


HEATSEEKER™



Codemasters® 

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

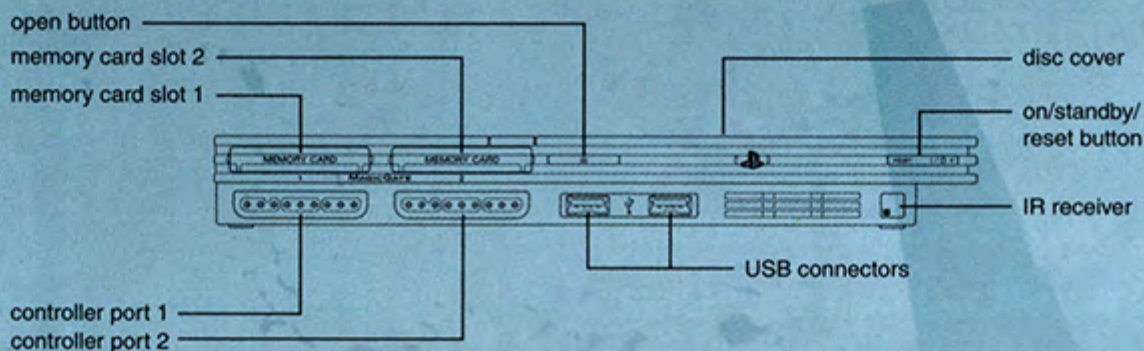
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GPS MAC 2546 2462 7633 2242
COLLECTING HARDWARE SECTORS
PENDING DATA
SUCCESS
VALIDATE LSUN 24830 0342 SYSTEM
OK

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Heatseeker™ disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

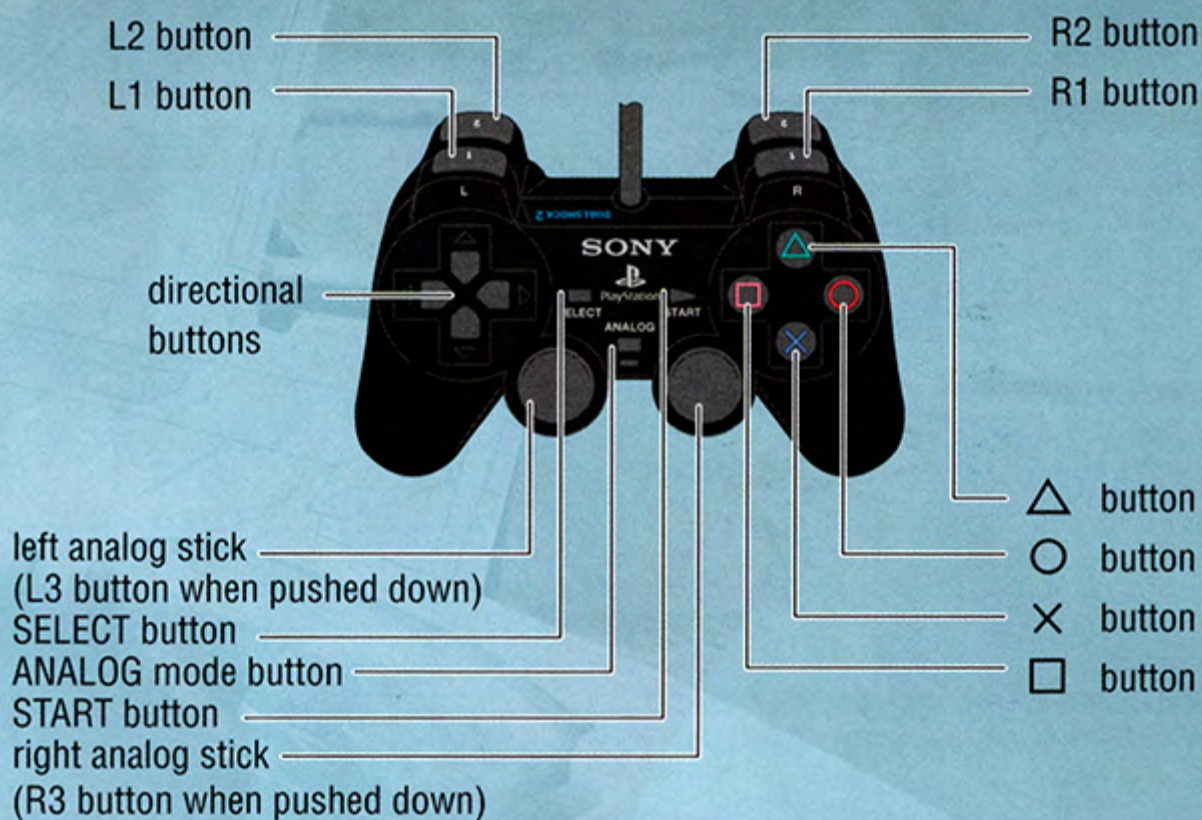
MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same Memory Card or any Memory Card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER

The digital controller is not supported by this title.

DUALSHOCK² ANALOG CONTROLLER CONFIGURATIONS



STORY INTRODUCTION

You are Mike "Downtown" Hudson, a cocky young recruit fresh out of flight school and on your way to your first combat posting as a pilot for the International Council.

You've been sent to a tropical island paradise, Lord Roberts Island, but it may not stay that way for much longer. Tensions are mounting worldwide as a number of regional flashpoints look like exploding into violence.

Just near your base, pirate attacks and raids have been on the rise. Passing freighters are under threat, as the criminals gain access to heavy firepower from unknown sources.

In the Caribbean, outbreaks of gun trafficking and smuggling have cast a shadow over tourism and the peace of the locals.

In the Southern Ocean, arguments and harsh words are flying back and forth over the discovery of a large oil field as ex-superpowers and rival nations struggle to control the scarce, valuable resource.

And worst of all, the secretive dictator who rules the pariah nation known as the Oligarchy of Kamcha has withdrawn from international talks and refuses to allow the IC to inspect their weapons programs.

Can you stave off a world-wide conflict or has the countdown gone too far?



YOUR ALLIES

LT. HANK "DIVOT" HARRISON

A good ol' boy with a laid back drawl, he acts relaxed, but is sharp as a tack and always ready with a smart arse remark. He's also the little warning voice that Downtown should probably listen to more often. He got his call sign "Divot" after ditching an F-18 into the golf course at Pensacola Country Club.

COMMANDER STUART "RUMBLER" STEPHENS

Veteran of a previous war with Kamcha, Commander Stephens is the CAG (Commander Air Group) on the Nemesis. With over 30 years of fighter experience, he is a no-nonsense guy who never backs down from a fight.

SOLEDAD "ANGEL" VALENCIA

A strong young woman with a steely determination, Soledad has always worked towards her goal of becoming a fighter pilot. She is brave, implacable, stubborn and unrelenting in her single-mindedness.

FRANKLIN "EYEBALL" JONES

"Eyeball" comes from the ranks of a government organisation by the name of Spearhead, an adjunct of the military that combines intelligence gathering with military operations. He is your liaison on many missions, and a source of useful information about the "big picture" around you.

YOUR ENEMIES

GENERAL BAE JUNG-TAE

A cunning man with excellent timing, he and his consortium of thugs, arms dealers, assassins and terrorists were ready and waiting to seize control when the People's Republic collapsed. Since then, the newly named "Oligarchy of Kamcha" has been a land where unscrupulous corporations and governments can do business without thought of human rights or labour conditions. The IC has long suspected him of trying to develop weapons of mass destruction.

ADMIRAL GOLOVICH

An old warhorse who still pines for the old glory days of the Cold War, Golovich and his squadron were transferred to the Southern Ocean after his belligerent attitude and uncompromising manner led to several diplomatic incidents. Considered a bit of a loose cannon, he is often sent on missions where deniability is an issue.



FLIGHT CONTROLS

↑↓ PITCH

Raises or lowers the nose of the plane, so that you climb or descend.

↑↓ THROTTLE AND AIRBRAKE

Increases or decreases power to the engine and thus changes your speed. Changes in speed are not immediate, and there is often a lag before the plane responds to changes in throttle. Holding back on the right analog stick engages your airbrakes, and will slow you rapidly. If the user holds the stick forward past full power the afterburner will engage.



ARCADE MODE:

←→ Steers the plane left and right while in Arcade mode. This control method is relative to the screen, and will only roll up to 90° without using the right analog stick.

PROFESSIONAL MODE:

←→ Rolls the plane left or right through 360° without any limitations. To turn hard, roll your plane onto its side and then use the Pitch control to pull your plane's nose up.

BASIC MENU CONTROLS

Press the directional buttons or use the left analog stick to browse or cycle through the different options.

- Press the X button to select an option, ←→ directional buttons to change the current option.
- Within the submenu, press the Δ button to return to the previous screen.

ARCADE VS PROFESSIONAL CONTROLS

Arcade controls allow you to steer your plane with one stick, and combines the actions of Roll and Pitch together. You cannot roll past 90° with arcade controls. Professional controls require you to separately roll your plane and then pitch back to turn. This may better suit flyers that are used to playing flight simulations. Try both styles and see which suits you better. Players that are familiar with other popular jet fighter game series may find control configuration Alternate 1 is more familiar to them.

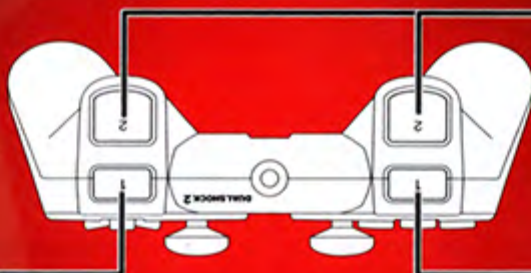
HEIGHT AND ZONE LIMITS

In Heatseeker the upper operational limit is 3000. If you fly too high, you will be warned, if you keep heading up you'll hit the edge of the zone and be reset back down in the combat area. The same thing happens if you hit the edge of a combat zone you are in.

TAKE OFFS AND LANDINGS

To take off, hit your afterburners when instructed to and pull back on the stick when you've got enough speed. To land, use the navigation aides supplied to guide you towards the carrier from behind, and slow right down until your wheels deploy. Once you've touched down, hit the brakes.

COMBAT CONTROLS, WINGMAN CONTROLS



FIRE CANNON

Fires your plane's cannon. Cannons range from 20mm to 30mm depending on your plane type. Cannons will fire at their max rate for a short burst and then slow down as they overheat.

RUDDER [HOLD]

allows your plane to yaw left and right.

FIRE PRIMARY WEAPON

Fires missile, bomb or torpedo weapons depending on what your plane is loaded with. All weapons have a reload time before they can be fired again. Lighter weapons reload faster than heavy ones.

WEAPON CAMERA [HOLD]

Weapon Camera – As long as you hold down the button, the camera "rides" the weapon you just fired. GPSB and SGB-500 bombs can be manually steered using this view.

LOOK TO TARGET [HOLD]:

Changes to a view that will show the current target in relation to your plane. Useful for getting your bearings in a fight.

CYCLE PRIMARY WEAPON:

Cycle Primary Weapon – if your plane has multiple primary weapons, this button cycles through the available ones.

↑↓ WINGMAN ORDERS

The directional buttons enable you to give commands to your wingmen. (More specifics on the commands are available on page 6.)

← RADAR ZOOM TOGGLE

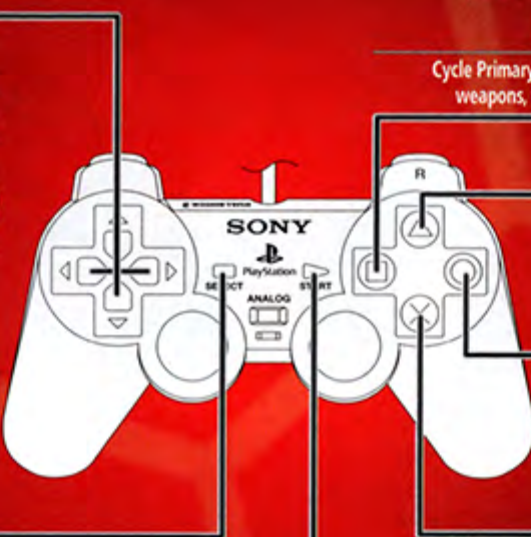
Switches between different zoom levels on your radar.

→ MAP VIEW

Brings up a map over the screen that shows the layout of the level and the location of your enemies. Press ← in this mode to swap between map zoom levels.

CHANGE VIEW

Changes between two different third-person cameras and a first person cockpit view. Also skips in-game cutscenes.



REAR VIEW [HOLD]:

Looks behind your plane to see who is on your six.

CLOSEST TARGET:

Targets nearest enemy.

NEXT TARGET:

Swaps between available targets, depending on which is closest onscreen to your gunsight.

ZOOM [HOLD]:

Used to get a better look at your enemy, and also increases the speed of your ID scanners.

PAUSE

Pauses the game and brings up the Pause Options menu.

STEALTH MODE

Many planes in the game have a "stealth" mode that can be engaged by pressing L3. Engaging stealth prevents enemies from being able to lock on you. Stealth power builds up as you make kills. Some planes are stealthier than others, and as a result can stay in stealth mode for longer once it is engaged.

EVASION MOVES

When an enemy fires a missile at you, a "Missile Alert" pop up will warn of an incoming threat. You will then have a brief window to execute the command that is displayed on screen, this will cause you to do an evasion move and the missile will miss. Hitting the wrong control when prompted means you will take a hit.

WINGMAN CONTROLS

You can control up to two wingmen who fly along side you during missions. They can perform a number of tasks in the game if you instruct them to by using \uparrow and \downarrow on the directional buttons. These commands are context sensitive depending on whether you have an enemy or a friend currently targeted.

- **COVER ME** – directional button \downarrow . Wingman returns to the player's formation and will only leave your side if you come under attack by an enemy. They will attempt to destroy anyone that attacks you.
- **PROTECT ALLY** – directional button \uparrow . Wingman will defend the currently selected friendly unit against anyone that attacks it.
- **ATTACK** – directional button \uparrow . Wingman will attack the enemy the player currently has targeted.

STARTING A GAME: GAME MODES & GAME OPTIONS



GAME MODES

A number of different game modes and options can be accessed from the front-end menu screens. Press the \times button to move forward through the screens, and press the Δ button to cancel an option or move backward through any screen.

CAMPAIGN MODE

Take on the role of Mike "Downtown" Hudson as he fights his way through four campaign areas and 18 missions. You will be restricted to planes found in the inventory of the International Council that you have unlocked, plus any plane you capture.

MISSIONS MODE:

Once you've completed a mission in Campaign mode, you can go back and replay it using any plane you've unlocked, even enemy planes! Try higher difficulty levels to unlock more hidden planes and hidden weapons packs. Can you unlock the ultimate weapon?

OPTIONS:

Video, audio, and control settings can all be customised from the Game Options screen.

DIFFICULTY LEVELS

There are three difficulty levels in the game, and on each mission there is one unlockable bonus for each of these difficulty levels. On Rookie difficulty level, your plane can take more damage before it explodes and only a few enemies can attack you at once. On Ace, however, you get no mercy.

IN-GAME OPTIONS

Once you're past the front end menus and are playing the game itself, pressing the START button at any time pauses the game and brings up the in-game options menu.

- **Orders – Current objective:** At the top of the screen, your current mission objectives are displayed.
- **Resume Mission:** Returns you to the game.
- **Message History:** Displays a scrolling list of all the messages the player has received so far, plus any objective related messages. Useful if you become confused about what to do next.
- **Retry From Checkpoint:** Restarts the mission from the last checkpoint reached.
- **Retry Mission:** Restarts the current mission.
- **Options:** Video, audio, and control settings can all be customised from the Game Options screen.
- **Quit To Main Menu:** Returns you back to the front of game menu.

RETRY/REPLAY COMPLETE/MISSION COMPLETE OPTIONS

If you complete a level or if you die, you are shown a post-mission screen with the following options:

- **Continue:** Proceeds to the debriefing screens if the mission was completed.
- **Retry From Checkpoint:** Restarts the mission from the last checkpoint reached.
- **Retry Mission:** Restarts the current mission.
- **Quit To Main Menu:** Returns you back to the front of game menu.
- **View Replay:** Loads the replay for the mission.

REPLAY OPTIONS

If you watch a replay and pause during the replay, the following options are shown:

- **Resume Replay:** Resumes replay from when it was paused.
- **Restart Replay:** Restarts the current replay.
- **Retry From Checkpoint:** Restarts the mission from the last checkpoint reached.
- **Retry Mission:** Restarts the current mission.
- **Quit To Main Menu:** Returns you back to the front of game menu.

TOYS & GUNS: SELECTING & UNLOCKING PLANES AND WEAPONS

BONUSES - HIDDEN WEAPONS AND PLANES

On each level, there are three hidden bonuses for you to find and unlock. You gain these by destroying or protecting particular targets. One can be found at Ace level, one on Pilot, and one on Rookie. That means on Ace level, you could potentially find three bonuses in a level.

Only by playing through each level at Ace can you unlock all the planes in the game. Keep an eye out for these targets of opportunity.

UNLOCKING PLANES

As you play through campaign mode, advances in technology and resupply deliveries from home base will allow you access to better, faster planes as they roll out of the International Council's munitions factories. By completing bonus objectives within levels, you will also gain access to enemy planes. These can only be played within MISSION mode.

UPGRADING PLANES

You can gain upgrades of planes by completing bonus objectives, located throughout missions in the game. Upgraded planes are faster, and tougher than the base model. They generally have more hardpoints and bigger weapons bays for carrying more firepower. They also have wicked paint jobs, just the thing for turning heads on the battlefield.

UNLOCKING WEAPON PACKS

Early versions of planes have one or two "Weapon Packs" available to them when they leave the factory. You can unlock extra destructive firepower and cool new weapons for these planes by finding the unlockable bonuses within each level. Version 1 planes have access to two weapon packs, Version 2 planes get access to three weapon packs, and Version 3 planes get access to four weapon packs. You will often find you can unlock weapon packs before you've got the plane that it attaches to.

HUD AND ON-SCREEN INTERFACE



1. **ALTIMETER**

This readout shows your height above sea level. Don't confuse it with your height above the terrain, unless you want to make an unexpected and violent "landing."

2. **SPEED**

This readout shows how fast you are going. "Very fast indeed" is usually the answer.

3. **HEALTH**

Shows how much damage your plane has taken. Green is A-OK. Yellow / Amber is medium damage. Red? Your plane is about to come apart on you.

4. **THRUST/AFTERBURNERS**

This readout shows the throttle setting your engine is currently at. If it is red, you have engaged your afterburners for extra speed.

5. **NAVIGATION/COMPASS**

This display across the top of the screen shows your current directional bearing.

6. **RADAR**

This display shows the location of friendly and enemy units all around you. Friendlies are shown as blue blotches, enemies are green blotches, and your current target is a red dot. A white line shows the edge of the mission area.

7. **GROUND AND AIR HUD MARKERS**

These targeting markers show ground and air targets. Ground targets have a flat bottom line. White markers signify neutral or unidentified targets. Blue markers are for friendly units, green are enemies. The reticle flashes to show your current target, and turns a solid red once you have a successful lock.

8. **BOMBSIGHTS**

There are a number of different bombsights but they all function in a very similar fashion. The vertical line shows the direction the bomb will drop, the large circles show the extent of the explosion and whether you will hit a unit or not. If you are locked on the target you are trying to hit, these sights will turn red when you are "leading" the target correctly.

9. **DIRECTION TO TARGET**

This red arrow shows which way the player should turn to track their current target.

HUD AND COMBAT INTERFACE



1. TARGETING/LOCKING RETICULE

The exact shape of this display differs depending on which weapon you are using, but generally it is green and located in the centre of the screen. When an enemy comes into range, and within the arc at which your weapon will lock, part of this display will "hunt" towards the target and eventually get a lock on it.

2. LOCKED RETICULE

Once your weapon is locked [see above] the sight turns red. If you fire the weapon now, it will track the enemy and attempt to home in on them.

3. GUNSIGHT

The gunsight is the upside down "T" that floats in the centre of your screen, and lags as you turn. This shows the amount you have to lead a target. Put the "T" over your target and fire, its simple as that. If you have the target locked, this sight will turn red when you are in a position to hit

4. WEAPON INDICATOR

This display, in the bottom left shows the currently selected weapons and information relating to it.

Weapon Count

Shows the amount of that weapon you currently have available to fire. If you are unable to fire a weapon, the blue lines at either side of this display turn red.

Weapon Reload

The icon for each weapon will "fill up" as each weapon reloads and becomes available to fire.

Weapon Profile [Sea, Air, Ground]

The small icons on the left side indicate the type of targets that can be destroyed by the currently selected weapon. Planes, Ships and Ground units are the three choices.

Gun Overheat

This small round display turns red when your gun is overheating. This reduces its firing rate and effectiveness until you stop firing and let it cool down.

5. ID DISPLAY

This text display shows what your current target is, and if it is in range or not.

6. HEALTH BARS

Health bars are either displayed as part of the targeting reticule for enemy units, or as a large bar for friendly units that you have to defend. They give an indication of how the unit is doing.

7. RANGE DISPLAY

This numerical display comes up under your currently selected target and shows your distance to it. Useful for working out what kind of missile you want to use on the target.

TORPEDO INTERFACE

When using Torpedo weapons [C-SALT and ASAM] this dialog is displayed to show the player when they are within the launch envelope for that weapon. You must be below 50 and going slower than 500 or your torpedo will explode when it hits the water.

WINGMAN COMMAND POP UPS

When you give orders to your wingmen, these circular displays are flashed up in the centre of the screen to show you what commands are available.

THE INTERNATIONAL COUNCIL'S PLANES



T-45A GOSHAWK

ROLE: Trainer/Light Fighter

Versions: 1

The agile T-45 is forgiving to fly and perfect for all training roles, plus has the ability to carry light weaponry for when the going gets tough.

Strengths: Agility.

Weaknesses: Easily damaged.



F-16 FALCON

ROLE: Multi-role

Versions: 2

The Falcon is a superb multi-role fighter able to strike at both ground and air targets. It is agile and reasonably tough, but not the fastest plane in the inventory.

Strengths: Wide weapon choice.

Weaknesses: Slow compared to some planes.



F-15 EAGLE

ROLE: Air Superiority

Versions: 2

The Eagle entered service in 1974 and is still constantly upgraded to include state of the art equipment. One of the longest service fighters, this stalwart was still the US Air Force's premier fighter in the year 2000.

Strengths: Speed, long range missiles.

Weaknesses: Poor ground attack ability.



F/A-18 HORNET

ROLE: Fighter/Attack

Versions: 2

The Super Hornet is an excellent naval and surface attack aircraft that handles very well for something that carries all those weapons. It has a huge payload capacity and is a resilient fighter. Variants include a two-seater, a reconnaissance aircraft and a night-attack fighter.

Strengths: Large weapon load.

Weaknesses: Poor comparative anti-air abilities.



F-117 NIGHTHAWK

ROLE: Precision Strike

Versions: 2

The Nighthawk was the worlds first operational stealth aircraft, but it paid for its invisibility by being almost impossible to fly. It packs a punch, but even it is superseded by the F-35 and F-22

Strengths: Stealth, precision weapons.

Weaknesses: Easily damaged, handles badly.



F-35 LIGHTNING II

ROLE: Surface Attack

Versions: 3

The multi-role JSF combines a stealthy radar profile with a huge carrying capacity and the latest in ultra-high tech weaponry. It is capable of turning on a dime and punching well above its weight.

Strengths: Stealth, High-tech weapons. Weaknesses: good all rounder.



F-22 RAPTOR

ROLE: Air Superiority

Versions: 3

Arguably the world's best air defence fighter, the F-22 is stealthy, fast, manoeuvrable and heavily armed with advanced anti-air missiles. If you need to take out enemy planes, this is the jet for the job.

Strengths: Stealth, speed, long range missiles. Weaknesses: Poor ground attack ability.



TOP SECRET

ROLE: High-Speed Reconnaissance

Versions: 1

This "black" project was under wraps for many years, and the full extent of all the records it holds will probably never be known. Capable of insane speeds, it would glow red-hot as it flew through the air. Can you earn its secrets?

Strengths: Speed, WMD.

Weaknesses: Handles poorly.



THE ENEMY'S PLANES



MIG-27 FLOGGER

ROLE: Ground Attack

Versions: 2

Based on the MIG-23, this swing-wing fighter is an air-to-ground workhorse with a variety of weapons at its disposal. Unfortunately it is not very tough.

Strengths: Varied weapons.

Weaknesses: Easily damaged.



YAK-141 FREESTYLE

ROLE: Carrier Defence

Versions: 1

The VTOL capable Freestyle provides combat air cover to small carriers and airfields. It is agile, but cannot carry much in the way of weapons.

Strengths: Agility.

Weaknesses: Easily damaged, small weapons load.



MIG-31 FOXHOUND

ROLE: Interceptor

Versions: 2

The tough, powerful MIG-31 was designed to catch supersonic bombers and knock them out of the air. Its immense speed and heavy anti-air weapons make it a dangerous enemy, but it can be outmanoeuvred in a dogfight.

Strengths: Fast, tough.

Weaknesses: Steers like a cow.



MIG-29 FULCRUM

ROLE: Multi-role

Versions: 3

The MIG-29 is an agile and versatile fighter well suited to both anti-air and air to ground missions. It carries a wide range of weapons and is capable of delivering them with great accuracy.

Strengths: Multi-purpose.

Weaknesses: Not very tough.



SU-27 FLANKER

ROLE: Air Superiority

Versions: 2

The SU-27's surprising manoeuvrability has led to the downfall of many an opponent who found it impossible to keep the Flanker off their six.

Strengths: Advanced AA.

Weaknesses: Easily damaged, small weapons load.



SU-34 FULLBACK

ROLE: Heavy Attack

Versions: 2

This huge, 2-seat surface attacker carries a massive load of weapons, yet still has room in the cockpit for a toilet and kitchenette. The pilots of this plane, as a result, are usually hopped up on coffee.

Strengths: Tough, armed to the teeth.

Weaknesses: Sluggish to turn.



SU-37 SUPER FLANKER


ROLE: Air Superiority

Versions: 2

How can you improve on the already manoeuvrable Flanker? Give it canards and a thrust vectoring engine, that's how. The SU-37 can fly at angles that seem impossible to most planes.

Strengths: Agility.

Weaknesses: Easily damaged, small weapons load.



MIG-1.44 MFI

ROLE: Multi-role

Versions: 3

This 5th Generation fighter has stealth abilities and carries the latest in high-tech weaponry for attacking ground and air targets. It is large and fast, and quite manoeuvrable.

Strengths: Stealth, heavy weapons.

Weaknesses: Good all rounder.



SU-47 BERKUT ["GOLDEN EAGLE"]

ROLE: Air Superiority

Versions: 3

The big, powerful SU-47 has forward swept wings for advanced handling and is packing the ultimate in anti-air missiles. It is also stealth capable. This machine is designed to give the F/A-22 a run for its money.

Strengths: Fast, agile, powerful.

Weaknesses: Poor ground attack.



THE WEAPON LIST

Both sides in the conflict have a similar range of weapons available to them, with some exceptions for special high-tech weapons that have not been duplicated yet by the scientists of the other side.

ANTI AIR WEAPONS

GUNS - 20MM, 23MM, 27MM, 30MM

TARGETS: AIR, SURFACE RANGE: SHORT DAMAGE: HIGH NUMBER: SPECIAL

Your guns are a powerful weapon best used in short bursts to avoid overheating. They are only effective at ranges of less than 1000m, and more effective the closer you get. The larger the gun, the more damage each shell does.

SRAM & SSAM

TARGETS: AIR, SURFACE RANGE: SHORT DAMAGE: LOW NUMBER: up to 2

This default weapon is useful against both ground and air targets, and is a fire and forget weapon. The main drawback is their small damage.

ARAAM & RHM

TARGETS: AIR RANGE: MEDIUM DAMAGE: HIGH NUMBER: up to 2

These missiles are active radar homing, which means that you need to keep their target within the circular areas displayed on the HUD. They are best used at medium to long range, and have a large warhead.

MRAM & AAAM

TARGETS: AIR RANGE: MEDIUM DAMAGE: MEDIUM NUMBER: up to 4

These fire and forget missiles use advanced targeting and are capable of homing on 2 enemies simultaneously. They pack a reasonable punch and are useful for dealing with groups of bad guys.

LRAAM & HKKM

TARGETS: AIR RANGE: LONG DAMAGE: LOW NUMBER: up to 4

These massive fire and forget rockets have a large warhead and use advanced targeting to lock on up to four enemies simultaneously at long range. They are the ultimate in anti-air weaponry, but have a long reload time.

ANTI-SURFACE WEAPONS

ROCK & RPOD

TARGETS: AIR, SURFACE RANGE: SHORT DAMAGE: LOW NUMBER: up to 2

These unguided, "dumb" fire rockets are fired in bursts of six or eight. Each one has a small area effect warhead. They can be used to hit both air and ground targets.

GAM & MAG-M

TARGETS: SURFACE RANGE: SHORT DAMAGE: LOW NUMBER: up to 4

These laser-guided air to ground missiles are designed for tank killing and small, non-hardened targets. Up to four can be fired at a single target or at a number of targets.

LSM-R

TARGETS: SURFACE RANGE: MEDIUM DAMAGE: MEDIUM NUMBER: up to 4

These radar-homing missiles were originally intended for anti-shiping missions, but have proven themselves to be deadly on any surface targets. Up to four can be fired at a single target or at a number of targets.

SLAM-R & HASM

TARGETS: SURFACE RANGE: LONG DAMAGE: HIGH NUMBER: up to 4

Cutting edge, advanced cruise missiles with surface following trajectories and massive warheads. They can take out hardened targets and have a wide explosion radius.

C-SALT & ASAM

TARGETS: SHIP RANGE: SHORT DAMAGE: HIGH NUMBER: up to 4

These modern takes on the old air-dropped torpedo use the latest in supercavitation technology to burrow through the water at 300 knots. Capable of snapping a ship in half with a single hit, they are powerful but tricky to use as they are unguided.

DUMB BOMBS—B1K, B2K, B500, B1000

TARGETS: SURFACE RANGE: BOMB DAMAGE: LOW/MEDIUM NUMBER: up to 4

These traditional "Iron" bombs are unguided and come in two sizes 1000lb/500kg, or 2000lb/1000kg. Each does a fair amount of damage and has a reasonably large area affected by the blast.

SOCM & CBM-500

TARGETS: SURFACE RANGE: BOMB DAMAGE: MEDIUM NUMBER: up to 4

These cluster bombs are dropped like normal bombs, but when they get to a certain height the weapons explode into 10 submunitions that spread out like a shotgun, damaging a wide area underneath. Good for taking out concentrations of vehicles and buildings.

ANTI-SURFACE WEAPONS [CONT.]

FAOB & FAE-P

TARGETS: SURFACE RANGE: BOMB DAMAGE: HIGH NUMBER: up to 4

These fuel-air bombs have a two stage detonation process, where they first explode into a cloud of flammable vapor, which is then ignited in a second detonation causing massive blast waves over a wide area. The FAE-P is parachute retarded, and drops almost directly underneath your plane when fired.

GPSB & SGB-500

TARGETS: SURFACE RANGE: BOMB DAMAGE: MEDIUM NUMBER: up to 4

These guided bombs will automatically guide themselves to a locked target and are very good at hitting moving targets. They have a small damage radius to limit collateral damage. If you use the missile camera to "ride" these bombs, you can manually steer them towards a target.

BB500S

TARGETS: SURFACE RANGE: BOMB DAMAGE: LOW NUMBER: 1

These bunker busting bombs use a rocket motor to boost them towards the ground at high speed. They will cause massive damage to any structure or ship that they hit. Difficult to aim, however.

SADM

TARGETS: SURFACE RANGE: LONG DAMAGE: MEDIUM NUMBER: up to 4

This missile flies towards the target and comes apart into a long line of submunitions that extend past the target enemy. This weapon is good for striking along roads at convoys.

EMP-W

TARGETS: SURFACE RANGE: MEDIUM DAMAGE: LOW NUMBER: up to 2

This anti-electronic missile generates a massive pulse of microwave and electromagnetic energy just prior to striking the target. This is capable of destroying vehicles and infrastructure and has a wide area of effect.

GAT-CM

TARGETS: SURFACE RANGE: MEDIUM DAMAGE: LOW NUMBER: up to 2

This heavy cluster weapon splits into three high-damage cluster submunitions before bursting and spreading damaging bomblets over a wide area, that strike around and to either side of the target.

SKEETR

TARGETS: SURFACE RANGE: MEDIUM DAMAGE: LOW NUMBER: up to 2

This ultra-high tech weapon sends out 24 "skeets", each one of which senses vehicles and explodes over them. The explosion forms a self-forging tungsten penetrator that will cut through any armour like a knife through butter. SKEETRs can take out an entire platoon of tanks with one shot.

??? - THE BIG ONE

TARGETS: SURFACE RANGE: LONG DAMAGE: TOTAL NUMBER: 1

Hidden as one of the bonuses on Ace difficulty, see if you can find this hidden weapon for the ultimate in personal deterrents.



TECHNICAL SUPPORT

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- 1** In your game, go to Main menu > Options > Bonus Codes, and select one of the codes. This will display your Bonus Access Code. You need this to access the Bonus Codes, so write it down. Make sure that you have created and saved a new campaign first, as this will generate a Bonus Access Code for your game.
- 2** Log on or call the Hintline on the number above and follow the directions to the Heatseeker™ area.
- 3** When requested, enter the Bonus Access Code you obtained in Step 1.
- 4** If you're buying the Codes online (£2.99 paid by credit card / PayPal), the full set will be emailed to you. If you are calling the Hintline, write down the codes as they are read to you; you can access as many or as few Bonus Codes in one call as you like.
- 5** To unlock the Bonuses, go to Main menu > Options > Bonus Codes and select the code you want to unlock. Press Next twice and then enter the Code you have been given.

* Requires touch tone telephone and Heatseeker™ save file.

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