



Multi-Player

Multiplayer mode allows up to four players to fly together using a LAN (local area network) or Internet connection, each using their own computer. When you fly multi-player mode, only actual players control the aircraft – no AI controlled aircraft appear. Multi-player mode has its own Theater of Operation, NAS Fallon. The basic procedure goes like this: One player decides to “host” a mission. The host selects a mission from a list of missions in the network Theater and begins flight, thus establishing a “game.” Then, from one to three other players may “join” the game established by the host. Players battle against each other or together in teams until the host aborts the mission with **Shift ESC**, or until a host-supplied limit is reached. Each time a player is shot down or crashes, he is revived and reappears in his starting position, rearmed and refueled. If a joining player aborts the game, that player may not rejoin the game (at least not in the same player position.) When your fuel or armament are spent, you may: land, taxi onto the “F” near the base’s fuel tank, then refuel/rearm with **Shift S**; or you can simply eject or crash. However, ejecting or crashing counts against you as a “death,” whereas landing does not.

TEAMS

Each of the (potential) four players has a team designation – **RED** or **BLUE**. Red Leader is always the host of the game. Usually, opposing team members fight against each other

and same-team players work together, but there are no restrictions on how you choose to play. It's great fun to host a four-player melee with each player trying to shoot down everyone else.

NETWORK SETTINGS

Under Settings there is a Network page, used to set network options. Most of this page concerns the host, but the button labeled "Choose Connection Type" is used by both the host and by joining players. If the game is to be played over the Internet, all players should choose "Internet TCP/IP Connection..." In this case, joining players must know the host name or the TCP/IP address of the host.

Host Options

The host may optionally choose to set limits on a network game. A network game automatically terminates when either of the two specified limits is reached. All players can see the limits during flight: **TIME** is displayed at the top of the screen (right of center) indicating the time remaining in the game; and **KILLS** shows the number of kills remaining. The number indicated by **KILLS** is always relative to the player with the most kills, but does not indicate which player has these kills. If a limit field is left zero by the host, that limit is not imposed. If no limits are imposed, the game continues until the host aborts by pressing **Shift ESC**.

The host also has an option called **START IN THE AIR IN NETWORK MODE**. This option applies to the host and to all joining players. If not checked, all players begin on the ground and re-appear on the ground each time they are revived.

Host Difficulty Settings

All Difficulty settings (under **SETTINGS : DIFFICULTY**) used by the host are imposed on the joining players. Note that the Difficulty settings and Host Options set by joining players are ignored during network play.

IN-FLIGHT COMMUNICATION

During flight, players may chat using a text message system. To initiate a message, press **Shift ' (quote)** or **Ctrl ' (quote)**. Then type a short message and press **Enter**. To send a private message only to the player on your team, end your message by pressing **Shift Enter** or **Ctrl Enter**.

SEQUENCE

Follow this sequence to host a network mission:

1. Choose **MULTI-PLAYER** from the initial screen.
2. Choose **HOST (RED TEAM)** under **HOST OR JOIN MODE** from the **MULTI-PLAYER SETUP** screen.
3. Choose one of the missions listed in the top-center and top-right portion of the **MULTI-PLAYER SETUP** screen. Details about the mission selected can be viewed by choosing **BRIEF**, **NOTES** and **MAP**. Choose **NEXT: CHOOSE ORDNANCE**.
4. Configure stores as needed for the upcoming mission. Then choose **NEXT: BEGIN MISSION** to begin. During the game, pressing **Shift ESC** aborts the current mission for you and ALL joining players, and returns everyone to the user interface Debrief.

NOTE THAT WHEN THE HOST USES INTERNET SERVICE THAT DYNAMICALLY ALLOCATES IP ADDRESSES (MOST DIALUP), JOINERS NEED TO GET THE IP ADDRESS OF THE HOST PLAYER BEFORE THEY BEGIN THE GAME. MANY PEOPLE USE THEIR E-MAIL TO COMMUNICATE THE HOST'S IP TO JOINING PLAYERS. AN IP ADDRESS CONSISTS OF A SET OF FOUR NUMBERS SEPARATED BY PERIODS, FOR EXAMPLE: 192.168.100.3

Follow this sequence to join a network mission:

1. Choose **MULTI-PLAYER** from the initial screen.
2. Choose **JOIN (PREFER RED TEAM)** or **JOIN (PREFER BLUE TEAM)** under **HOST OR JOIN MODE** from the **MULTI-PLAYER SETUP** screen. If your preferred team is full then you will automatically join the other team.
3. Click on one of the missions listed in the top-center and top-right portion of the **MULTI-PLAYER SETUP** screen. Details about the mission selected can be viewed by choosing **BRIEF**, **NOTES** and **MAP**. Choose **NEXT: CHOOSE ORDNANCE**.
4. Configure stores as needed for the upcoming mission. Then choose **NEXT: BEGIN MISSION** to begin. Loading the mission may take several seconds. You may be prompted for connection information, depending on the connection type selected. If using TCP/IP, you are then prompted for the name or IP address of the host. This can usually be left blank if the host and you are on the same LAN.

You are then presented a list of active (established) games. Choose one. The host determines (officially) when the game ends. When the game is over, the program returns to the Debrief screen. Pressing **Shift ESC** aborts the current mission and returns to Debrief.