SECRET WEAPONS OVER NORMANDY

FLIGHT KIT
GENERAL ISSUE

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.

★ CONTENTS ★

This Flight Kit contains your General Issue Supplies and Flight Log. All pilots are responsible for maintaining the materials contained herein and are required to carry this kit on all missions. Please review and verify that this kit contains the following essentials:

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INTRODUCTION

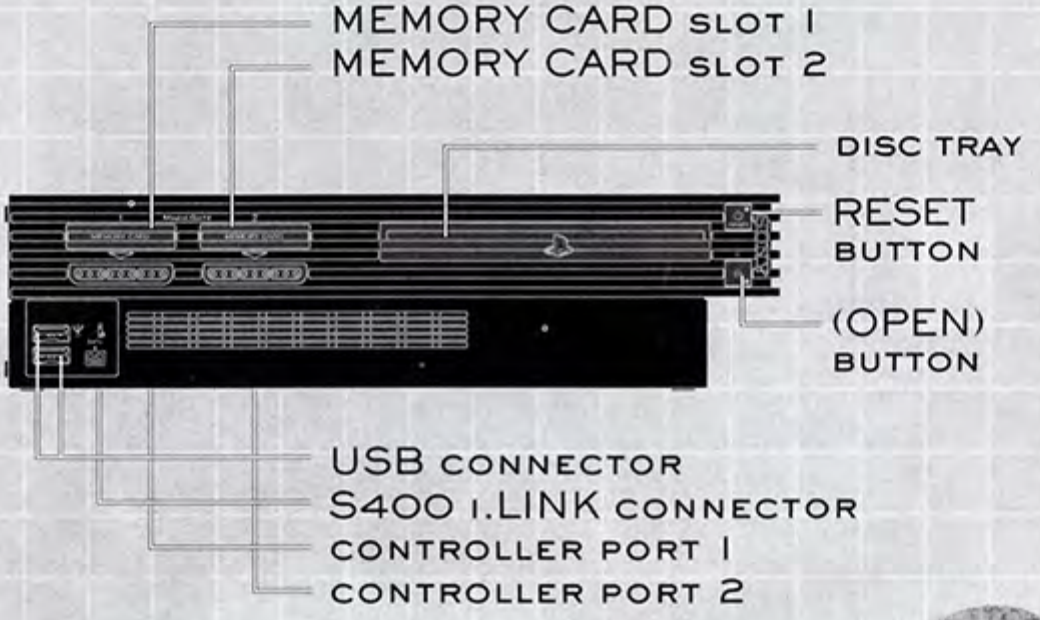
By May of 1940, the Allied leaders of Great Britain and the United States had witnessed the awesome power of Germany's resurrected war machine. Undermanned and under equipped, the Allies moved quickly to slow the Nazi military juggernaut. Pilots from war-ravaged Europe, and even the United States, came to England to volunteer their services.

This is their story....

★ INSTRUMENTATION REVIEW ★

WARNING – READ THIS INFORMATION BEFORE STARTING ENGINES.

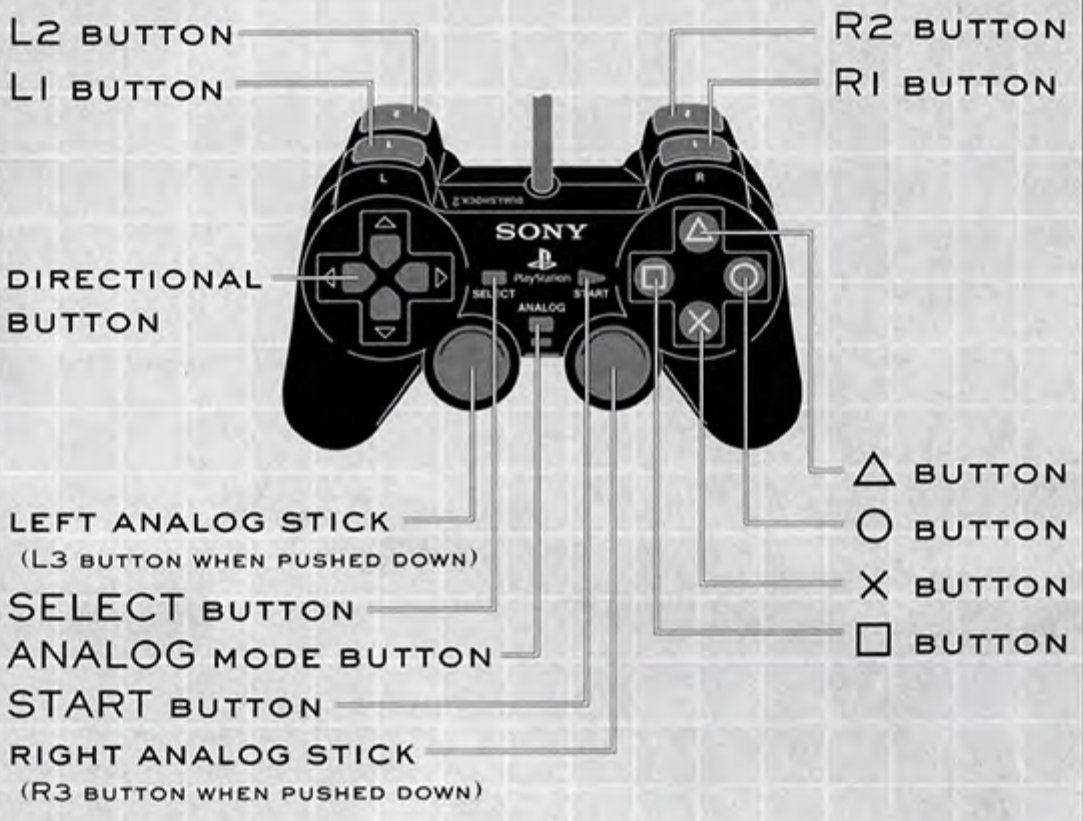
DO NOT OPERATE UNDER ICING CONDITIONS AT LOW RPM.



Set up the PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ***Secret Weapons Over Normandy***™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow onscreen instructions and refer to this manual for information on using the software. ***Secret Weapons Over Normandy*** supports the PlayStation®2 DUALSHOCK®2 analog controller and the memory card (8MB) (for PlayStation®2) if you wish to save your progress.

★ FLIGHT CONTROLS ★

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CHECK WEIGHT AND BALANCE CLEARANCE BEFORE PROCEEDING.

Proper maintenance of your equipment is essential to your survival. In addition to regular inspections and cleanings you must perform mechanical checks to ensure your controls are in working order. It is a good idea to review these controls before each mission.

L1 button — **Zoom Camera:** Press and hold to zoom in camera view.

L2 button — **Target Lock:** Press and hold to keep current target in view.

R1 button — **Fire Primary:** Press to fire primary weapons.

R2 button — **Fire Secondary:** Press to fire secondary weapons. Press and hold to enable the ordnance camera that follows the projectile.

Directional buttons

Wingmate Commands/ Landing Gear

⬆ **"Target at Will":** Order your wingmen to attack at will.

⬅ **"Attack my Target":** Order your wingmen to attack your target.

➡ **"Defend Me":** Order wingmen to defend your aircraft by attacking planes that target you. *NOTE: This is the default order.*

⬇ **Landing Gear:** Press to lower landing gear and/or flaps. The aircraft is slowed down and able to land at airfields.

Left Analog Stick

Flight Control: Press ⬅ or ➡ to roll the aircraft, and press ⬆ or ⬇ to point your aircraft up or down.

Right Analog Stick

Throttle: Press ⬆ or ⬇ to change an aircraft's speed. When using the Advanced flight controller setup, press ⬅ or ➡ to control the rudder.

R3 (Press down the Right Analog Stick)

Check Six: Look behind the aircraft.

START button

Pause Game/In-Flight Menu: Press to pause the game to take a break, view current Goals and/or Log, adjust various gameplay options and more. See **In-Game Pause Menu**, page 18, for more information.

SELECT button

Instant Replay Mode: Play back the last 15 seconds of gameplay using various cinematic camera angles. Press the △ button to cycle through camera modes.

△ button

Toggle Camera: Press to cycle through different camera modes. See **Options**, page 9, for the different modes.

◎ button

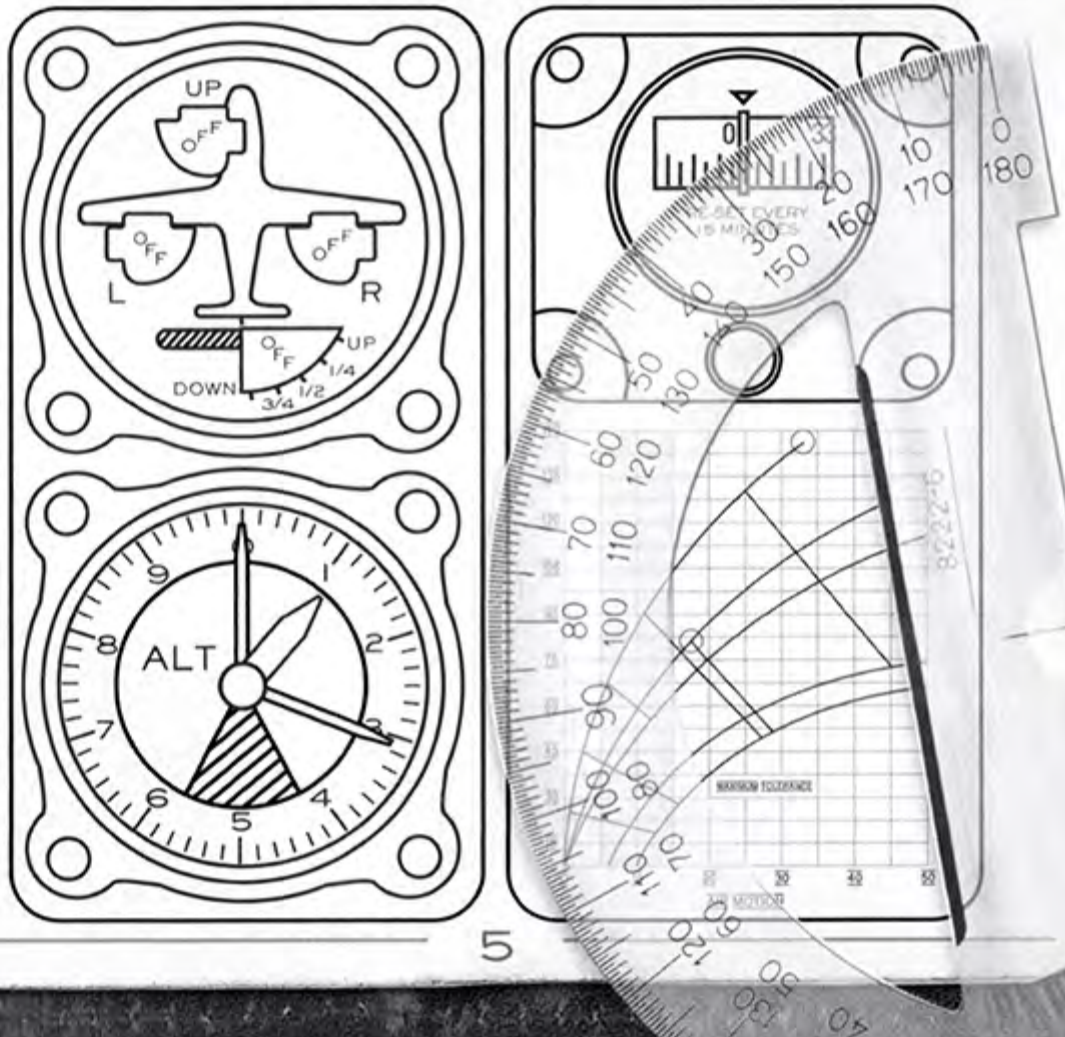
Reflex Time: Press to toggle slow motion, which reduces game speed by half. Press and hold to enable fast motion, which doubles the game speed.

▣ button

Ground Targets: Press once to target the nearest ground enemy. Press continually to cycle through all ground targets. Press and hold to display all targets for target-in-sight selection. To select a particular target, press and hold to display all targets, move the target reticle over the desired target, and then release the button.

⊗ button

Air Targets: Press once to target the nearest air enemy. Press continually to cycle through all air enemies. Press and hold to display all targets for target-in-sight selection. To select a particular target, press and hold to display all targets, move the target reticle over the desired target, and then release the button.



★ HOW TO BECOME AN ACE ★

CONFIDENTIAL TACTICAL INTELLIGENCE

ISSUED 04 APR 1945

ROUTING IS RESTRICTED TO TOP LEVEL PERSONNEL ONLY

PILOT JAMES CHASE

Winning a battle, much less the war, isn't going to be an easy task. Even those pilots who are self-proclaimed "hotshots" can do with a few valuable tips. Before even climbing into the cockpit of a plane, all pilots would do well to heed the following advice.

APPROVED

- When unclear about the current mission objectives, press the ► START button to consult the Goal and Log screens.
- Remember to aim the craft's guns at the red lead indicator to hit the intended target.
- If no red lead indicator is visible on the intended target, the enemy is out of range. Throttle up and close the distance!
- When dogfighting, adjust the plane's speed to stay on the enemy's tail. To make a tighter turn, lower the speed.

- Although it takes awhile to master, Target Lock is a valuable tactic that enables pilots to track targets much easier and to turn their craft to attack them more quickly.

- Use slow-motion Reflex Time to help track and target highly maneuverable enemy craft.

- When low on ammo or health, land at the nearest friendly airfield.

- Play the challenge missions to earn Upgrade Requisition points.

- When traveling long distances or intercepting an enemy plane, use fast-motion Reflex Time.

- Use wingmates whenever the situation calls for them.

- Use the Zoom Camera to bull's-eye distant targets.

- Remember that torpedoes have a 2.5 second delay before arming. If dropped too close to the target, the torpedo will not be armed.

- Activate the Bombing camera from the Options menu before performing bombing runs, and then use it to accurately line up ground targets during the mission.

- To hit a target accurately with bombs, climb to at least 500 feet, then dive at the target while flying over it. Bombs should be dropped when the bomb reticle is overlapping, and smaller than, the intended target.

- When upgrading a plane, strike a balance between Armor and Speed/Maneuverability.

- Replay missions and challenges in the History mode to earn Upgrade Requisitions and unlock planes that may have been missed the first time through.

PROPERTY OF THE BATTLEHAWKS

★ PRE-FLIGHT CHECKLIST ★

MAIN MENU

At the Main Menu screen, new pilots and war veterans alike can navigate between the following by pressing ⬆ or ⬇ on the left analog stick. Press the ⊗ button to confirm your selection.

☐ **Campaign**
Begin or continue a Campaign. See page 23 for more information.

☐ **Instant Action**
Get right into combat! See page 24 for more information.

☐ **Two Player**
Take to the skies against another human opponent in either Versus Instant Action or Challenge Missions. See pages 25 and 26 for more information.

☐ **Options**
Select to view or alter in-game options, including controller setup, sound options and available camera modes. See page 9 for more information.

☐ **Load**
Insert a memory card with previously saved games into either MEMORY CARD slot 1 or MEMORY CARD slot 2.

☐ **Save**
Select to manage any currently saved games. A memory card (PS2) with at least 200KB of free space must be inserted into either MEMORY CARD slot 1 or MEMORY CARD slot 2 to save any future progress.

☐ **Gallery**
Select to view any in-game movies you have unlocked.

⊛ OPTIONS ⊛

Prior to combat, pilots can access the Options menu to view and/or change any of the following.

CONTROLLER

Controller Setup: Select from Standard 1 (default), Standard 2, Standard 3 and Advanced 1. The Standard settings are more accessible to novice and intermediate pilots, while the Advanced setting represents more traditional flight control.

Controller Sensitivity: Select from Arcade (default), Balanced and Realistic.

Y-Axis: Allows pilots to invert the Y-axis on the control stick.

Vibration: Select from High (default), Off, Low, and Medium.

SOUND

FX Volume, Engine Volume, Music Volume, Voice Volume: Select any of the volume options, and press the directional buttons ⬅ or ➡ to adjust the sliders to the desired level.

Speaker Config: Select between Stereo (default), Surround and Mono.

Radio Chatter: Select from Voice and Subtitles (default), None, Voice Only and Subtitles Only.

Radio Chatter Level: Select between Normal (default) and Reduced.

CAMERA

Select any of the camera options, and press the directional buttons ⬅ or ➡ to Enable or Disable any of these views.
NOTE: Only 3rd Person – Chase and 3rd Person – Bombing are enabled by default.

1st Person: A pilot's eye view of the action.

3rd Person – Chase: Provides maximal situational awareness. Enables pilots to see everything happening around them.

3rd Person – No HUD: Pure combat experience.

3rd Person – Target Lock: View the action as if the L2 button were continually pressed.

3rd Person – Bombing: Presents a top-down view of the plane. When armed with bombs, the bombing reticle becomes active, which is visible just beyond the plane's nose. When using this view, pilots should press the L2 button to gauge how close they are to the target to prepare for a direct hit.

RESET TO DEFAULTS

Select to reset all settings back to the factory defaults.

⊛ HANGAR ⊛

Prior to takeoff, it's good practice for pilots to know about their aircraft and weapons, as well as to understand the importance of upgrades. While engaging the enemy during missions and learning about various combat techniques through tutorials, pilots can unlock more craft. Pilots can also earn Upgrade Requisitions that can be used to improve various aspects of a given plane (see **Upgrades**, page 16, for more information).

AIRCRAFT

Secret Weapons Over Normandy contains more than 20 authentic planes within its hangar. At the start of the game, the Campaign mode begins with the Hawker Hurricane Mk. I, while the Instant Action and Two Player modes begin with the Hawker Hurricane Mk. I, the Curtiss P-40 Warhawk and the Junkers Ju-87 Stuka. See the following for information on some of the available craft and their related info. *NOTE: New planes become unlocked by progressing through the Campaign missions or challenges and meeting certain criteria.*

Hawker Hurricane Mk. I
The Hawker Hurricane is the first monoplane fighter to be used by the Royal Air. Equipped with eight machine guns, it accounted for most of the German aircraft shot down during the Battle of Britain.

Supermarine Spitfire Mk. V
Powered by a Rolls-Royce Merlin engine, the Spitfire proved itself against the Bf-109 during the Battle of Britain. For the Mark V model, two cannons are paired with four machine guns for greater firepower.

Fairey Swordfish Mk. I
The Fairey Swordfish "Stringbag" is used as a torpedo bomber to perform anti-submarine duties. This canvass-covered British biplane comes equipped with a rear gunner, in addition to its single forward-firing gun.

Messerschmitt Bf-109 E-1
The Messerschmitt Bf-109 is the Luftwaffe's standard single-seat fighter, and it comes equipped with two 20mm cannons and two machine guns. The Germans are producing more of this fighter plane than any other aircraft. It's estimated that by the end of the war they will have produced almost 35,000 planes.

Lockheed P-38F "Lightning"
The P-38 is one of the most versatile and effective American fighters, and is used on almost all fronts in a great variety of roles. This unique looking aircraft, with its twin-engine and twin-tailed design, is perfect for interceptor, photographic reconnaissance, fighter-bomber and night-fighter missions.

Mitsubishi A6M2 Zero
The Mitsubishi A6M2 Zero or "Zeke" is the mainstay Japanese fighter, and comes equipped with two 20mm cannons and two machine guns. Capable of operating from aircraft carriers or land bases, it is an extremely maneuverable and fast aircraft.

De Havilland Mosquito MK. IV
The de Havilland Mosquito is an elegant all-wood twin-engine bomber. Possessing remarkable speed, this British aircraft can outrun even a Bf-109. The Mosquito can be equipped with a wide range of weapons, including four nose-mounted 20mm cannons.

Curtiss-Wright XP-55 "Ascender"
The Curtiss-Wright XP-55 "Ascender" is an American prototype fighter of unusual design. It has a rear-mounted engine, swept wings with flared wingtips and no tail. It comes equipped with four machine guns in the nose.

Focke Wulf Fw-190 A-1
The Focke Wulf Fw-190 is widely regarded as the Luftwaffe's best overall fighter. This small combat fighter comes equipped with four machine guns. Introduced in 1941, this fighter has quickly established dominance over the Allied planes.

Ilyushin IL-2M3 "Sturmovik"
The Ilyushin IL-2 Sturmovik is the Soviet Union's tactical ground attack aircraft and is especially effective against German tanks. Heavily armored and equipped with a rear gunner, it can withstand intense ground fire. It is estimated that more than 35,000 Sturmoviks will be built before the war's end.

Chance-Vought XF5U-1 "Flying Pancake"
The Chance-Vought XF5U-1 "Flying Pancake", with its uniquely designed low-profile fuselage, achieves extremely low as well as high-speed flight. Its slow minimum speed allows for unparalleled short takeoffs. Armed with four 20mm cannons, the "Pancake" is ideal for ground attack missions.

Northrop XP-56 "Black Bullet"
The Northrop XP-56 "Black Bullet" is an experimental American fighter. It has an unusual flying wing design and a rear-mounted engine. Though it didn't get past the prototype stage, it provides Northrop with valuable experience that it is set to apply to later flying-wing designs.

Messerschmitt Me-262 A-Ia
The Messerschmitt Me-262 is the world's first operational jet fighter. Built by the Germans, it's the fastest craft in the skies, thanks to its twin jet engines. The Me-262 comes equipped with four 30mm cannons, providing it with great firepower.

North American P-51D "Mustang"
Heralded by many as the best American fighter plane in the war, North American's P-51 "Mustang" is built for use by the RAF. After major upgrades to its canopy and fuselage, engine and armament, it is quickly emerging as the USAAF's main fighter over Europe. Its six .50cal machine guns are proving to be deadly effective against Luftwaffe fighters.

Gloster Meteor MK. III
The Gloster Meteor is the first British and Allied jet propelled aircraft to enter service in the war. Powered by twin jet engines, it can reach a top speed of almost 500 mph. Armed with four 20mm cannons, the Meteor sees action primarily against V-1 buzz bombs.

The Messerschmitt Me-163 "Komet"
The Messerschmitt Me-163 "Komet" is the Luftwaffe's only rocket-powered fighter. A deadly opponent for the Allies, the Komet nonetheless proves more dangerous to the young pilots who fly it. Imagine being strapped into a tiny cockpit and being surrounded by the most explosive and volatile chemicals known to man. The life expectancy of a Komet pilot is measured in hours.

★ WEAPONS ★

In addition to the standard machine gun armaments, pilots often have the opportunity to outfit their plane with a secondary weapon. This ordnance can often play a crucial role in the success of a mission, so pilots should choose carefully. As the war progresses, increasingly advanced types of secondary weapons will become available.

CONVENTIONAL WEAPONS

Cannons

Cannons are typically bolted underneath each wing of an aircraft or to the aircraft's fuselage. The 37mm cannon features an armor-piercing shell that is capable of damaging even the most heavily armored vehicles. The 57mm cannon also features an armor-piercing shell, but provides a much greater punch than the 37mm cannon. Because of their larger size, planes can't carry as many 57mm rounds.

Rockets

Rockets are useful weapons for attacking ground targets. Smaller rockets can be used to eliminate small building and armored vehicles, although it may take as many as two to three direct hits to destroy a tank. Medium-sized rockets are armor piercing and powerful enough to destroy the largest tank with a single, direct hit. Large-sized rockets are devastatingly effective against large buildings and parked aircraft.

Bombs

Bombs are highly explosive fragmentation weapons that are effective in destroying numerous ground targets. Smaller 250 lbs. bombs are best suited against small targets, and are most effective against lightly armored vehicles and non-reinforced buildings. Medium-sized 500 lbs. bombs are effective against heavily armored tanks, small ships and large buildings. Large-sized 2000 lbs. bombs are best used against large ships, airfields and concrete reinforced ground structures.

Torpedoes
For use against naval targets, the 17.7" Mark XV torpedo has to be dropped from no higher than 150 feet and at speeds below 150 mph. After running through the water for 250 feet, the torpedo's warhead will arm.

SECRET WEAPONS

Fritz X
Fritz X, Ruhrstahl/Kramer X-1, is a free-fall guided bomb with over 700 lbs. of explosive. Radio controlled, this German weapon is intended to sink Allied capital ships.

Highball
The Highball, or bouncing bomb, contains 600 lbs. of high explosive. This British weapon is specially designed for use against dams and ships. When dropped from an altitude of not more than 100 feet, the Highball will skip along the surface until it hits its intended target.

Henschel 294
The Henschel 294 is a German designed rocket-propelled flying torpedo designed to destroy ships from beyond their anti-aircraft range. Once released, it is guided through the air until it nears its target. It is then steered into the water and run, un-guided, like a standard torpedo.

Henschel 293
The Henschel 293 is a German developed air-to-ground rocket designed to destroy ground targets at long range. This camera-guided, rocket-propelled weapon carries a 650 lb. warhead.

X-4
An air-to-air missile developed by Ruhrstahl AG, a German steel manufacturer, which is designed to bring down American B-17s. It is radio controlled, and some models have a small television camera that enables it to be steered directly into its target.

UPGRADES

As pilots complete objectives, they are awarded Upgrade Requisitions that can be used to enhance individual aircraft. These upgrades are applied in the hangar. Be aware that not all upgrades are only beneficial; some apply both positive and negative effects to a plane's overall performance. For instance, an Armor upgrade both increases a plane's ability to withstand damage and lowers its speed and handling.

Armor I-III: Adds extra armor plating to the aircraft resulting in a 25% increase in damage protection. The added weight of this armor, however, causes a 10% loss in speed and maneuverability.

Engine I-III: Boosts plane speed by 20% and increases its climb rate by 5%.

Airframe I-III: Improves the flight controls of the aircraft: roll, pitch, yaw and turn rates are all increased by 10%.

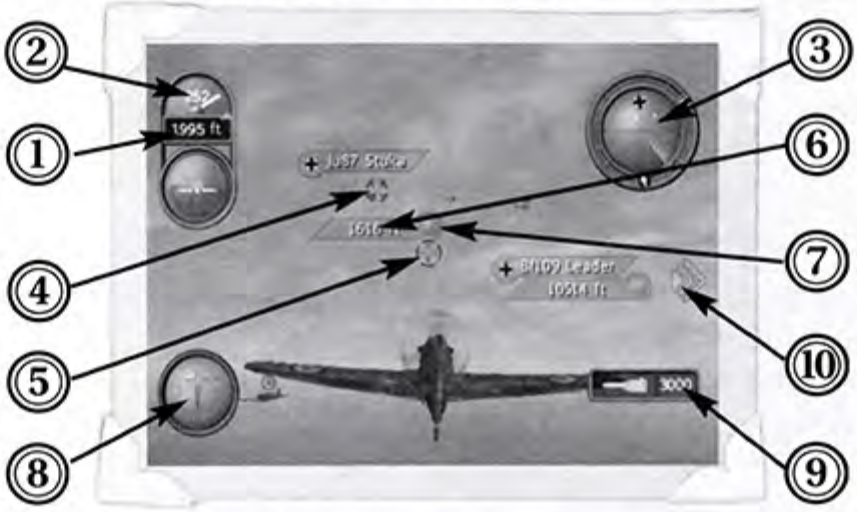
Extra Gun Ammo: Doubles the capacity of a plane's machine guns. Engine performance is also increased to compensate for the extra ammo weight.

Double Bomb Rack: Doubles the capacity of a plane's bomb rack. The load of any weapon that attaches to the bomb rack will be doubled. Engine performance has also been improved to compensate for the extra bomb load.

Double Rocket Rack: Doubles the capacity of a plane's rocket rack. Engine performance has also been enhanced to accommodate for the increased load.

Extra Cannon Ammo: Doubles the capacity of the cannon magazine. To ensure no loss of airspeed, engine performance has also been improved to offset the extra ammo weight.

IN-GAME SCREEN: SINGLE-PLAYER CAMPAIGN MODE



1. Altitude Gauge: As a pilot moves their plane, either by banking, rolling, climbing or diving, this gauge will reflect the change in altitude. The plane itself is represented in the center of the display. As the craft rotates, or as the craft pitches up and pitches down, so will the display.

2. Speed-Throttle Gauge: Displays the plane's current speed and throttle setting. Climbing too steeply bleeds away airspeed, which will eventually stall the aircraft. Pitching the plane down will increase the plane's airspeed to the maximum it can handle.

3. Situational Awareness Map: Displays Priority Targets on the outer ring with an insignia denoting friendly or enemy craft, as well as the closest airfield. The center of the display shows any close by enemies (red) and/or wingmen (green).

4. Lead Indicator: Indicates proper lead required to hit current target.

5. Target Reticle: Use to target enemy craft.

6. Target Distance: Shows how far away the current target is from the pilot's craft.

7. Target Health: Indicates how much damage has been dealt to current target.

8. Damage Level Indicator: Displays the plane's current state of disrepair. All pilots should monitor this closely while engaging the enemy.

9. Weapon Load Counters: Displays the amount of ammo remaining.

10. Off-Screen Target Arrow: Indicates the presence of enemy planes not seen onscreen.

IN-GAME PAUSE MENU

Press the START button at any time during gameplay to access the in-game pause menu. The following provides descriptions for the Campaign, Instant Action and Two Player menus.

Campaign: In addition to viewing mission Goals, pilots can read the mission Log, or transcripts, to see information they may have missed at the time of transmission. Additionally, the following options are also available:

RESUME – Continue on with current mission.

OPTIONS – Adjust controller, sound and camera configurations. May also reset all configurations to their default settings.

CHECKPOINT – Replay mission from last checkpoint.

RESTART – Replay current mission from the beginning.

HANGAR – Exit to the hangar.

QUIT – Exit mission and return to the Campaign menu screen.

Instant Action and Two Player Modes: In addition to viewing mission Goals, pilots can access the following options:

RESUME – Continue on with current mission.

OPTIONS – Adjust controller, sound and camera configurations. May also reset all configurations to their default settings.

SETUP MISSION – Exit and setup mission.

RESTART – Replay current mission from the beginning.

QUIT – Exit mission and return to the Main Menu screen.

⊛ PREPARE FOR TAKEOFF ⊛

As pilots ready themselves for combat, it's necessary to understand the importance of completing primary goals, and the bonuses that come with completing primary, secondary and bonus goals. Pilots should also know when they should land at friendly airfields to repair their planes and to reload their weapons. Lastly, victory can only be attained through a team effort, so pilots should know to use their wingmates when the situations arise.

MISSION GOALS: PRIMARY, SECONDARY AND BONUS

Before every mission, pilots are given a primary goal to meet. Once the primary goal is completed, pilots may be given additional primary goals that must be met before a mission is successful. As primary goals are completed, pilots are given visual and/or audio messages indicating as such. Pilots may also be given secondary goals to complete, in addition to any primary goals. Unlike primary goals, which need to be completed to advance through the Campaign mode (see **Campaign**, page 23, for more information), pilots are not required to complete secondary goals. Lastly, some missions may also grant pilots bonus goals to complete. Like the secondary goals, bonus goals need not be completed to advance to the next mission. *NOTE: Bonus goals remain hidden until all of the secondary goals are completed.*

TARGETS AND TARGETING

To be successful, it is imperative that all priority targets be taken care of first. A priority target is vital to completing the mission, whether it is to be destroyed or protected. In the heat of battle, it is easy to become distracted by the number of targets in the sky and on the ground. One way to find out which targets take priority is to pay attention to the primary goal at the start of a mission, as pilots are usually given an indication which targets are the most crucial. Listening to Allied forces' chatter during battle is also a good way to know which targets are priorities.

Once the primary targets are known, pilots can pinpoint those targets by pressing and holding either the ⊗ button or ▢ button to toggle the targeting-in-sight feature. Once activated, pilots can not only see every target within view (craft name and insignia), but can also target a specific craft by using the targeting reticle and

nudging the left analog stick in the direction of the target. Once the intended target has been selected, release the button. *NOTE: In addition to the craft insignia and name appearing onscreen, the insignia of priority targets will also appear in the outer ring of the Situational Awareness Map.*

KNOW THE ENEMY

While all pilots should know the difference between enemy targets and friendly aircraft before taking flight, it never hurts to have a visual reminder. Study the reference material below to become familiar with both enemy and allied insignias.

Allies (Friendly)

British American Flying Tigers Battlehawks Soviet

Axis (Enemy)

German Nemesis Japanese

Informational

Wingmate Airfield

WINGMATE COMMANDS

There are times in battle when a pilot's best friend is his wingmate. Be sure to use their services when the action heats up. The following is a breakdown of each command.

"Attack My Target"
Giving this command causes the wingmate to attack the enemy target that is currently selected. Once this target is destroyed, the wingmate returns to his default command, "Defend me."

"Target at Will"
Giving this command allows wingmen to independently attack targets of opportunity. Be careful with this command as wingmen may fly far and wide over the combat zone, away from the pilot who issued the order.

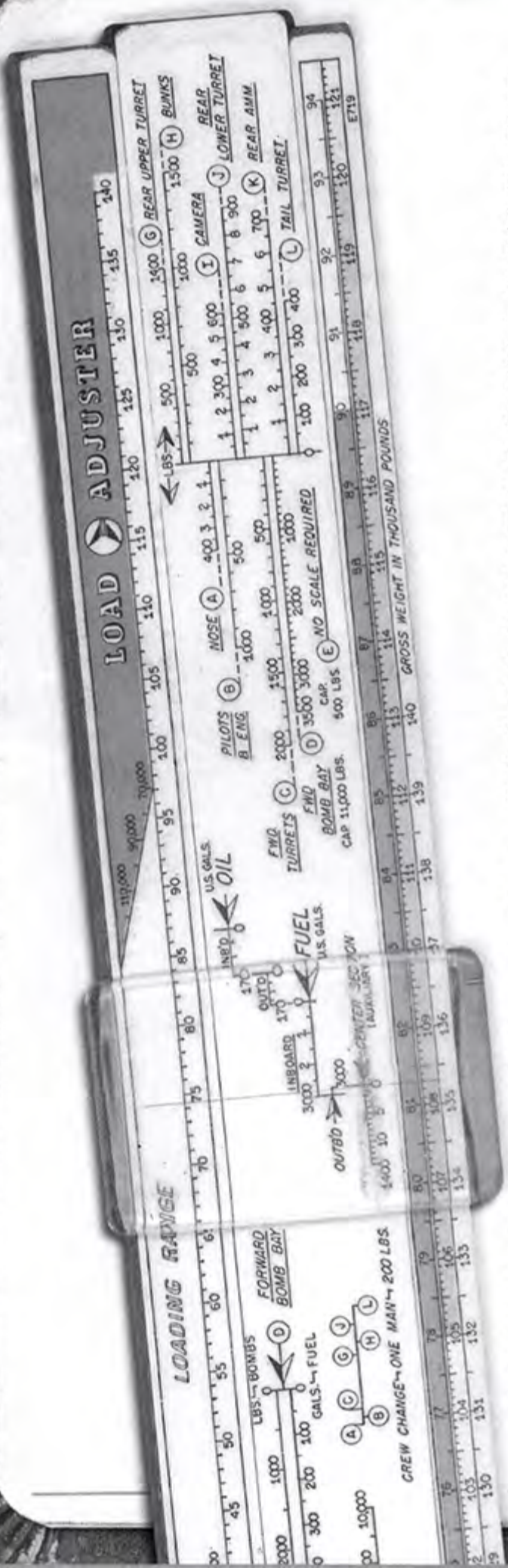
"Defend Me"
This is the default command for any wingmate. The command directs the wingmate to engage attacking enemy planes. The wingmate will continue attacking this enemy until it is destroyed. He will then attack the next target that is attacking the pilot. If no enemy planes are present, the wingman will fly in formation next to the pilot's craft.

LANDING AT AIRFIELDS

During any given mission, it may become necessary for pilots to land at friendly airfields to repair and reload their planes. Visual cues such as billowing smoke and fire should be more than enough reason for pilots to land for repairs, especially if severe damage occurs early in the mission.

There are two methods for landing a plane, manually and automatically. To manually land a plane, approach the airfield's landing strip, decrease altitude and slow the airspeed of the craft. When the landing strip is in range, press the directional buttons ⬇ to lower the landing gear, which also decreases the plane's airspeed. Once over the strip, it is safe to lower the plane all the way and touch down.

To automatically land a plane, lower the landing gear to activate the rotating landing token (it will appear over the airfield), and then fly through it to land.



MISSION DEBRIEFING

Regardless of the outcome, pilots will be debriefed on their performance. Pilots are able to see a number of stats, such as how many primary, secondary and bonus goals were completed, the mission time and how many physical targets were destroyed. By pressing the **L1** and **R1** buttons, pilots can also turn the page to see which goals they were successful in completing, as well as those goals which weren't accomplished. Any awards that were gained are shown on the right-hand side of the screen.

UPGRADES AND REWARDS

In all cases, pilots are given upgrade requisitions as they successfully meet primary goals, which can be redeemed inside the hangar to modify available craft (see **Upgrades**, page 16, for information). Additional Upgrade Requisitions may also be granted for completing secondary goals, while access to new aircraft is granted for completing mission objectives.

After selecting New Game or Continue from the Main Menu screen and adjusting the options to their liking, pilots can then choose to take to the skies in Campaign, Instant Action or Two Player modes.

CAMPAIGN

From this screen, all pilots are given the choice to select the next mission, play a tutorial or challenge for a specific mission, enter the Hangar to view and/or upgrade the planes parked inside (see **Upgrades**, page 16 for more information) or to watch a history of the war up to their last completed mission.

Missions

After selecting a mission, pilots are given a brief synopsis of the awaiting engagement. Next, aviators are taken to the Hangar to select a plane for battle and then to upgrade that craft with any available upgrades, should they so choose. As more planes become available through completing missions, pilots can select to hear advice from the resident mechanic as to which plane will work best for the impending battle.

Single-Player Challenge Missions

Once a mission is completed, one or more challenges are unlocked. The first challenges serve as tutorials for pilots to become acclimated to flying various aircraft and to become proficient in various air-to-air and air-to-ground techniques. Later challenges pit pilots in scoring duels against squadron mates, with the victor sometimes winning a new aircraft for their hangar. Like the missions, the challenges have a list of primary goals that must be completed. In some cases, there are hidden bonus goals. For completing all goals, pilots receive Upgrade Requisitions that can be used to enhance the performance of the various aircraft located in the Hangar (see **Hangar**, page 10, for more information).

NOTE: These challenges are optional missions that can be played at any point in the campaign, and the completion of these challenges is not required to finish ***Secret Weapons Over Normandy****.*

Hangar

From here, pilots are able to view and read descriptions about all the available aircraft, including the aircraft ratings for speed, armor, handling and firepower. Aviators can also upgrade various attributes of each aircraft, provided the upgrades are available (see **Upgrades**, page 16, for more information). As missions are successfully completed, more planes will become available, and as more planes become available, pilots can solicit advice as to which planes are better suited for the selected mission.

History

To stay up to date on the outcome of the immediate conflict, pilots can select History to replay any previous missions, either to accomplish secondary and bonus goal or simply for fun. Pilots can also view the same detailed performance record shown on the Debriefing screen (see **Mission Debriefing**, page 22, for more information), including their statistics, awards won and incomplete goals. Pilots may also view movies of current wartime events, which are made available as more missions are completed.

INSTANT ACTION

To further hone their aviation skills or to simply get right into combat, pilots can select Instant Action to engage the enemy in a somewhat controlled environment. The following options can be set before combat begins.

Score Limit: Determines the number of "kills" that need to be achieved for victory. The choices are: None, 1, 5, 10, 15, 20, 30, 50 and 100.

Time Limit: Determines how long the combat will last. The choices are: None, 1 minute, 2 minutes, 5 minutes, 10 minutes, 15 minutes, 20 minutes, 25 minutes and 30 minutes.

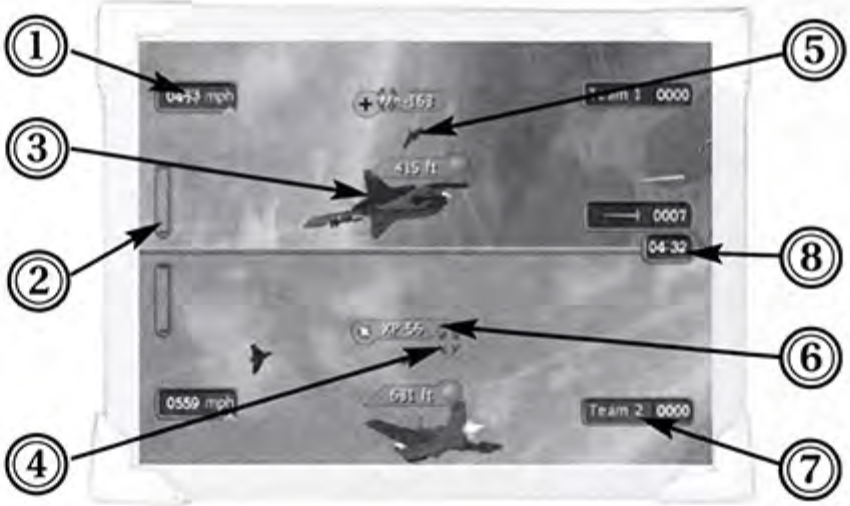
Environment: Select from a list of available environments in which to battle above. All together, there are 15 environments that can be unlocked.

After the initial options are set, pilots must select a craft type, secondary weapon, the number of wingmates (up to five) and enemies (up to six), as well as the skill level (Cadet, Regular or Ace), camo (camouflage) and upgrades for both the player and enemy teams.

Like the Campaign mode, pilots can press the START button to pause combat and access an in-game pause menu, which contains the following selections: Resume, Options, Setup Mission (exit and reset mission parameters), Restart from the Beginning or Quit. *NOTE: Once the battle is over, pilots are briefed on the outcome and given the choices to* ***Play Again***, ***Setup Mission*** *or exit to the* ***Main Menu****.*

TWO-PLAYER MODES

In addition to Campaign and Instant Action, ***Secret Weapons Over Normandy*** also enables two human pilots to engage in fierce air-to-air combat in both Versus Instant Action and Challenge Missions.



1. Speed-Throttle Gauge
2. Damage Level Indicator
3. Team 1 Aircraft
4. Team 2 Target Reticle
5. Enemy Aircraft
6. Target Distance
7. Kill Counter
8. Time Remaining

Versus Instant Action
This is setup and played exactly like the single-player Instant Action mode (see **Instant Action**, page 24, for more information), except each pilot is required to individually set up their preflight options. Also, before combat begins, each pilot can configure his or her Control Layout, Controller Sensitivity, Y-Axis and Vibration (see **Options**, **Controller,** page 9, for more information). *NOTE: When engaging in Versus Instant Action, press and hold the either the ▢ button or ⊗ button to see where the other pilot's aircraft is located.*

Two-Player Challenge Missions
In these missions, pilots are given a selection of two-player challenges. There are two types of challenges: Cooperative, where both players work together, and competitive, where players compete head-to-head against each other. As missions are highlighted using the directional buttons or left analog stick, descriptions of the mission's objectives are displayed (located at the bottom of the screen). Depending on the selected challenge, each pilot is charged with performing a specific task in order to attain victory. *NOTE: When engaging in Challenge Missions, the ▢ button and ⊗ button perform the same functions: Press continually to cycle through all enemy targets, and press and hold to display all enemy targets, as well as the location of the other pilot.*

After a mission is selected, each pilot is required to select a craft type and, if they wish, a secondary weapon; choose a camo type; and apply any available upgrades. Before combat begins, each pilot can configure his or her Control Layout, Controller Sensitivity, Y-Axis and Vibration (see **Options**, **Controller,** page 9, for more information). Like Versus Instant Action, each pilot is required to individually set up his or her preflight options. *NOTE: When playing Ball Gunner, neither pilot is able to select a craft type, secondary weapon, camo color or upgrades. Furthermore, a time display will appear in the middle of the screen on the right side.*

PILOT'S CHECK LIST

R-680-9 and R-680-13 Engines

BEFORE STARTING ENGINES

1. Check Form 1.
2. Check Form F—Weight and Balance Clearance (AN01-1-40).
3. Unlock controls and check for freedom of movement.
4. Parking Brakes ON.
5. Cross feed valve OFF.
6. Engine selector valve on BOTH.
7. Throttles open approximately ½ inch.
8. Mixture controls FULL RICH.
9. Carburetor air (Manifold heat) on COLD.
10. Propellers in HIGH PITCH.
11. Cowl flaps OPEN.
12. Battery master switch ON.
13. Ignition master switch ON.
14. Generator switch ON.
15. Use wobble pump to obtain 2½ to 3½ lbs. pressure.
16. Prime engines one at a time, at least five strokes when cold, less when warm.

DURING WARM-UP

1. Warm up at 800 to 1000 RPM.
2. Propellers in LOW PITCH.
3. Operate propellers throughout range to warm oil in hub in cold weather.
4. Fuel pressure 2½ lbs. to 3½ lbs.
5. Check each ignition switch at not over 1900 RPM.
6. Check magnetos at both extremes of propeller range. (Drop off on 1 magneto at 26" Hg manifold pressure with propellers in HIGH PITCH should not be more than 75 RPM.)

BEFORE TAKE-OFF

1. Cross feed valve ON.
2. Tank selector valve on fullest tank.
3. Wing flaps UP.
4. Trim tabs at TAKE-OFF setting.
5. Propellers in LOW PITCH.
6. Mixture controls FULL RICH.
7. Carburetor air (Manifold heat) on COLD, except under icing conditions.
8. Cowl flaps OPEN.
9. Uncage flight instruments.
10. Tail wheel LOCKED.
11. Manifold pressure 28.25" Hg at 2300 RPM. Adjust to 28.5" Hg at 2200 RPM immediately upon clearing all obstacles.

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