

Quickstart Tips for F/A-18 Korea Gold (Mac and PC)

Now that you have the F/A-18 Korea Gold flight simulator demo loaded on your computer, you are ready to start flying. But before you can start flying—you need to get off of the ground. It is recommended that you take the time to fully read the documentation that came with the demo you downloaded. This quickstart tips sheet walks you through the steps you need to follow to get your F/A-18 airborne.

Press the "**P**" button to pause the simulation whenever you need to stop and refer to your manual or this tip sheet, or "**shift-esc**" to exit the simulation.

1. Launch the game. You will see main screen or the "Ready Room".
2. Through the door on the right you will see an F/A-18, click on it to enter your own aircraft.
3. Now that you are in your cockpit click the "**Mission**" button on the left side of the DDI (Digital Display Indicator).
4. As this is a demo version only the "Filet o'Seoul" mission is available.
5. Press the "**Preflight**" button flashing in the top-right corner of the DDI.
6. Press the "**Fly**" button flashing in the top-right corner of the DDI.
7. After a short pause the mission loads and you are in the cockpit of a F/A-18 ready to taxi out on the runway and take off.
8. Pressing the "**4**" key switches you to the "Situational Awareness" view. Use the arrow keys to look around from inside the aircraft.
9. Press the left arrow key to watch an aircraft coming in to land.
10. Press the "**3**" key to switch an external view of your aircraft. Use the arrow keys to pan around your aircraft and the "**9**" and "**0**" keys to zoom in or out.
11. Press "**shift-3**" to go to an external view of your wingman. You should find him on the runway preparing to takeoff.
12. Press "**shift-T**" to contact the control tower. The control will tell you if you are clear for takeoff and if you can proceed to the runway.
13. Press the "**1**" key to bring you back to the cockpit view.
14. Press the "**=/+**" key to start the engines.

15. Press the **"2"** key to look down into the cockpit. The engine RPM in the lower-left corner of the screen should now be at about 60%. If the throttle is advanced too far and the aircraft is moving, use the **"spacebar"** to apply your wheel brakes.
16. When the control tower has cleared you for takeoff press the **"1"** key to return to the main cockpit view.
17. Press the **"=/+"** and the **"-/_"** key to bring your engine RPM to 70%.
18. Your aircraft will now begin moving forward. Use the mouse to steer the aircraft.
19. When you reach the runway make a 90-degree left turn. Use the **"spacebar"** brake to limit your speed to around 40 knots.
20. Once you are lined up with the center of the runway press and hold the **"spacebar"** until your brakes are engaged and locked.
21. With the aircraft stopped, press the **"=/+"** to increase your engine RPM to 100%, then press the **"spacebar"** to release the wheel brakes.
22. Use the mouse to steer the aircraft straight down the runway, at the same time pull the mouse back slightly.
23. When the speed reads 130 knots in the box near the left center of your HUD (Head's Up Display) begin to pull back more on the mouse to become airborne.
24. When your aircraft clears the runway press the **"G"** key to raise your landing gear.
25. Continue to pull back on the mouse until the altitude in the box to the right center of the HUD reads 2000 feet. Push forward on the mouse until you stop climbing and are flying level.
26. Press **"shift-1"** to switch to an external view of your aircraft and you can watch how the control surfaces react as you move the mouse.
27. Remember, you can press the **"P"** key to pause the simulation, or **"shift-esc"** to exit the simulation at anytime.

Enjoy your flight.