



IBM/Compatible Quick Start Card

1600 hours: Arrive USS Brigham...

The purpose of this Quick Start Card is to get you flying as soon as possible and get you that much closer to becoming Top Gun aboard the USS Brigham. This Card gives all the information needed to load, configure and boot the game on your IBM/Compatible system. It also details the various locations on the USS Brigham you can visit and lists all the flight controls for the game's F-14 and F-18 fighter jets.

Loading and Configuring Top Gun@ Danger Zone''

Make Back Up Copies

Before installing Top Gun Danger Zone, follow your computer-system manual directions to make a backup copy of the game disk. Then put the original disks in a safe place.

System Requirements

- IBM/compatible
- At least 640K RAM
- MS-DOS Version 2.1 or higher
- Hard drive recommended
- A keyboard is required and a joystick is recommended, but not required
- EGA, VGA or MCGA (256 color) graphics capabilities required
- Along with the standard PC speaker, Top Gun Danger Zone supports AdLib, Roland and Sound Blaster sound boards.
- 10/12 MHz or faster is recommended

Loading Instructions

Floppy Disks

1. Turn on your computer.
2. When you see the drive prompt, put the F-18 Hornet disk into drive A.
3. Type A: and press ENTER.
4. When the A: prompt appears, type SETUP. The Systems Configuration screen appears. Make the appropriate selections for graphics and sound, then exit.
5. At the A: prompt, type DZ to start the game.
6. As you get into the program and start playing the game, you will be prompted to swap the other disk. Follow the on-screen instructions.

Hard Drive

1. Turn on your computer.
2. When you see the C: prompt, put the F-18 Hornet disk into drive A.
3. Type A: and press ENTER
4. When the A: prompt appears, type SETUP. The System Configuration screen appears. Make the appropriate selections for graphics and sound, then select install game to hard disk.
5. Follow the on-screen instructions to load the floppy disks onto the hard disk.
6. When you turn on your computer, type cd\DZ or the directory name you've selected at the C: prompt. Then type DZ to start the game.

Game Set-Up

Aircraft Identification (Password Protection)

In Cyclone's Flight Journal, the legendary Top Gun fighter-jock provides detailed descriptions of all the "birds" he's encountered during his illustrious career. To come aboard the USS Brigham, you'll need to rely on Cyclone's aircraft identification data to answer a question about a plane pictured on screen. Type in the answer to the question--exactly as it appears in the journal--and press the ENTER key.

Game Interface

Danger Zone is driven by an easy-to-use icon interface that allows you to "point-and-click" at an icon or picture, or highlight an item on a list, to make your selections throughout the game.

To SELECT an icon or picture:

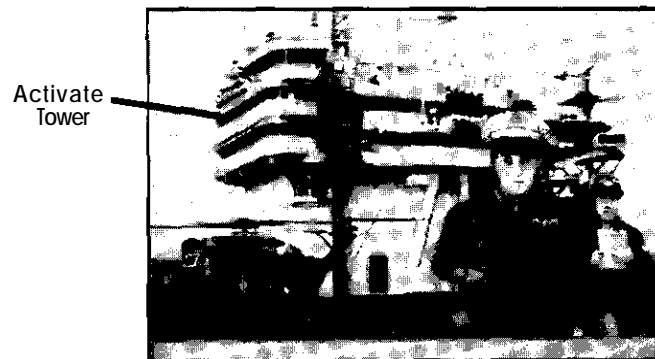
With a Joystick: Move the on-screen airplane cursor over the desired selection with the Joystick and press Joystick Button 1.

With a Mouse: Move the on-screen airplane cursor over the desired selection with the Mouse and press the Left Mouse Button.

With the Keyboard: Move the on-screen airplane cursor over the desired selection with the Keyboard Direction Arrows and press the ENTER key.

The Flight Tower

When you first come aboard the USS Brigham, you should SELECT the Flight Tower to configure the game options.



1. Detail

SELECT the Detail Icon to toggle among the three different levels of graphics detail with which you would like to play the game. Choosing to play with less detail will speed up the air-combat sequences on your computer-this may be especially useful in two-player head-to-head combat.

2. Options: Music and Sound Effects

SELECT either of the Options Icons-Music or Sound Effects-to toggle them on and Off.

3. Joystick Calibration

SELECT the Joystick Controls Icons to calibrate one or both of the Joysticks with which you will play. The Left Joystick is for Player 1 and the Right Joystick is for Player 2. SELECT the appropriate icon to move to the calibration screen. Beginning with the bottom-right corner, move your Joystick around all nine Joystick positions, as directed on-screen, until the position of the dot on the screen matches the position of your Joystick. Press Button 1 to confirm the calibration or any key on the Keyboard to cancel the calibration.

4. Mouse

SELECT the Mouse Icon to toggle through three different "tracking" speeds for your Mouse. In short, the faster the tracking speed, the more sensitive the on-screen cursor will be to the movement of your Mouse. The Mouse is only used in selected menus.

5. Quick Option

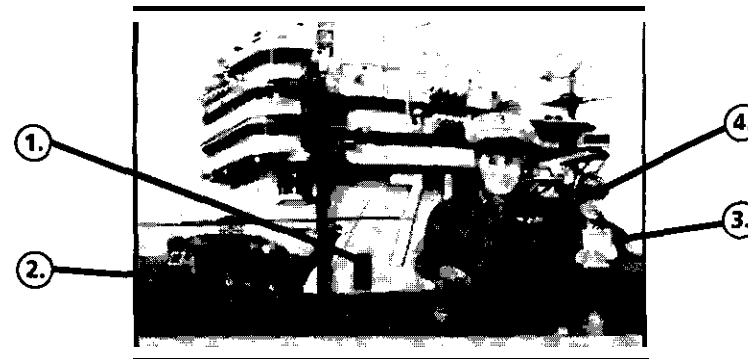
In order to move more quickly and skip through the elevator, take-off sequence and cinematic mission screens toggle this option to FAST. To restore regular screen flow, toggle this option to NORM.

6. Exit

SELECT Exit to return to the Flight Deck.

The Flight Deck

Other than the Flight Tower, these are your possible SELECTIONS on the Flight Deck:



1. The Officer's Club

The "O.C." will be your main SELECTION screen, as it's where most of the action is set-up.

2. The Helicopter

SELECT the "helo" to exit the game and return to DOS. You will need to confirm this by pressing the "Y" key on your keyboard when prompted.

3. Crewman Davis

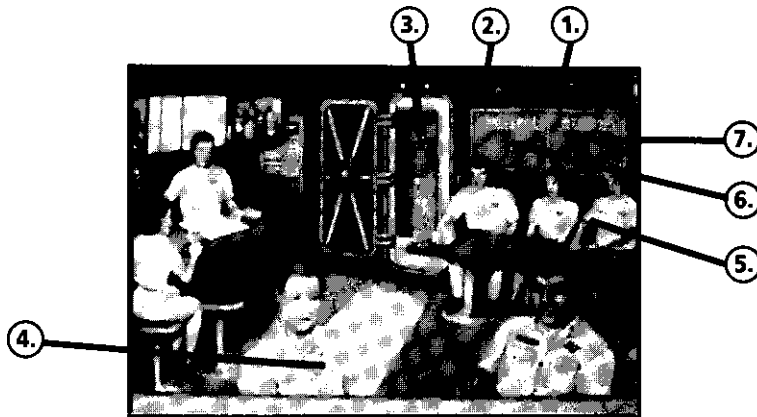
SELECT Crewman Davis to start a new career or load a character whose career you started previously. On the clipboard, SELECT Player 1 and then SELECT New Player. Type in your character's Call Sign and press the Enter Key. Follow the same process for Player 2 in a two-player game. You can have up to 8 characters saved at one time. When you have chosen the character(s) for the current game, SELECT Done.

4. Admiral Ritter

Admiral Ritter will welcome you aboard the Brigham and ask you to register with Crewman Davis.

In the O.C.

These are your SELECTIONS in the Officer's Club:



1. Save Player

SELECT the Pilot's Portrait to save the Active Player's current career standing to disk. At the File screen. SELECT Save to save the current player's career. If the clipboard is full and you want to see a new player, you must ~~select Delete~~ and then SELECT a player's name you wish to remove and then select Delete. Once that player is removed from the clipboard, you can save the new player as just explained. Either player can be saved by SELECTING File Cabinet #1 or #2.

2. Active Player

SELECT either "1" or "2" to indicate the player who will be making the next flight against a computer-controlled opponent or instructor (two players can also go head-to-head against each other, as described in the upcoming Challenge Board Section).

3. Flight Deck

SELECT the Door to leave the O.C. and return to the Flight Deck.

4. Other Officers

SELECT other officers that are in the club to get information may prove helpful to you along the way. Naturally, as a newcomer, they'll be tight-lipped at first. But show 'em what you've got and they soon accept you as a peer and offer additional tidbits that can help you climb "The Board."

5. Instructors

SELECT any of the three Flight Instructors to go up for a flying lesson. Each instructor specializes in a different area of training and the knowledge you can gain from each instructor will help you with both the Challenge and Missions sections of the game.

6. Challenge Board

SELECT Challenge to view the rankings and/or challenge pilots on the Top Gun Challenge Board. Your game objective on the Challenge Board is to make it to the top of the list by challenging and defeating the Brigham's other pilots in good, old-fashioned one-on-one dogfights.

You can only "Challenge-Up" one spot at a time on the list, which is ranked by the number of Challenge Kills each pilot has recorded. To Challenge a pilot, SELECT that pilot's name on the list.

To go head-to-head against another human pilot instead of a computer-controlled pilot, follow all the steps described to register two players with Crewman Davis, and then come to the Challenge Board. At the Challenge Board, Player 1 can challenge Player 2--or vice-versa.

After issuing a challenge, you will be prompted to SELECT either F-14 or F-18 as the plane you want to fly in the dogfight. If you choose an F-14, you must then SELECT your back-seat partner for the upcoming air duel from one of four navigators that will appear on screen.

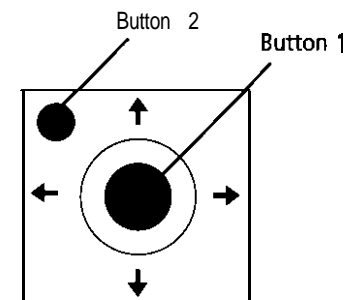
7. Missions Board

SELECT Missions to tackle eight different and increasingly difficult sorties against enemy forces. Again, you will need to SELECT your plane and your partner after choosing a mission. By taking on and conquering all eight Missions and being #1 on the challenge board, you will prove to your superiors that you've got the right stuff and can handle another top-secret assignment that doesn't appear on the board...and that the State Department would never acknowledge anyway.

Cleared for Take-off...

Flying Your Bird

To maneuver your fighter, you will use the following controls:



With a Joystick

Up=Pitch Down

Down=Pitch Up

Left=Roll Left;

Right=Roll Right

Button 1=Fire weapon selected

Button 2= After burners on/off

Keyboard Controls: Weapons and Systems

These are all the keyboard controls that manage your weapons and systems:

PLAYER 1	KEYBOARD COMMAND	PLAYER 2
+ or =	Increase Throttle	T or 4
-	Decrease Throttle	U or 3
	100% Instant Thrust	N
O	Weapon Select—Cycle Through Guns, Infrared Missiles, Semi-Active Radar Guided Missiles (and Active Radar Guided Missiles available in Missions only)	Q
P	Select Target	W
<INSERT>	Fire Selected Weapon	<SPACEBAR>
.	Drop Chaff	Z
<SHIFT> (Right)	Drop Flares	C
/	ECM Jamming On/Off Toggle	X
L	Afterburner On/Off Toggle	A
;	Airbrake On/Off Toggle	S
,	Landing Gear Up/Down Toggle	D
0	Cycle Through Radar View Displays—Long Distance, Medium Distance, Short Distance, Nose Cone	2
9	Toggles Left Cockpit Display Through Views—Horizon, Compass, Active Weapon, Enemy Position/Heading, Player Status	1
[Damage Screen On/Off Toggle	E
<CTRL> L	Calibrate Joystick	<CTRL> R
F6	Cycle Through Camera Views—Universe, Tracking, Carrier, Cockpit	F1
F7/<CTRL> F7	Universe Camera Zoom-In/Zoom-Out	F2/<CTRL> F2
F8/<CTRL> F8	Universe Camera Angle Up/Down	F3/<CTRL> F3
F9/<CTRL> F9	Universe Camera Rotate Left/Right	F4/<CTRL> F4
F10	Cycle Through Active Missiles From Missile-Cam View	F5
PLAYER 1	FLIGHT KEYS	PLAYER 2
Up Arrow	Pitch Down	Y
Down Arrow	Pitch Up	H
Left Arrow	Roll Left	G
Right Arrow	Roll Right	J

PLAYER 1 ONLY KEYBOARD COMMAND

I<TAB>	Activate Replay Recording
I<HOME>	Auto-Pilot On/Off Toggle
I<ALT> 0	Cycle Through Mission Navigation Points

PLAYER 1 & PLAYER 2	KEYBOARD COMMAND
<ESC>	Eject-End Current Mission, Challenge, or Instructor Sequence and Return to USS Brigham
<CTRL> Q	Exit to DOS
<CTRL> P	Game Pause/Unpause Toggle
<CTRL> S	Sound Effects On/Off Toggle
<CTRL> E	Jet Engine Sound Effects On/Off Toggle
<CTRL> B	Background Music On/Off Toggle

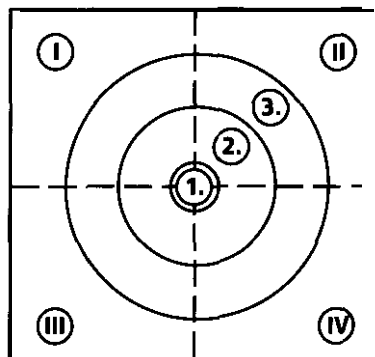
Replay Keys

Replay can only be activated during single player mode. These keys are active during replay.

Pg up	fast forward times 3
Pg dn	fast forward times 2
back space	frame advance
	-hold this key down for 1/2 speed
	-use pg up or pg dn to break out of this mode

Using the Nose Cone Radar

The Nose Cone Radar in your cockpit is interpreted as follows:



1. a plane in this circle is in front of the player
2. a plane in this circle is beside the player
3. a plane in this circle is behind the player
- I. a plane in this sector is above and to the left of the player
- II. a plane in this sector is above and to the right of the player
- III. a plane in this sector is below and to the left of the player
- IV. a plane in this sector is below and to the right of the player

Radar Color Code

In Danger Zone, you have the following four radar screens available to you:

- 10 Mile (short range)
- 30 Mile (medium range)
- 60 Mile (long range)
- Nose Cone (short range)

The following colors are used in all four radar screens:

- Red=Bogeys
- Green=Navigation Point
- White=Friendlies
- Yellow=USS Brigham
- Blue=Missiles



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Memory Usage

To run Top Gun Danger Zone on your IBM or 100% compatible you need the following bytes of free memory space. available for the program's usage in your 640K RAM.

- 580,608 Bytes for VGA Graphics Mode
- 592,896 Bytes for MCGA Graphics Mode with Replay Feature
- 572,416 Bytes for MCGA Graphics Mode without Replay Feature
- 565,246 Bytes for EGA Graphics Mode

We recommend playing the game in the VGA Graphics Mode, which may yield a slightly better overall frame rate which can be best utilized in the two player simultaneous mode.

If you are unsure of how much available memory you have in your computer. you should use the DOS commands MEM in DOS 5.0 or CHKDSK in DOS 2.X-4.X.

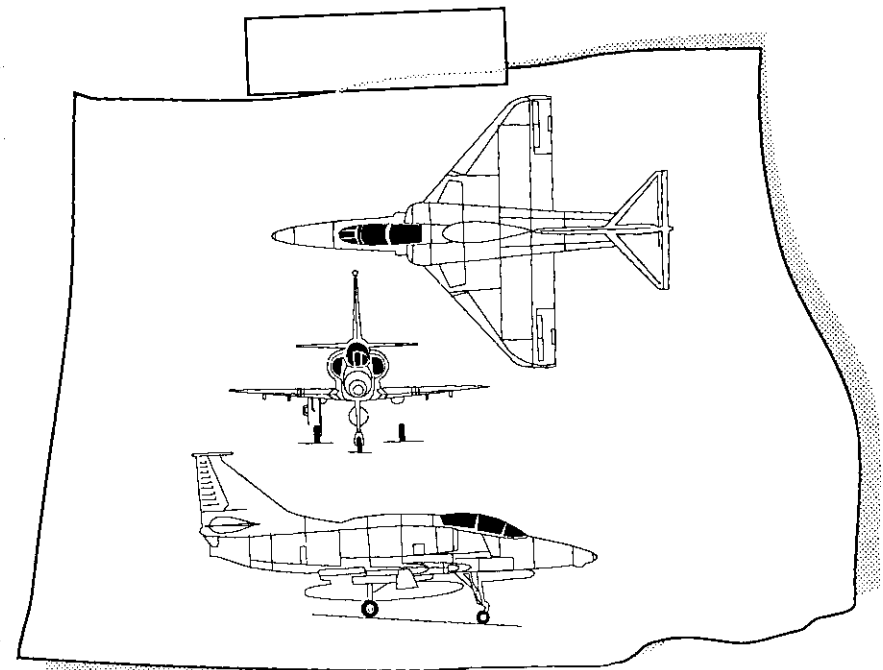
You may also increase your available memory by turning off any TSR programs or decreasing the number of FILES and BUFFER5 settings in your CONFIG.SYS file.

Consult your DOS manual on how to use these DOS commands.

DAY 16, 06/27 1900 HRS.

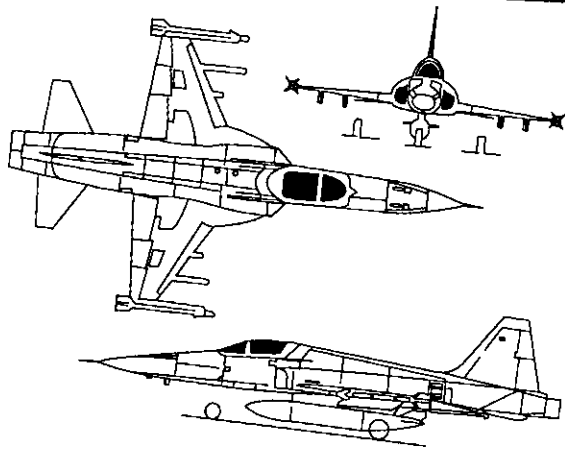
I'VE SEEN SOME INCREDIBLE THINGS IN MY DAY
AND I'VE FLOWN ALL OF THE BEST. IN THE PAGES THAT
FOLLOW I'VE DESCRIBED SOME OF THE PLANES THAT
HAVE IMPACTED MY CAREER.

WHAT AN ARTIST!



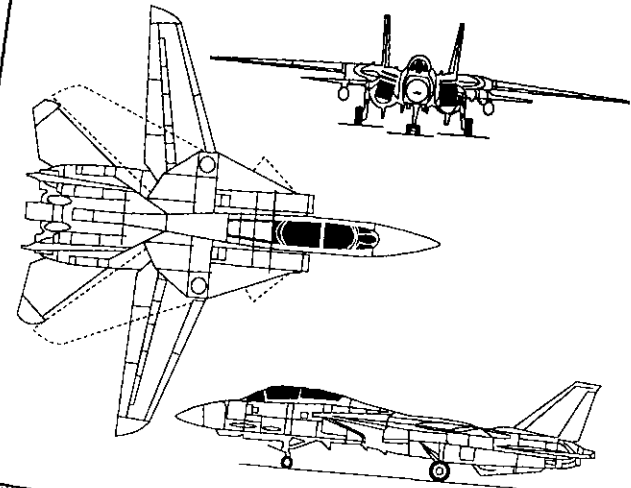
PLANE #1: A-4 SKYHAWK

- NAME: a-4 skyhawk
- WING SPAN (IN FT.): 27
- OVERALL LENGTH (IN FT.): 40
- MAXIMUM AIR SPEED (IN MACH): 0.97
- MAXIMUM WEAPONS LOAD (IN LBS.): 10,000
- APPROXIMATE SERVICE CEILING (IN FT.): 40,000
- JET ENGINE: P & W J 52
- TOTAL THRUST (IN LBS.): 8500



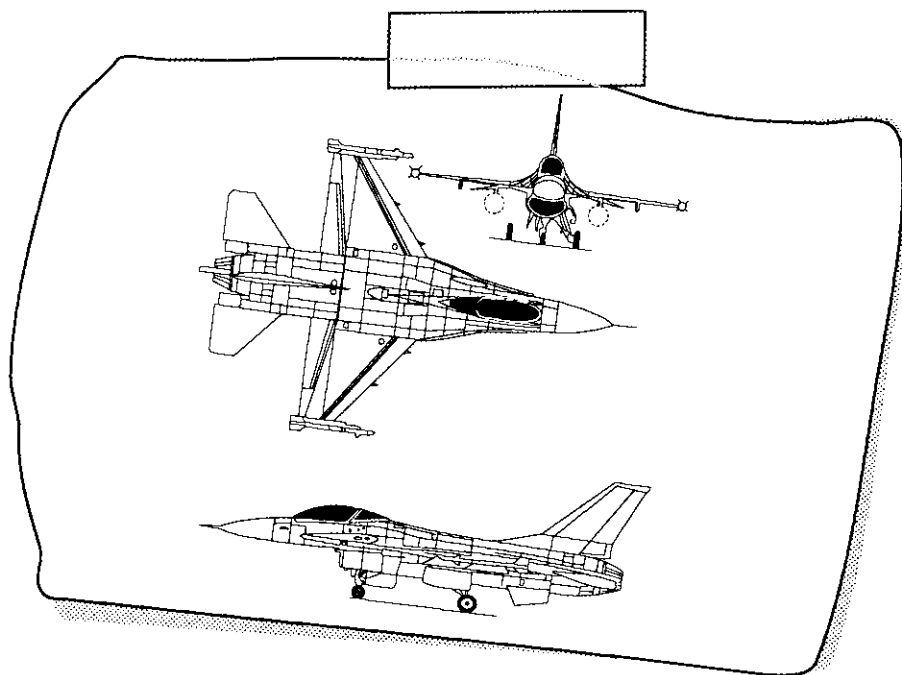
PLANE #2: F-5E TIGER II

- NAME: f-5e tiger II
- WING SPAN (IN FT.): 26
- OVERALL LENGTH (IN FT.): 47
- MAXIMUM AIR SPEED (IN MACH): 1.64
- MAXIMUM WEAPONS LOAD (IN LBS.): 7000
- APPROXIMATE SERVICE CEILING (IN FT.): 51,800
- JET ENGINE: ge j85
- TOTAL THRUST (IN LBS.): 10,000



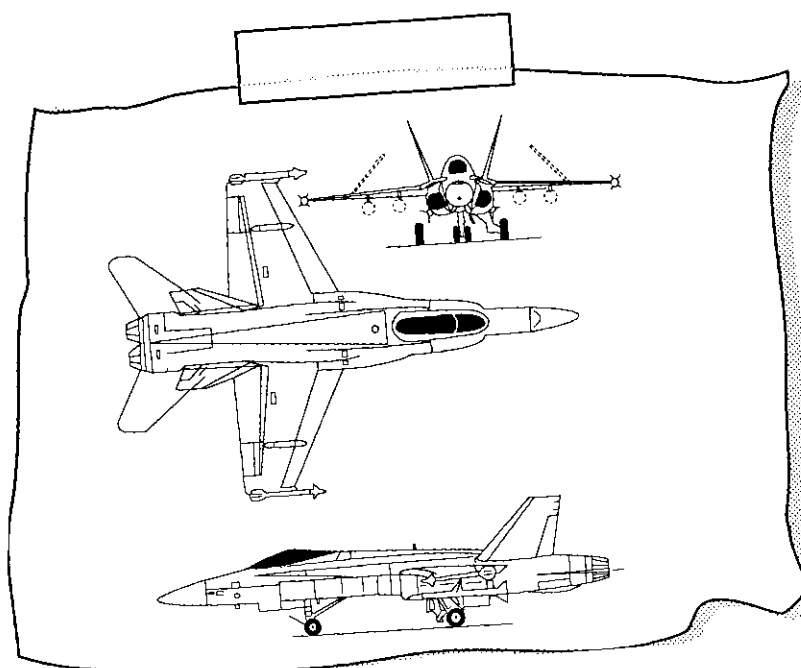
PLANE #3: F-14 TOMCAT

- NAME: f-14 tomcat
- WING SPAN (IN FT.): 64
- OVERALL LENGTH (IN FT.): 62
- MAXIMUM AIR SPEED (IN MACH): 2.34
- MAXIMUM WEAPONS LOAD (IN LBS.): 14,470
- APPROXIMATE SERVICE CEILING (IN FT.): 50,000
- JET ENGINE: P & W F-30
- TOTAL THRUST (IN LBS.): 41,800



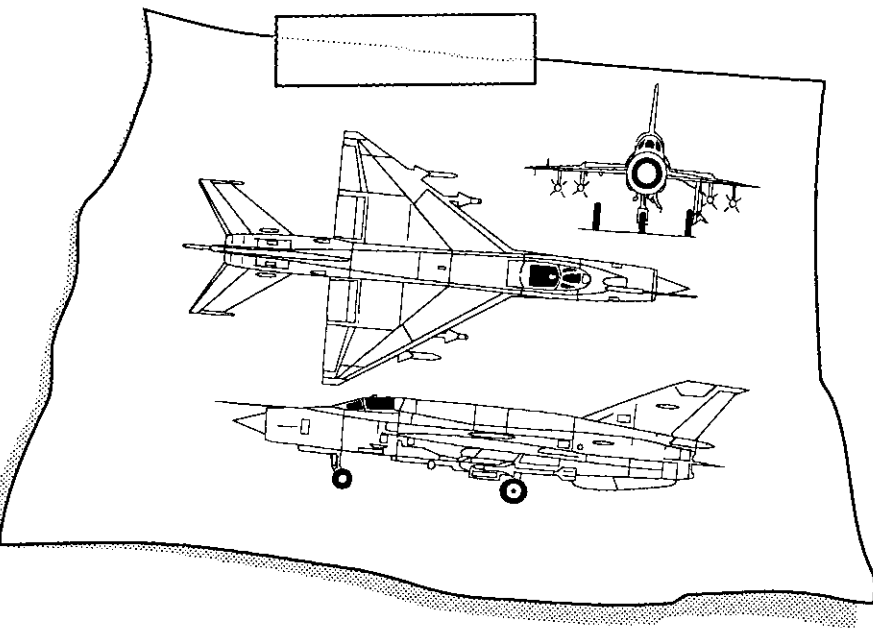
PLANE #4: F-16 FALCON

- NAME: f-16 falcon
- WING SPAN (IN FT.): 31
- OVERALL LENGTH (IN FT.): 49
- MAXIMUM AIR SPEED (IN MACH): 2.05
- MAXIMUM WEAPONS LOAD (IN LBS.): 11,975
- APPROXIMATE SERVICE CEILING (IN FT.): 50,000
- JET ENGINE: P & W F-100
- TOTAL THRUST (IN LBS.): 23,830



PLANE #5: F-18 HORNET

- NAME: f-18 hornet
- WING SPAN (IN FT.): 40
- OVERALL LENGTH (IN FT.): 56
- MAXIMUM AIR SPEED (IN MACH): 1.8
- MAXIMUM WEAPONS LOAD (IN LBS.): 16,905
- APPROXIMATE SERVICE CEILING (IN FT.): 50,000
- JET ENGINE: GE F404
- TOTAL THRUST (IN LBS.): 32,000

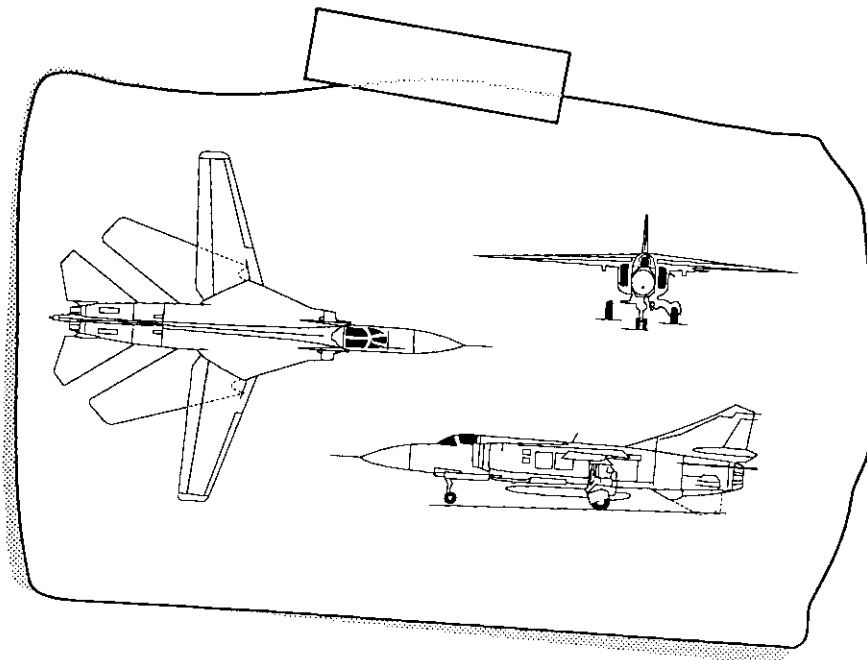


BOBEYS:

PLANE #6: MiG-21 FISHBED

- NAME: Mig-21 fishbed
- WING SPAN (IN FT.): 23
- OVERALL LENGTH (IN FT.): 51
- MAXIMUM AIR SPEED (IN MACH): 1.05
- MAXIMUM WEAPONS LOAD (IN LBS.): 5500
- APPROXIMATE SERVICE CEILING (IN FT.): 50,000
- JET ENGINE: tumanskii r-11
- TOTAL THRUST (IN LBS.): 11,243

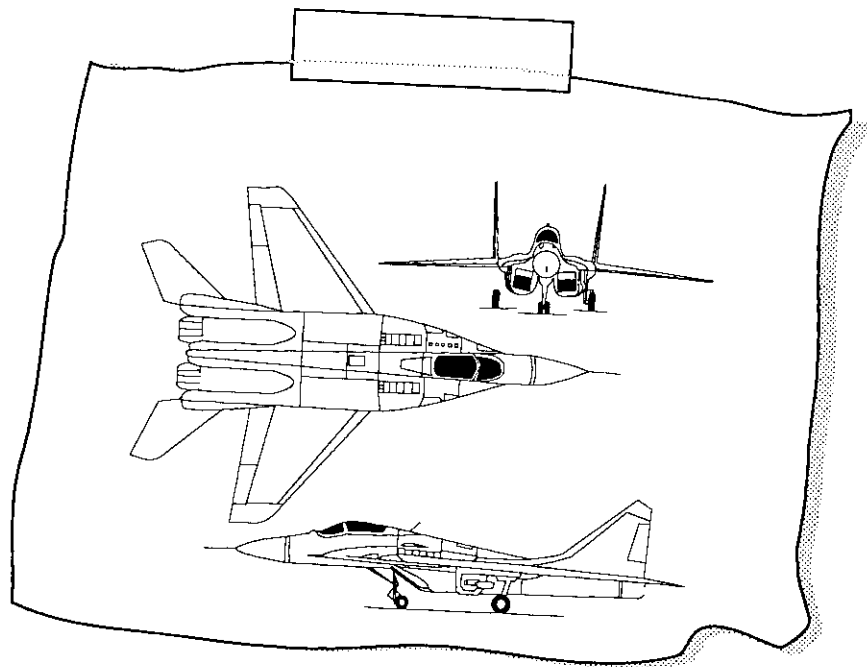
64



PLANE #7: MiG-23 FLOGGER

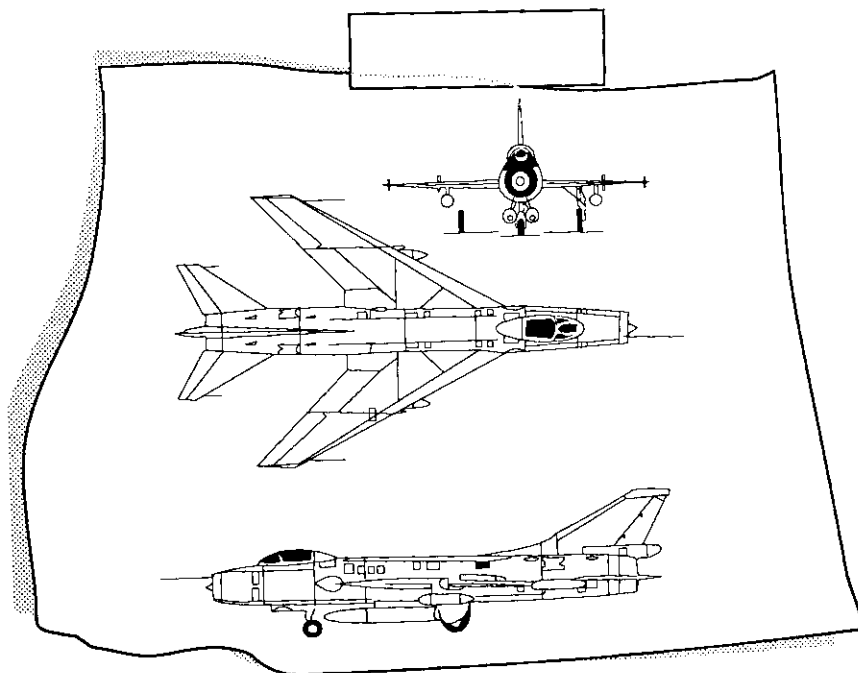
- NAME: mig-23 Flogger
- WING SPAN (IN FT.): 46
- OVERALL LENGTH (IN FT.): 55
- MAXIMUM AIR SPEED (IN MACH): 1.1
- MAXIMUM WEAPONS LOAD (IN LBS.): 4400
- APPROXIMATE SERVICE CEILING (IN FT.): 61,000
- JET ENGINE: tumanskii r-29b
- TOTAL THRUST (IN LBS.): 55,000

55



PLANE #8: MiG-29 FULCRUM

- NAME: mig-29 fulcrum
- WING SPAN (IN FT.): 37
- OVERALL LENGTH (IN FT.): 56
- MAXIMUM AIR SPEED (IN MACH): 1.2
- MAXIMUM WEAPONS LOAD (IN LBS.): 11,500
- JET ENGINE: tumanskii r-33d
- TOTAL THRUST (IN LBS.): 36,600

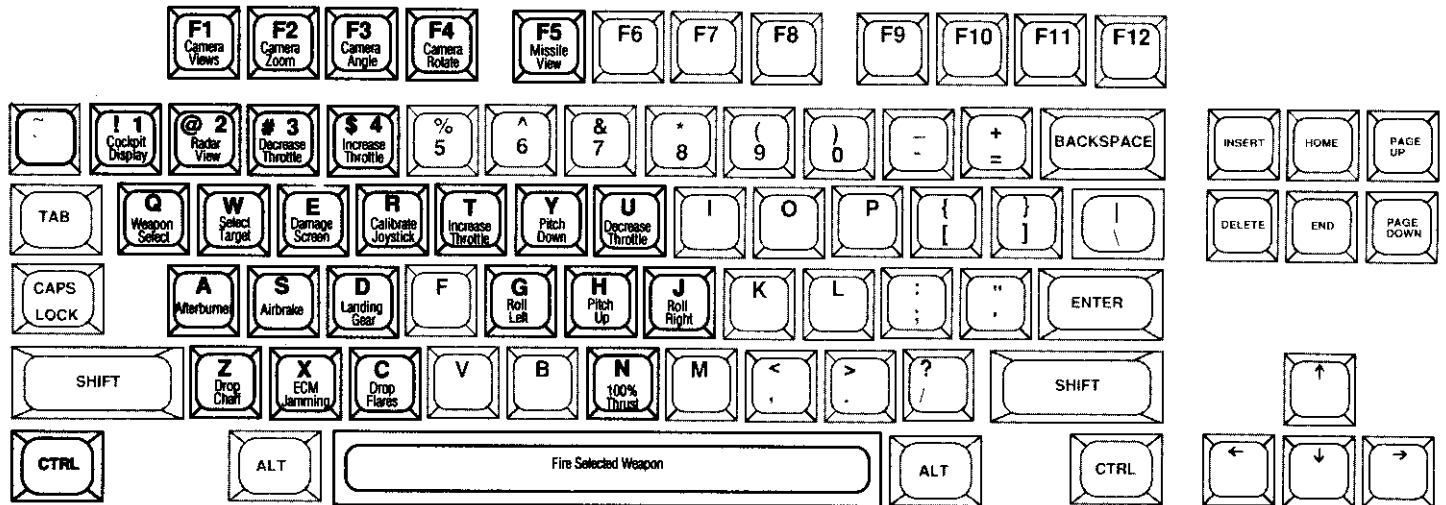


PLANE #9: SU-7B FITTER-A

- NAME: su-7b fitter-a
- WING SPAN (IN FT.): 29
- OVERALL LENGTH (IN FT.): 57
- MAXIMUM AIR SPEED (IN MACH): 1.6
- MAXIMUM WEAPONS LOAD (IN LBS.): 7900
- APPROXIMATE SERVICE CEILING (IN FT.): 49,700
- JET ENGINE: lyulka al-7f
- TOTAL THRUST (IN LBS.): 21,200

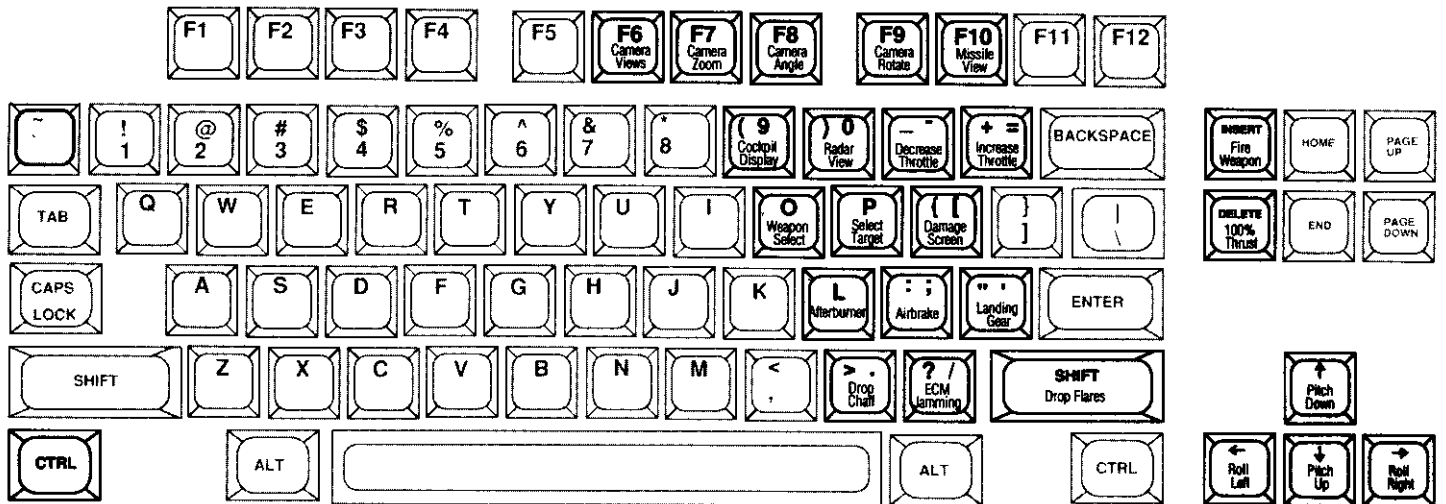
DANGER ZONE™ HEAD TO HEAD AGAINST TOP GUN'S BEST

Player 2 Keyboard Commands



<CTRL> R = Calibrate Joystick

Player 1 Keyboard Commands



<CTRL> L = Calibrate Joystick

See the Quick Start card for the Command Chart.

