



NTSC U/C

PlayStation™

# AGILE WARRIOR F-111X™



SLUS-0023  
88003





**WARNING: READ BEFORE USING YOUR  
PLAYSTATION GAME CONSOLE**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



# AGILE WARRIOR F-111X™

## INTRODUCTION

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Despite achieving record kill ratios with unsurpassed precision during Desert Storm, the United States Airforce retired its entire squadron of F-111 fighter-bombers in 1995.

With dozens of international conflicts on the rise, and the increasing proliferation of nuclear and chemical weapons to terrorist nations, the Air Force needed a new multi-role, first strike warplane for its covert operations.

This new fighter would combine the YF-23's high performance airframe, the X-31's thrust-vectoring maneuverability, and the F-111's superior terrain and weapon-guidance systems.

Now, anywhere in the world, this first-strike aircraft would be deployed into the most dangerous military warzones, and became known to the brave pilots who flew her as the AGILE WARRIOR.

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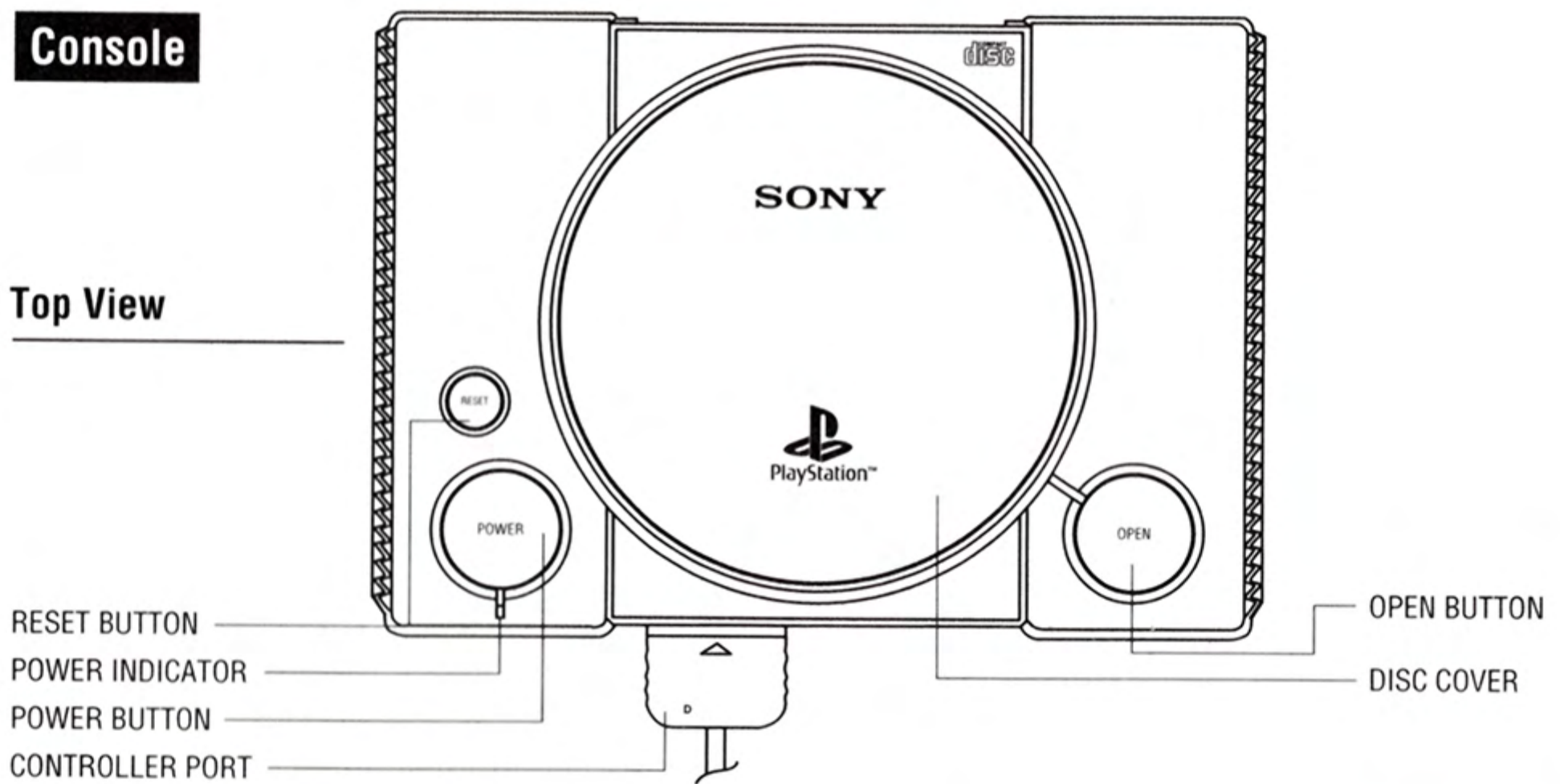


# SETTING UP YOUR PLAYSTATION GAME CONSOLE

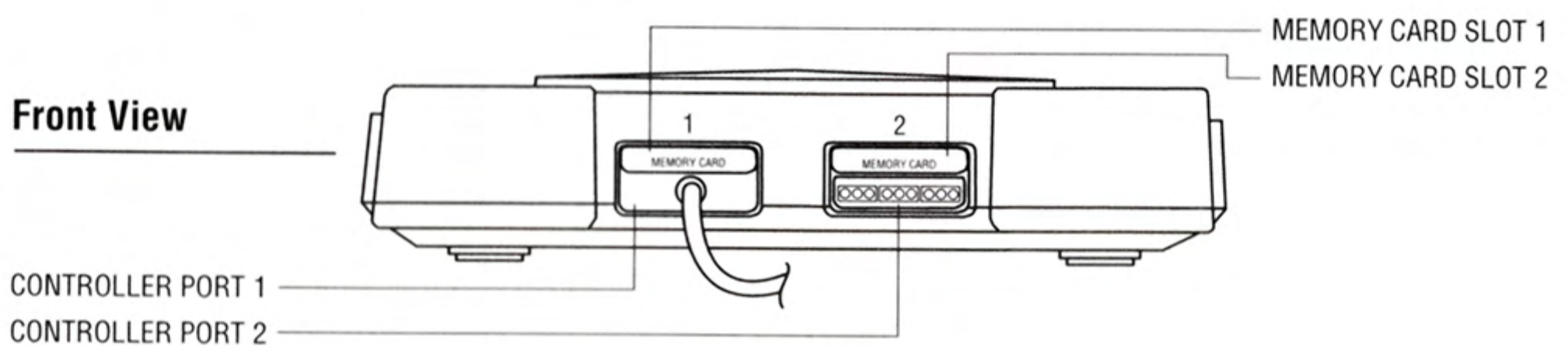
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the AGILE WARRIOR: F-111X disc and close the CD door. Insert the game controllers and turn on the PlayStation. Follow the on-screen instructions to start a game.

## Console

### Top View



### Front View

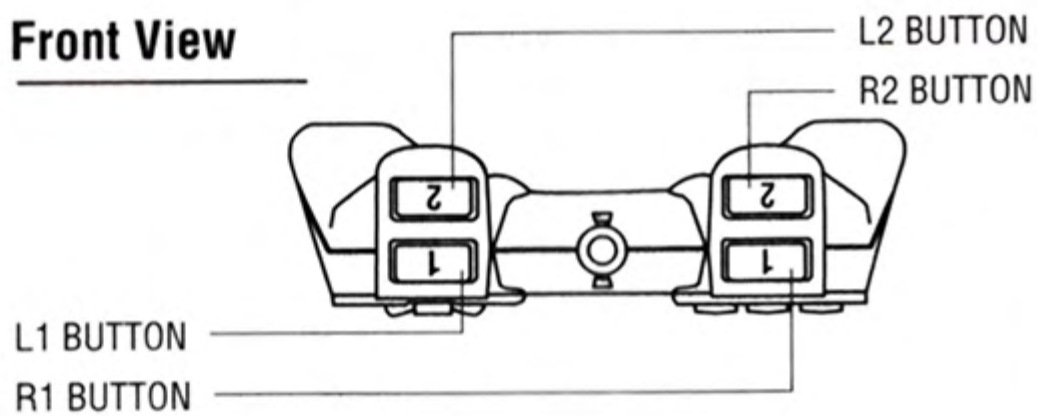




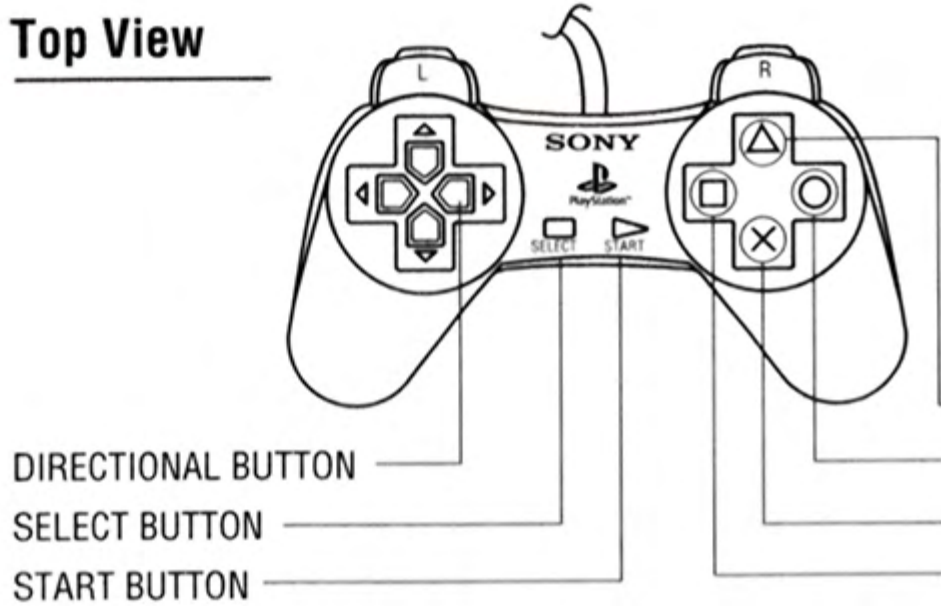
# CONTROLLER OPERATIONS INFORMATION

## Controller

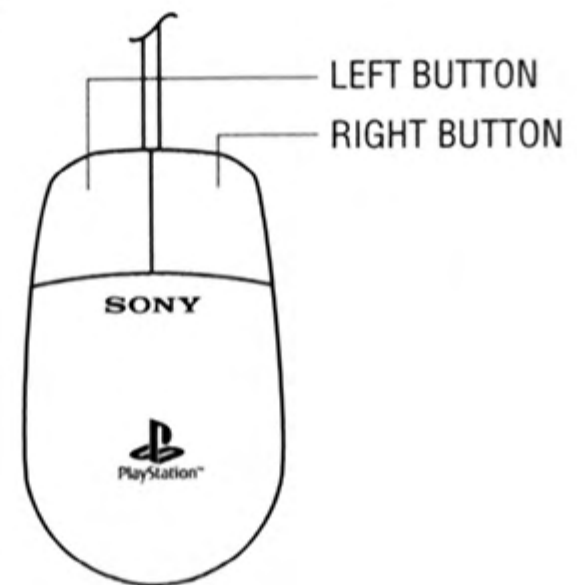
### Front View



### Top View



## Mouse



### WRITTEN FORM - PHONETICS

- △ BUTTON - TRIANGLE BUTTON
- BUTTON - CIRCLE BUTTON
- × BUTTON - EKS BUTTON
- BUTTON - SQUARE BUTTON

## OVERALL CONTROLS

### In general:

Press START or X to select your choice and advance.

Press SELECT to EXIT out or "BACK-UP" a level.

Press UP/DOWN on direction pad to choose.

Press RIGHT/LEFT on direction pad to cycle between choices.

Press SELECT and START to take you back to the MAP SCREEN from wherever you are in the game. To use this abort feature, press SELECT (hold) and then press START. Once back at the MAP SCREEN, press SELECT again to return to the TITLE SCREEN.

### STANDARD MODE

PLAYER ONE/CONTROLLER ONE: AIRCRAFT COMMANDER (AC)

DIRECTION PAD "UP":	Nose Down
DIRECTION PAD "DOWN":	Nose Up
DIRECTION PAD "LEFT":	Turn Left
DIRECTION PAD "RIGHT":	Turn Right
L1 BUTTON:	Reduce Thrust
R1 BUTTON:	Add Thrust
R2 BUTTON:	Sidestep Right
L2 BUTTON:	Sidestep Left
△ BUTTON:	Fire 30mm Vulcan Cannon
□ BUTTON:	Fire Selected Ordinance (Weapon)
X BUTTON:	Select Ordinance (Weapon)
SELECT BUTTON:	Select View
START BUTTON:	Start/Pause
R1 BUTTON:	Double-tap at 100% Throttle for After Burner
L1 BUTTON:	Press to Turn Off After Burner
○ BUTTON:	Toggle On/Off Overhead Map*

\*NOTE: When Overhead Map is on, toggle L2 and R2 buttons to scroll targets.



## ADVANCED

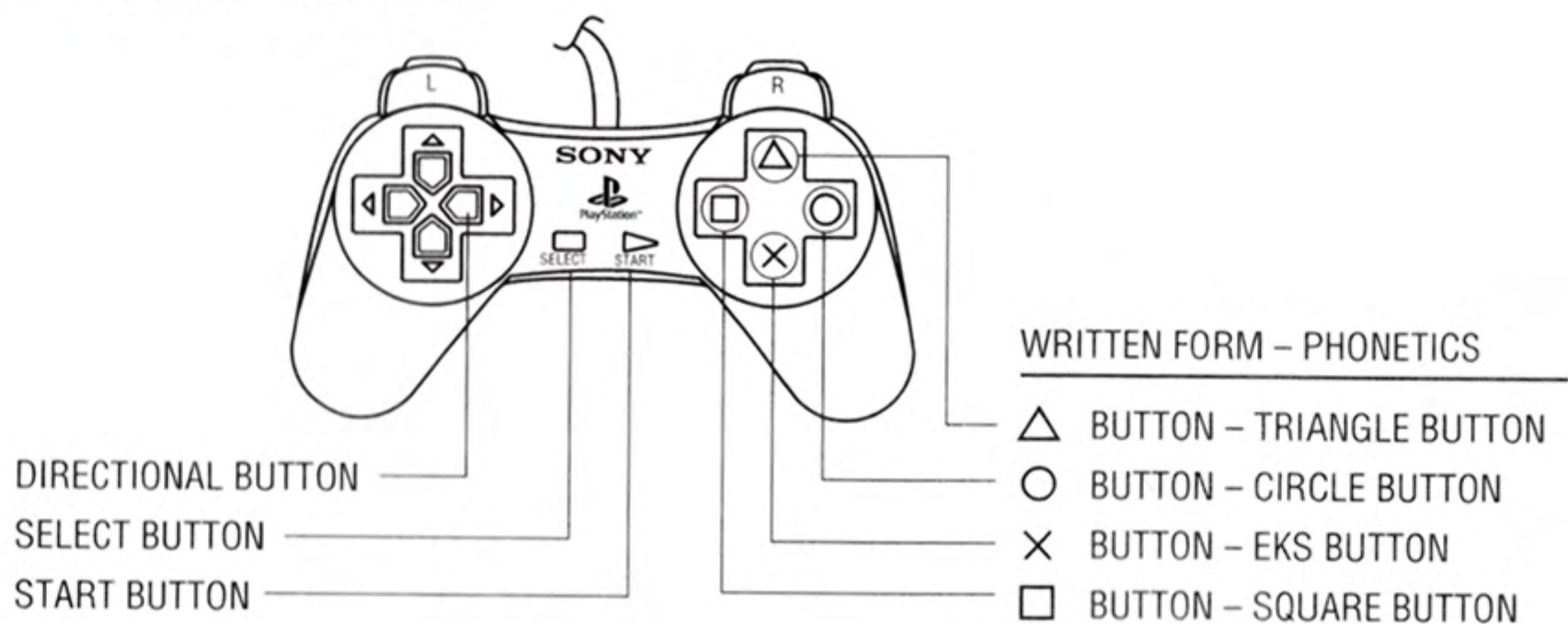
### PLAYER ONE/CONTROLLER ONE: AIRCRAFT COMMANDER (AC)

DIRECTION PAD "UP":	Nose Down
DIRECTION PAD "DOWN":	Nose Up
DIRECTION PAD "LEFT":	Roll Left
DIRECTION PAD "RIGHT":	Roll Right
L1 BUTTON:	Reduce Thrust
R1 BUTTON:	Add Thrust
R2 BUTTON:	Yaw Right
L2 BUTTON:	Yaw Left
△ BUTTON:	Fire 30mm Vulcan Cannon
□ BUTTON:	Fire Selected Ordinance (Weapon)
X BUTTON:	Select Ordinance (Weapon)
SELECT BUTTON:	Select View
START BUTTON:	Start/Pause
R1 BUTTON:	Double-tap at 100% Throttle for After Burner
L1 BUTTON:	Press to Turn Off After Burner

## STANDARD OR ADVANCED

### PLAYER TWO/WEAPON INFORMATION SYSTEMS OFFICER CONTROLS (WISO)

PLAYER TWO can jump in and start shooting anytime. PLAYER ONE will always be in control of steering and navigating the plane and PLAYER TWO will be able to operate weapons functions and selections.



DIRECTION PAD "UP":	Aim Down Missile POV (see MISSILE POV for details)
DIRECTION PAD "DOWN":	Aim Up Missile POV
DIRECTION PAD "LEFT":	Aim Left Missile POV
DIRECTION PAD "RIGHT":	Aim Right Missile POV
○ BUTTON:	Toggle ON/OFF Overhead Map*
X BUTTON:	Select Ordinance (Weapon)
□ BUTTON:	Fire Selected Ordinance (Weapon)
SELECT BUTTON:	Select View
START BUTTON:	Start/Pause
△ BUTTON:	Fire 30mm Vulcan Cannon
□ BUTTON:	Tap button to Launch Missile. Tap again to switch to Missile POV.
	POV Missile (See Missile POV section)

\*Press buttons L1 and R1 to scroll targets on Overhead Map.

Press SELECT to return to aircraft view from Missile POV.

NOTES: WISO cannot control aircraft flight.



## GETTING STARTED

When you turn on your PlayStation game console, the first item to come up on your screen will be the STARTUP menu. Here you will have two options, GAME START and OPTIONS. Choose GAME START to go directly to the mission briefing section. Choose OPTIONS to customize your mission.

### OPTIONS

In the OPTION SCREEN, PLAYER ONE can control options.

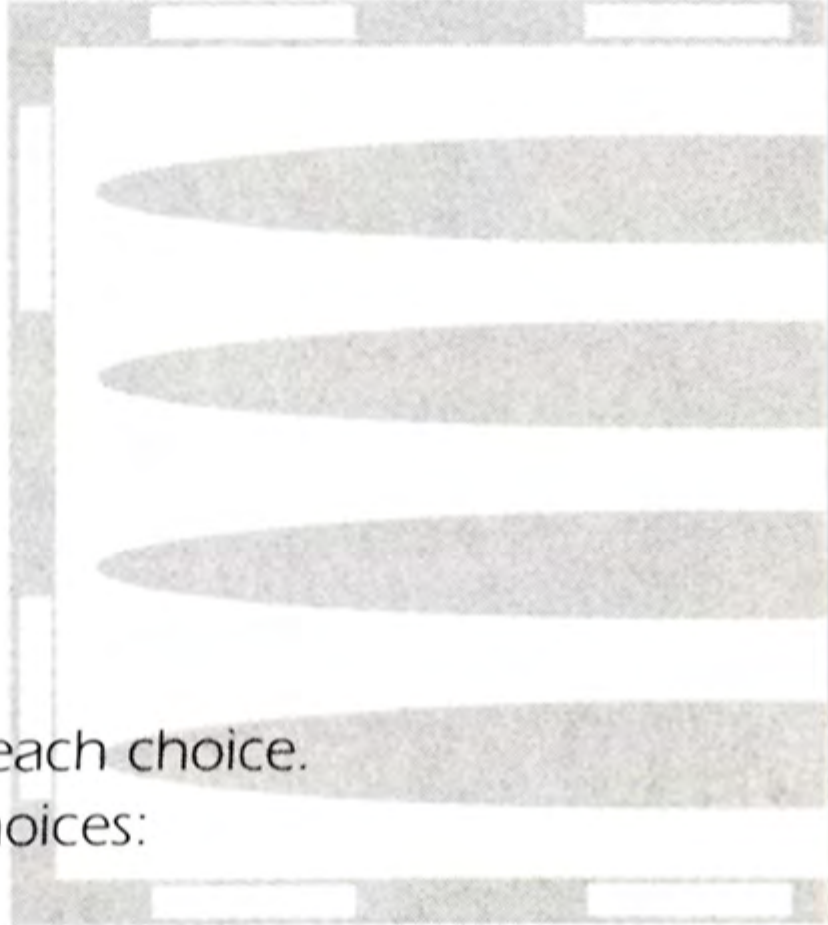
In general:

Press START or X to select your choice and advance.

Press SELECT to EXIT out or "BACK-UP" a level.

Press UP/DOWN on the direction pad to choose.

Use the arrows on your left direction pad to toggle between each choice. Press RIGHT/LEFT on direction pad to cycle between these choices:



CONTROLLER SETUP CONTROL TYPE	Choose difficulty and button configuration Standard/Advanced
COLLISION WITH GROUND	Crash and Burn Mode—if you hit the ground or your plane crashes anywhere in your current surroundings, it's Game Over!
DIFFICULTY	Choose from Normal or Hard
CD MUSIC	CHOOSE LEVEL
SOUND FX	CHOOSE LEVEL
LOAD/SAVE GAME	You will need a memory card to use this option. This feature allows you to save completed missions, weapons stockpile, and game options.
CREDITS	AGILE WARRIOR credits list

After you've made your choices press the START button to return to the Startup menu. Choose the GAME START option to go to the MISSION SELECT SCREEN to select your mission.



## MISSION SELECTION

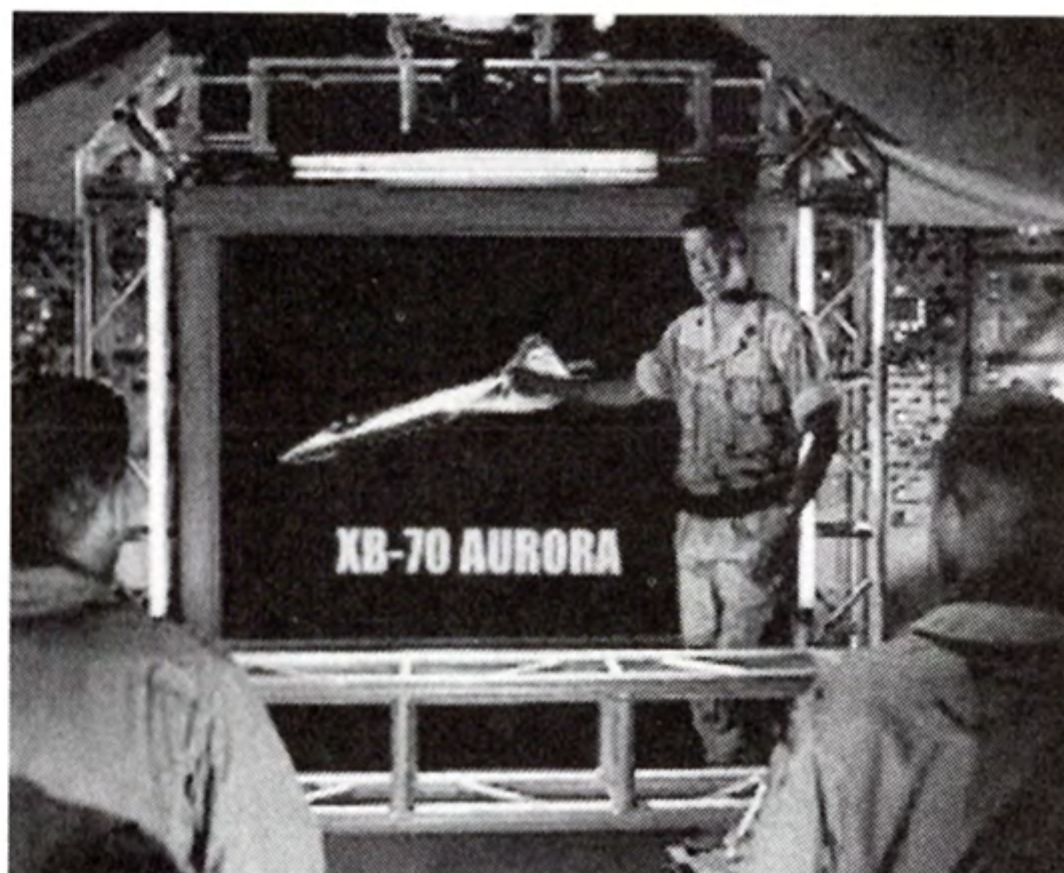


On the MISSION SELECT SCREEN you will see your list of assignments. Use the direction pad to highlight a mission. Press the START or X button to begin your mission briefing.

During the briefing, your commander, Colonel Pickett will give you a complete rundown of your objectives. Using full-motion video, you'll see your intended target, be briefed on enemies and any other secondary objectives you may be assigned. When the briefing ends, press the START or X button to get into action. You may bypass the mission briefing and dive right into gameplay by pressing any button.

Press Select to Exit Mission Selection

Note: Press any button to bypass video sequences



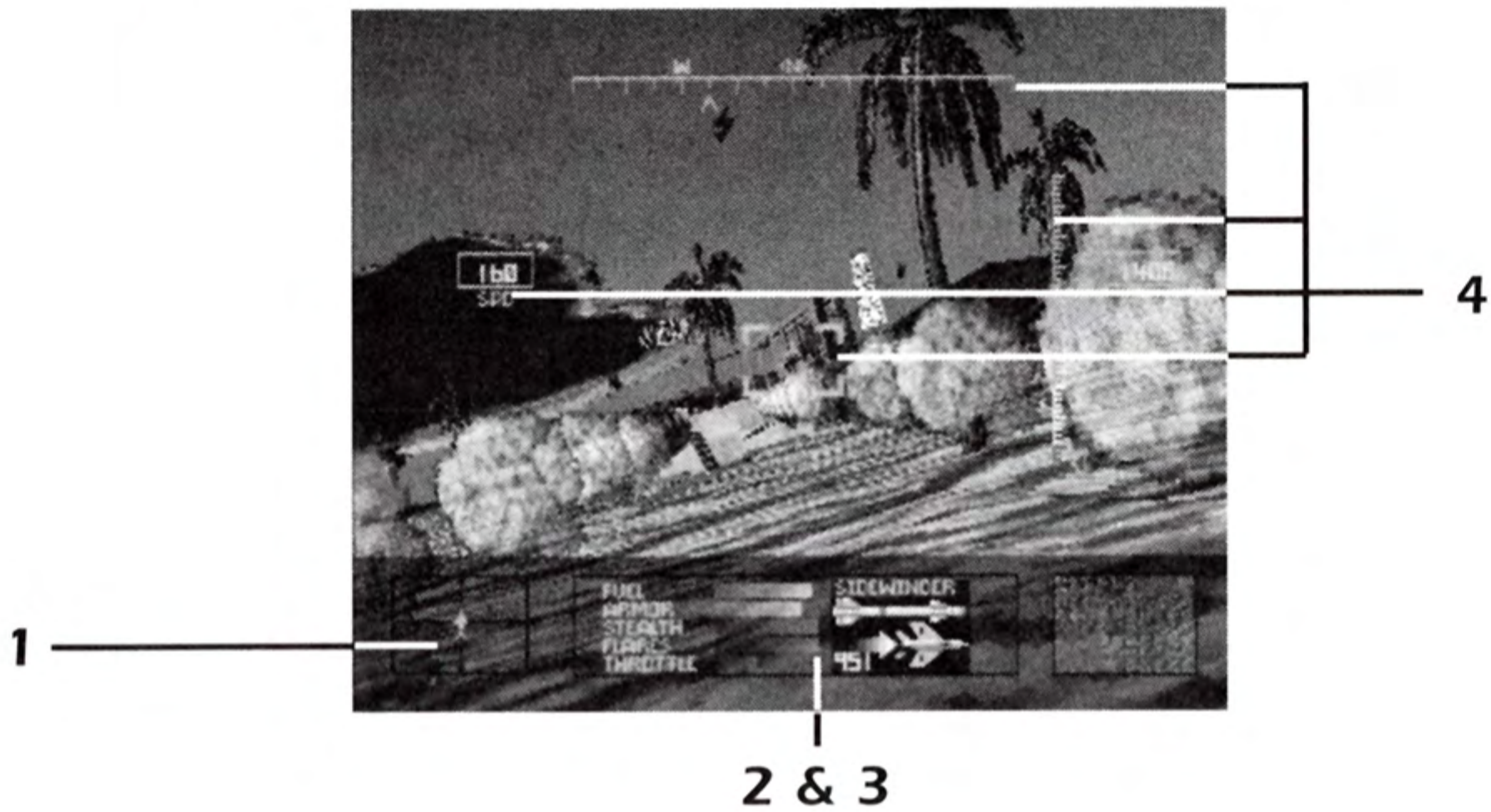


## FLYING THE F-111X

While on a mission you have a choice of several viewpoints.

### COCKPIT VIEW

This view puts you right in the cockpit of the F-111X. Here you will see all of the aircraft's instrumentation, gauges and necessary information to successfully complete the mission. In the cockpit view there are two main screen areas. The Head's Up Display (HUD) and the Cockpit Instrument Panel.



### THE COCKPIT INSTRUMENT PANEL

Along the bottom of your screen is the Cockpit Instrument Panel. It is made up of four information screens continually feeding your necessary battle information.

#### 1. THE ATTACK RADAR SYSTEM (ARS)

This RADAR screen, the farthest on the left-hand side of the instrument panel, gives you a 360-degree overview of all activity in the area. Your position on the RADAR is the center of the screen. A color coded identifying system helps you distinguish between friendly and enemy units in the area. Red is enemy. Blue represents friendlies.

#### 2&3. THE SYSTEM INFORMATION PANELS

The two middle screens on your instrument panel will give you and your Weapons Information Systems Officer (WISO) all the necessary information regarding the attack readiness of your aircraft. Here you will see your fuel level, armor status and engine thrust level throttle.

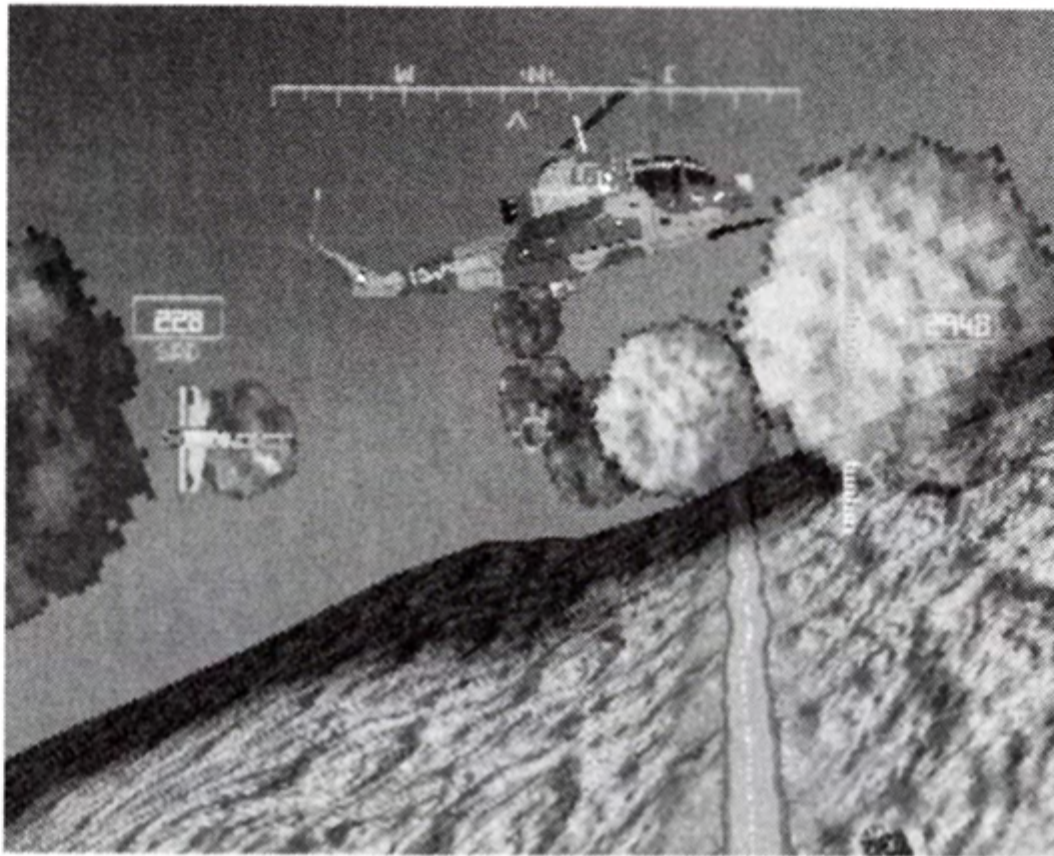
#### 4. THE HEAD'S UP DISPLAY (HUD)

The Head's Up Display (HUD) is shown directly on the glass windscreen of your aircraft. Here you will see the target lock box, your speed, your altitude and along the top of the screen, your compass.



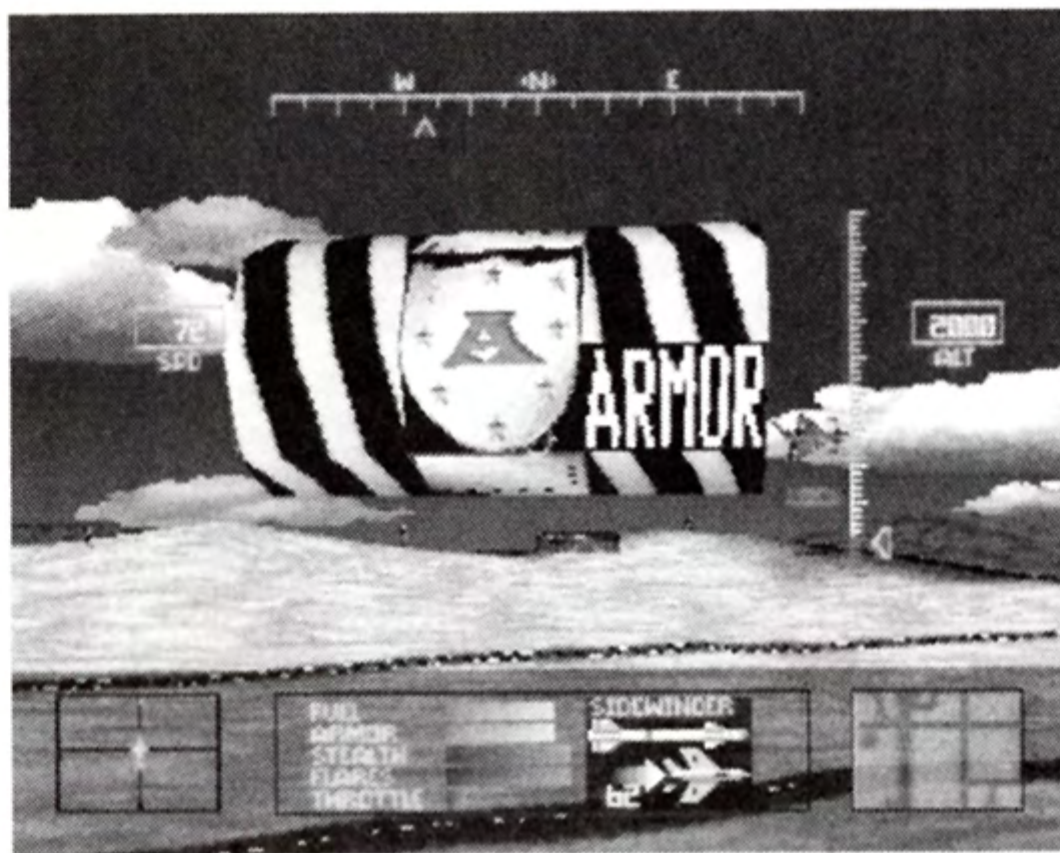
## FULL-SCREEN HEADS UP DISPLAY

The full-screen Head's Up Display will take out the cockpit instrument panel to give you an uninterrupted view of the surrounding terrain. All flight controls will remain the same for this view. You can select this view by pressing the SELECT button.





## POWER UPS



Power Ups can appear almost anywhere. You must keep your eyes open and seek out Power Ups wherever possible. When a Power Up appears, you must guide your airplane into the Power Up in order to capture it. If you fire or an enemy fires and hits the Power Up, it will be destroyed and lost.



### ARMOR

Armor can be the most valuable ally in completing a mission. Once all your armor has depleted, the game is over. Put a high priority on seeking out armor when you are low. Armor comes in two different sizes, standard (20% increase) and Jumbo (50%).



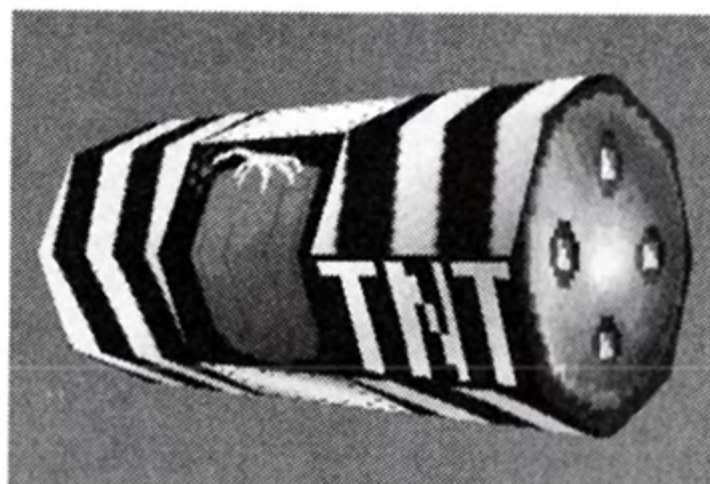
### FUEL

Keep your eyes open for fuel pods. You are given a limited amount in each mission. When you run out of fuel, you have lost and the game is over. Fuel pods come in two sizes: 20% and 33% increases.



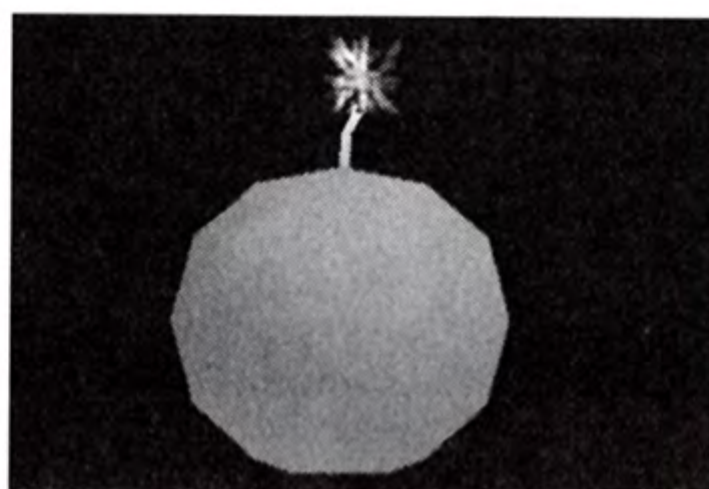
## TNT

Watch out for the TNT Power Up as it will eat away at your valuable armor supply.



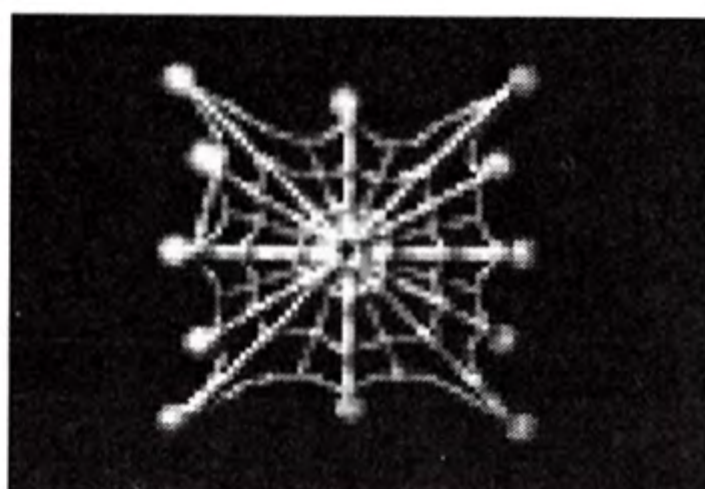
## BOMB

Like TNT, the bomb will take valuable armor away. Avoid it at all costs.



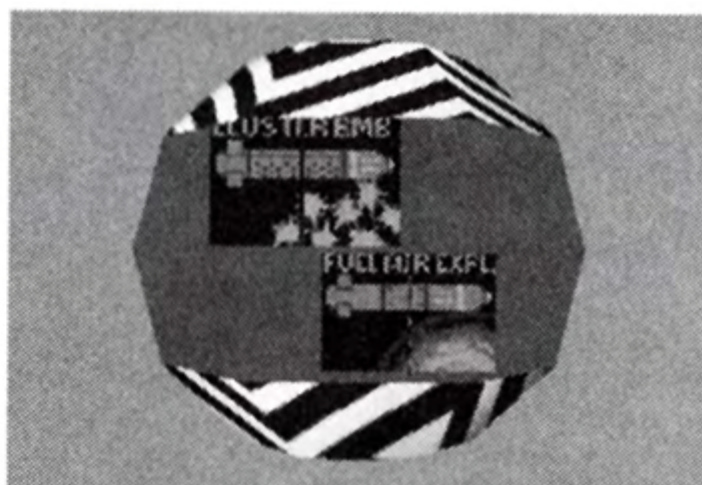
## NET

The net will not take armor or fuel away but it should be avoided all the same. If you get caught in the net, you will be temporarily slowed down, which can lead to some serious problems if you are in a hot spot.



## WEAPONS

Weapon Power Ups appear as large spinning rectangular blocks. You can get any or all weapons by guiding your plane into these Power Ups. Also, note there is a weapons packet that is given if you can successfully shoot down a parachuting enemy pilot after destroying his plane. Weapons packets typically give you a large number and variety of weapons and thus can be invaluable to your mission. You must successfully maneuver your plane to capture the weapons packet which will sometimes be high in the atmosphere.





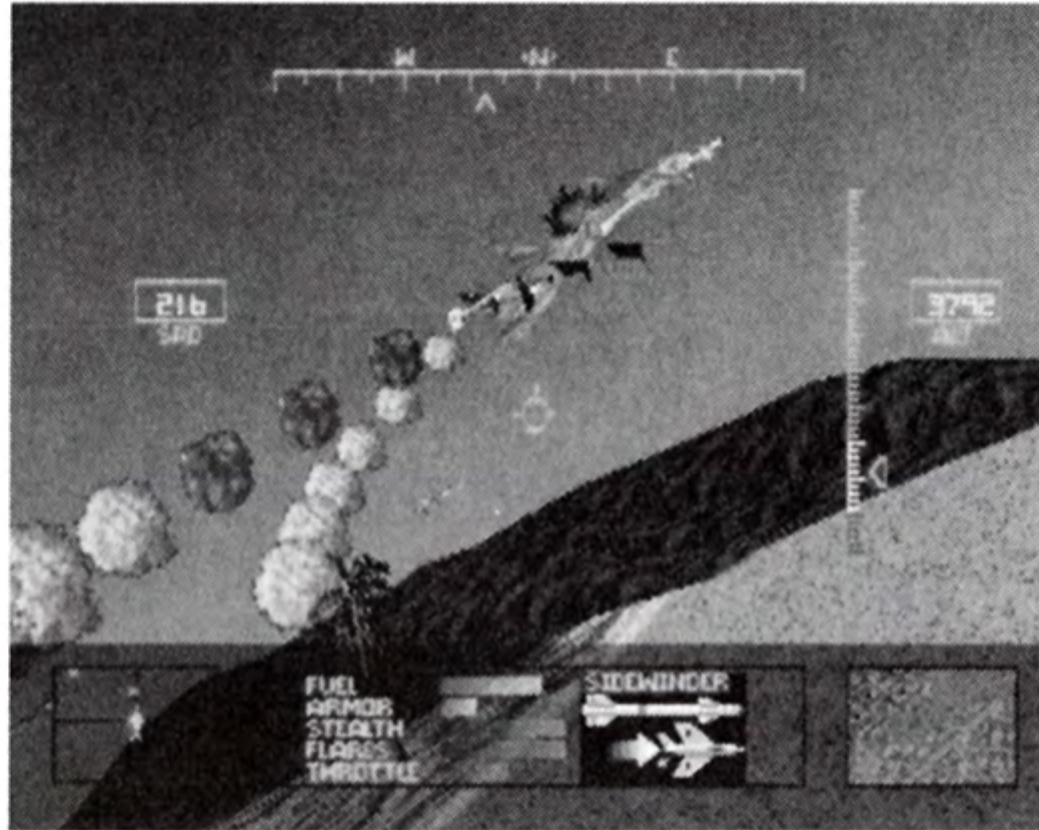
## WEAPONRY

### GUNS

Your plane is equipped with a 30mm Vulcan Cannon. This will be your standard issued weapon. This will be your most used weapon and it will never be lost nor will it run out of ammo.

### MISSILES

When you start the game you will be given a limited number of missiles to aid you in completing your mission. The missiles will be your best weapon for aerial confrontations with attacking Planes and Helicopters. Use them wisely!



AIM-9 Sidewinder is the bread and butter of Air-to-Air combat. Accurate and deadly, the Sidewinder will be a pilot's best friend when intercepting and dogfighting.



AIM-120 AMRAAM is a medium-range radar guided missile. These are very hard to come by, but are deadly in combat. One hit and an enemy will be eliminated from the fighting equation.



AGM-65 MAVERICK (POV) is the Electro-Optic tank missile (See Missile POV(Maverick) section of manual for operating instructions). The AGM-65 Maverick is a large and effective missile used in eliminating ground enemies. It has the distinction of being the only missile that can be controlled by the player once the missile has already been launched. This is a good weapon for surgically removing enemy tanks.





AGM-69 SRAM NUCLEAR MISSILE is the most dangerous and hardest weapon to come by. It will virtually eliminate every enemy that falls within its explosion range. Use sparingly and save for emergency situations.



## BOMBS

Bombs will be primary weaponry in eliminating ground enemies and are also good for leveling enemy structures or bases.



Mk77FB NAPALM CANISTER is an effective weapon when encountering a large number of ground enemies within a concentrated area.



CBU-72 FAE FUEL-AIR-BOMB is a very effective and powerful bomb. It will eliminate all enemies that appear within the radius of its explosion. Very hard to come by so use sparingly.



CBU-89 GATOR CLUSTER BOMB when it hits the ground it will dispense exploding bomblets that will cover a large radius, eliminating most mechanized infantry.





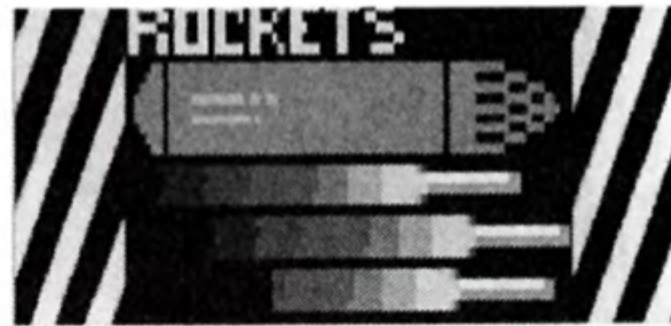
JP-233 BUNKERBUSTER Runway cratering charge will alter or deform terrain on impact. Also good for leveling structures and destroying enemy bases.



## ROCKETS

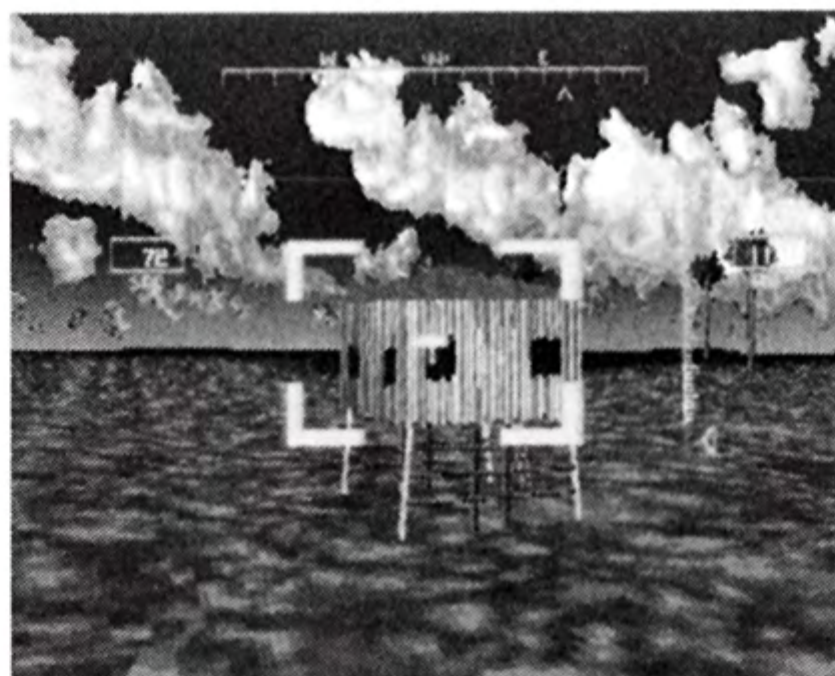
Multiple Rockets can be fired at one time at quick intervals making them lethal when encountering ground vehicles and forces.

Mk-70 Hydra Rockets multi-launch high explosive rockets are good for destroying columns of multiple ground enemies.



## MISSILE POV (MAVERICK)

The Maverick missile will allow the player to view missile flight from a mounted camera on the missile itself! To activate this feature toggle to the Maverick missile. Press the  button on the directional pad, tap the  button again while the missile is in flight. You can now view from the missile cam and control the missile's flight using the direction pad (UP, DOWN, LEFT and RIGHT). To abort missile view and return to aircraft view, press the SELECT button.





## ENEMIES

### **TYPE: ZSU-23-4 SHILKA AIR DEFENSE VEHICLE**

DESCRIPTION: The ZSU is a ground attack aircraft's worst nightmare. Four 23mm Radar-directed guns can deliver 1000 rounds a minute, devastating anything in the air. Deal with ZSU's swiftly, as they are the Agile Warrior's most dangerous ground-based enemy.



### **TYPE: Mil Mi-24 HIND ATTACK HELICOPTER**

DESCRIPTION: A backbone of the former Soviet Union's Mechanized Infantry tactics the HIND is a fast, extremely well-armed attack helicopter. The HIND's close air support capability is legendary, earning a fierce reputation in Afghanistan and Chechnya. While not designed for anti-aircraft operations the HIND is capable of launching several air-to-air munitions.



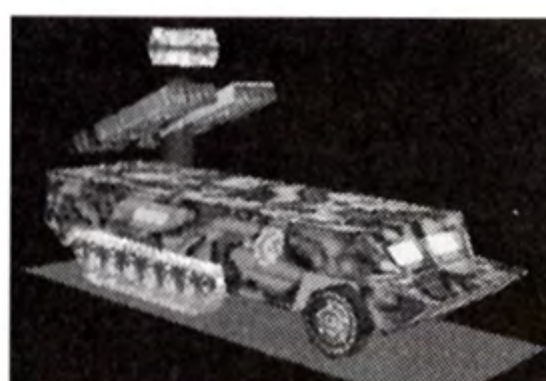
### **TYPE: MIG-29 FULCRUM**

DESCRIPTION: The Mig-29 Fulcrum is an advanced multi-role fighter aircraft born in the former Soviet Union. Tough and maneuverable the MIG-29 compares favorably to any western fighter aircraft. Dogfighting the Fulcrum will be a difficult and dangerous task.



### **TYPE: SA-8 'GECKO' SURFACE TO AIR MISSILE SYSTEM**

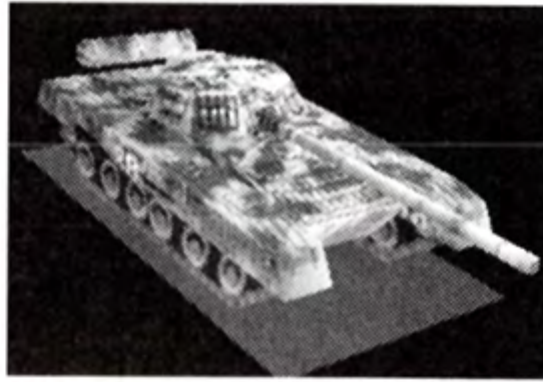
DESCRIPTION: The SA-8 is a self-propelled surface to air missile launcher. The missiles are directed by a radar fire control system capable of operation in all weather conditions and at night. The SA-8 is limited only by the range of its missiles, which are designed for low altitude interception.





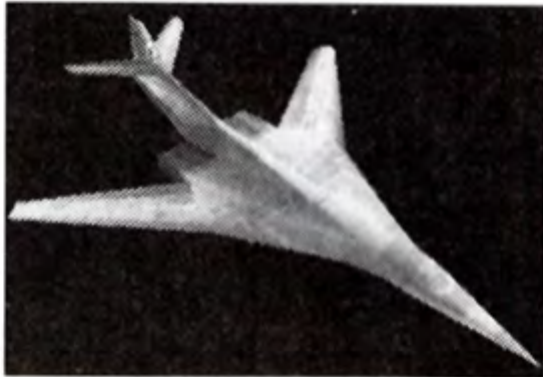
**TYPE: T-80 MAIN BATTLE TANK**

DESCRIPTION: The T-80 is the main battle tank of the former Soviet Union. It was sold to many countries and has become one of the most prolific tanks on the modern battlefield. Although tanks are not known for their offensive anti-aircraft capability, one hit from the T-80's main gun could be devastating.



**TYPE: TU-160 BLACKJACK BOMBER**

DESCRIPTION: The TU-160 Blackjack holds the title as the world's largest bomber. Armed with six RK-55 cruise missiles the Blackjack is capable of low-level transonic penetration and high-level supersonic penetration. Assume the Blackjack will be protected by fighter escort.



**TYPE: OSA MISSILE CRUISER**

DESCRIPTION: Designed as a fast attack missile cruiser the OSA's main mission is to destroy other naval vessels with its ship-launched cruise missiles. The OSA is armed with surface-to-air missiles to defend against air threats.



**TYPE: DASSAULT MIRAGE 2000**

DESCRIPTION: The Mirage 2000 is France's premiere fighter aircraft. Armed with two internal 30mm cannons and a full store of Matra and Magic missiles the Mirage 2000 is a deadly opponent. The Mirage is also capable of ground attack and nuclear stand-off.





**TYPE: SA-6 'GAINFUL' SURFACE TO AIR MISSILE SYSTEM**

DESCRIPTION: The SA-6 is a low-to-medium altitude self-propelled surface-to-air missile launcher. The Gainful can hit targets out to 6 miles, but its radar is out of date. SA-6 units are usually found guarding key installations such as bridges, factories, and military bases.



**TYPE: SUKHOI SU-25 FROGFOOT**

DESCRIPTION: SU-25 Frogfoot aircraft are some of the most feared ground attack aircraft on earth. Used extensively in Afghanistan, Chad, and Chechnya the Frogfoot is outfitted with both conventional and precision guided munitions. The Frogfoot is also adept at air-to-air combat and should be engaged with caution.



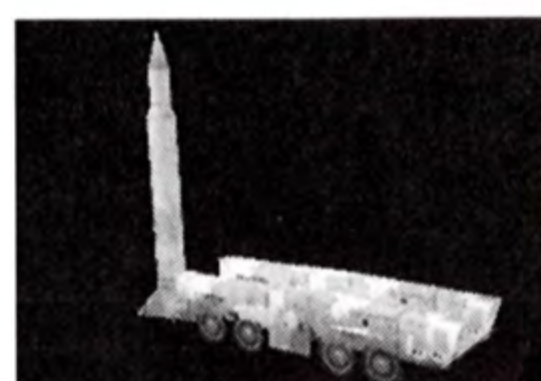
**TYPE: BELL UH-1 'HUEY' HELICOPTER**

DESCRIPTION: The venerable Huey has been a familiar sight since the Vietnam war. Hueys have been produced in record numbers and they can be found in support of armed forces the world over. Several countries have adapted Huey helicopters as gunships, many with offensive anti-aircraft missiles.



**TYPE: SSIC SCUD MISSILE LAUNCHER**

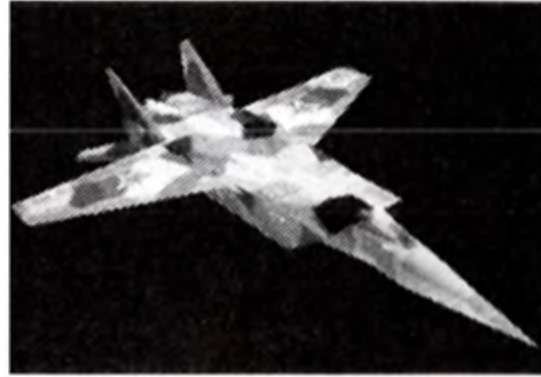
DESCRIPTION: The SSIC is a mobile launch platform for the SCUD missile. Although a wildly inaccurate and notoriously flawed system, the SCUD represents a significant threat as a terrorist weapon. SSIC launchers are slow, and need substantial preparation before launch can occur. SCUDs should be destroyed before they reach operational launch status.





**TYPE: MIG 31 'FOXHOUND'**

DESCRIPTION: The Mig-31 is a fast interceptor aircraft capable of both low and high altitude dogfighting. Foxhounds, as their name suggests, are always on the hunt carrying a huge array of air-to-air missiles. The superior speed of the Mig-31 demands a direct head-to-head engagement.



**TYPE: EUROFIGHTER EFA 2000**

DESCRIPTION: Advanced avionics, digital fly-by-wire controls, and extensive use of composite materials are the main components of the EFA-2000, an air superiority fighter developed by a consortium of European nations. The Eurofighter is armed with a 27mm cannon and several air-to-air missiles. Eurofighters will usually be found protecting key installations and flying escort to convoys and bomber aircraft.



**TYPE: TICONDEROGA CLASS AEGIS WEAPONS CRUISER**

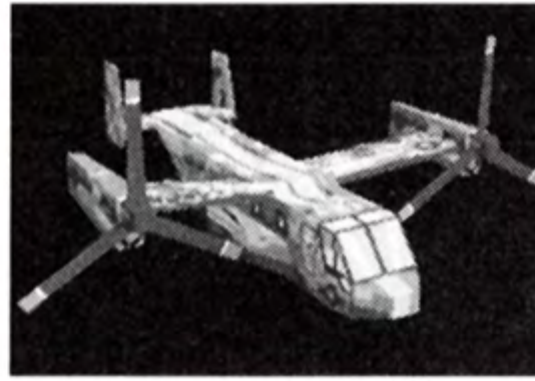
DESCRIPTION: The Aegis Weapons system is a guided missile cruiser armed with the latest in offensive strike technology. Through the use of advanced radar and missile systems the Aegis can deal with multiple sea, land, and air base targets. Be careful when approaching the Aegis as it can launch and track 18 separate SM-2 anti-aircraft missiles at one time.





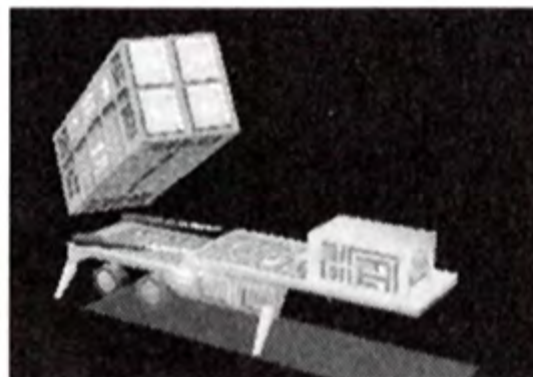
**TYPE: V-22 OSPREY**

DESCRIPTION: The Osprey is a tilt rotor VTOL aircraft used as a troop transport, cargo plane, and gunship. V-22's can fly like fixed wing aircraft and take-off and land like helicopters making them ideal for special operations. The Osprey is armed with air-to-air missiles and cannon and should be handled with respect.



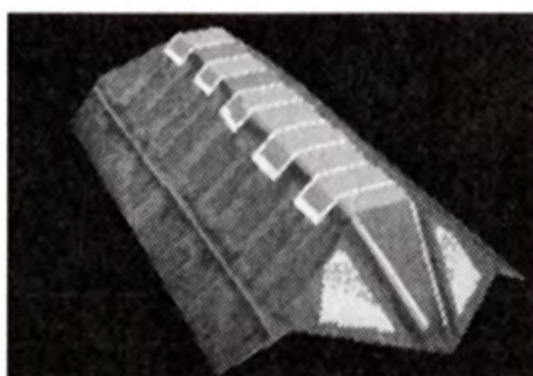
**TYPE: PATRIOT MISSILE SYSTEM**

DESCRIPTION: Patriot missiles earned their deadly reputation during the Gulf War with Iraq. A fixed anti-aircraft missile system, the Patriot is able to engage multiple targets with its advanced radar guidance and fire control system. Patriot missiles are fast and deadly.



**TYPE: SO-12 SEASHADOW STEALTH BOAT**

DESCRIPTION: The Seashadow was developed under great secrecy, much like its airborne cousin the F-117 Stealth Fighter. Seashadows are designed as stealthy infiltration craft, capable of dropping off troops and equipment on foreign shores without fear of detection by coastal radar. The Seashadow is armed with an array of super-secret weaponry, including surface to air missiles.





**TYPE: F16 Fighting Falcon**

DESCRIPTION: F-16 Fighting Falcons are the most numerous fighter aircraft in the West. Optimized for air-to-air combat the F-16 has evolved into a multi-role fighter capable of air-to-ground and all weather navigation. Fighting Falcons will be found in many theaters and represent a direct threat to your well-being.



**TYPE: BELL AH-1 HUEY COBRA**

DESCRIPTION: Developed during the Vietnam war as one of the first dedicated helicopter gunships, the Cobra has performed valiantly in many campaigns. Fast and agile, the Cobra is a deadly close air support weapon. Newer variants have been armed with Stinger air-to-air missiles, substantially increasing the Cobra's bite.



**TYPE: MIL MI-28 HAVOC ATTACK HELICOPTER**

DESCRIPTION: The Soviet's answer to the Apache Gunship the Mi-28 Havoc has evolved into one of the most lethal attack helicopters on the modern battlefield. The Havoc is designed to engage and destroy enemy armor and artillery. It is also equipped with air-to-air missiles to be used in defensive engagements.





## **TROUBLE-SHOOTING**

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### **Product Support**

Thank you for purchasing this Virgin Interactive Entertainment product. To get the most out of your game, take advantage of the following product support:

### **Virgin Interactive Entertainment's Automated Support System**

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### **Technical Support**

For technical support, please first consult the Trouble-shooting guide located in this document. If you still need assistance, our technical support team is available to help you. If the answer is not available in our Automated Support System, live technical support representatives are available Monday through Friday from 8 am to 5 pm Pacific time at (714) 833-1999. Please do not attempt walk-in technical support services as we're not equipped (or staffed) to provide such services. In fact, we need you at your machine to help!

When calling, please position a phone near your computer. You may be required to retrieve information using your computer. Also, please have a pen and paper as well as the following information: make and model of your computer, amount of RAM, type and brand of the graphics and sound cards, and the contents of your CONFIG.SYS and AUTOEXEC.BAT files. If you are unsure about any of these, please try to find out before calling.

### **FAX Support**

If you have access to a FAX machine, many technical support documents and hint sheets are available for FAXback through our Automated Support System.

You can also FAX requests for technical support to (714) 833-2001. Please include a complete description of the problem you are having and your system configuration, including the contents of your AUTOEXEC.BAT and CONFIG.SYS files. Also, please include a phone number in case we need to contact you for further information.

### **On-line Support**

For computer users who also own a modem and telecommunications software, Virgin has its own eight-line support BBS.

### **Virgin BBS**

The Virgin BBS provides the latest news and information about our products as well as file patches, demos, and technical support.



To access our BBS, set your telecommunications settings up to 14,400 baud and no parity, 8 data bits, and 1 stop bit. Then, using your telecommunications software, dial (714) 833-3305. We have eight lines available to answer your calls. While there is no charge for the use of our BBS, long-distance phone call charges may apply to some callers. Our BBS is available 24 hours a day.

## **Virgin Internet Web Site**

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**<http://www.vie.com>**

### **Order Line**

The latest Virgin products can be ordered over the phone using your credit card! The toll-free number is (800) 874-4607. This toll-free number is for orders only. If you are unable to call 800 numbers, you can also reach our Order Line by calling (619) 693-1200. The order line FAX number is (619) 530-2225. The International phone order line number is (619) 490-9234.

Please note that the Virgin Order Line and Retail Center is not equipped to handle your technical support requests or inquiries. It is a separate, independent facility that is located in another county from the Virgin Interactive Entertainment headquarters. Calling the order line will not expedite your problem handling, and may result in even further delays.

### **Hint Information**

There are many ways to receive hints for Virgin games. Clue Books are available for most major games, and can be found at many software stores or ordered from our direct order line at (800) 874-4607. See above for more details.

Virgin also has two automated hint lines, available 24 hours a day. The cost is only \$.75 cents per minute. You must have a touch-tone phone, and be at least 18 years old or have parental or guardian permission before calling. Please be advised that not all Virgin products/titles are supported on the hint lines. In the USA, please call (900) 288-4744.

We also have a hint line available for our Canadian customers. The cost is only \$1.25/Canadian per minute. The Canada Hint Line is available at (900) 451-4422. If at any time you have a problem with either hint line, please call (800) 548-4468. If not answered by a live person, you will be allowed to leave a voice mail message. Follow the directions given.

While free hint sheets are not available for all games, many can be requested through our Automated Support System. If you have a FAX machine, these hint sheets can be FAXed back to you instantly. Hints are available only on the automated system. Please do not ask our technical support specialists for hints, as they will be unable to provide them. Just call our Customer Service number at (714) 833-1999, select the option for an "Automated Session," and then select the "Game Hints" option.

You can also mail a request for free hints to Virgin Interactive Entertainment, 18061 Fitch Ave., Irvine, CA 92714, re: Hint Request. We will address such requests and send hint information if available. These free hints do not include all the information found in our Clue Books, or through our 900 Hint Lines, if applicable.



## **Defective Disc Replacement**

If you have a defective disc, we will replace it without charge within 90 days of purchase. Simply mail in the defective disc(s) with a copy of your receipt in a regular envelope with a letter explaining the problem(s) you encountered, a return address, and your system configuration. Please remember to include your phone number in all correspondence in case we must contact you.

If you do have the receipt or if 90 days have passed, please enclose a check or money order for \$10.00, made payable to Virgin Interactive Entertainment. Sorry, we do not accept cash or credit cards. Please do not mail your entire game box. If you require a refund for a product, you must return the product to the original place or purchase under any refund and/or exchange policy the store has.

Please return the discs to:

Virgin Interactive Entertainment  
18061 Fitch Ave.  
Irvine, CA 92714

Virgin highly recommends calling technical support before sending your disc back for replacement. Your problem can often be fixed right over the phone.

### **Manual Replacements**

To obtain replacement manuals, send proof of purchase (a copy of your receipt, a copy of the back of the box, or the UPC code) with a check or money order for \$10.00, made payable to Virgin Interactive Entertainment. Please mail these items to the above address.



## CREDITS

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Jose Villeta

### Art Director

Alan Lasky

### Senior PlayStation Programmer

Will Botti

### Senior Digital Artist

Shannon Studstill

### Digital Artist

Clay Dale

### 3D Modeler

Chip Pedersen

### Tile Art

Christian Basic

### Map Layout

Christian Basic

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Julian Rignall

Carl Botti

Lisa Hoffman

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Spencer Levy

Dave Debenedetto

Jeff Chen

Chris Walsh

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Dave Webber

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John Sheen

Erik Barnum

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Eric Lux

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### Associate Producer

Grady Hunt

### Assistant Producers

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Harvard Bonin

Eric Harshman

Scott Duckett

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Mical Pedriana

Digital White Noise

### In Game Sound FX

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Wavefront Technologies

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### Special Thanks To

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Tom Allen

Keith Greer

Robb Hart



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**Producer**

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**Written By**

Black Ops Entertainment

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**Script Supervisor**

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**Making of Crew**

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Debbie Lipsett

Mott Media, Inc.

**Gaffer**

John Tower

**Best Boy Electric**

Chuck Severson

**Electric**

Ernie Enriquez

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**Assistant Wardrobe**

Gwen Fornataro

**Make-up/Hair**

Nancy Cassett

**Mixer**

Eileen Mulvey

**Boom**

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Matt Carpinter

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**Teleprompter**

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Cheryl Marie Boudreau

Roger Ito

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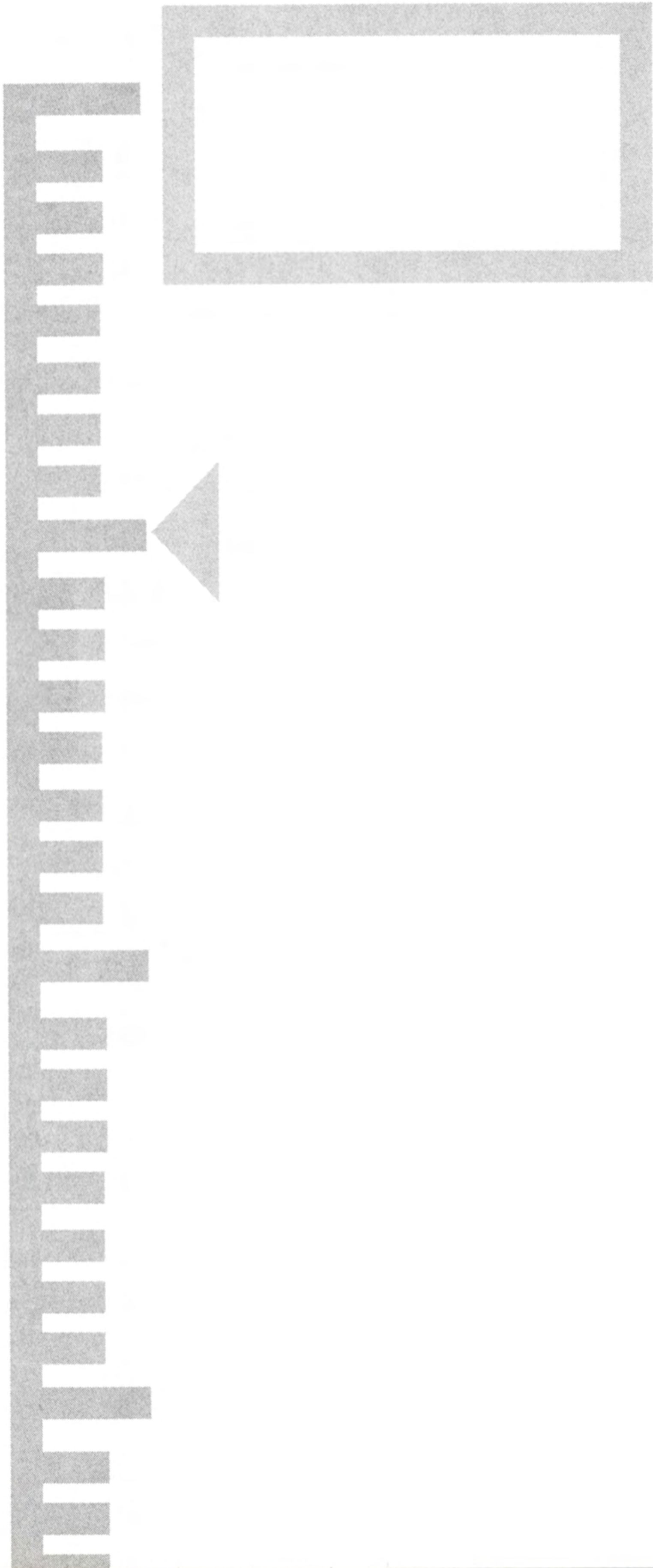


**NOTES**





**NOTES**



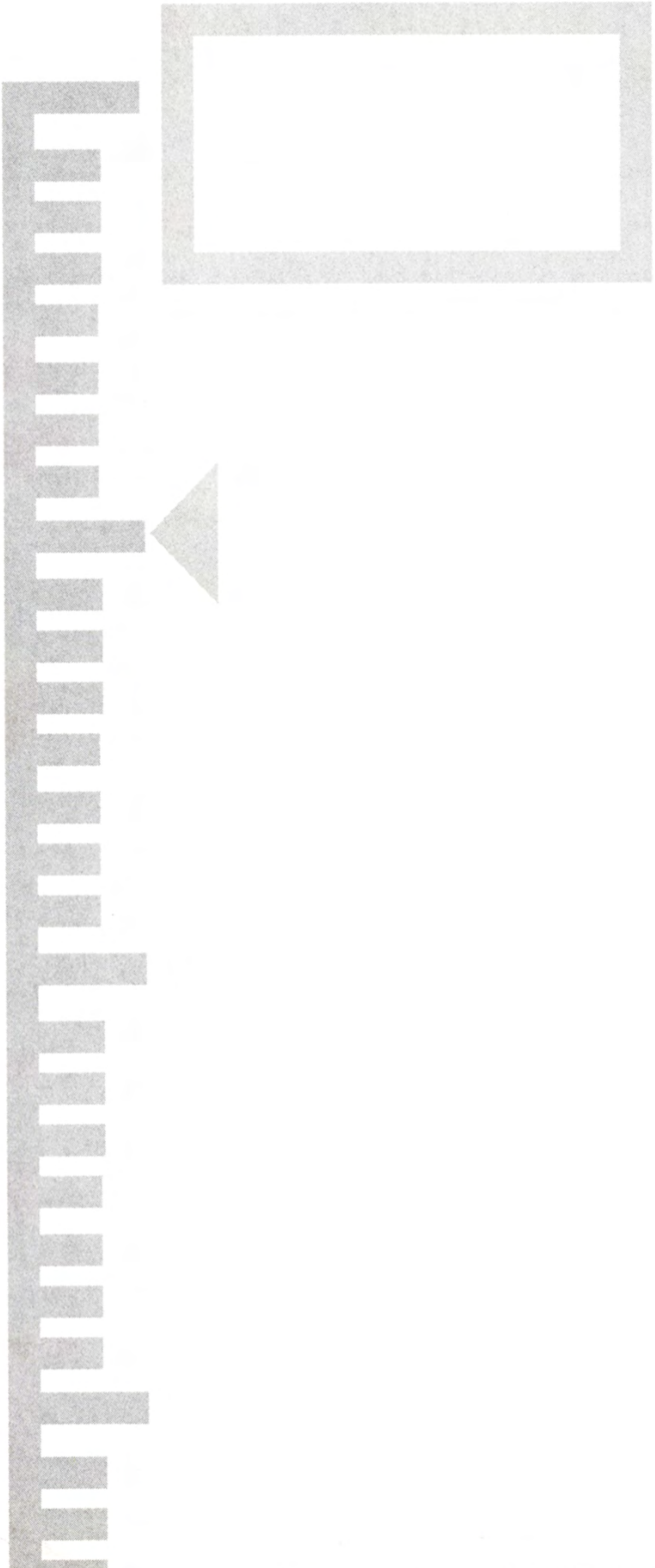


# NOTES





**NOTES**





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NTSC U/C

# AGILE WARRIOR F-111X™

# PlayStation™



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