on to almost any ground target, but these are in relatively limited supply. The TOW anti-tank missiles are not as good, but are much more plentiful and will still lock on to targets. Use these when you can. It is, for example, quite possible to take out ships, SAMs, flak, trucks and tanks with TOW.



Make sure you collect as many of the bonuses as you can. The later levels become impossible without a good range of bonuses under your belt. Something that's mentioned in the on-line

manual is that you can get bravery awards for performing missions with antiquated aircraft. Do this fairly early on. This not only leads to better and more frequent bonuses, but saves your limited supply of really top class aircraft for the later, much more difficult missions when you really need them.

- Be really sparing with your use of helicopters. On certain missions these can be a god-send, but aside from the wessex you have a very limited amount of useful ones. One thing that works really well is to be prepared to fly more than one aircraft on a mission. On a pick-up mission, for example, you should take up an Aeromachi with TOW ATs on board, fly along at just above ground level and take out all the anti-aircraft weapons on the way to the target. Then return to base, swap for the Wessex and you can fly safely along to your pick-up.



The enemy fighter planes are a problem if you're in a poorly armed and armoured craft, but they will be unable to attack you if you fly really low. If you're flying low and get a bonus, keep flying low and wait for the bonus to float down to you rather than popping up to get it. If you do that you'll end up flying a fireball.

Don't forget that the play area wraps around. Enemy planes often wait for you between your take-off point and the target, so get up in the air, turn around and fly the other way. If you gauge your speed properly they will follow you but never catch up with you.

And that's it - enjoy!

- **STEVE FARAGHER**, Amiga Power 43

LEVELS CODES:

TDEJQNQL

JHALMROB

RZWVUVCP

VZQRUDOP

HTETAPOJ

NFYHOTAR

RPSREBSX

TREFCPMJ

XHYJMVKX

HHSFMBQX

HXEXWPWV