XF5700 MANTIS EXPERIMENTAL FIGHTER™



PILOT MANUAL

FIST OF EARTH
THE OFFICE OF BASE COMMANDER
SOLBASE

LETTER OF ACCEPTANCE

It is with a sense of uncertainty and concern that I compose this letter to you. The Sirian attack, while ravaging much of the planet Earth, has also had the greater impact of terrorizing mankind lo its core. We all live with a sense of trepidation when we ponder the future of our world. Like most men, I worry about the safety and security of my family and friends. Yet, I am optimistic, for I realize the situation is not hopeless when we have brave heroes like you defending our cause the calibre of men and women that F.O.E. has called to preserve and defend the great nations of the world is extraordinary. It is with a strong sense of pride, hope, and anticipation that I congratulate you on your acceptance into the MANTIS program.

Your ultimate objective is to destroy the planet Sirius, forever eliminating the possibility of the Sirians ever returning to attack Earth. First, however, F.O.E. must take a strong defensive posture and scatter the Sirians from locations where they are strengthening their forces. We will be able to mount an effective offensive into the Sirius region only after we weaken their position.

You will undoubtedly be called upon to complete many missions before our goal is ultimately achieved. Along the way, you may possibly encounter new life forms and unexpected problems that you will be asked to investigate.

I ask you to set aside your doubts and call upon all your skills to help win this war. Every mission you successfully complete will bring us one step closer to destroying the Sirians forever. Never has our world faced such a momentous hour. Good Luck and God be with you.

Martin R. Statler
Base Commander
Solbase

Le Vieux Manuel

TABLE OF CONTENTS

Le Vieux Manuel

TABLE OF CONTENTS

THE SAGA...

The Beginning 06
The Enemy 06
The War 07
F.O.E. (Fist-Of-Earth) 07
Solbase 09
ProbeNet 09
XF5700 Mantis 10
Quad-Jump 10

COMPUTER TERMINAL MENU

Copy Protection 12
Enter New Pilot 12
Pilot Roster 12
Delete Pilot 13
View Database 13
Load Game 13
Save Game 13
Quit Game 14
Credits 14
Options 14
Flight Simulator 14
Spacecraft Statistics 15
Mantis Weapons Statistics 20

MANTIS FLIGHT CONTROLS

Keyboard 24
Mouse 24
Joystick 24
HUD (Heads Up Display) 25
Views Controls 26

MANTIS WEAPONS CONTROLS

Keyboard 28
Mouse 28
Joystick 28

DEBRIEFING

Mission Re-creation Video Controls

AWARDS CEREMONIES

Ribbons and Medals 34
F.O.E. Ranks 34

BIOGRAPHIES

Viper 36
Heidi R. Martin 37
Commander Martin R. Statler 38
Colonel Mario B. Feretti 39
Colonel Vincent T. Seremet 40
Tigereye 41
Joker 42
Warrior 43
A.R.M.S 44

CREDITS 46

GLOSSARY 48

Levieux Manuel

THE SAGA...

Le Vieux Manuel

THE BEGINNING

One million years ago, on the planet Siria in the Sirius star system, the Wruokiors a friendly race were the dominant species that ruled the world. Though they strongly resembled humans, they were clearly differentiated by their large heads, which were nearly two times the size of an adult human's. The Wruokiors used the entire mental capacity of their large brains, thus giving them extremely advanced technological skills and an innate telepathic ability.

Over the course of the last century, a secondary life form challenged and crushed the Wruokior's dominance. From the shores of Siria's oceans and lakes, the Sirian roaches emerged in superior strength and number. The world of Siria steadily decayed, the average life span of the Wruokior rapidly decreased (40 years or less), and the Sirian roaches won the battle for world dominance.
The entire Wruokior race was totally annihilated...

THE ENEMY. . .

Over the course of the last million years, the inhabitants of Sirius evolved to become a powerful enemy to the Wruokior. These creatures, known as the Sirians, are similar in form to "roaches" on Earth, yet they are much larger; a fully developed Sirian grows to a height of nearly 1.4 meters and weighs an average of 58 kilograms.

The Sirians use vertebrates to breed their young. Originally, the main host body was a mammal similar to Earth's seals. The female Sirian places a microscopic egg on the body of the host; the egg burrows deep inside the host's body and attaches itself to its spine. During its incubation period, the growing Sirian mimics the host's nervous system and ingests small portions of surrounding tissue. After approximately six weeks, the newborn Sirian emerges, splitting out from the host's torso. Immediately, the newborn Sirian ingests the remains of the dead host's body.

As time passed, the planet Siria suffered cataclysmic natural disasters that began destroying the world. Massive quakes, blistering winds, and vast tidal waves made the planet virtually uninhabitable. Eventually, all forms of animal life faced extinction. Because of the tidal waves, the seal-like creatures, which the Sirians used as hosts, were wiped out.
The Sirians moved inland to search for new host bodies. But the search was difficult because most of the planet's life was destroyed. As their quest for survival grew bleaker, the Sirians learned to communicate. Individually, the creatures were non-intelligent, but by using a non-organic trace substance found in their bodies, they were able to transmit messages telepathically.
Sirians in number formed a highly intelligent collective group mind. They used what was left of all vertebrates to incubate their young, including the entire Wruokior race.

When the Sirians realized their world faced impending doom, they used the advanced interstellar technology of the Wruokior and took to the stars to search for a new planet where they could preserve their race.

After observing Earth, the Sirians prepared an attack. The fight for Earth began...

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THE WAR.....

On March 16, 2094, the Sirians launched a limited-scale nuclear attack on Earth from space. Scientists theorized that by destroying all life in major population centers, the Sirians hoped to severely impair the collective strength and intelligence of mankind.

The Sirians believed that the human race acted as a group mind, just as they did. The attack lasted for approximately 16 hours, and Earth was left devastated. Several nations, including the United States, launched a counteroffensive that proved futile against superior enemy vessels. Over 3 billion humans were killed in the attack. The deadly effects of radiation poisoning continued to snuff out thousands of lives each day. With the exception of small, underground radio broadcasts, all forms of communication were destroyed.

After the attack, the Sirians, able to withstand the effects of nuclear radiation, landed on Earth and banded together in the areas sirians they had bombarded. Female Sirians began implanting their eggs inside the dead bodies of humans in these radiated areas. In addition, certain fertile females were sent away from the contaminated regions to seek suitable mammals for host bodies. The infestation of a significant percentage of the Earth's remaining population, coupled with the anticipated return of the Sirian forces, were the two factors that could have led to the demise of the human race. However, the Sirians, expecting an imminent victory, underestimated the tenacity of Earth's masses.

F.O.E.

The temporary governments of the remaining countries, with a genuine need to unify their military and scientific abilities, organized a conference in Brisbane, Australia on November 4, 2094. Within three days, the foundation was laid for a unified world government --F.O.E. (The Fist-Of-Earth). It was decided, for tactical reasons, that F.O.E.'s main power base would be headquartered in Ft. George, Canada. E. Michael Hatch, the appointed President of the United States, was elected to chair the new world government.

F.O.E.'s main purpose was to unite the various factions into one common defensive organization. The strategic decision making was a function of the Chairman and his elected cabinet.

F.O.E.'s three major goals are:

a) To destroy the remaining Sirians on Earth;
b) To restore order to devastated areas and to repopulate the regions;
c) To defend the planet from future attacks

During its first session, the delegates of F.O.E. devised a three point plan to eliminate the Sirians and restore order to Earth:

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POINT ONE

The first step in eliminating the Sirians was to develop a vaccine that would kill gestating creatures and make it impossible for implanted eggs to grow inside human bodies. Leading biologists and chemists were sent to a top-secret location to develop the vaccine.

The vaccine, which was completed nearly a year ago, is being administered to the remaining population on Earth, but the inoculation process is slow.

POINT TWO

The second step is use of military force--air strikes and ground troop invasions--to drive the Sirians from devastated cities.

Military strategists from around the world are planning and executing these military campaigns. Thus far, the humans are steadily destroying the Sirians with a chemical called Podomus.

Nearly the entire Sirian population on Earth has been destroyed.

POINT THREE

The third point calls for the defense of Earth from an attack by hostile forces. Publicly, F.O.E.'s defenee plans consist of an orbiting space station and a fleet of ships, notably the Mantis.

Confidentially, F.O.E. has also constructed a hidden, underground base on Luna. The Lunar base conducts scientific research. As well, mining is conducted for materials to construct more advanced spacecraft. The base continually expands as new mining tunnels open.

The structure has a far more advanced hospital than Solbase, so some of the more serious medical cases may be transferred there. In addition, a large hangar contains a number of Mantis fighters on constant alert.

The base is counting on security, camouflage, and the moon's crust for protection. A factory for the production of spacecraft in a protected vacuum environment is being constructed. This information is strictly classified. You are not to divulge the existence of this installation to anyone. You are being alerted to the presence of this base should your duties require you to travel there.

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SOLBASE

Solbase was constructed to be an armed defense station. It is expected to bear the brunt of the next Sirian attack. Solbase was constructed in one of the Earth-Moon Lagrange points, and thus maintains a constant distance from both the Earth and the Moon.

The station is massive, weighing over 400,000,000 kilograms. The hexagonal-shaped main body of the structure measures 500 meters wide by nearly 500 meters in height. The four arms that extend from the main body are each 800 meters in length, with the pods extending another 150 meters from the ends of the arms. The probe bays extending from the bottom of the main body are 400 meters in length and can hold up to 900 probes. The entire structure measures 2400 meters in width and 900 meters in height.

The main body of the station is the nerve center of the entire base.
The station's computers are located here, along with space- Solbase craft hangers, fuel storage, weapons storage, research and development labs, and the bridge.

The hangar is capable of storing a maximum of 80 Mantis spacecraft.
There is also room to dock six Behemoths, which keep the base stocked with parts and supplies on a weekly basis. The main body of the base is connected to the pods by girder-reinforced vacuum tubes, which contain pressurized transport shuttles to carry personnel throughout different areas of the base.

Each of the four pods at the ends of the arms serves a different purpose. Two are used to house the 1,200 officers, scientists, and researchers stationed on the base. These quarters resemble small apartments. The third pod is used as a garden and food preparation area (all vegetables, grain, etc. are grown on the base). The fourth pod is used as a medical and recreation facility, which can house 30 patients at one time. The base physicians and surgeons use advanced health care equipment. The recreation facilities are excellent; all types of sporting activities and games of chance are accessible in this area.

PROBENET

ProbeNet is the name for the network of robot probes scattered throughout the solar system and nearby star systems. These probes sit dormant until some event triggers their response (usually the detection of an enemy ship). After recording pertinent data about the event, the probes jump back to the vicinity of Solbase and relay the information to the station. The probes are retrieved, serviced, refuelled, and sent back into space. Each probe weighs 250kg and contains a small, self-destruct explosive should it be captured or disabled. Currently, the probes are only being used to monitor Sirian activity in neigh boring systems, but we expect to have an estimate on the capabilities of long range Sirian vessels shortly.

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XF5700 THE MANTIS

Designed as a space fighter, the Mantis resembles an aircraft because it must be aerodynamic enough to survive the trip from the manufacturing plant, through the atmosphere, into space. After being constructed, a Mantis ship is fitted to a shuttle craft and launched into orbit. From there, the unmanned Mantis is attached to a towing unit and taken to Solbase.

The Mantis is a one man fighter craft.
Individual computers control each part of the ship. The main computer systems are: the navigation system computer (used to plot courses), the targeting system computer (used to lock weapons onto an enemy target), the weapons system computer (used to launch or fire weapons at a target), the data-retrieval system computer (processes data obtained by probes), the engine systems computer (monitors engines, fuel, and ship damage), and the flight systems computer (operates The Mantis several different auto-pilot modes).

The pilot of the Mantis is situated in a Pilot Recovery Module (PRM) within the fighter. If the computer senses that the ship is about to be destroyed, it will attempt to activate the Quad Jump motor in the PRM to return the pilot to the safety of Solbase. The module can also be activated manually.

The Mantis is equipped with a Heads-Up-Display (HUD), which shows various kinds of information, including fuel, weapons, engine performance, damage, thrust level, enemy positions, etc. Also, an indicator flashes on the HUD whenever data is received from a Data Gathering Probe.

The Mantis has a standard fuel load of seven and a half minutes, but the pilot can elect to carry less fuel if he needs the performance or Quad Jump range.

The weapon load of the Mantis can be chosen by the pilot. Usually a full complement of missiles is not carried, because the increased weight reduces the acceleration of the ship.

QUAD JUMP DRIVE

The Quad Jump drive carries a Mantis ship tremendous distances in an instant of time. Each jump uses up a portion of the ship's mass to fuel the jump (termed "jump mass"). An analogy has been made that the expenditure of jump mass is similar to the burning of the filament in a light bulb. This is the reason the ship is incapable of jumping over and over again; the Mantis would soon run out of jump mass. Most ships have a limit of two jumps, but the Mantis was constructed in such a way that it is capable of four jumps. The Mantis is easily restorable to its full jump capacity after the completion of a mission.

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COMPUTER TERMINAL

MENU

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COPY PROTECTION

After you have installed the game and viewed the introduction, the copy protection question appears on your pilot terminal screen. After the correct answer has been entered, the terminal displays a screen grid with a picture of an eye in the center. A retina scan proceeds to verify the code you entered. If you entered the correct statistic, the main menu terminal screen is displayed, and you can proceed with the game.

MAIN MENU

After the copy protection has been verified, the main menu screen appears. There are a total of ten options displayed. Options that are not available do not appear. The ten options, along with the input device movements and button presses, are explained below.

Keyboard Applications: When selecting a main menu option, use the **UP** and **DOWN** arrow keys on the numeric or arrow keypad to scroll through the selections. As you scroll through the list, the highlighter moves from option to option. Highlight the option you want to select and press the **ENTER** key.

NOTE: The first letter of each option may also be used to select. Press the **ESCAPE** key to return to the classroom scene.

Mouse Application: When selecting a choice from the main menu options, place the mouse cursor on the option you want to select and press the **LEFT** mouse button. To return to the classroom scene, press the **RIGHT** mouse button.

Joystick Applications: When selecting a choice from the main menu options, move the joystick in an **UP** and **DOWN** motion to scroll the highlighter through the selections. Highlight the option you want to choose and press joystick **FIRE BUTTON #1**. To return to the classroom scene, press joystick **FIRE BUTTON #2**.

ENTER NEW PILOT

This option allows you to enter a new pilot. When selected, you are presented with an area to type in a name. Once you have entered the name, press the **ENTER** key. Your call sign is also displayed here. FOE has assigned you the call sign "Viper".

NOTE: If there are a total of eight pilots saved under the pilot roster, this option will not be displayed until a pilot's name has been deleted from the roster.

PILOT ROSTER

This option allows you to view the record of any pilot currently saved on the pilot roster. A new pilot is placed on the roster each time a new game is started. When selected, you are presented with the current pilot roster. Place the highlighter or mouse cursor on the pilot you wish to view and press the **ENTER** key, **LEFT** mouse button or joystick **FIRE BUTTON #1**. The information included on the data sheet includes the pilot's name, rank, missions completed, kills, and decorations awarded. Each pilot's data sheet is updated as he progresses through the game. To return to the pilot roster, press any key. To return to the main menu, press the **ESCAPE** key, **RIGHT** mouse button, or joystick **FIRE BUTTON #2**.

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DELETE PILOT

This option allows you to delete any pilot on the current pilot roster. When selected, you are shown a list of names on the pilot roster. Place the highlighter or mouse cursor on the pilot you wish to delete and press the **ENTER** key, **LEFT** mouse button or joystick **FIRE BUTTON #1**. You are asked to verify that you want to delete the pilot from the roster. To return to the main menu, press the **ESCAPE** key, **RIGHT** mouse button, or joystick **FIRE BUTTON #2**.

VIEW DATABASE

This option allows you to view data sheets on known spacecraft or weaponry. As you complete missions and encounter new spacecraft, this database expands. Names of newly discovered objects appear in red, while items that have previously been viewed appear in green. This helps you identify objects you have already studied.

When this option is selected, you are shown a two column list. One list is labelled SPACECRAFT and the other WEAPONS. All of the objects you obtain data on fall into one of these two categories. To view an item, use the arrow keys on the numeric or arrow keypad or move the joystick to position the highlighter on the name of the object you want to view. Press the **ENTER** key or joystick.

FIRE BUTTON #1: If you are using a mouse, place the mouse cursor on the name and press the **LEFT** mouse button. After an item has been selected, the data sheet is displayed. This sheet contains the technical specifications of each object along with a small 3-D computer model of them.

To return to the database list, press any key. To return to the main menu, press the **ESCAPE key**, **RIGHT** mouse button, or joystick **FIRE BUTTON #2.**

LOAD GAME

This option allows you to load a previously saved game. When selected, a list of your previously saved games is displayed. To load a game, place the highlighter or mouse cursor on the saved game title and press the **ENTER** key, **LEFT** mouse button, or joystick **FIRE BUTTON #1.**

NOTE: You can also use the keyboard to type in the first letter of the file you want to load. To return to the main menu, press the **ESCAPE** key, **RIGHT** mouse button, or joystick **FIRE BUTTON #2.**

SAVE GAME

This option allows you to save your current game. When selected, you are shown a box and asked to enter the file name for the saved game. After the name is typed in, press the **ENTER** key to save the game. To return to the main menu, press the **ESCAPE** key, **RIGHT** mouse button, or joystick **FIRE BUTTON #2.**

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QUIT GAME

This option allows you to quit the game. When selected, you are asked if you want to quit. Answering YES returns you to DOS. To return to the main menu, press the **ESCAPE** key, **RIGHT** mouse button, or joystick **FIRE BUTTON #2**.

CREDITS

This option allows you to view the credits of the Mantis development team. To return to the main menu, press the **ESCAPE** key RIGHT mouse button, or joystick **FIRE BUTTON #2.**

GAME OPTIONS

This option allows you to toggle certain features of the game on and off. When selected, a list of these features is displayed. Among these features are music and sound effects. To return to the main menu, press the **ESCAPE** key, **RIGHT** mouse button, or joystick **FIRE BUTTON #2.**

FLIGHT SIMULATOR TRAINING

This option allows you to return to the flight simulator bay to practice flight and combat scenarios. When selected, two options appear. One of these options is the type of ship you want to fly against. Before beginning the simulation, you have the choice of selecting the type of vessel you want to encounter, or you can choose to battle several different enemy spacecraft at once. The other option asks you to select the number of ships you wish to match your skills against. Once you have finished a simulation you have the option of selecting another scenario or returning to the main menu.

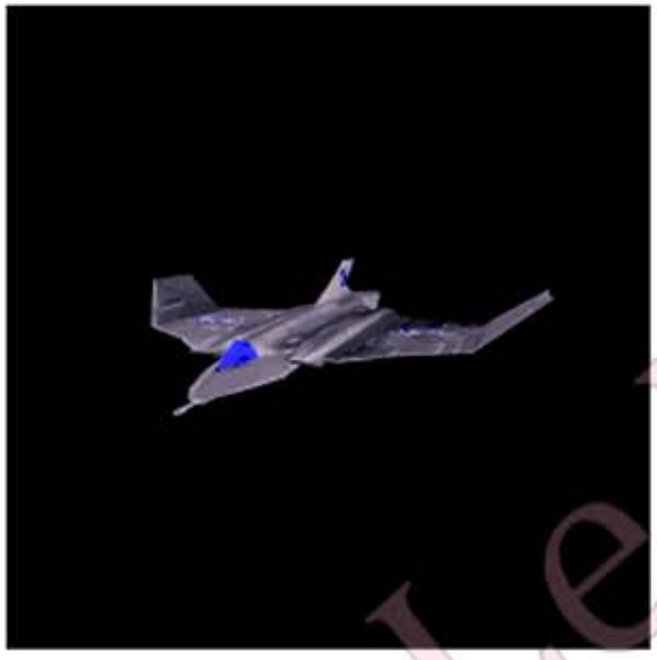
To return to the main menu, press the **ESCAPE** key, **RIGHT** mouse button, or joystick **FIRE BUTTON #2.**

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Name: **Solbase 1** ('Solbase')

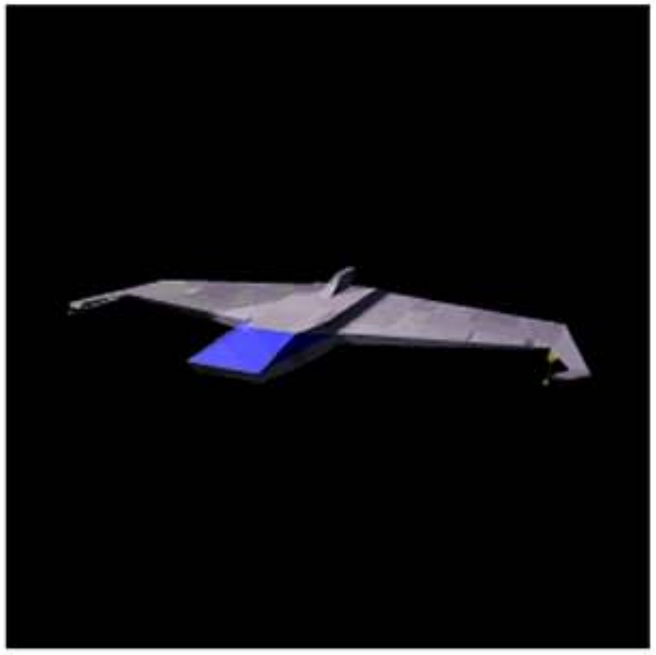
Classification: Starbase
Crew: 1200
Role: Orbiting fighter platform. Primary mission is the defense of Earth. Secondary mission is to attack and destroy the Sirian threat.
Armament: Assorted Mass Driver Cannons (turreted) and missile launchers, large complement of "Mantis" fighters.
Mass: 437,252,000Kg empty.
Engines: Station keeping thrusters only. No Quad Jump drive.



Name: **XF5700 "Mantis"**

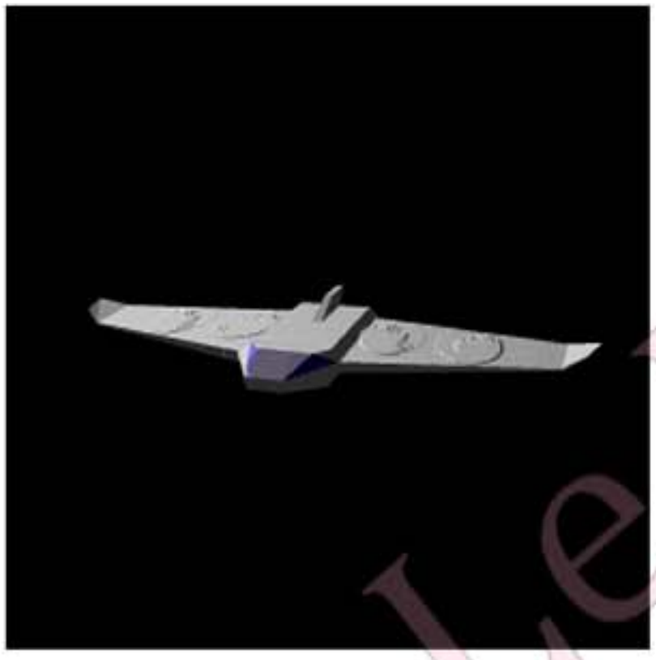
Classification: Tactical Space Fighter
Crew: 1 (pilot)
Role: Primary offensive and defensive craft of F.O.E. charged with carrying out the Primary and Secondary missions of Solbase.
Armament: 1 Mass Driver Cannon (spinal mount), 2 Point Defense Cannons (turreted), 12 small hard points, 6 medium hard points, and 2 large hard points.
Thrust: 2.1 million Newton's.
Mass: 8,672kg empty; 50,007kg fully loaded.
Performance: 24.7g empty; 4.2g fully loaded.
Quad Jump Range: 36 ly empty; 11 ly fully loaded.
Quad Jumps: 4

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Name: **Palomino**

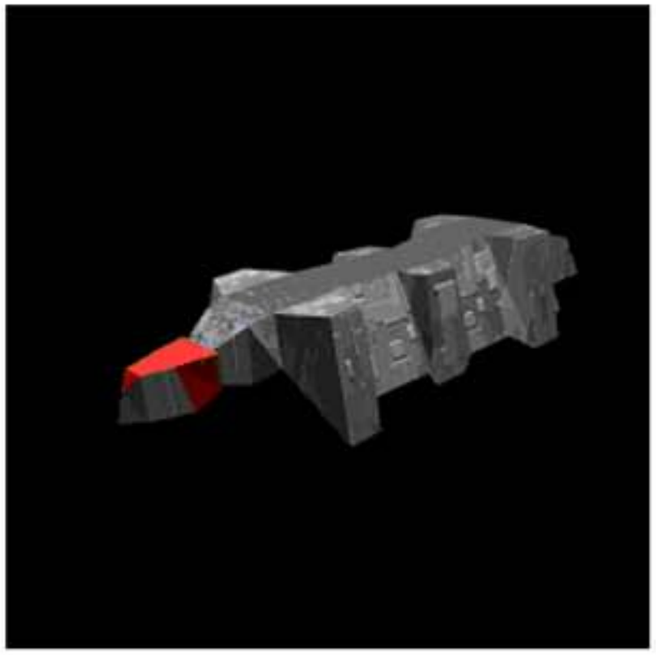
Classification: General purpose technical and survey craft.
Crew: 2 (pilot, co-pilot) and 2 passengers (tech or science crews), can optionally carry 200 kg cargo in place of passengers.
Role: Small utility vehicle for shuttling 1 or 2 passengers. Also used on science missions and for laying out and maintaining
Armament: 1 Point Defense Cannon (turreted)
Thrust: 352,000 Newton's
Mass: 2,480kg empty; 9,540kg fully loaded
Performance: 14.4g empty; 3.7g fully loaded.
Quad Jump Range: 25 ly empty; 10 ly fully loaded
Quad Jumps: 2



Name: **Kangaroo**

Classification: Cargo ship
Crew: 2 (Pilot, co-pilot)
Role: Cargo ship or bus. Used for ferrying parts and crew to and from Solbase.
Armament: 1 Point Defense Cannon (turreted)
Thrust: 284,760 Newton's
Mass: 3,522kg empty; 17,981kg fully loaded
Quad Jump Range: 18.1 ly fully loaded
Quad Jumps: 2

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Name: **Behemoth**

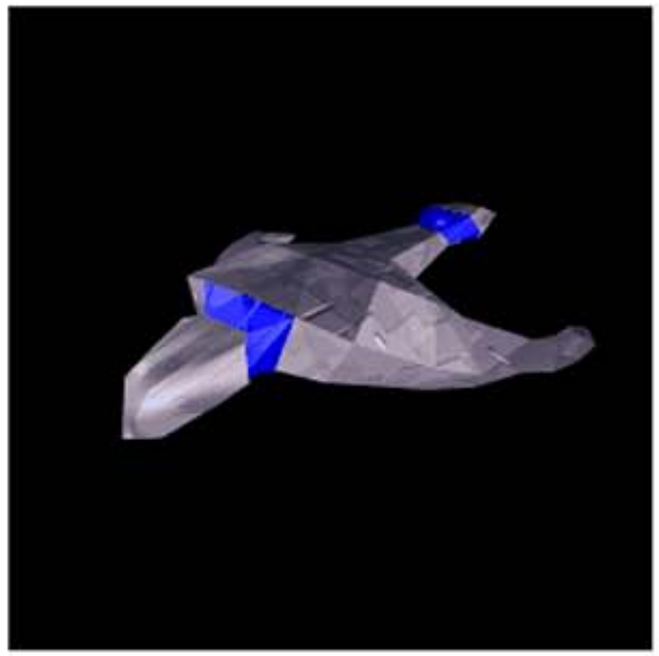
Classification: Super freighter Crew, 3 (pilot, co-pilot, and engineer) and up to 3 passengers or cargo specialists. 50,000kg bulk cargo
Role: Cargo ship used to carry large cargo items to and from Solbase.
Armament: 2 Point Defense Cannons (turreted).
Mass: 14,180kg empty; 76,862kg fully loaded
Performance: 5.86g empty; 1.08g fully loaded
Quad Jump Range: 20 ly fully loaded
Quad Jumps: 2



Name: **Sirian Attack Vessel (SAV)**

Classification: Primary craft used by the Sirians when they attacked Earth.
Role: Space carrier
Armament: Assorted Missile Launchers, Point Defense, and Fighter
Thrust: > 8 million Newton's (estimated)
Mass: > 500,000kg (estimated)
Performance: > 1.73g (observed)
Quad Jump Range: minimum 9 ly
Quad Jumps: minimum 2 probably more

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Name: **Dragonfly**

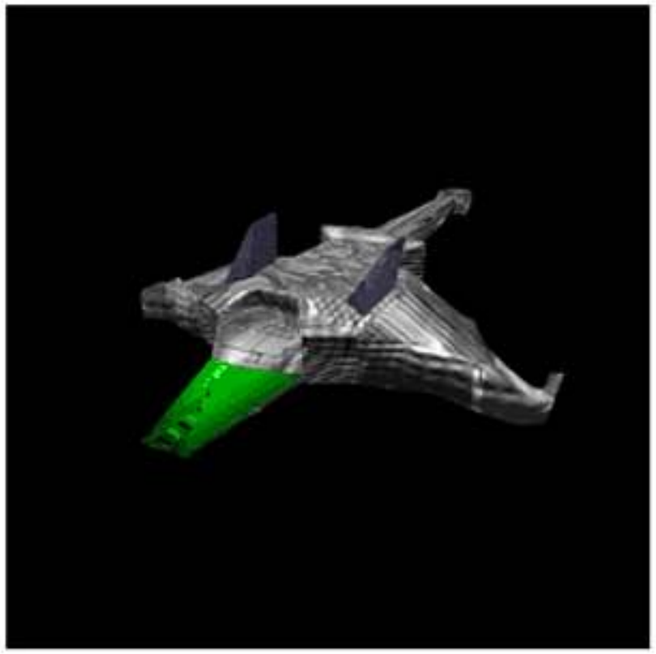
Classification: Small attack craft
Armament: Missiles, Point Defense
Thrust: 2.9 million Newton's (estimated)
Mass: 50,000kg (estimated)
Performance: > 6g (observed)
Quad Jump Range: Unknown (appears to carried by SAV)
Quad Jumps: Unknown



Name: **Wasp**

Classification: Large attack craft
Armament: Missiles, Mass Driver Cannon, Point Defense
Thrust: > 3 million Newton's (estimated)
Mass: 80,000kg (estimated)
Performance: > 4.2g (observed)
Quad Jump Range: > 9 ly
Quad Jumps: minimum 2

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Name: **Drone**

Classification: Small scout craft
Role: Unknown
Armament: Missiles
Thrust: 392,000 Newton's (estimated)
Mass: 4,000kg (estimated)
Performance: > 10g (observed)
Quad Jump Range: Unknown
Quad Jumps: Unknown (appears to be carried by SAV)



Name: **Hornet**

Classification: Large assault craft
Armament, Missiles, Mass Driver Cannon, Point Defense
Thrust: > 4 million Newton's (estimated)
Mass: 120,000kg (estimated)
Performance: > 3.8g (observed)
Quad Jump Range: minimum 9 ly
Quad Jumps: minimum 2

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MANTIS WEAPONS SYSTEMS

HARDPOINTS

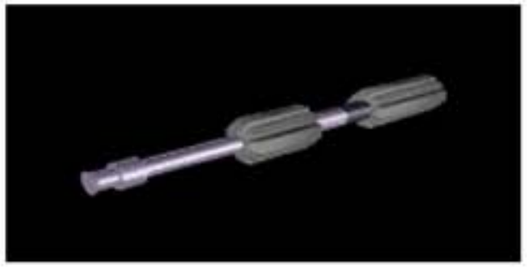
A hard point is a place to attach a weapon aboard the Mantis. There are three types of hard points:

Small - Can hold either Stinger Missiles or Proximity Mines.

Medium - Can hold anything except the Pseudo Stellar Missile.

Large - Can hold anything.

MASS DRIVER CANNON



The Mass Driver Cannon (MDC) is an advanced version of the tried-and-true machine gun. Instead of using gunpowder to propel a bullet out of the barrel, the MDC uses electromagnetic fields to propel a small shell, achieving tremendous velocity, and with it, awesome destructive force. The main MDC of the Mantis is ten meters long, and the turreted Point Defense Cannons are two meters long.
Both have an acceleration of approximately 10,000g, achieving exit velocities of 1400m/s and 626m/s respectively. The MDC is capable of a large rate of fire. The amount of damage inflicted by a MDC shot is controlled by how fast it hits the target. One hit by the MDC will do little damage to most vessels, but a large number of hits can effectively destroy a target.

POINT DEFENSE CANNON

A smaller version of the MDC, it is designed as an anti-missile weapon. It is controlled by the computer on the Mantis and is approximately two meters long.

STINGER MISSILE



The Stinger missile was the first missile developed by FOE for use in space. Though its logic is considered simple, it has consistently achieved above-average hit rates during tests. It doesn't pack tremendous force and power, but it can destroy a Drone.

More powerful missiles are currently under development. The Stinger contains a 100kg warhead, and has a total weight of 151kg. It has only 10 seconds worth of fuel, but with a performance of

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around 20g, it is estimated that it should be able to intercept all Sirian vessels. The engine of this missile does not fire constantly; the on-board computer controls the engine to conserve fuel. The best time to fire to maximize the chance of a hit is when the target doesn't have much lateral motion. The Stinger uses a small hard point.

NUCLEAR MISSILE



Related to the Stinger, the nuclear missile features a 200kg nuclear warhead; it weighs 295kg. It has a similar performance and fuel range as the Stinger, but carries more explosive force. The nuclear missiles will be best used against medium sized Sirian craft, the Wasp and the Hornet. Be wary when using this missile, however, because a large burst of radiation is released when it detonates. It is theorized that the radiation bursts affect the Sirians' weapons and propulsion systems. Nonetheless, nuclear missiles will undoubtedly cause surface damage, but only trial by fire will tell us if nuclear missiles can seriously damage the Sirians. Nuclear missiles use medium hard points.

PSEUDOSTELLAR MISSILE



This missile is currently under development. Plans call for a 1,000kg warhead, and an overall weight of around 1, 600kg. The Mantis ship is already outfitted with a large hard point capable of carrying this missile. It should normally be fired at large Sirian craft such as the SAV and the Hornet. Its final design will be influenced by the success of the Stinger and nuclear missiles.

DATA-GATHERING PROBE

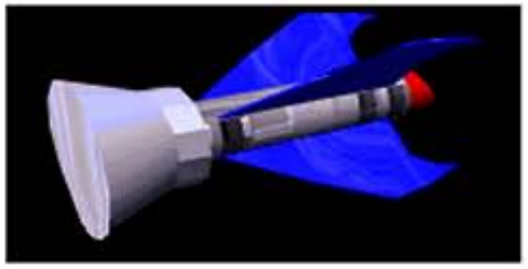


This is a small pod, about the size of a Stinger missile that contains a sophisticated sensor package for detailed analysis of a target. By placing the package in a probe instead of on the Mantis itself, data can be gathered from a hazardous area without risking a fighter. Data is sent back to the probe's launching craft, and each ship has its own assigned broadcast frequency so that several ships can have active probes at the same time. The Mantis ship can only launch

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one active probe at a time. Probes contain a small self-destruct charge that activates after data is gathered and resumed. The probe fits on a medium hard point.

PROXIMITY MINE AND X-RAY LASER MINE



These two types of mines are deployed in a field surrounding Solbase, as well as in other key places in the Solar System. The Proximity mine explodes if any ship without a valid IFF code travels within 100 meters of the mine. In contrast, the X-Ray Laser mine fires a high energy X-Ray laser at a target. X-Ray mines can fire three shots before they need replacement, whereas proximity mines can only be used once. Research is currently underway to develop more sophisticated mines that can get closer to targets by using cables or small rocket engines.

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MANTIS FLIGHT CONTROLS

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FLIGHT CONTROLS

The Mantis follows the actual physics of real spaceflight. You'll notice that your Mantis ship does not respond in the same manner as ground flight simulators. In Earth's atmosphere, air keeps an aircraft airbase and helps it turn and manoeuvred.

In space, however, spacecraft have no air currents to help them manoeuvred; they rely entirely on their engines. If a spacecraft thrusts in a certain direction in space, and then turns its engines off, it will continue to travel in the same direction at the same velocity - even if the ship is rotated - until the engines are turned on again.

Normal ground flight dog fighting tactics do not apply in space. For instance, a loop, which is fairly easy to perform in a ground craft, is very difficult to execute in a spacecraft. Pursuing a target has similar difficulties. Keep in mind that the direction you're facing and the direction you're moving don't necessarily have to be the same. Just because you're pointed at an enemy and thrusting with your engines, doesn't mean you'll intercept him. Pursuing a target is very difficult, because in order to pursue, the direction of motion as well as the speed have to be nearly identical. Doing so is like rendezvousing with the target, which is a relatively long process to do safely. The physics of space flight are not simple to explain. The best way to learn on your own is to practice in the simulator. With practice, you'll catch on quickly.

The basic concepts of roll, pitch and yaw still apply in space, but performing a pitch or yaw will not change the direction of travel as it does with ground aircraft (unless the engine is on). Here is a list of the peripheral keystrokes and movements used to control the flight of the XF5700 Mantis:

Keyboard Applications: To control the Mantis from the keyboard, use the numeric keypad. The keypad controls the ship much as you expect it would (the up arrow pitches the ship up, the right arrow yaws right, etc.). Use the Insert key to apply forward thrust, and the space bar to fire the Mass Driver Cannon.

Mouse Applications: If you're using a mouse, a blue dot will appear on the screen and follow the mouse around. It controls the ship in a natural way, i.e., moving the mouse up pitches the ship up, moving it right yaw right, etc. The closer the mouse cursor is to the edge of the screen, the faster the ship will move in that direction. Use the Left mouse button to apply forward thrust, and the right mouse button to fire the Mass Driver Cannon.

Joystick Applications: The joystick controls the Mantis like you would expect it to. Moving the stick forward pitches down, moving it right yaw right, etc. Use button 2 to apply forward thrust, and button I to fire the Mass Driver cannon.

Here is a list of the rest of the controls used to operate the Mantis ship:

"**+**" = Increases throttle. Each time the key is pressed, the throttle is increased by 10%. The throttle controls how much thrust is applied when the engine is activated.

"**-**" = Decreases throttle setting by 10% each time the key is pressed.

"**Q**" = Activates the Quad-Jump engine.

"**L**" = Activates the auto-landing sequence. You must be within 300 meters of Solbase to activate the auto-Lander. Once it is activated, your ship is guided automatically into Solbase.

"**P**" = Allows you to pause the game. Press "**P**" a second time to resume game play.

CTRL+E = Activates the Pilot Recovery Module.

LEFT SHIFT = The Mantis will roll instead of yaw.

ALT+Q = Allows you to quit the game and return to DOS.

The Mantis is also equipped with nine different auto-pilot modes. The 1 - 9 keys (above the letters) are used to activate them. They are:

1. When this mode is selected, you manually control the Mantis.
2. When this mode is selected, the navigation computer points the Mantis ship at a designated target, but will not control the engine.
3. When this mode is selected, the Mantis is on full autopilot, and will attempt to pursue the target.
4. When this mode is selected, the Mantis is in "creep" mode. This lets you fine tune the position of the ship.
5. When this mode is selected, this will adjust what the computer considers "stopped" to be. This isn't really a mode, just a way to tell the autopilot to keep adjusting "stopped" to the current target (so the current target is always "stopped"). This can be confusing at times, but can be useful when chasing a target. The autopilot is left in whatever mode it was in before hitting the '5' key.
6. This mode is similar to mode 5, but does not constantly update the zero point. It takes a current reading and uses that as the basis for "stopped".
7. When this mode is selected, the Mantis will face in the direction of motion forward, and then return to mode 1.
8. When this mode is selected, the Mantis will turn and face backwards (opposite the direction of motion), then return to mode 1.
9. When this mode is selected, the navigation computer stops the ship and returns to control mode #1.

HUD (HEADS UP DISPLAY)

All information needed to fly the Mantis is located on the HUD display. The HUD controls are:

"**H**" = Turns the HUD display on and off. The HUD only appears in the forward (F1) view.

"**W**" = Turns the weapons display on and off. The weapons display is located in the lower right corner of the HUD. An outline of the Mantis ship is displayed with the weapons outlined in red.

"**?**" (Or "**r**') = Replaces the outline of the Mantis with a weapons list.

"**R**" = Turns the radar display on and off. The radar display is located in the lower left corner of the HUD. A grid pattern appears on the display. Enemy targets appear as red dots, while friendly vessels appear as blue dots. The top and bottom of the display represents the front and rear of your ship, while the left and right positions on the display correspond to the same positions on your ship.

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"**D**" = turns the damage display indicator on and off. The damage display is seen in the lower left corner of the HUD, where the radar screen is located. When it is selected, the names of several parts of the ship will appear with a damage assessment for each section listed to the right of it.

"**M**" = Activates communication system. For details, consult the Solbase database.

"**C**"= Turns the solar chart on. When you activate the solar chart, a small computer terminal is displayed with the names of the planets and moons in our star system. To select one of the planets or moons, use the following keystrokes and movements:

Keyboard Applications: To select one of the planets or moons from the list, use the arrow keys on the numeric or arrow key pad to place the highlighter on the name of the world or moon and press the **ENTER** key. To return to the forward view of the HUD display, press the "**F**" key.

Mouse Applications: To select one of the planets or moons on the list, place the mouse cursor on the name of the world or moon and press the LEFT mouse button. Press the "F" key to return to the forward view of the HUD display.

Joystick Applications: To select one of the planets or moons from the list, move the joystick to place the highlighter on the name of the world or moon and press joystick FIRE BUTTON #1. Press the "F" key to return to the forward view of the HUD display.

"**N**" = Turns the navigation chart on. When it's selected, a small computer terminal is displayed with the names of several surrounding star systems. The same peripheral keystrokes and movements for selecting planets or moons from the solar chart are used from the above section. There is also a number listed beside the name of the star system. The number represents the number of light years away the star system is from your current position. Select "Mission Locale" to automatically set the autopilot to the destination required for the current mission.

"**F**" = Returns you to the normal HUD display after viewing the solar or navigation charts.

VIEW CONTROLS

There are several optional view controls from the ship. The keystrokes to obtain these views are listed below:

F1 = Displays a view from inside the Mantis ship looking directly out in front of it. (Front view)
F2 = Displays a view from inside the Mantis ship looking directly to your left. (Left view)
F3 = Displays a view from inside the Mantis ship looking directly to your right. (Right view)
F4 = Displays a view from inside the Mantis cockpit looking directly to your rear. This is done by a camera in the rear of the ship. (Rear view)
F5 = Displays an exterior view of the Mantis from behind.
F6 = Displays the perspective from over the shoulder of a targeted enemy

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MANTIS WEAPONS CONTROLS

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WEAPONS CONTROLS

Keyboard Applications: The following keystrokes are used to fire weapons:

SPACE BAR = Fires Mass-Driver Cannon

ENTER = Fires selected Missile or Mine Mouse

Mouse Applications: The following mouse buttons are used to manipulate weapons' controls (NOTE: The keyboard must be used to fire missiles or mines):

RIGHT MOUSE BUTTON = Fires Mass-Driver Cannons

Joystick Applications: The following joystick buttons are used to manipulate weapons' controls (**NOTE**: The keyboard must be used to fire missiles or mines):

JOYSTICK FIRE BUTTON #1 = Fires Mass-Driver Cannons

These are the remaining Mantis weapons controls:

TAB = This key allows you to scroll through your weapons selections.
As you scroll through the selections, the currently selected missile, mine, or probe is displayed at the bottom of the screen in the weapons' display.

NOTE: The Mass-Driver cannon are always active.

"**T**" = This key allows you to scroll through enemy ships in order to target the one you want to fire upon. When this key is pressed, the closest enemy ship is targeted and locked on. To scroll through multiple enemy targets, continue to press this key until the desired vessel is targeted. The enemy vessel that is targeted will have its name displayed on the HUD in red, while the other ship names are displayed in yellow.

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DEBRIEFING

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DEBRIEFING

COMPUTER RE-CREATION CONTROLS

After you have completed a mission and returned to Sol base, you will find yourself seated in front of a computer terminal in the debriefing room. Here, the computer, using your flight log, re-creates and plays back the mission you've just completed or a previously saved mission. When the computer is displayed, there are several headings and VCR (Video Computer Recorder) buttons on the screen.

The headings include:

Mission # - The mission number you have just completed.

Mission Elapsed Time - The amount of time it took you to complete the mission. Displayed in hours: minutes: seconds.

Missions to Date - Missions completed successfully to date.

Kills - The number of enemy spacecraft you destroyed during a mission.

Missiles Fired - The number of missiles you fired during a mission.

Mines Fired - The number of mines you fired during a mission.

Data Recorded - A YES or NO is displayed to indicate if any new data was retrieved during the course of your mission from a Data-Gathering probe.

In the debriefing room, all of the data from the mission you just completed is displayed under these headings. There are several VCR buttons displayed on the screen. These buttons are labelled.

Keyboard Applications: When you select a choice from the VCR button options, use the arrow keys on the numeric or arrow key pad to place the highlight box around the button you want to select and press the **ENTER** key (or you can use the following keystrokes to select a function:).

"**L**" = Load

"**P**" = Play or Pause

"**ESC**" = End

"**F**" = Forward

"**R**" = Rewind

"**M**" = Save

"**S**" = Stop

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Pressing the **ESCAPE** key returns you to the main menu.

Mouse Applications: When you select a choice from the VCR button options, place the mouse cursor on the function you want to select and press the **LEFT** mouse button. To return to the main menu, select the End function.

Joystick Applications: When you select a choice from the VCR button options, move the joystick to place the highlight box around the function you want to select and press joystick **FIRE BUTTON #1**. To return to the main menu, select the End function.

Load - This function lets you load a previously saved mission. When it is selected, a menu appears displaying a list of the mission numbers saved. To select a saved mission, place the highlighted using the keyboard, mouse or joystick on the saved mission you want to re-create and press the **ENTER** key, **LEFT** mouse button, or joystick **FIRE BUTTON #1**.

To return to the Computer Re-Creation Terminal screen, press the **ESCAPE** key, **RIGHT** mouse button, or joystick **FIRE BUTTON #2**.

End - This function returns you to the main menu. After it is selected, you'll leave the Computer Re-Creation screen. Before returning to the main menu, you'll sometimes receive a Letter of Commendation or a reprimand. To scroll through the letter, use the **PAGE UP** and **PAGE DOWN** keys.
After you finish reading the letter, press the **ESCAPE** key **RIGHT** mouse button, or joystick **FIRE BUTTON #2** to return to the main menu.

Pause - This function allows you to pause the replay of the mission. When it is selected, the action on the screen freezes. To resume play, select the Play function again.

Save - This function allows you to save the previously completed mission. When selected, the computer will automatically save the mission under the mission number.

Play - This function allows you to begin the replay of a mission.

Forward - This function allows you to fast forward through a mission while viewing it. When selected, the replay will speed up and continue to play at this speed until the Play function is selected again.

Rewind - This function lets you rewind a mission while you're viewing it. When it's selected, the replay rewinds through the mission until the Play function is selected again.

Stop - This function stops the replay of a mission.

The majority of the Computer Re-Creation Terminal screen is occupied by the replay window. While the mission is paused, you have the option to move the camera viewpoint to any position. Here is a list of the button presses and movements used to reposition the camera.
When replay begins, the camera is looking forward from the rear of your ship. There are three different camera mode options to select:

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CAMERA MODES

1. By pressing the "**1**" key on the alpha keypad, you are placed in camera mode 1. This mode stations the camera in a stationary position, but allows you to pitch, yaw, and roll it 2. By pressing the "**2**" key on the alpha keypad, you are placed in camera mode

2. This mode allows you to point the camera at any target, including your ship. To scroll through all of the targets on screen, repeatedly press the "**T**" key until you have the camera positioned on the ship you want. You can then rotate the camera around the entire ship, over it, or under it.

3. By pressing the 3 key on the alpha keypad, you are placed in camera mode 3. This mode allows you to alter the position of the camera, but not the orientation of it.

CAMERA MODE OPERATIONS

The positioning of the camera is operated in the same manner as that of the Mantis.

During a mission replay, you can attach the camera to a ship from any one of the three modes. This allows you to ride along with the ship instead of watching it go by. To do this, simply press the "A" key on the keyboard. The camera attached to the ship that is currently being targeted.

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AWARDS CEREMONIES

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AWARDS RIBBONS & MEDALS

Throughout the game, you are rewarded after attaining major milestones. Each time you are rewarded, you receive a medal and a ribbon. Ribbons are worn on the duty uniform, while medals are displayed on the dress uniform. Here are the awards you can obtain (Graphic representations of these awards are shown on the inside rear cover of this manual):

F.O.E.
Training - Awarded to a pilot who completes the XF5700 Mantis training program.

Combat Readiness - Awarded to a pilot who completes the tactical combat readiness program. This award signifies that a pilot is certified for combat.

Pilot's Medal - Awarded to a Mantis pilot who achieves his first combat kill.
Purple Heart - Awarded to a pilot who has been injured in the line of duty.
Venus Star - Awarded to a Mantis pilot after he achieves his 25th combat kill.
Saturn Star - Awarded to a Mantis pilot following his 50th combat kill.
Earth Star - Awarded to a Mantis pilot after he obtains his 75th combat kill.
Sun Star - Awarded to a Mantis pilot following his 100th combat kill.
Nova Silver Cross - Awarded to a Mantis pilot who successfully completes 50 missions without losing a single Mantis spacecraft.
Nova Gold Cross - Awarded to a Mantis pilot who successfully completes 90 missions without losing a single Mantis spacecraft.
Nebula Cross - Awarded to a Mantis pilot who distinguishes himself by assisting or rescuing a disabled spacecraft from a perilous or threatening situation.

F.O.E. Distinguished Service - Awarded to a Mantis pilot who displays bravery above and beyond the call of duty.
Several of these awards can be obtained more than once during the adventure. After you receive a ribbon or medal for the first time, the same awards earned again are represented by gold triangles displayed on the ribbon and medal.

F.O.E. RANKS
Throughout the game, you are promoted after accomplishing major milestones. Rank insignias are worn on both the flight and dress uniforms. The following is a list of the ranks in ascending order (Graphic representations of these ranks are shown on the inside front cover of this manual):

1. Pilot
2. Stellar Pilot
3. Star Blade
4. Star Centurion
5. Star Colonel
6. FOE Colonel
7. Base Commander
8. Commander 2nd Cluster
9. Commander 1st Cluster
10. Galaxy Commander

Le Vieux Manuel

BIOGRAPHIES

Le Vieux Manuel

"VIPER"



Name:
Call Sign: Viper
Date of Birth: April 11, 2069
Birthplace: Pittsburgh, Pa.
Current Age: 27
Weight: 81 kilograms
Eye Color: Blue
Hair Color: Brown

You are Viper, born on April 11, 2069 at Magee Women's Hospital in Pittsburgh, Pennsylvania. All through your formative years, your parents encouraged you to pursue a medical career. However, you were enthralled with the idea of flight, so, for a high school graduation gift, your parents paid your way through flight school.

You attended The Pennsylvania State University on an Air Force R.O.T.C scholarship and graduated with a degree in Aerospace Engineering.
While there, you met Heidi Martin. She stole your heart, and was smitten with the idea of spending her life with you. But your military commitment came first, and unfortunately you were stationed overseas to fight in the Eurasian War.

Some say it was luck, others say skill, but you were a young hotshot who became an ace after just five missions. Your unprecedented knack for original and unorthodox combat maneuvers left the purists bewildered. However, no one could argue the results, and you were quickly promoted to captain.

You returned from the war and began to make preparations to marry Heidi. Everything was running smoothly until the Sirians invaded.
The devastation caused widespread chaos and you were immediately assigned to Sol base as a pilot in the experimental Mantis program. For over six months, Heidi was unsure of your whereabouts, until she too was transferred to Sol base as part of the Pseudo Stellar Missile guidance system development team. Her arrival boosted your morale, but all wedding plans were put on hold until the Sirian threat was eliminated.

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HEIDI R. MARTIN



Name: Heidi R. Martin
Date of Birth: September 17, 2070
Current Age: 26
Born In: Miami, FL
Height: 1.65 meters
Weight: 52 kilograms
Eyes: Brown
Hair: Brown

Heidi was born on September 17, 2070 in Miami, Florida. Though her parents enjoyed success and vast wealth, Heidi had a normal childhood. She was noted for her intelligence at an early age and was always a top academic performer. She too attended The Pennsylvania State University, graduating with highest honors in the Computer Systems Design and Analysis program.

It was then that she fell in love with a young R.O.T.C. cadet. However, when he completed his degree, he was sent overseas to fight in the Eurasian War. Heidi wasn't content to sit at home and wait, and was accepted into the Master's program for Computer Engineering at the Massachusetts Institute of Technology.

After completing the Master's program, Heidi accepted an offer from SysTech Inc., one of the military's leading sub-contractors for computer hardware. The good fortune of her placement with SysTech coincided with the end of the Eurasian war, and the return of her love.

With only a few weeks until the long awaited wedding day, Earth was nearly destroyed by a vicious alien attack. For more than six months, Heidi could not locate her fiancée. Unfortunately, due to Heidi's unique qualifications, she was unwillingly sent to Sol base to assist in the design of the computer guidance system for the Pseudo Stellar Missile. Once there, she was overjoyed to find that she was reunited with "Viper". However, she reluctantly agreed to postpone the wedding until the crisis was resolved.

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COMMANDER MARTIN R.STATLER



Name: Commander Martin R. Statler
Current Age: 50
Height: 1.75 meters
Weight: 86 kilograms
Eyes: Blue
Hair: Gray

Base Commander Martin R. Statler may well be the most vital component of the Sol base defense program. Although most of the people who knew him as a child could never have guessed it then, the introverted young bookworm they used to call "The Machine" would eventually go on to assume command of the planet's mightiest defenses.

As a student in the prestigious Naval Academy, Cadet Statler was virtually without peer. His first assignment was aboard the aircraft carrier CVN Conquest. Within 10 years, he was offered the position of Ship's Captain. He held this position for three years until the opportunity arose for him to command the experimental orbital carrier XCL Challenge. Under Captain Statler's guidance, the program was a resounding success.

When the experimental program was terminated, Captain Statler decided to return to civilian life and enjoy himself. Shrewd investments supplemented his pension to provide him with a comfortable living until the Sirians devastated Earth.

The world leaders realized that an orbiting fortress, similar to the XCL Challenge project, was humanity's only hope for survival. Captain Statler was the obvious choice to assemble the manpower and materials needed to undertake the monumental task. He accepted without question, and completed the project beyond all expectations. Sol base was larger, more efficient, and far more powerful than its predecessor.

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MARIO B. FERETTI



Name: Mario B. Feretti
Date of Birth: January 16, 2099
Birthplace: Milan, Italy
Current Age: 38
Height: 1.70 meters
Weight: 85 kilograms
Eyes: Brown
Hair: Black

Mario B. Feretti was born into a wealthy, industrialist family. After receiving the finest education money could buy, Mario was determined to follow in his father's footsteps. He acquired a pilot license and enjoyed flying his father's private jet back and forth to business engagements.

When war broke out in Asia and the Middle East, NATO forces were called upon to halt the advancing Chinese armies. Mario felt compelled to defend the land that had given him so much, and enlisted as a fighter pilot in the Italian Air Force.

By the time NATO forces finally drove the invaders back, Mario was a colonel and a seasoned veteran. Only two months before he was scheduled be discharged, the Sirian warships attacked. Colonel Feretti's family was killed, and Milan was so badly contaminated with radiation that his return was impossible.

With no family or fortune remaining, Colonel Feretti volunteered for an assignment as a no-nonsense flight instructor for the Mantis program. He was quickly transferred to the newly constructed Sol base, and has proved a valuable asset ever since.

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VINCENT SEREMET



Name: Vincent T. Seremet
Date of Birth: May 20, 2050
Birthplace: Nice, France
Current Age: 46
Height: 1.7 meters
Weight: 76 kilograms
Eyes: Hazel
Hair: Brown

Colonel Seremet acquired his reputation for strategic brilliance by devising the counter offensive which crushed the Chinese, ending the Eurasian War. After the war, Colonel Seremet was appointed by the United Nations to lead in the formation of a plan for world peace. These plans were shattered by the Sirians.

The new world coalition, calling itself the Fist Of Earth (F.O.E.), turned to Colonel Seremet to spearhead Earth's resistance. He insisted on the formation of an orbiting defense mechanism. Seremet knew there was only one man who could meet the challenge ... Colonel
Martin R. Statler. Together, they form the intellectual heart of the Fist Of Earth

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JOSHUA BEN-SOLOMON



Name: Joshua Ben-Solomon
Call Sign: Tigereye
Birthplace: Haifa, Israel
Current Age: 32
Height: 1.95 meters
Weight: 78 kilograms
Eye:
Hair: Brown

Major Joshua Ben-Solomon is arguably the most talented combat pilot in the Mantis program. He enlisted in the Israeli Air Force at the age of twenty, and had barely two years of training before his homeland was plunged into war with Syria and Jordan. Facing overwhelming odds, military leaders found it necessary to activate all available pilots, regardless of their level of experience, and assign them directly into active combat. The war dragged on over a period of four years, but eventually the invaders withdrew.

Within three months of the Israeli victory, a second war broke out, this time in Asia, and NATO requested Israel's assistance. Joshua, a captain by this time, volunteered for combat again. He was shot down twice, but managed to survive and return home.

Each time, he insisted on immediate return to active combat. Before the war's end, Joshua was promoted to the rank of Major, and was recognized as Israel's only double ace.

After ten straight years of combat sorties, Major Ben-Solomon was ready to return to civilian life. However, the Sirian attack left so few survivors, that he was forced to accept the fact that mankind would need to muster every combat-trained pilot it could find just to survive. He volunteered for duty at Sol base even as it was being constructed.

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CHARLES D. EMMETT



Name: Charles D. Emmett
Call Sign: Joker
Date of Birth: September 23, 2068
Birthplace: Jacksonville, FL.
Current Age: 28
Height: 1.80 meters
Weight: 95 kilograms
Eyes: Green
Hair: Brown

When 21 year old Charlie Emmett graduated a year early from college with a degree in Applied Physics, there were high hopes for him. As a member of the Air Force R.O.T.C. program, he had excelled in both his academic and military training. It was expected that he would go on to become one of the top graduates to emerge from flight training school.

Unfortunately, the rigid structure of a full-time military career didn't seem to agree with Charlie. He developed into a rather devious prankster, and only his tremendous potential as a fighter pilot kept him from being removed from the flight training program altogether. He graduated with high marks, but his instructors saw little hope for advancement in "The Joker's" military career.

After the Sirian invasion, Base Commander Statler began assembling a core of skilled personnel to man the newly constructed Sol base. He decided to take a chance on Charlie, and hasn't been let down yet.
Captain Emmett has become a highly respected fighter pilot, though he still has a wicked sense of humor that rankles many of his superiors.

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PIOTR KARPOV



Name: Piotr Karpov
Call Sign: Warrior
Birth place: Vladivostok, Russia
Current age:
Height: 1.85 meters
Weight: 80 kilograms
Eyes: Blue
Hair: Blonde

Piotr Karpov was orphaned at the age of eight. A brilliant child, he was fortunate enough to qualify for the elite Russian Military Academy of Science and Mathematics. This school was used to produce the Motherland's foremost military research and development scientists. Although involved with the design of Russian combat aircraft, Piotr's real talent lay in his uncanny ability to successfully test the prototypes others could not fly.

Piotr's stellar performance as a pilot led to his selection in the technological exchange between NATO forces in the effort to win the Eurasian War. When the Sirians invaded, Commander Statler personally recruited Major Karpov as a test pilot for the XF5700 Mantis fighter. As one of the few surviving test pilots, Karpov trained most of the new Mantis pilot recruits. His combat and flight experience made him the ideal candidate for the position of Blue Squad leader.

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BIOGRAPHY

A.R.M.S.



A.R.M.S. are reliable high-tech mechanics, equipped with the latest in high-tech tools so they can provide on-the-spot mechanical, structural and electrical repairs to Mantis fighters. A single unit can repair a badly damaged ship in less than 24 hours.

The A.R.M.S. units are also equipped with the latest computer hardware. Each unit contains the entire structural engineering blueprint and layout of the Mantis ship, a detailed history of its pilot, and all records of known enemy spacecraft. The technologically advanced A.R.M.S units are credited for the early success of the Mantis program.

The A.R.M.S. (Advanced Robotic Maintenance System) unit was designed in conjunction with the development of the XF5700 Mantis prototype.

The A.R.M.S. unit was essential to the Mantis program because it was impossible for human technical crews to keep pace with the extensive amount of repairs required after missions and the stringent time constraints involved in servicing the fighters. The A.R.M.S. unit never leaves its ship unattended. If a missing part is required for maintenance, the unit transmits the order directly to the Command Service Center, and the part is delivered on-site at once.

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CREDITS

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CREDITS

Based on Warhead by Glyn Williams

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Paul M. Conklin
Glenn Dill

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Glenn Dill

2D PROGRAMMING
Chris Short
Glenn Dill

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Mark E. Seremet
Glenn Dill

SOUNDS BY
Paragon Studios--Paul M. Conklin

MUSIC BY
Paragon Studios--Michael Bross

CAST

"Viper"	Jim Fuhrman
Heidi R. Martin	Virginia Tomasko
Commander Statler	Richard Greaves
Vincent Seremet	Vince Berruti
"Tigereye"	Chris Short
"Warrior"	Jeff Jobe
"Joker"	Bill Petras
Newscaster #1	Wendy Jobe
Newscaster #2	Kelly Vadas
Newscaster #3	Laura Kampo
Steyr	Jeff Schaid

SPECIAL THANKS...
. . . to Bob for help with the spacecraft

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GLOSSARY

Le Vieux Manuel

THE GLOSSARY

G - unit of acceleration, 1g is the force of gravity on the surface of the Earth, about 9.8 meters per second squared. This means that an object with an acceleration of 1g applied for 1 second will have a velocity of 9.8 meters per second.

IFF - Identification Friend or F.O.E. Any ship without a valid IFF code is assumed to be hostile. Many weapons systems use this to determine who to blow up.

Kg - kilogram. A unit of weight in the metric system; 1 kilogram is about 2.2 pounds.

Km - kilometer. A unit of measurement in the metric system, 1 kilometer is about 6 tenths of a mile (0.6 miles). There is 1.609344 km per mile.

Lagrange - A Lagrange point is a stable point in a gravitational system. A Lagrange point does not move with respect to the two bodies it's defined for. As an example, by putting Sol base at one of the Earth-Moon Lagrange points (there are 5), it will maintain a constant distance from both the Earth and moon. Lagrange points are named after Joseph Lagrange, the l 8th Century Mathematician and Astronomer who predicted the distance of these points.

Ly - Light Year. I light year is the distance light travels in 1 year, approximately 9.4 trillion kilometers. (5.88 Trillion miles.)

Newton - A unit of force, if a force of 9.8 Newton's is applied to an object weighing 1 kg, it will accelerate at a rate of 1 g. It is named after Isaac Newton, who came up with the Theory of Gravity.

Pitch - moving the front of a ship up or down is called pitch.

Yaw - moving the front of a ship left or right is called yaw.

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