

# *KA-50 HOKUM*

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## QUICK START

Once Ka-50 Hokum has loaded. The Title Screen is then presented along with three options: SINGLE PLAYER, TWO PLAYER, CANCEL.



All functions are selected with an arrow pointer.

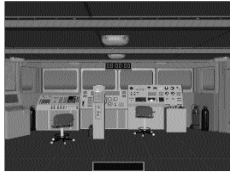
To show that a function can be selected, the arrow pointer changes to a cross.



- Use the joystick, mouse or arrow (cursor) keys to move the arrow pointer.
- Press a joystick firebutton, the left-hand mouse button or the Enter key to select a function.

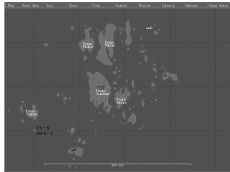
Select ONE PLAYER to begin play. Select TWO PLAYER for two-player, head-to-head helicopter combat via a modem or null modem cable. Select CANCEL to return to DOS.

You will then be presented with a view from your ship's bridge.



YOUR SHIP'S BRIDGE

Select the Strategic Map on the far left-hand side of the bridge.



THE MAP

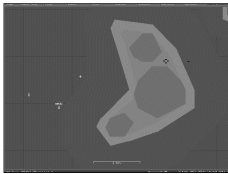
Select the Game Start option (alternatively, press the G key): the simulation is underway, as indicated by Game Started in the top right-hand corner of the screen. A mission will automatically be generated (the text will scroll into view at the bottom of



## QUICK START

the screen) and, after a short while, the appropriate helicopter will be launched from your ship (the green one in the top right-hand corner of the map). Now you can sit back and watch the helicopter's progress from the map (position the cross over your ship)...

- Press the left-hand mouse button to zoom in on the area around the cross.



A CLOSE UP VIEW OF THE MAP  
WITH THE ACTIVE HELICOPTER

Or, better still, from inside the active helicopter...

- Press and hold a Ctrl key then press the first letter corresponding to the active helicopter's name, ie: 'C' for Cobra, 'W' for Werewolf (Hokum), 'L' for Lynx and 'H' for Hip.



INSIDE AN ACTIVE HELICOPTER

Alternatively, you can take control of the helicopter - but first turn off the autopilot.

- Press the A key to turn off the autopilot.

The helicopter is now under your control - but are you in control of the helicopter?



# KEYBOARD CONTROL SUMMARY

## During Flight

### ENGINES AND ROTORS

E	Engines On/Off
R	Rotor Engage/Disengage
1	Rotor Collective 10%
2	Rotor Collective 20%
3	Rotor Collective 30%
4	Rotor Collective 40%
5	Rotor Collective 50%
6	Rotor Collective 60%
7	Rotor Collective 70%
8	Rotor Collective 80%
9	Rotor Collective 90%
0	Rotor Collective 100%
=	Rotor Collective +1%
-	Rotor Collective -1%
<	Decrease Tail Rotor Speed (Werewolf: Second Blade Rotation Speed)
>	Increase Tail Rotor Speed (Werewolf: Second Blade Rotation Speed)
W	Wheel Brakes On/Off
Ctrl + E	Eject (Hokum Only)
Ctrl + R	Jettison Stores

### AUTOPILOT AND NAVIGATION

A	Autopilot On/Off
Y	Autopilot (Level Out Only)
H	Autohover On/Off
L	Autoland On/Off
S	RadAlt On-Off



# KEYBOARD CONTROL SUMMARY

Backspace Cycle Active Weapon  
T Cycle Target Designation  
C Chaff  
F Flare  
I FLIR On/Off  
N Cycle Weapon Count  
Spacebar Fire Active Weapon

[ Cycle Next Waypoint  
; Cycle MFD1 Function  
' Cycle MFD2 Function (Hokum Only)  
\  
Toggle EHSI Radar Range: 3, 7, 15, 30 or 60 km

## MISCELLANEOUS

P Pause Simulation  
Q Quiet! (Toggle Engine Sound On/Off)  
X Fast Time On/Off  
Ctrl + N Mouse Control  
Ctrl + S Switch Between Simple/Complex Flight Model  
Alt + G Toggles Gouraud Shading On/Off  
Esc Access In-Flight Options, Close Options Menu, Quit Options

Ctrl + A Access Base Ship's Anti-Aircraft Gun  
Ctrl + B Access Base Ship Bridge  
Ctrl + C Access Active Cobra  
Ctrl + H Access Active Hip  
Ctrl + L Access Active Lynx  
Ctrl + M Access Strategic Map  
Ctrl + W Access Active Werewolf (Hokum)

## INTERNAL VIEW CONTROLS

F1 Cockpit On  
F2 Cockpit Off



# KEYBOARD CONTROL SUMMARY

## EXTERNAL VIEW CONTROLS

O	Outside Flypast View
V	View External (Behind Helicopter)
F1	View Behind
F2	View Ahead
F3	View Left
F4	View Right
F7 & F8	Rotate View Horizontally
F9 & F10	Rotate View Vertically
Page Up	Zoom In
Page Down	Zoom Out
J	Toggle Enemy View On/Off
K	Track Missile View On/Off

## ON THE MAP

### Arrow (Cursor)

Keys	Move Map
Page Up	Zoom In
Page Down	Zoom Out
B	Select BASE SHIP Menu
C	Select CAMERA Menu
E	Select EXIT MAP Option
G	Select START GAME Option
M	Select MISSION Menu
O	Select OPTIONS Menu
S	Select STATUS Option
T	Select TIME Menu
V	Select VIEW Option
Z	Select ZOOM Option
Esc	Close Menu, Terminate Ship's Movement, Return To Bridge



# THE HELICOPTERS

Four different types are at your disposal, each with its own advantages and disadvantages. From the ship's bridge, use the Viewer to look at the helicopters in detail.

## THE KAMOV KA-50 WEREWOLF ANTI-TANK HELICOPTER

### THE WEREWOLF CHOPPER



The NATO name Hokum stems from reports of a 'hoax' helicopter in the late '80s. Seen flying over the E Germany / W German border it was reported to NATO on numerous occasions, no-one believed counter-rotor blades were possible. The Americans didn't succeed in achieving it, and didn't believe it possible.

The Hokum is the fastest helicopter at your disposal - and the quietest thanks to the absence of a noisy tail rotor. The Hokum has a good weapon load and is not only excellent for air-to-air combat but also for destroying ground-based threats.

This twin-turbine close support helicopter is practically impervious to anti-aircraft gunfire, thanks to its composite framework which doesn't fracture easily and the honeycomb structure which dissipates the energy of a hit. Tank-busting weaponry is what's needed to pierce this baby and, fortunately for you, the enemy doesn't have any. Yet. For the high explosive air-to-air weapons to be effective against the Hokum, they have to hit it.

The Ka-50 Werewolf is the culmination of over a decade of development and competition for the top position in Russian Army Aviation. The Ka-50 optimally combines the reliable helicopter design experience of Kamov and up-to-date technical solutions. The Ka-50 will be the main deterrent to any aggressor, in any region of the world.

A powerful combat helicopter of a new generation of fighter/attack helicopters, the Ka-50's principle missions on the battlefield are close air support, anti-tank and armoured vehicle combat support, and air-to-air combat. Its flight performance, high precision and powerful armament, advanced integrated cockpit, and super armour protection and ejection seat rank the Ka-50 as the best combat aircraft of the world for tomorrow's battlefield.



## THE HELICOPTERS

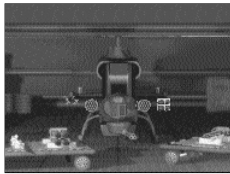
Recently selected as the Russian Army's single pilot fighter/attack helicopter, the Hokum has a number of unparalleled features:

- Unsurpassed flight performance with coaxial rotor system and no tail-rotor required, powerful 2200 shp turbine engines providing 350 mkph speed and excellent climb and manoeuvring performance for air-to-air combat.
- Carries a formidable standard mix of weapons including a 30 mm cannon, 16 supersonic laser-guided anti-tank missiles, and 80 folding fin rockets - plus a vast array of optional offensive and defensive weapons.
- Advanced radio-electronic and combined measures integrated with cockpit and flight helmet to ensure piloting and mission control by a single pilot.
- Airframe and pilot protection unmatched by any attack helicopter in the world. Includes armour capable of sustaining 20 mm AAA from 100 metres, bulletproof canopy glass, and a pilot ejection system for previously non-survivable events. The rotors are blown at their axis and 0.1 seconds later a rocket pulls the pilot through the hole in the roof.

One of the earliest composite helicopter built. An internal skin stops shells passing through - shells pierce the outer skin, explode but only reach the next skin layer. Whereas the solid armament found on a Cobra, actually gives little protection.

### THE BELL AH-1W

#### COBRA CHOPPER



The Super Cobra gunship is very fast and features a good weapon load similar to the Hokum. The Cobra is superb for air-to-air combat and for removing ground-based threats. Its unique shape gives it a low drag coefficient in the air and, more importantly, results in a near-invisible radar image.

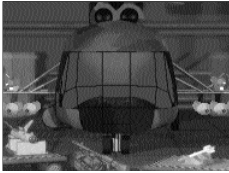




# THE HELICOPTERS

## THE MIL HI-8

### HIP CHOPPER

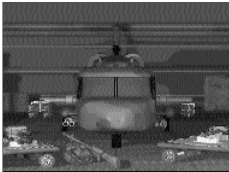


The Hip is primarily a troop-carrier and as such not recommended for air-to-air combat. However, it provides an excellent support role as it's capable of carrying an outrageous armament of guided and unguided weapons which can be used to destroy entire areas. It has a slow turn rate.

The Hip is the most famous Russian helicopter ever built. And has been involved in countless conflicts.

## THE WESTLAND ARMY LYNX

### LYNX CHOPPER



Like the Hip, the Lynx is also used primarily to carry troops and not recommended for air-to-air combat. Don't go parading the Lynx around the battlefield - not until the heavy artillery has been removed. Note the realistic vibration of the craft when its cannons are fired (but don't let it distract you). Used in the Falklands and Gulf conflicts the Lynx carries Sea Skewer missiles an extremely effective armament.

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