



INTRODUCTION

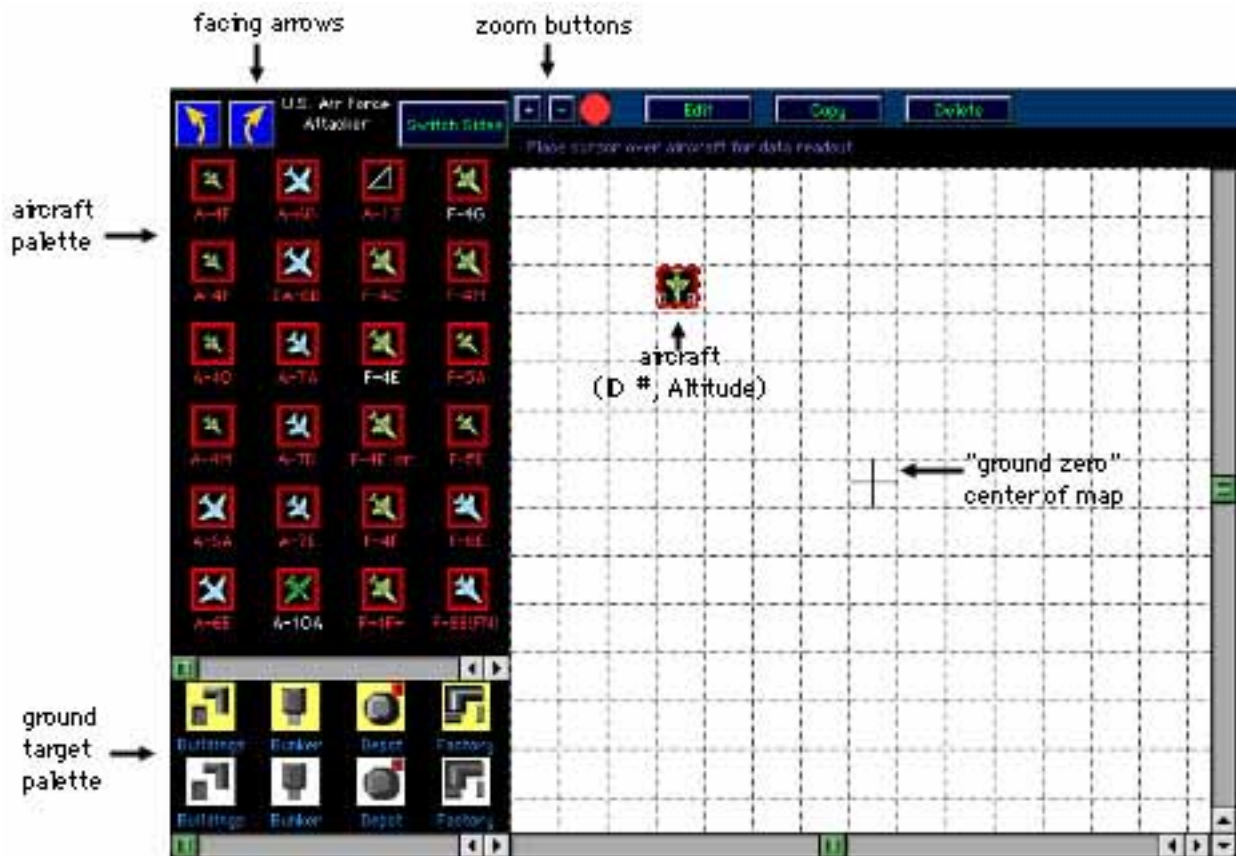
Thank you for purchasing the *FLIGHT COMMANDER 2 Mission Builder*. This program is an accessory to *FLIGHT COMMANDER 2* which will increase your enjoyment of that game by allowing you to expand your scenario collection and/or design your own campaigns.

INSTALLATION

Put the disk into the floppy disk drive, and copy the files to your hard disk manually. A v1.04 update patch for Flight Commander 2 is included, as well as new and updated scenarios.

STARTUP

Four buttons are shown when the program starts. You can load an existing battle scenario or campaign or create new ones. Click on the button of your choice. Until you are familiar with the program, we suggest you load an existing scenario and experiment with it while you put the Mission Builder through its paces. Updated versions of the scenarios for the original *FLIGHT COMMANDER 2* have been included. You should examine them in the *Mission Builder*, especially the campaigns.



BATTLE MAP

If you choose to load or create a new battle, you'll be greeted by the Battle Map screen. But first you'll be given the option to create the battle normally (seeing both sides), or to place only one of the two sides. The latter feature is useful if playing the game by e-Mail. It enables you to design scenarios depicting only your half of the Order of Battle. This will preserve the element of surprise in your cyberspace encounters.

On the left-hand side you'll see two "palettes". The top contains aircraft, and the bottom one depicts ground targets. Use the scroll arrows to view all of the choices of each palette. Click (and hold the mouse button down) on the units and drag them over the white space on the right to place them on the map. Each aircraft silhouette contains two numbers. The leftmost is its ID #; the rightmost is its current altitude. Both of these values plus other aircraft attributes are also displayed at the top left of the map whenever the cursor is placed atop the aircraft.

The ground units colored yellow are primary targets. The white units are secondary targets. You can switch between attacking and defending aircraft by clicking the "Switch Sides" button. The Facing Arrow buttons rotate the initial facings of aircraft, but only before they are placed on the map, so rotate the aircraft palette to the desired facing before selecting any aircraft.

The battle map (the large white area to the right) can be expanded or decreased just like the map in *FLIGHT COMMANDER 2* by clicking on the "+" or "-" Zoom buttons or by pressing Shift or Control ("Option" on the Macintosh) and clicking. If you make the map too small to hold all the already chosen units because they are spread out over too wide an area, the units dropped from view will NOT be eliminated. You just can't see them at the present scale. You'll probably want to return to the

smaller scale before exiting the program so that you can review the positions of all the units in relation to each other. You can delete an aircraft or ground unit by dragging it off the map, or by selecting it and clicking the Delete button.

You can also move the pieces around (even after you've placed them on the map) by clicking on them and dragging them to a new location. You can edit the aircraft (to arm them or set pilot ratings) by either selecting an aircraft and then clicking the "Edit" button or simply double-clicking on the aircraft. This will take you to the Aircraft Arming Screen on the next page.

The "Change Terrain Seed" option under the Battle menu resets the random number generator that will create the terrain map when you play the scenario. *FLIGHT COMMANDER 2* doesn't store entire maps in its scenarios. Instead, it stores a number that triggers an algorithm that determines the terrain. This menu item changes that number, so you can change the terrain layout of any scenario by loading it into the Mission Builder and using this menu item. Selecting the "Battle Parameters" item from the Battle Menu changes the scenario parameters and takes you to the Battle Parameters screen.



BATTLE PARAMETERS

You get to this screen by selecting the Battle Parameters item from the Battle menu. The features found here are largely self-explanatory. The SAM Shutdown, Weather, Terrain, and Location categories all operate with pop up menus offering a selection of choices for each category when you click on the arrow. The Radar Controllers" (both attacker and defender) and "Over Water" controls are toggle switches which you click to turn on and off.

The little green arrows, both here and elsewhere in the Mission Builder, allow you to increase and decrease number values. *Pressing the shift button down when you click on these arrows increases the rate of change from units to tens.*

To change the nationality of either side, click on its icon symbol. This will bring up a screen showing all the possible choices. Clicking on the icon of your choice followed by the Accept



button will change the Battle Parameters to your new selection.

You can also change the name of the force by selecting the name and typing in the new information. For example, one of the *FLIGHT COMMANDER 2* scenarios features the U.S. Navy on both sides, but one is called "Student" and the other "Instructor".

Clicking on Accept or Cancel will return you to the Battle Map.

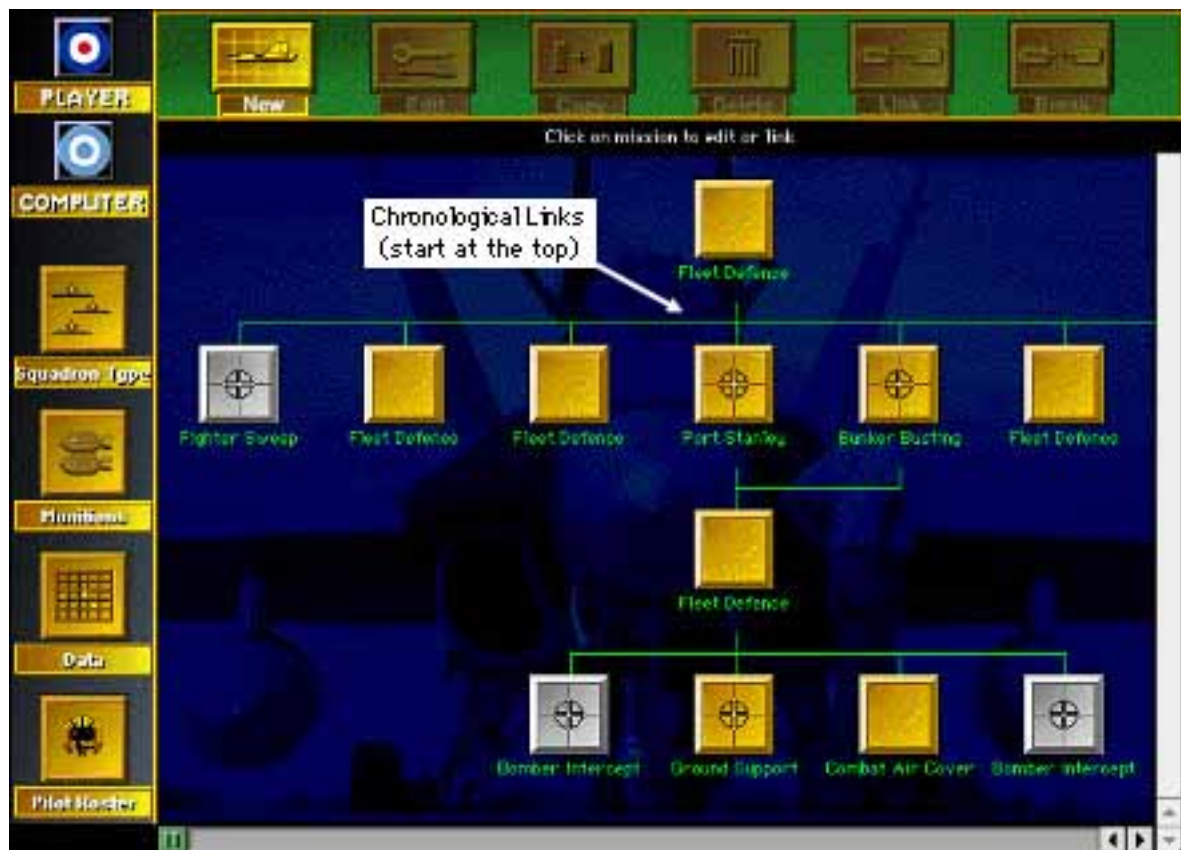


AIRCRAFT ARMING

You get to this screen by double-clicking an aircraft on the Battle Map (after having clicked and-dragged it to the map from the palette) or clicking on the Edit button. This screen resembles the Weapons Room in *FLIGHT COMMANDER 2*. You can arm the aircraft in the same way you did there, and set pilot skills and names as well as aircraft parameters such as speed and altitude.

You can also change the aircraft's facing with the arrow buttons. Watch the facing change on the aircraft icon at the top left with each click on one of the facing arrows.

You can change the I.D. # of each aircraft by clicking on the little green arrows to the right of the "ID. #". Pilot skills, initial Air speed and Altitude can be adjusted likewise.



CAMPAIGN SCREEN

If you choose to load or create a new Campaign from the startup screen, you'll find yourself at the Campaign screen. The buttons in the column at the left allow you to set parameters for the campaign as a whole (e.g., the nationalities involved, squadron aircraft type, munitions and resupply, pilots and other data). Clicking on the Nationality icons summons the Nationality choices screen just as it did for Battle Parameters. Clicking on each of the other buttons will yield its own specialized screen from which you can select a variety of choices.

At the right is the Mission schematic with each mission represented by a silver or gold square. **Silver squares are air-to-air missions; gold squares involve ground targets.** Those containing a crosshairs symbol place you in the role of the attacker. You may have to click on the scroll arrows at the bottom to view all of the possible choices. Missions can be "linked" chronologically by the green connecting lines. A mission at the top of the screen must be "accomplished" (by either playing it a specified number of times or by obtaining a specified victory level) before linked missions following it can be played.

Double-click on a mission to edit it, or select it and click the Edit button. Click on the "New" button to create a new mission. That will open the Mission Data screen.



MISSION DATA

Some of the terms here warrant explanation:

VICTORY CLASS: This determines how a mission is "accomplished". "Normal" means that it's played a specified number of times before the player won't be asked to do it again. "Overcome" means that the player must achieve a certain victory level (air-to-air "silver" scenarios) or a percentage level of destruction of the primary target (air-to-ground "gold" scenarios) before proceeding to another mission. When the player is the Defender in a ground-attack mission, the mission Victory Class is always "Normal": the "Overcome" option is not available,

FREQUENCY: This is the relative likelihood that the mission will be chosen from the pool of potential missions when your commander is deciding what mission your squadron will fly.

FATIGUE: This sets the degree of exhaustion that the mission will cause for your pilots.

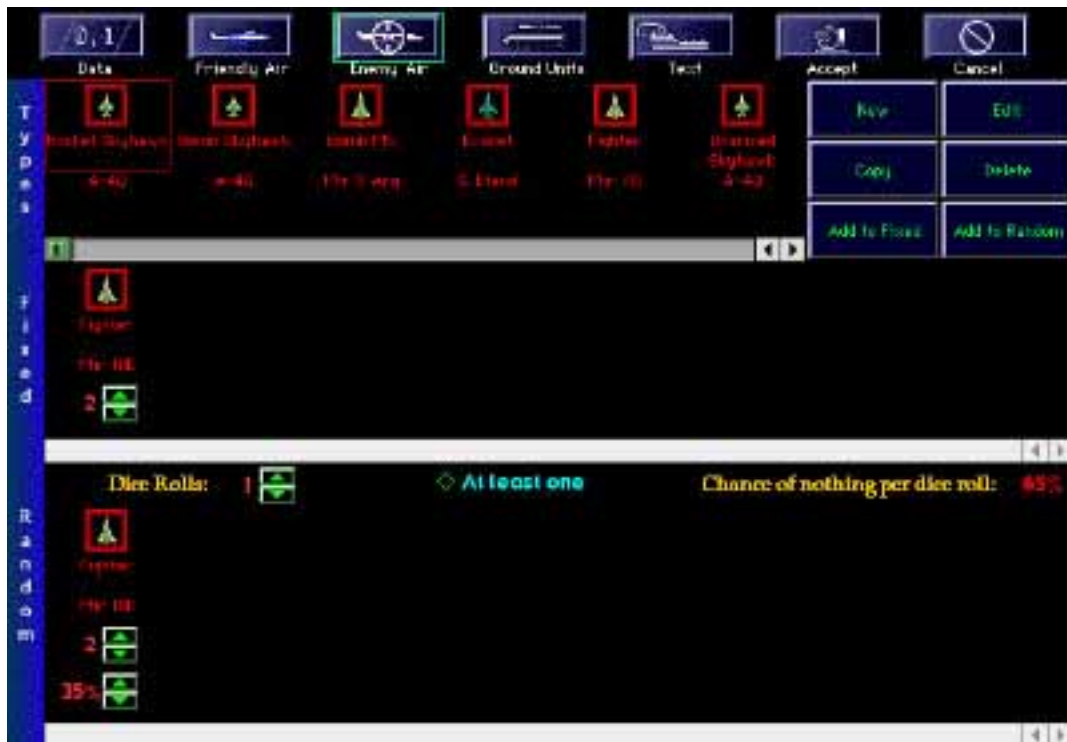
EXPECTED ATTACKER INVOLVEMENT: This figures into the calculation of victory for the player. Heavy expected involvement means that the player must get a fair number of kills (even if he suffers some losses) before he'll be awarded a victory.

RANGE TO HOME BASE: The selected range determines how much fuel is consumed reaching the point at which the scenario action commences. High fuel requirements have adverse effects on an aircraft's combat performance and ability to carry weapons payloads.

RADAR CONTROLLERS: Toggle switches determine the availability of outside radar controllers for both sides.

OVER WATER: This toggle switch changes the background terrain from land to water and back again.

From here you can click on the buttons at the top of the screen to access different databases that apply to the mission you're currently editing. Click on either the Friendly or Enemy Air button to get to ...



FRIENDLY OR ENEMY AIR

This screen is divided into three horizontal strips. The top one shows the aircraft types you have created for the Campaign *as a whole*. This top strip will be identical for any mission you edit in that Campaign. The middle strip shows aircraft you've chosen to take part in the current mission and how many of them you want. The bottom strip shows aircraft that *might* participate, based on random chance.

You can add aircraft to the campaign's database by clicking on the "New" button in the upper right. This will take you through two screens that will allow you to choose the aircraft type, weapons and pilot skills.

Once you have selected an aircraft type in the top strip, it will be highlighted inside a white rectangle. You can click on either the "Add to Fixed" or "Add to Random" buttons to select that aircraft type to participate in the mission. You'll see the aircraft appear in the appropriate strip. The numbers beneath it show the number of aircraft you want, and (in the random strip) the percentage chance that each "roll of the dice" will add that specified number of aircraft.

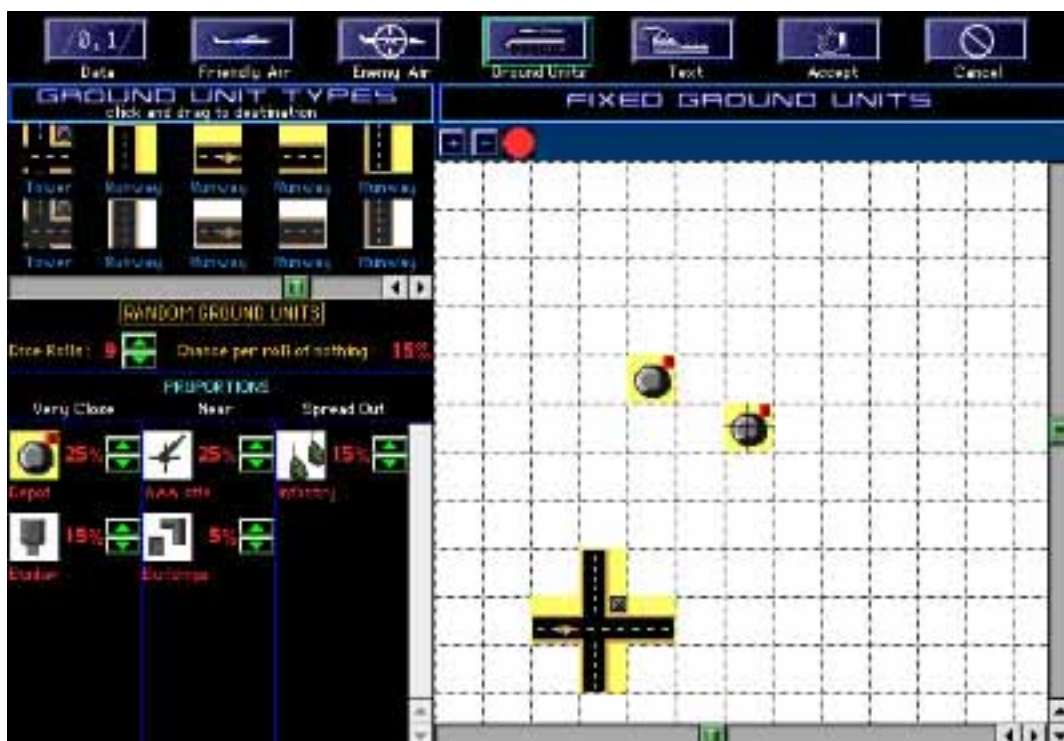
Imagine the computer, when playing a campaign in *FLIGHT COMMANDER 2*, as rolling some dice before setting up each mission. It rolls the dice a number of times equal to the number you set in the "Dice Rolls" control. Each time it rolls the dice, there is a chance that the dice will come up "lucky"

and pick one of the aircraft groupings in the bottom strip. Each aircraft grouping has a percentage value indicating this chance.

The "Chance of nothing per dice roll" value shows exactly that. Generally speaking, the more dice rolls and the higher percentages below the aircraft in the bottom strip, the more likely that a large number of "randomly chosen" aircraft will appear in the scenario, but it will be different each time the user plays the mission.

The "At least one" control for every aircraft, when set, assures that at least one "dice roll" will come up lucky and choose an aircraft group.

If you want to remove an aircraft from the fixed or random areas, just click on the "down" arrow beneath the aircraft silhouette until the number is zero. You are limited to 25 friendly and 40 enemy aircraft per mission.



GROUND UNITS

This screen resembles the one used for creating a battle scenario. The main difference is that there are no aircraft here, just ground units. There is also a "Random Ground Units" panel, which, like the map, you fill in by clicking and dragging units from the palette. Remember to use the scroll arrows to view all of the Ground Unit Types, the Random Ground Units display, and the map before making your final selection.

The Random Ground Units Panel has "dice rolls" just like the previous aircraft screens, and three columns ('very close', 'near', and 'spread out') that determine the proximity of the ground unit to the center of the map (depicted by the crosshairs). Remember that yellow units are primary targets and white ones are not. Clicking a random ground unit's percentage to zero will remove it.



MISSION TEXT

Depending on the setting you chose for "Victory Class" in the mission's Data screen (either "Normal" or "Overcome"), there will be either four or seven little chunks of text you need to write. The first is the description of the mission shown to the player when the mission begins. The next three (or six) are the descriptions shown to the player of his victory or defeat after the mission is over. Basic descriptive text of what each text block should mean is already entered there as a default, but the layout is thus: when there are three boxes, they go from defeat on the left to a draw in the center to victory on the right. If there are six boxes, the top row is failure (with casualties ranging from heavy on the left to light on the right). The bottom row is mission success, with boxes ranging from left to right also based on friendly casualties (heavy on left, light on right).

ELEVEN IMPORTANT TIPS

1. Close or save your scenario files in the *Minion Builder* before trying to load and play them in *FLIGHT COMMANDER 2*. Scenario files don't like to be opened by two programs at the same time and will give you an error message if you attempt to do so.
2. The *Mission Builder* does not allow you to save any scenarios that are not in a playable format. This means that battle scenarios and campaign missions must have at least one aircraft and/or ground unit on each side. and campaigns must have at least one mission before the 'Save' menu item will be activated.
3. Before you trade your scenarios with your friends, playtest them thoroughly. Make sure that you've played out *all* of the missions in a campaign. You can make this easier by temporarily putting the mission you want to test at the top of the chronological hierarchy in the main screen. Because it will be among the missions to be executed first, you won't have to accomplish other missions before getting to the one you want to test. Temporarily setting the mission's frequency value to "Very Frequent" will give you more plays Just be sure to return your settings to their original values when you've finished testing.
4. When creating ground-attack battles or missions, you should place most ground units near the "Ground Zero" crosshairs at the map center because the computer player is programmed to expect

ground units in that area. Be sure to include at least one "primary" (yellow-colored) target. or else the computer may ignore ground attacks, figuring that the secondary targets alone aren't worth the risk.

5. When creating a campaign, be sure to select the nations and technology levels before you do anything else. Changing these later on, after you've already set up aircraft groups, can cause unwanted changes like the removal of high-tech gear if you reduce the tech level of the owner.

6. In the Campaign Data screen, make sure the "Number of Missions to Complete" isn't set too high. For example, if you set it to "6" make sure you have at least six missions to fly, or missions that can be repeated for a total of at least six missions. In other words, you don't want the player to run out of missions (by achieving victory in them all) before the "Number of Missions to Complete" has been accomplished.

7. Bridges cannot be placed as " random" ground units.

8. Although you can set low fuel levels in battles and campaigns. *FLIGHT COMMANDER 2* will always give an aircraft a little more than its bingo level when the scenario starts, regardless of other factors. Aircraft will receive enough fuel for four game-minutes of full military power before hitting bingo. This gives everyone a fighting chance.

9. In the aircraft arming screen, ARMs (the missiles you fire at SAM sites) are always shown - not ASMs (Anti-Shipping Missiles). No distinction is made because in campaigns a particular aircraft may, at different times, fly over land or sea depending on the mission. Just keep in mind that when that aircraft is flying over water, the ARMs will be treated as ASMs. Aircraft can normally carry only about half as many ASMs as they can carry ARMs, so you might want to purposely limit the number of ARM/ASMs carried (usually to just one or two) if the aircraft is to fly over water.

10. The program will allow you to place tanks at sea and ships on land. Use at your own discretion.

11. When designing a fairly complex set of "chronological links" for campaign missions, at times the links can overlap. This can sometimes look as if two missions are linked when they are not. If you're unsure, here's a quick way to check. Select one of the two missions by clicking on it, and then click the "Break Link" button. Any missions that are NOT dimmed are linked to the currently selected mission. Then you can click in a blank area to cancel the link-breakage.

DISTRIBUTING THE SCENARIOS YOU CREATE

You may freely distribute the scenarios you create with this program. Give your scenario designs to friends, upload them to the internet, or even send them to us at www.battlefront.com. In fact, we encourage you to do so!

When uploading or downloading scenarios created by others, keep in mind that *FLIGHT COMMANDER 2* runs on both the Macintosh and Windows PCs. This can create some slightly odd

behavior with files being transferred between the respective machines, but you can still use scenarios created on the other format.

Macintosh Owners

Scenarios created on older IBM PC-compatibles will have file names no more than eight characters in length with a three-character suffix (e.g. SCENARIO.CAM). Usually such a file will lack the standard Macintosh file header information and thus will not appear with the correct desktop icon in the Finder. Despite this, the file will still work in *FLIGHT COMMANDER 2* when you open it from within the program. When you are uploading a file to an online service, you may be required to truncate your file name to eight characters or less, depending on the service. Because of this, you might want to put the original full title of the scenario into the mission description inside the scenario itself.

PC Owners

Scenarios created on Macintosh computers can have files up to 32 characters in length. DOS won't accept more than eight characters, so the program you use to download files will usually truncate the file names to eight characters. More importantly, the file name will often lack the ".BTL" or ".CAM" suffix used to identify scenario type, because the Macintosh doesn't use file extensions. You'll have to manually add the correct file extension (i.e., ".BTL" or ".CAM") yourself by renaming the file. Otherwise, *FLIGHT COMMANDER 2* won't recognize the file and will not allow you to load it.