

HELLCATS

MISSIONS AT LEYTE GULF

Version 1.0 for Macintosh™

Requires "Hellcats Over The Pacific"



CRANEK
SIMULATIONS
CORPORATION

Hellcats: Missions at Leyte Gulf User's Manual

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Media: GSC warrants that, under normal use, the magnetic media are free from defects.

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1200 E. Collins, #214
Richardson, TX 75081
(214) 699-7400.

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System Requirements

This product requires "Hellcats Over the Pacific" for the Macintosh (sold separately).

LEYTE GULF requires a Macintosh with at least 3mb of RAM, system version 6.0 or greater, and a Macintosh with a 68020 processor or better.

Some Mac's that qualify are:

Any Mac II, any Performa, LC, SE30, Classic II, Quadra, any Powerbook except 100.

HELLCATS and LEYTE GULF are not compatible with MacPlus, Macintosh Classic, SE, Powerbook 100 or Macintosh Portable.

Memory Usage

If your monitor is larger than 16" you will need to increase the application partition size. Increase the partition size by performing a "Get Info" and editing the appropriate entry.

You may need to limit the number of inits or extensions loaded and reduce the size of your RAM disk (if used) to better facilitate successful operation of LEYTE GULF.

If you are using System 7, you can hold down the "shift" key while rebooting to disable extensions.

Installation & Setup

Make a duplicate copy of your original LEYTE GULF diskette. Place the original in storage and use the copy for all other operations.

Copy the contents of the LEYTE GULF diskette into the HELLCATS folder already on your hard drive. **The LEYTE GULF file must be in the same folder on your hard drive as your original HELLCATS OVER THE PACIFIC game.**

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If your Macintosh is equipped with more than one monitor, LEYTE GULF can make use of the additional screens for a larger viewing area. One, two or three monitors may be used by LEYTE GULF. In order to use multiple monitors, they must:

*Panorama
mode*

- 1) use the same screen resolution,
- 2) be aligned horizontally,
- 3) place the menu bar on the center monitor if three are used.

Select "Panorama Mode" from the "File" menu item to activate additional monitors.

LEYTE GULF uses the additional screen size to provide a larger viewing area. Each additional screen shows a view of 45° to the left or right of the forward screen. Left or right orientation is determined by the additional monitor's position in the MONITORS Control Panel.

The increased screen size places a heavier burden on the processor. Therefore, there may be a noticeable performance decline while using additional monitors. This should not be a problem on faster Macintosh models.

Please refer to the documentation that accompanied your Macintosh for further instructions on the use of multiple monitors.

Playing the Game

To play the LEYTE GULF missions, double-click the file LEYTE GULF. LEYTE GULF missions are not accessible from HELLCATS and vice versa. If you have entered an unlock code into your HELLCATS game, LEYTE GULF will also be unlocked. If you have not entered an unlock code into your HELLCATS game, a word from the PILOT'S HANDBOOK will be required each time LEYTE GULF is executed.

Importing Players

Your current active duty roster in HELLCATS is automatically imported into LEYTE GULF the first time that it is executed. All players, their scores and awards, are activated for use in the LEYTE GULF missions.

Scoring

LEYTE GULF contains some new types of enemy objects that may be destroyed for points. These targets and their associated points are:

Frank fighter	650
Tank	200
Gun Boat & Sub	350
Building	100

An aircraft kill is awarded an insignia. The insignia for the three different type of enemy aircraft are:



Zero



Frank



Bomber

Weapons

In LEYTE GULF, your Hellcat gains additional armament options. Torpedoes may be substituted for bombs. Rockets may be loaded in addition to all other weapons.

★

Select a Mission

★

☐ Big Bang

☐ Mission H

☒ Lightning Strike

☐ Scramble Two

☐ Island Storm

☐ Texas Tea

☐ Deep Trouble

☐ Bridge Out!

☒ Rockets (6)

☐ Bombs:

☒ Torpedoes:

Fuel: E F

☐ 0 ☐ 1 ☒ 2

Cancel

OK

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One or two torpedoes may be loaded onto your Hellcat in place of bombs. The torpedoes each weigh 500 pounds (same as the bombs) and are launched by pressing the "b" key.

Torpedoes

To successfully launch a torpedo, you must:

- 1) have an airspeed of 200 knots or less,
- 2) be at an altitude of 200 feet or less and
- 3) have a level or slightly nose-high **attitude** when the "b" key is pressed.

Attitude refers to the airplane angle to the surface. Flying straight with no gain or loss of altitude would be a level **attitude**.

A successfully dropped torpedo runs at nearly the same heading that the airplane is flying. Some variation is caused by the fall to the water. Torpedoes run for at least two miles and maintain a straight path once running.

Loaded torpedoes are indicated on the instrument panel as a bomb with a "T" inside the bomb image.

When anything solid is struck the torpedo explodes with approximately the same damage as a 500 pound bomb.

Optionally, six unguided rockets may be loaded on the Hellcat. Rockets weigh 150 pounds each and are fired only in pairs by pressing the "n" key.

Rockets

Rockets are loaded three on a side and are fired from the outside in. The outside rocket from each side is fired when the "n" key is pressed.

Rockets can destroy trucks, tanks, airplanes, small buildings, anti-aircraft guns and torpedoes. Rockets will also damage submarines and bridges with a direct hit.

LEYTE GULF's world behaves in much the same way as that in HELLCATS. However, moving land vehicles, moving ships and wingmen may cause tactical differences in player styles.

Environment

*Moving
Land vehi-
cles*

Land vehicles include tanks and trucks.

Tanks move toward a target and occasionally maneuver to fire. They travel approximately 25 miles per hour and stop only to fire or change direction.

Trucks simply follow a path or road and are completely defenseless.

*Moving
Ships*

All ships that are moving display a trailing wake. When a moving ship is struck, its motion is stopped and the wake disappears. Ships travel at 37 knots and follow a preset course as long as they are undamaged.

Submarines vary from their course in order to line up on a target for a torpedo launch. They also submerge when an enemy aircraft nears. A fully submerged sub still leaves a wake for its periscope.

Moving carrier takeoffs and landings are easier to make successfully than with a stationary carrier. For takeoff the airplanes airspeed is 37 knots as it sits on the carrier deck, so it is easier to achieve the takeoff airspeed on a moving carrier. Landings are also easier because your approach to the carrier is slower. The carrier is moving away from you at 37 knots, making the relative distance from you to the carrier close more slowly. This allows more time for careful alignment and a controlled descent.

Wingman

In most missions in LEYTE GULF you are assisted by friendly aircraft that originate from a nearby base or carrier. They will act as wingmen following your lead until they spot an enemy target. When an enemy target is spotted, the wingmen will act independently until the target is neutralized. When no additional targets are found the wingmen will return to a position behind and to the side of you and follow your lead.

Missions

Ammo Dump

Destroy ammunition depot on nearby Island.

*Mission
Objective*

Your fighter is aboard the aircraft carrier Intrepid moving between the larger islands of Leyte and Cebu.

*Mission
Origin*

An enemy ammunition deposition site is located on the far side of the island nearest aircraft carrier Intrepid's position. An enemy base is located in the center of the island. A road joins the base and the ammunition depot. Target: Ammunition depot.

*Mission
Target*

Buildings and aircraft at the enemy base are suitable and desirable secondary targets.

*Secondary
Targets*

No other enemy targets are known to be in the immediate area.

*Known
Enemy
Positions*

The ammunition depot contains three buildings enclosed in a fenced area. Either bombs or rockets may be used to destroy these buildings.

*Additional
Notes*

Although it may be tempting to destroy the base while in route to the depot, you may need all of your ordinance to neutralize the depot. Attempt to ignore the flack and machine gun fire until your objective is met.

Ammunition supplies are vital to the enemy military machine in the Philippines. Destruction of this site is instrumental in weakening the enemy forces on Leyte Island and other enemy strongholds.

Summary

Mission X



<i>Mission Objective</i>	Destroy the hanger on the nearby enemy base. This hanger is housing for an enemy experimental high performance land-based fighter.
<i>Mission Origin</i>	You are part of Hellcat squadron VF6, on temporary assignment at Johnson field located in the far northeast corner of Leyte Island.
<i>Mission Target</i>	The enemy base is located due east across the channel on the western edge of Samar Island. Once airborne, maintain runway heading to intercept enemy aircraft performing combat air patrol (CAP) in enemy base area.
<i>Secondary Targets</i>	The enemy base area may provide various targets including aircraft and defensive weapons.
<i>Known Enemy Positions</i>	Enemy combat air patrol is carried out in most of the surrounding area. Enemy activity is greatest close to the base.
<i>Additional Notes</i>	One or more of the experimental fighters, designated "Frank", may be performing CAP activities.
<i>Summary</i>	The Frank fighters pose a threat to allied air superiority in the Philippines. Air superiority is deemed essential for a successful military domination of the area.

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Lightning Strike



Sink entire enemy task force which has sailed into friendly waters and threatens a forward base located north of Negros Island.

*Mission
Objective*

You are part of Hellcat squadron VF23, aboard the aircraft carrier Intrepid (CV11). The aircraft carrier Intrepid is located off the north shore of a small island which is home to the allies' most forward base in the Philippines. Aircraft carrier Intrepid is moving north toward the enemy position.

*Mission
Origin*

The enemy task force is located straight ahead of aircraft carrier Intrepid's current location. Task force is headed south deeper into allied territory.

*Mission
Target*

Task force air cover.

*Secondary
Targets*

A base on the extreme northern tip of Cebu Island is known to be active.

*Known
Enemy
Positions*

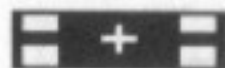
Two P-38 Lightnings are located at the base to the southeast of aircraft carrier Intrepid. The P-38's will assist in the destruction of the task force and its air cover.

*Additional
Notes*

The nearby base is strategically vital to further allied gains in the Philippine Islands. By taking this base, the enemy would be poised to recapture the initiative and military advantage in the battle of the Philippines.

Summary

Scramble Two



<i>Mission Objective</i>	Shoot down two incoming enemy bomber airplanes targeting an allied naval yard before they are able to deploy their ordinance.
<i>Mission Origin</i>	You are part of Hellcat squadron VF22, stationed at Chumley Field near the southern tip of Leyte Island.
<i>Mission Target</i>	The bombers are approximately five miles to the south. Their course takes them directly over your base.
<i>Secondary Targets</i>	The bombers are escorted by a Frank fighter that is very near your base.
<i>Known Enemy Positions</i>	The origin of the fighter and two bombers is unknown.
<i>Additional Notes</i>	<p>A P-38 is located on a crossing runway and will be taking off at the same approximate time as yourself. The base is an uncontrolled airstrip, so be careful to avoid a collision.</p> <p>A friendly base is also located on the far side of the naval yard.</p>
<i>Summary</i>	The naval yard is a major service and supply center for all allied naval activity in the Philippine islands. A bomb attack will slow the progress of allied military activity in the eastern pacific theater.

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Island Storm



Defend allied invasion of Leyte Island by neutralizing enemy tank unit that is firing on invasion force. All enemy tanks must be destroyed leaving at least one friendly tank.

*Mission
Objective*

You are part of Hellcat squadron VF22, stationed aboard aircraft carrier Intrepid currently located in Leyte Gulf.

*Mission
Origin*

An allied invasion of Leyte Island is underway. Two friendly transport boats are currently unloading tanks. These friendly units are being fired on by enemy tanks. Enemy tanks are located approximately one mile inland from the landing party.

*Mission
Target*

This is a target rich environment; choose at will.

*Secondary
Targets*

An enemy airfield is located approximately 10 miles north of the enemy tank position.

*Known
Enemy
Positions*

An F4U Corsair will take off in front of you and follow your lead on this mission.

*Additional
Notes*

Enemy fighter aircraft are known to be in the area.

Central Leyte Island is controlled by strong enemy forces. A successful invasion will clear the enemy out of their last stronghold left in the Philippines. Should your mission be unsuccessful the invasion force will most likely be pinned down on the beaches.

Summary

Texas Tea



<i>Mission Objective</i>	Escort a pair of B-17 bombers to an enemy oil storage field and allow them to drop their bombs on this target.
<i>Mission Origin</i>	You are on board the aircraft carrier Intrepid located in Leyte Gulf. Two B-17 bombers and two escort planes are approximately five miles behind you headed north.
<i>Mission Target</i>	The B-17's target is an oil storage field located on the southeastern panhandle of Samar Island.
<i>Secondary Targets</i>	Enemy aircraft flying combat air patrol will need to be destroyed.
<i>Known Enemy Positions</i>	An enemy base is located in the northwest on Samar Island. No other enemy positions are known.
<i>Additional Notes</i>	None
<i>Summary</i>	The target oil storage facility is a major source of fuel for the enemy fleet. Destroying the field means that their ships will need to retire to bases deeper in their territory for fuel.

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Deep Trouble



**Defend crippled carrier from submarine torpedo attack.
Do not allow subs to sink your carrier.**

*Mission
Objective*

Your squadron is stationed aboard a crippled carrier, recently retired for some quick repairs near a base on the northwest portion of Leyte Island.

*Mission
Origin*

Four enemy subs have been spotted in the gulf area only a few miles southeast of your position.

*Mission
Target*

No other enemy targets are known, but as always look out for enemy fighters on combat air patrol.

*Secondary
Targets*

No other enemy position exists in the immediate area.

*Known
Enemy
Positions*

Rockets are very useful to stop a running torpedo. Also, a bomb placed directly on top of a sub should sink it.

*Additional
Notes*

Should it be needed, an airbase is located just north of the carrier's position.

Your carrier is in the unenviable position of being unable to move out of the way of the torpedo attack. Get to the subs quickly and destroy them before they begin to launch torpedoes.

Summary

Bridge Out



<i>Mission Objective</i>	Destroy the bridge that spans the river on Leyte Island.
<i>Mission Origin</i>	Your squadron, VF15 is stationed aboard the aircraft carrier Intrepid located in Leyte Gulf.
<i>Mission Target</i>	The bridge is located approximately three miles inland. Locate the mouth of the river and follow it inland to the target site.
<i>Secondary Targets</i>	Enemy gunboats have been spotted on the river. Also, anti-aircraft guns are located north of the river about one-half mile inland.
<i>Known Enemy Positions</i>	An enemy base is located approximately 15 miles north of the river at the end of a road.
<i>Additional Notes</i>	Both bomb and rocket hits will be effective. Three hits of either kind destroys the bridge.
<i>Summary</i>	The bridge is used by remaining enemy forces as a very important supply line. Destroy the bridge to further weaken their efforts.

Command Keys

Views

chase plane	c
tower	t
enemy	e
rear cockpit	r
forward cockpit	v
arrow keys change cockpit view 45°	

Throttle

increase	+
decrease	-
kill engine	m

Game Controls

pause	p
get menu bar	<esc> or `
lowest detail	<Cmd> 1
highest detail	<Cmd> 5
sound	<Cmd> s
engine sound	<Cmd> e
triple time	<Cmd> t
quit	<Cmd> q

From menu bar

instant replay	<Cmd> i
resume	<Cmd> r
mission status	<Cmd> x
open	<Cmd> o
new mission	<Cmd> n
mission map	<Cmd> m

Weapons

machine gun	<space> or mouse button
drop bomb, torpedo	b
rocket	n

Aileron

left	4
right	6
center	5

Elevators

nose up	8
nose down	2

Rudder

left	<Shift> z or <Shift> . (period)
right	<Shift> x or <Shift> /

Airplane Controls

brakes	<space>
landing gear	g
flaps	f
autopilot	a (Press and hold)
radar range	<tab>
eject	j