

# VECTOR THRUST

The image is a promotional cover for a manual titled "VECTOR THRUST". It depicts a high-intensity aerial battle. In the foreground, a sleek, black fighter jet with a white nose cone is shown from a low-angle perspective, flying towards the viewer. A missile is launched from the jet, trailing a bright yellow and orange flame. In the background, another fighter jet is exploding, with a large fireball and several orange streaks radiating outwards. The sky is filled with soft, white clouds, and the ground below shows a mix of green land and blue water. The overall tone is dramatic and action-oriented.

MANUAL

# VECTOR THRUST



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# GAME MODES

## CAMPAIGN



A battle weary world calls you to action again and again. Soar and change history in the sky over multiple military campaigns across a world in perpetual war against insurmountable odds.

## QUICK ACTION



Need a daily dose of dogfighting action? Look no farther for this quick, randomized mode which sets you up in combat with dozens of randomized variables, including your plane!

# BATTLE SCENARIO

**BATTLESCENARIO** Main Menu > Battle Scenario

Level Select

Start Scenario

Back to Menu

Missions: 2  
Overall: 50%

**Objective:**  
Intercept the Murrain squad and destroy the Ziv.

**Description:**  
Test your skills in a computer battle simulation developed with secret intel of the recorded flight data and mechanical information from both the Murrain and the Ziv.

Ziv Hunt

Year: 2016  
Place: Argentina Coast

Mission:  
Ziv Hunt

Best Record: 92986  
Best Rank: ACE  
Played: 12  
Cleared: 5

Playable Units: 241

	Local	Global
1 F-15B		92986
2 Su-37		73007
3 Su-37		70984
4 Su-37		46062
5 Su-37		42990
.....		0
.....		0
.....		0
.....		0
.....		0

Go back to Main menu

If you want to relive the past, or are looking for a challenging new mission to take on, Battle Scenario provides the player with a myriad of operations that'll test your skills as a pilot.

# SKIRMISH

**SKIRMISH** Main Menu > Skirmish

Rules

Start Battle

Back to Menu

Rules & Map AI

Deathmatch Rules

[Goal] Kills

[Kill Count] 0

[Time Limit] (Minutes) 0

[Round Based]

[Rounds] 0

[Round Time] 0

[No Response]

Skirmish Mode

[Game Mode] Deathmatch

[Map] ArcticM1

[Time of day] Evening

[Map Sounds] Small

[Family]

[Player] Su-27S

[Allow SP Weapon]

[Weapon] R-27R\_XMAA

[Skin] BlueBass

Mutators

Go back to Main menu

Need some practice? Or do you just want to see what it's like fighting in a controlled environment? Skirmish provides you this chance by handing off control of the situation to you by being able to create short missions against aircraft and adversaries you choose in any aircraft you've unlocked.

## CHALLENGE

**CHALLENGE** Main Menu > Challenge  
List

**Start Challenge** **Family: A-10** **2394** **Ch\_YA-10A\_C\_1**

**Back to Menu**

**Families: 34**  
Overall: 97.489%

- A-10
- A-12
- AFTI 244\_100
- Anjan
- Bird of Prey
- F-4
- F-5
- F-7
- F-14
- F-15
- F-16
- F-22
- F-35
- F-104
- F-117
- J-7
- J-31
- J-35
- Jaguar
- Lampyridae
- ...

YA-10A A-10A A-10C UA-100



**YA-10A**  
The YA-10A is the prototype/contestant hybrid that would form the base airframe of the A-10 aircraft, easily identifiable by the brightly coloured pilot tube mounted on the nose and its smaller construction.

**Challenges:** **Buy Pass**

Bombing run

Played: 26  
Cleared: 3

	Local	Global
1	02'49.645	
2	02'57.179	
3	03'22.111	
...	00'00.00	
...	00'00.00	
...	00'00.00	
...	00'00.00	
...	00'00.00	
...	00'00.00	

YEAR: 1972  
Prototype

Play

Leave no stone unturned as you complete missions both interesting and curious to unlock aircraft of all shapes and sizes.

## MULTIPLAYER

**Multiplayer** Main Menu > Multiplayer >  
Select Game Mode:

**Create Lobby** **LOBBY NAME** **- PLAYERS**

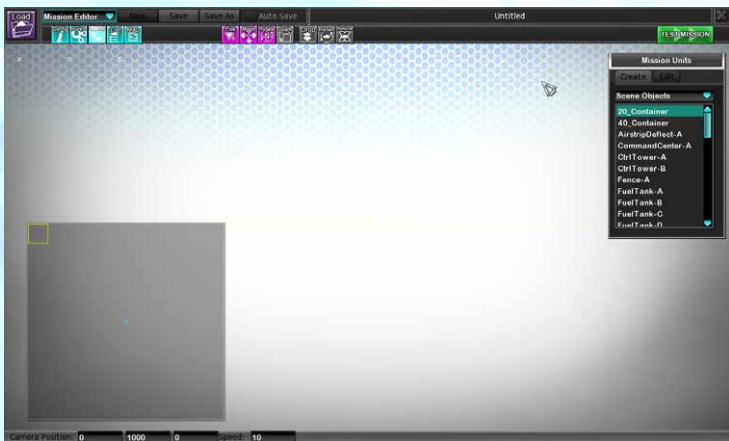
**Join Lobby**

**Refresh List**

**Back to Menu**

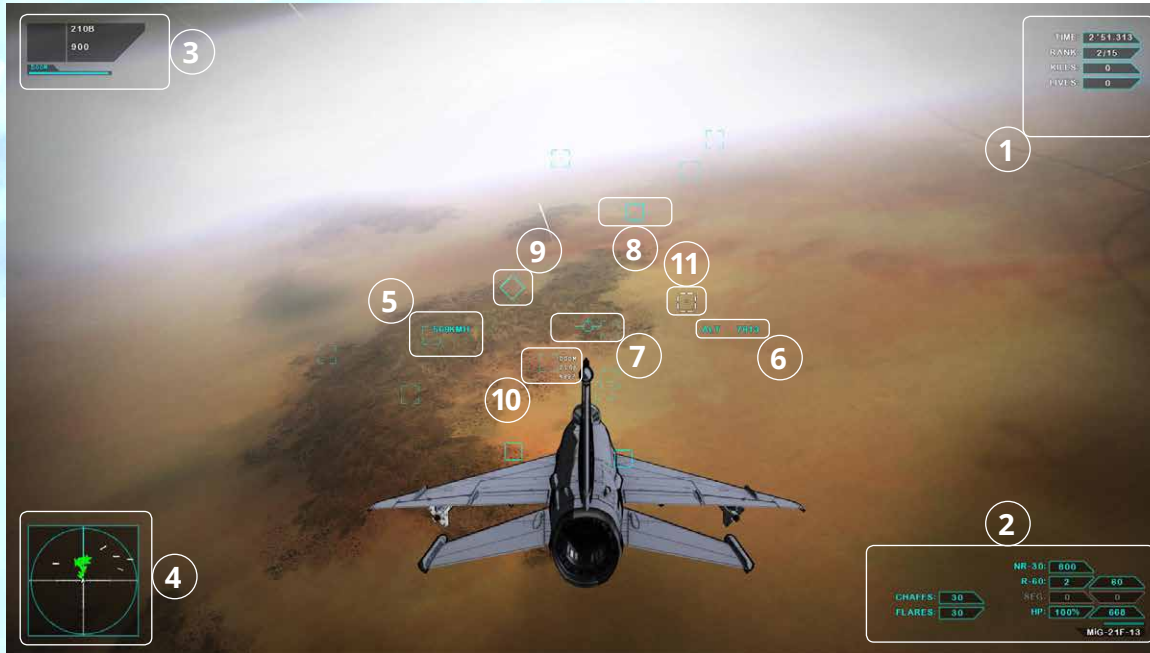
The multiplayer will be derived from the skirmish mode and it includes the regular Deathmatch and team Death mach gameplay rules, as well as others.

# EDITOR



The sky isn't the limit. It's just the beginning. If you want to build a mission within VT's world, a story arc that you've always dreamed of, the Editor allows you to do this, also allowing you to share your creation with the world.





## HUD

1. Mission numeric stats
2. Player stats
3. Selected enemy's stats
4. Radar
5. Speed and external conditions
6. Altitude and internal conditions
7. Directional vector
8. Enemy
9. Lock tracker
10. Selected enemy
11. Selected enemy's estimated lead

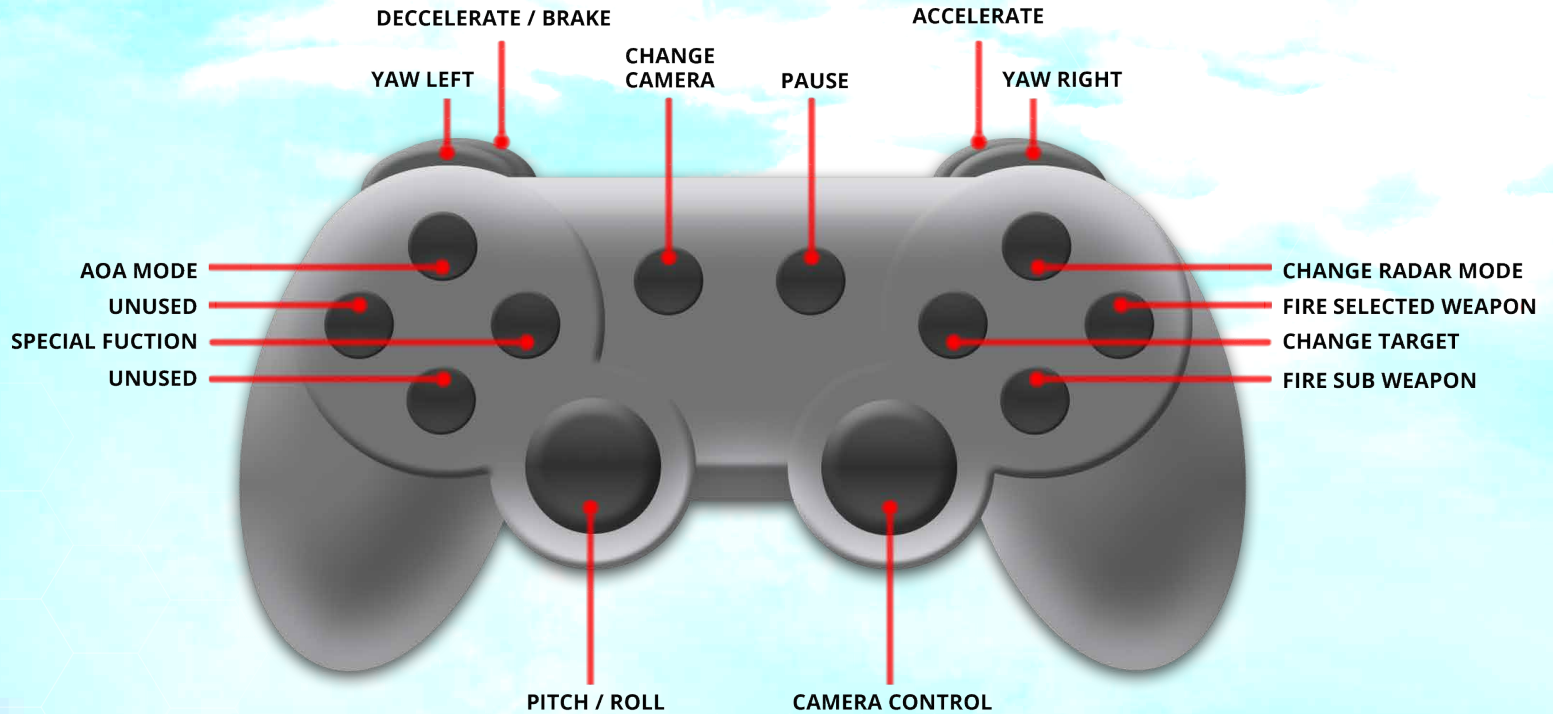


1. Player aircraft's name
2. Player health bar
3. Player numeric health
4. Player Special weapon ammo
5. Player Main weapon ammo
6. Player sub weapon ammo
7. Sub weapon overhear bar
8. Number of Chaffs available
9. Number of Flares available
10. Number of Smoke available



# CONTROLLERS

## Gamepad

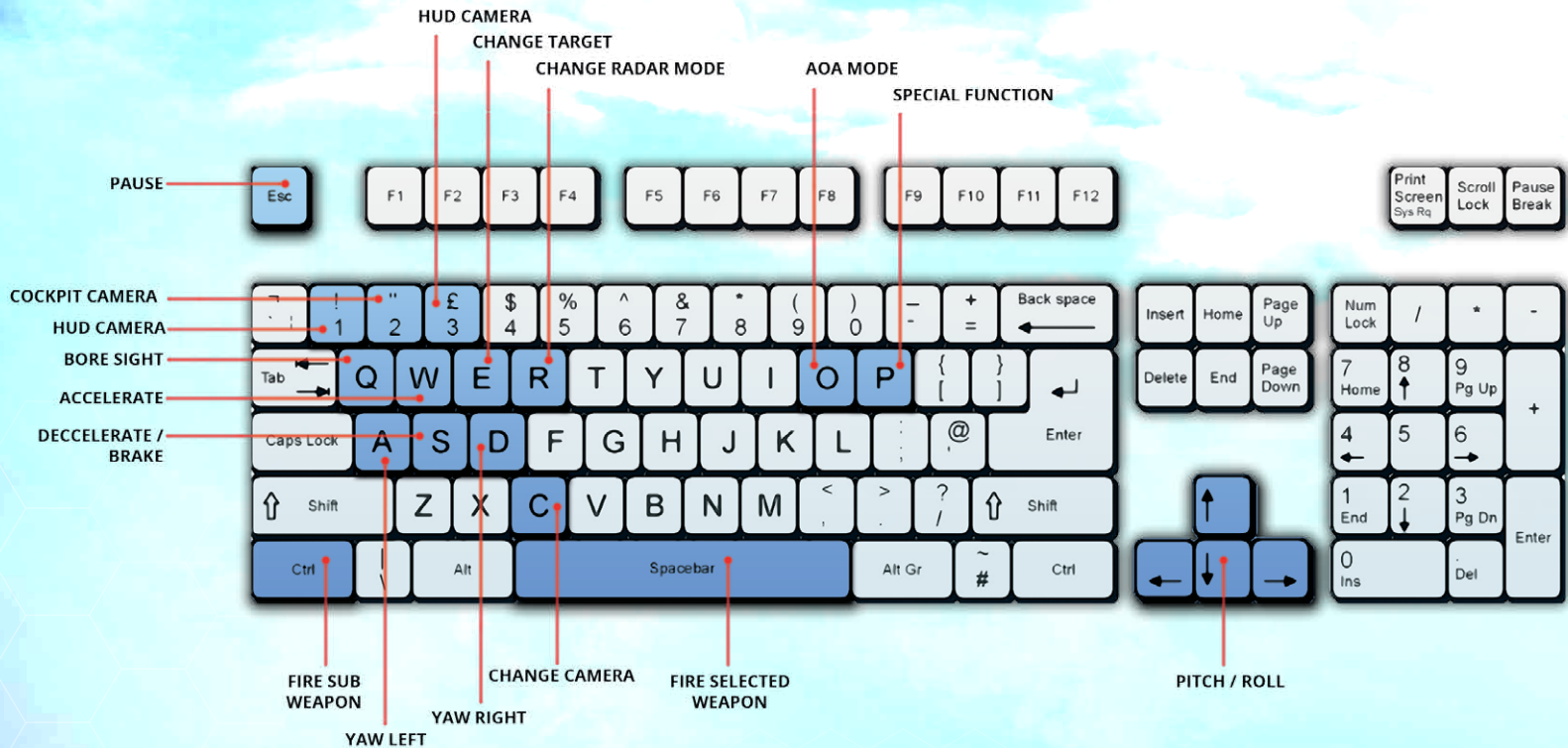






# CONTROLLERS

## Keyboard



# CREDITS

## **TIMESYMMETRY**

### **Director**

Claudio Rodrigues

### **Producer**

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### **Game Designer**

Claudio Rodrigues

### **Programmer**

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Naida Sousa

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Claudio Rodrigues

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### **Aircraft models**

Claudio Rodrigues

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Fernando Fernandes

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### **Sea vehicles models**

Claudio Rodrigues

Jorge Ferreira

### **Ground vehicles models**

Claudio Rodrigues

Jorge Ferreira

### **Scene Models**

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Claudio Rodrigues

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Claudio Rodrigues

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Claudio Rodrigues

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### **Steam Community Moderator**

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(KnX)

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