

MISSION: CON-BAT™

RECONNAISSANCE GAME
FLIGHT MANUAL



WARNING: Night flying may
be hazardous to your health.

**MISSION:
CON-BAT™**
RECONNAISSANCE GAME

FLIGHT MANUAL

FEATURING: Time Trak™

© Copyright 1988 by NATHANIAL REEVES
ALL RIGHTS RESERVED UNDER UCC.

MISSION: CON-BAT™

Even though the treaty was signed, there's no guarantee that missiles will not continue to be built and installed. For this reason, night reconnaissance missions will be flown, in order to photograph possible illegal missile installations on designated island targets. Neither side wants to be found in non-compliance, therefore, these missions could prove to be very hazardous. Due to the high risk involved, all flights will be manned by volunteers.

You'll have no offensive weaponry on board your aircraft. Instead, you'll be equipped with the finest state-of-the-art decoys, designed to draw enemy fire away from you. Radar jamming capabilities will offer some protection while precision mouse control provides excellent response time and maneuverability.

A carrier will be standing by to receive you on completion of your missions. A refueler will also be scheduled to rendezvous with you at designated times.*

Your mission, should you choose to accept it, is to photograph enemy islands and land safely back on the carrier.

* *Time Trak™*, an exclusive Questrek feature, controls enemy aircraft in such a way that, every time you fly a mission, the enemy will react differently. This guarantees A NEW SCENARIO EVERY TIME YOU FLY. The game is also made more challenging as it progresses by the addition of more islands, more enemy aircraft and the need for refueling.

TO BOOT UP

1. Turn machine on.
2. Use kickstart 1.2.
3. Check to make sure game disc is *right enabled*. Game will not play properly if *RIGHT PROTECT* button is in OPEN position.
4. Insert disc in drive ø.

5. When training record appears, select Mission.
Note: Mission One must be completed before going on to Mission Two. Mission Two must be completed before going on to Mission Three, etc. Only after completion of all 20 Missions can a random selection be made. At the end of your flight, mission statistics will automatically be recorded:

- a. Number of flights*
- b. Number of landings*
- c. Number of completed missions*
- d. Total flight hours*
- e. Best scores for each mission*

If you fly the same mission more than once, only the best score will be recorded.

6. After selecting the Mission, you will be briefed on the number of islands to be photographed and the rendezvous time with the carrier and refueler, if available.

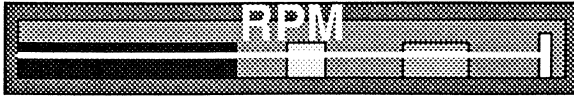
If you miss your rendezvous time, search area for carrier or refueler, as the case may be.

Usually you will be able to find one or the other using your radar.

If you arrive too early, you may have to wait until the carrier or refueler is ready to receive you.

7. GOOD LUCK!

RPM Panel



LOCATION: UPPER LEFT CORNER OF SCREEN
FUNCTION: INDICATES ENGINE R.P.M.

RED = TOO SLOW

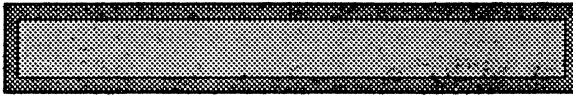
PURPLE = PROPER SETTING FOR LANDING

GREEN = APPROXIMATE RPM FOR REFUELING

YELLOW = MAXIMUM

If left mouse button is pressed while pointing to square, engine will start. If engine stalls, the same procedure can be used to re-start.

Warning Panel



LOCATION: TOP CENTER OF SCREEN

**PEACH COLOR = YOUR LOCATION HAS NOT BEEN
DETECTED BY ENEMY AIRCRAFT**

**FLASHING GREEN = ENEMY HAS MADE RADAR
CONTACT**

**FLASHING RED = WARNING: MISSILES HAVE
BEEN DISPATCHED**

Written words define what missiles are locked on to you. From one to four of these missile types can appear on the panel at any one time.

Caution: If no particular missile is locked on but **WARNING PANEL** is flashing red, it may be an indication of a non-guided missile. Use your radar screen to avoid coming in contact with missile.

AIR SPEED



LOCATION: UPPER RIGHT CORNER OF SCREEN

FUNCTION: INDICATES SPEED OF YOUR AIRCRAFT

RED = TOO SLOW

PURPLE = PROPER SPEED FOR LANDING

GREEN = PROPER SPEED FOR REFUELING

YELLOW = MAXIMUM SPEED

If left mouse button is pressed while pointing to the square, air brakes will be applied.

DEFENSE MECHANISMS

SOUND DECOYS



LOCATION: UPPER LEFT SIDE OF SCREEN

By pressing the mouse button while pointing to this square, you will release a **SOUND DECOY** in response to a sound missile. You will also begin an automatic turn of the aircraft. Number indicates total number of decoys available.

INFRARED DECOYS



LOCATION: LEFT SIDE OF SCREEN

Pressing the mouse button while pointing to this square will release an **INFRARED DECOY** in response to an infrared missile. You will also begin an automatic turn of the aircraft. Number indicates total number of decoys available.

HEAT DECOYS



LOCATION: LEFT SIDE OF SCREEN

Pressing the mouse button while pointing to this square will release a **HEAT DECOY** in response to a heat missile. You will also begin an automatic turn of the aircraft. Number indicates total decoys available.

RADAR JAMMING



LOCATION: LEFT SIDE OF SCREEN (MIDDLE)

Pressing the mouse button while pointing to this square will turn **ON/OFF** the **RADAR JAMMING** capa-

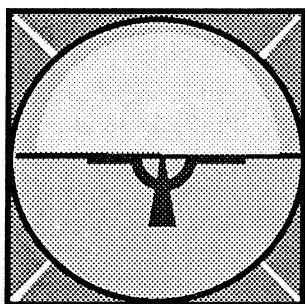
bilities. The RADAR JAMMING is used to deflect a radar missile and it appears as an X over the radar:



When radar jamming is turned ON, the aircraft begins an automatic turn and the big radar screen is locked on minimum range until radar jamming is turned off. This capability can be used an unlimited number of times.

Note: When a missile is locked on to your aircraft, in addition to the written warning on the warning panel, the recommended defense mechanism will flash.

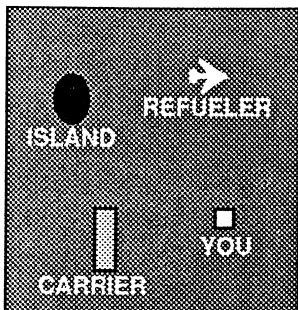
GYRO



**LOCATION: LOWER LEFT
SIDE OF SCREEN**

**FUNCTION: INDICATES THE
PLANE'S POSITION RELATIVE
TO THE HORIZON.**

MAP



**LOCATION: LOWER LEFT
CORNER OF SCREEN**

**FUNCTION: THIS SHOWS
YOUR LOCATION RELATIVE
TO THE ISLANDS, CARRIER
AND REFUELER.**

BLUE AIRCRAFT = REFUELER

RED RECTANGLE = CARRIER

BROWN = ISLANDS

WHITE SQUARE = YOUR AIRCRAFT

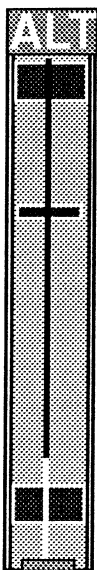
The positions of the refueler, carrier, island(s) are fixed.

The white square that represents your aircraft will follow your true position in the map.

Once the white square comes in contact with an object in the map, that object should appear on the radar screen.

If you wander outside the map field, the white square will stay on the map border and will not show how far you have wandered outside the field. The tracking will start once again after you have re-entered the map field.

ALTIMETER

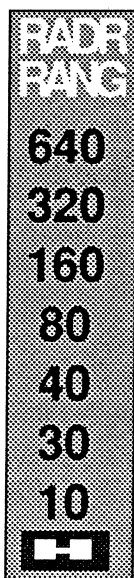


LOCATION: LEFT BOTTOM OF SCREEN
FUNCTION: SHOWS ALTITUDE ABOVE SEA LEVEL.

RED = TOO HIGH (UPPER RED SQUARE)
OR
TOO LOW (LOWER RED SQUARE)

GREEN = PROPER REFUELING ALTITUDE

RADAR RANGE

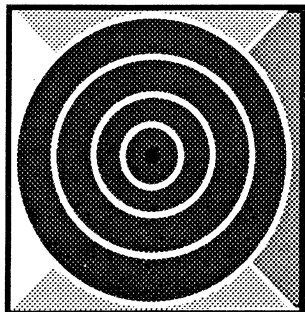


LOCATION: BOTTOM CENTER OF SCREEN

FUNCTION: INDICATES RANGE DISTANCE BETWEEN ANY TWO CIRCLES ON THE BIG RADAR SCREEN.

Pressing the mouse button while pointing to a number on the indicator will bring it to that step. The higher the number, the farther your field of observation. The lower the number, the greater your accuracy in determining distance, especially when taking photographs of the island(s).

RADAR



LOCATION : BOTTOM
CENTER OF SCREEN

YOUR AIRCRAFT WILL
ALWAYS BE AT THE CENTER
OF THE RADAR.

YELLOW DOTS = ENEMY AIRPLANES

RED DOTS = ENEMY MISSILES

BLACK DOT = REFUELER

BLUE DOT = CARRIER

PINK DOT = ISLANDS

THROTTLE CONTROLS

LOCATION: BOTTOM RIGHT OF SCREEN

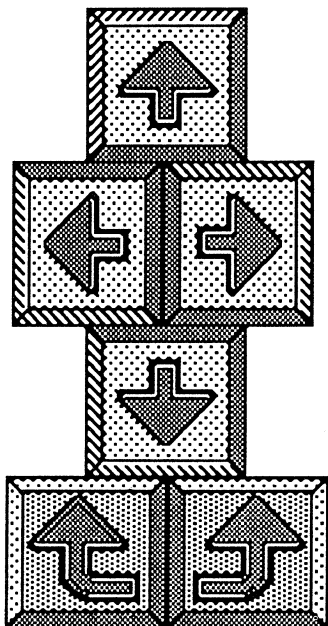
The **ACC** Button is the *fine acceleration* control.

The **++** Button is the *coarse acceleration* control.

The **DEC** Button is the *fine deceleration* control.

The **--** Button is the *coarse deceleration* control.

DIRECTIONAL CONTROLS



**LOCATION: RIGHT CENTER
OF SCREEN**

**FUNCTION: THIS CONTROL
WILL MOVE THE PLANE UP,
DOWN, RIGHT, LEFT OR
ADJUST CLOCKWISE OR
COUNTER CLOCKWISE.**

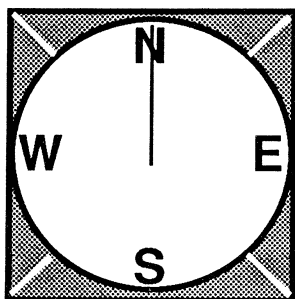
"UP" arrow will increase *RATE OF CLIMB*.

"DOWN" arrow will increase *RATE OF DESCENT*.

"LEFT" arrow increases *RATE OF TURN TO LEFT*.

"RIGHT" arrow increases *RATE OF TURN TO RIGHT*.

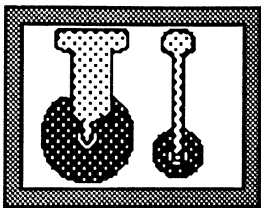
COMPASS



**LOCATION: MIDDLE RIGHT
SIDE OF SCREEN**

**FUNCTION: GIVES PLANE'S
CURRENT HEADING.**

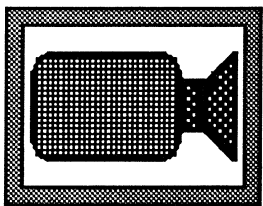
LANDING GEAR INDICATOR



LOCATION: MIDDLE RIGHT SIDE OF SCREEN

By depressing the mouse when pointing at this indicator, the **LANDING GEAR** will go up, or, if already up, it will come down.

CAMERA INDICATOR



LOCATION: MIDDLE RIGHT SIDE OF SCREEN

By depressing the mouse when pointing at this indicator, the camera will be activated, shown by the yellow inside the indicator. It will remain on for a few minutes. ***MAKE SURE THAT THE CAMERA IS ON WHEN YOU HAVE APPROACHED THE ISLAND TO BE PHOTOGRAPHED.***

REFUEL BUTTON



LOCATION: LOWER RIGHT CORNER OF SCREEN

Depressing this button will send a signal to **THE REFUELER**, telling it that you are prepared to dock. The dock alignment will show on the window.

DOCKING

To begin docking maneuver, put mouse in small square in upper left corner of window. Make sure you have checked your air speed, altitude, plane's altitude and yaw. Then, center and hold alignment in center of cross. Once refueling has been completed you will automatically be disengaged.

To refuel, you must be coming from the west and be no farther than 500 miles away when you begin to send the refueling signal.

LANDING



LOCATION: LOWER RIGHT CORNER OF SCREEN

Depressing this button will send a signal to the carrier telling it that you are prepared to land. The landing alignment will show on the window.

To begin landing maneuver, put mouse in small square in upper left corner of window. Make sure you have checked air speed, altitude and landing gear position. Center and hold alignment in center of cross until landing is completed. You must approach carrier from the South, and must be no further than 500 miles away when you send landing request.

NOTE: If, upon placing the mouse in small square on upper left hand corner of window, the square

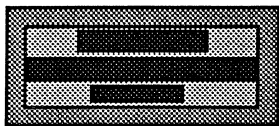
disappears, then re-check distance, altitude, air speed, landing gear (if applicable), pitch and yaw. This holds true for both refueling and landing sequences.

TIME



LOCATION: LOWER RIGHT SIDE OF SCREEN
FUNCTION: INDICATES CURRENT TIME

FUEL INDICATOR



LOCATION: UPPER RIGHT SIDE OF SCREEN
FUNCTION: SHOWS REMAINING FUEL SUPPLY

The FUEL INDICATOR consists of three (3) sections:

MAIN TANK IN THE CENTER
ONE EXTERNAL FUEL TANK ON TOP
ONE EXTERNAL FUEL TANK ON BOTTOM

As the fuel is used, the length of the indicator will decrease. When your fuel reaches critical level, the color will change from green to full size red.

EXTERNAL TANKS

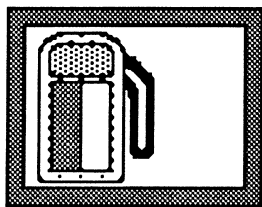
The fuel in these tanks will be used before the fuel

in the main tank. In order to gain extra speed, the external tanks can be dropped by pointing the mouse button to the indicator.

CAUTION: Make sure adequate fuel will be available to complete mission if external tanks are dropped.

During refueling, the length of the indicator will increase as tank fills.

FUEL PUMP



LOCATION: UPPER RIGHT SIDE OF SCREEN.

While refueler is pumping fuel, the nozzle will change to a **DOWN** position. After refueling is completed, nozzle will return to **UP** position.

MISSION: CON-BAT™, **QUESTREK™** and
Time Trak™ are registered trademarks of:

QUESTREK
562 McCollam Dr.
San Jose, CA 95127
(408) 923-9294

Agile Eye™ Helmet Courtesy of Kaiser Electronics, San Jose.
Photo: Kelly E. O'Connor