



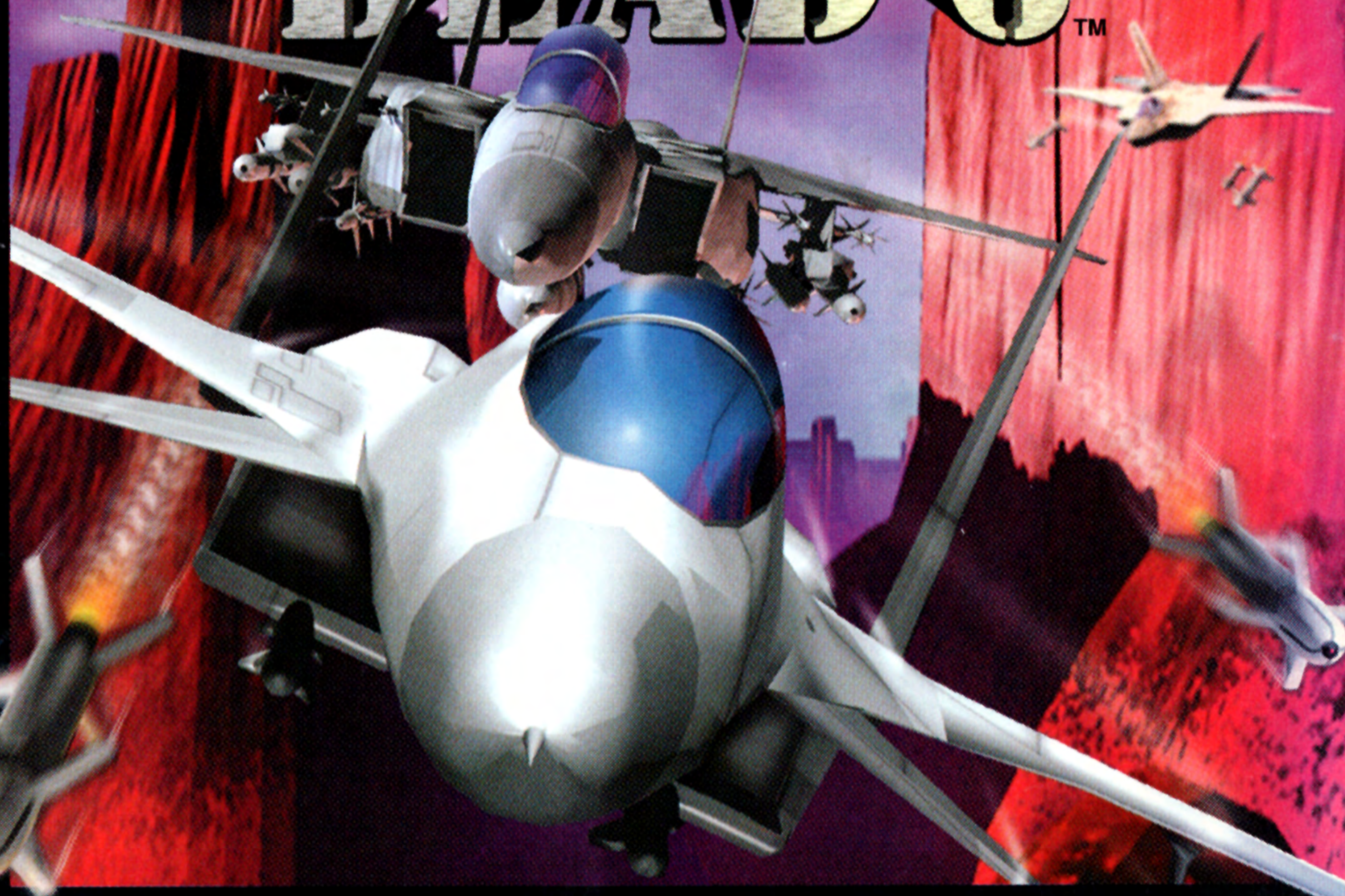
PlayStation

TM

NTSC U/C

PlayStation™

# BOOGIEY DEAD 6™



KIDS TO ADULTS



CONTENT RATED BY  
ESRB

SCUS-94307  
94307

SONY



COMPUTER  
ENTERTAINMENT™

## **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:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **HANDLING YOUR PlayStation™ DISC:**

- This compact disc is 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.

### **HINT LINE**

Hints are available:

Within the US:                   1-900-933-SONY (1-900-933-7669)  
\$0.95 per minute pre-recorded information  
\$1.15 per minute live representative assistance  
\$4.95 for mailed out tips

Within Canada:                1-900-451-5757  
\$1.25 per minute (US Dollars)

For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

### **CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE**

1-800-345-SONY  
(1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation™ game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time

### **SONY ONLINE**

<http://www.sony.com>

Our news is always hot! Visit our website and find out what's happening at Sony - new titles, new products and fresh tidbits about the Sony PlayStation™ game console.

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## ESRB RATING

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

# SETTING UP

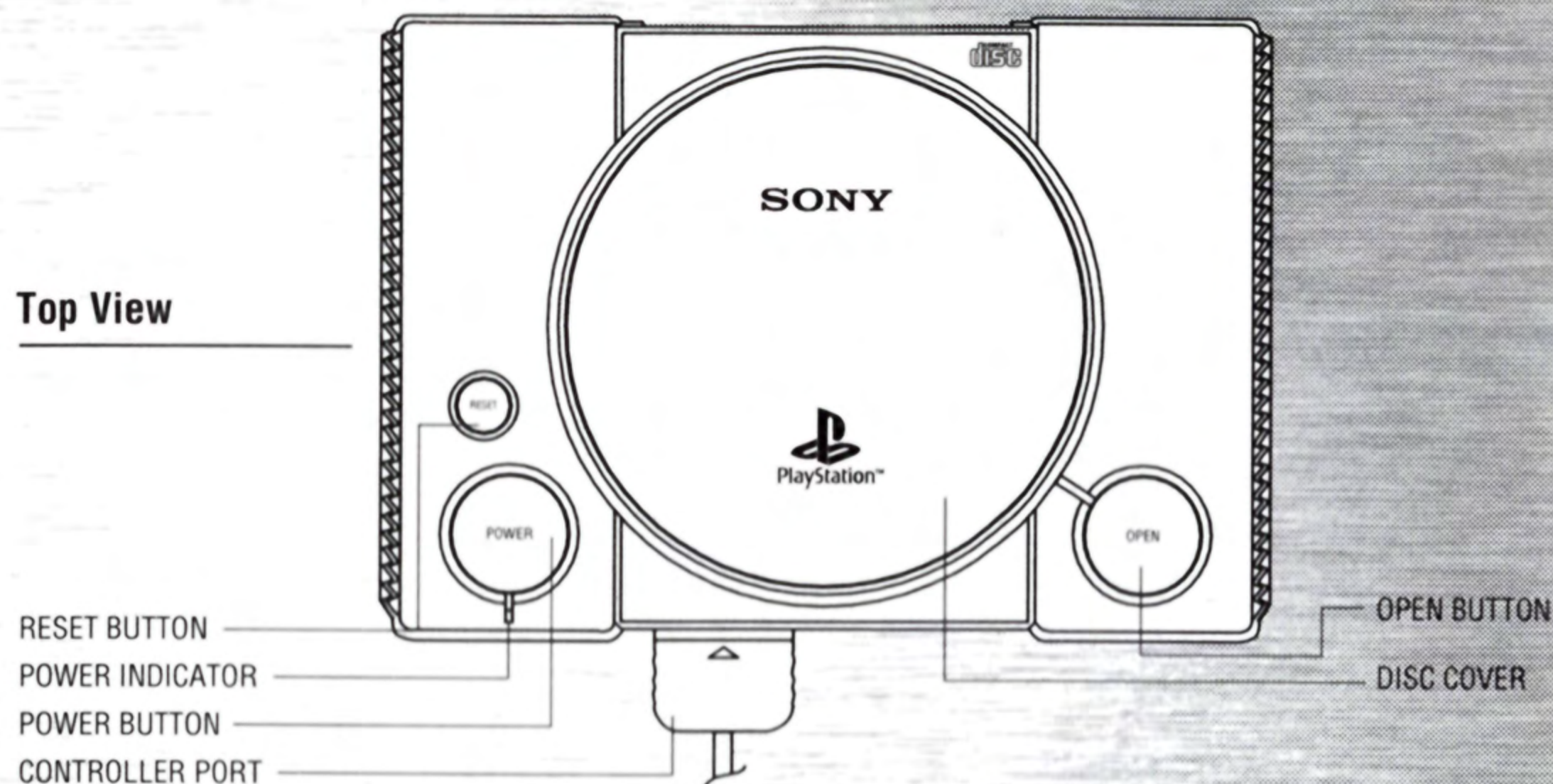
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the *BOGEY: DEAD 6™* disc and close the CD door. Insert game controller(s) and turn ON the PlayStation™ game console. Follow on-screen instructions to start a game.

## MEMORY CARDS

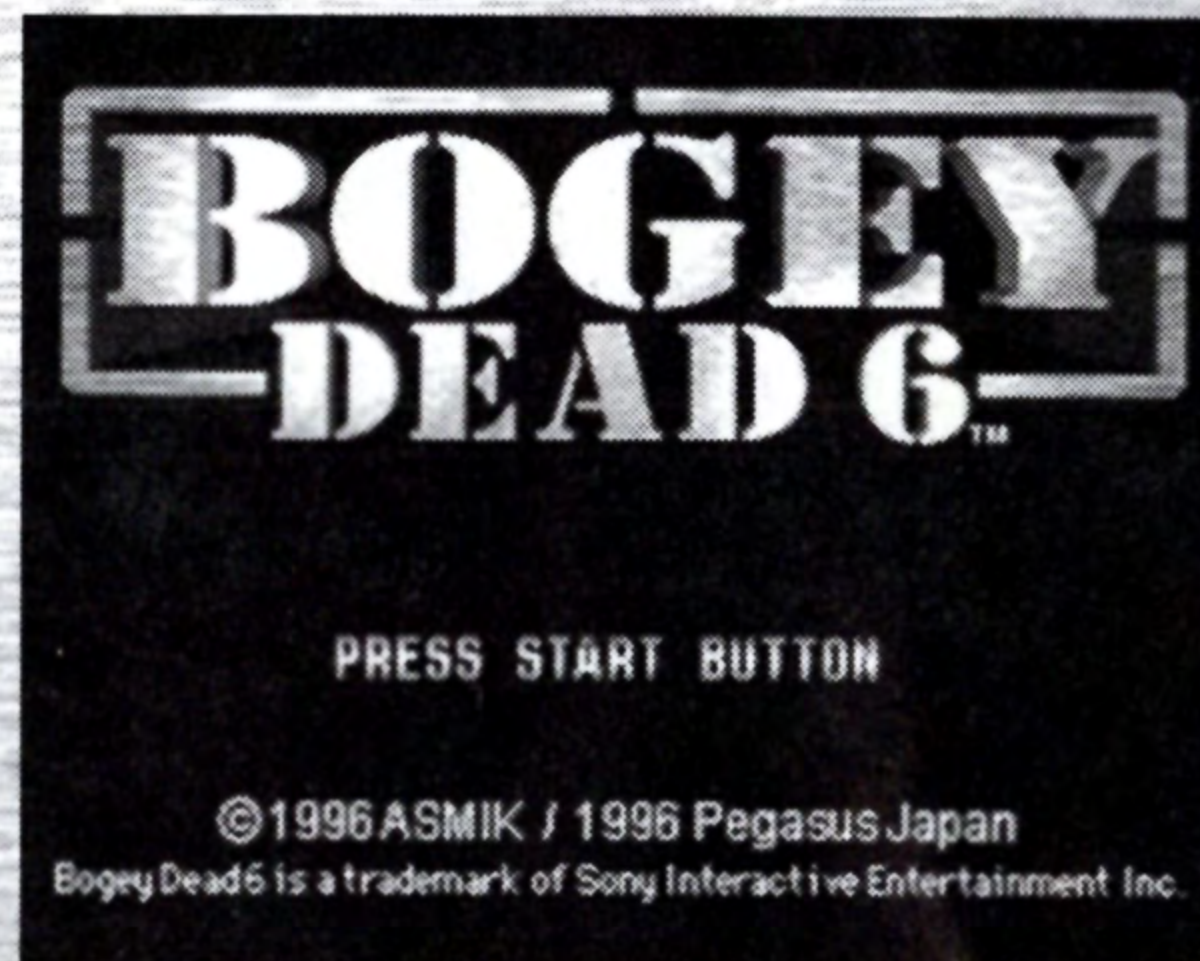
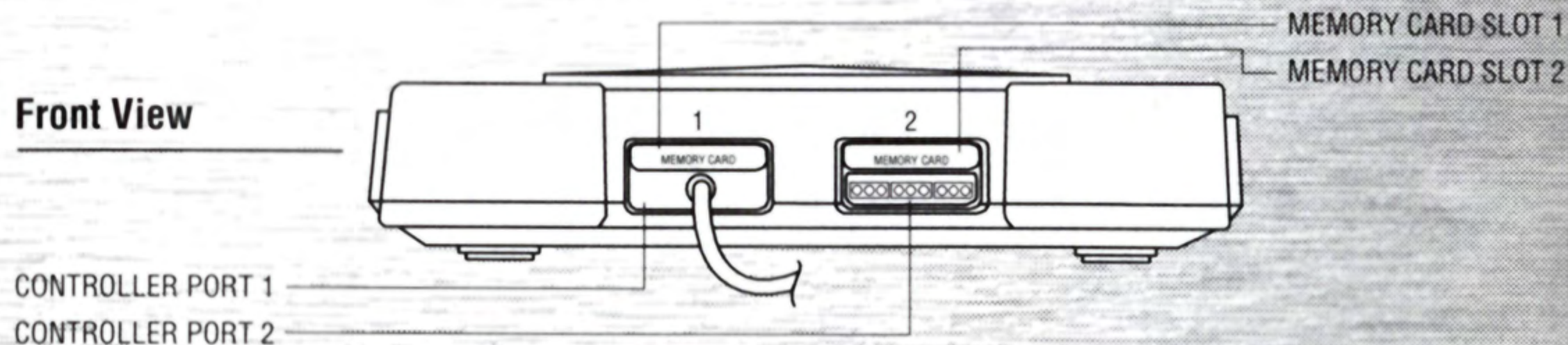
If you want to save games, connect a memory card to Port 1 of the PlayStation game console. You can continue previously saved *BOGEY: DEAD 6* games by loading them from the Game Start menu. See "Saving & Loading Games" for instructions.

**Note:** If a memory card is full, you will not be able to save games to it. Delete data or reformat the card before starting. See the hardware manual for instructions.

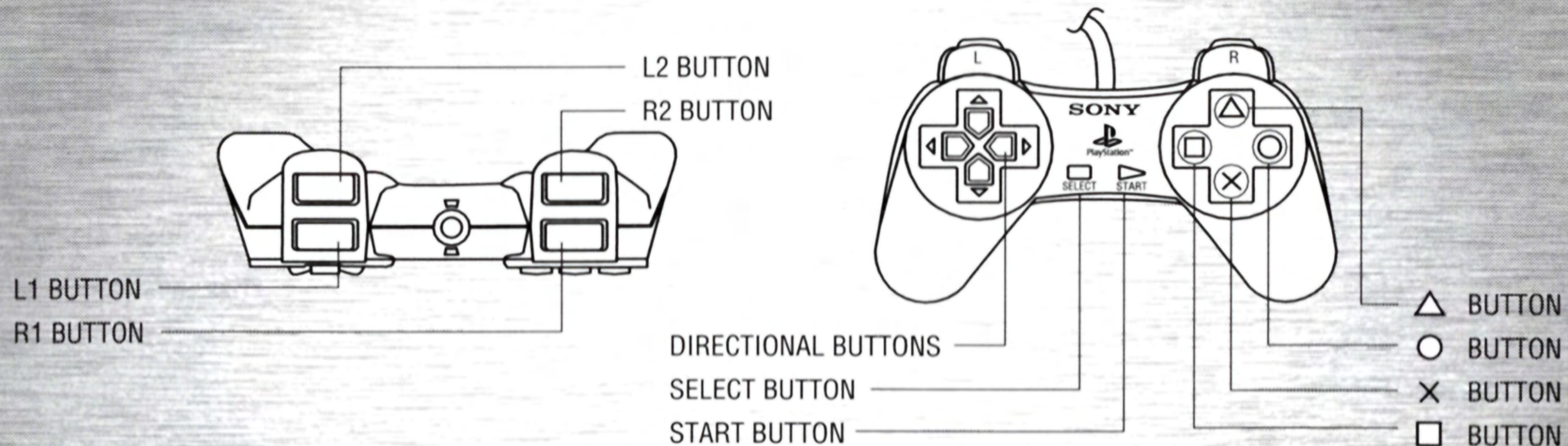
Top View



Front View



# CONTROLLER



## DEFAULT CONTROLLER FUNCTIONS: NORMAL MODE & CONTROLLER TYPE A

### USING MENU SCREENS

- Select menu command ..... **Directional buttons**
- Execute menu command ..... (X)
- Cancel action; exit to previous menu ..... (Δ)
- Start or pause mission ..... **Start**
- Resume mission ..... Select RESUME MISSION on the Pause menu  
and press (X)
- Abort mission ..... Select ABORT MISSION on the Pause menu  
and press (X)
- Load missiles in armory ..... **Directional button UP**
- Offload missiles in armory ..... **Directional button DOWN**

## FLYING & COUNTERMEASURES

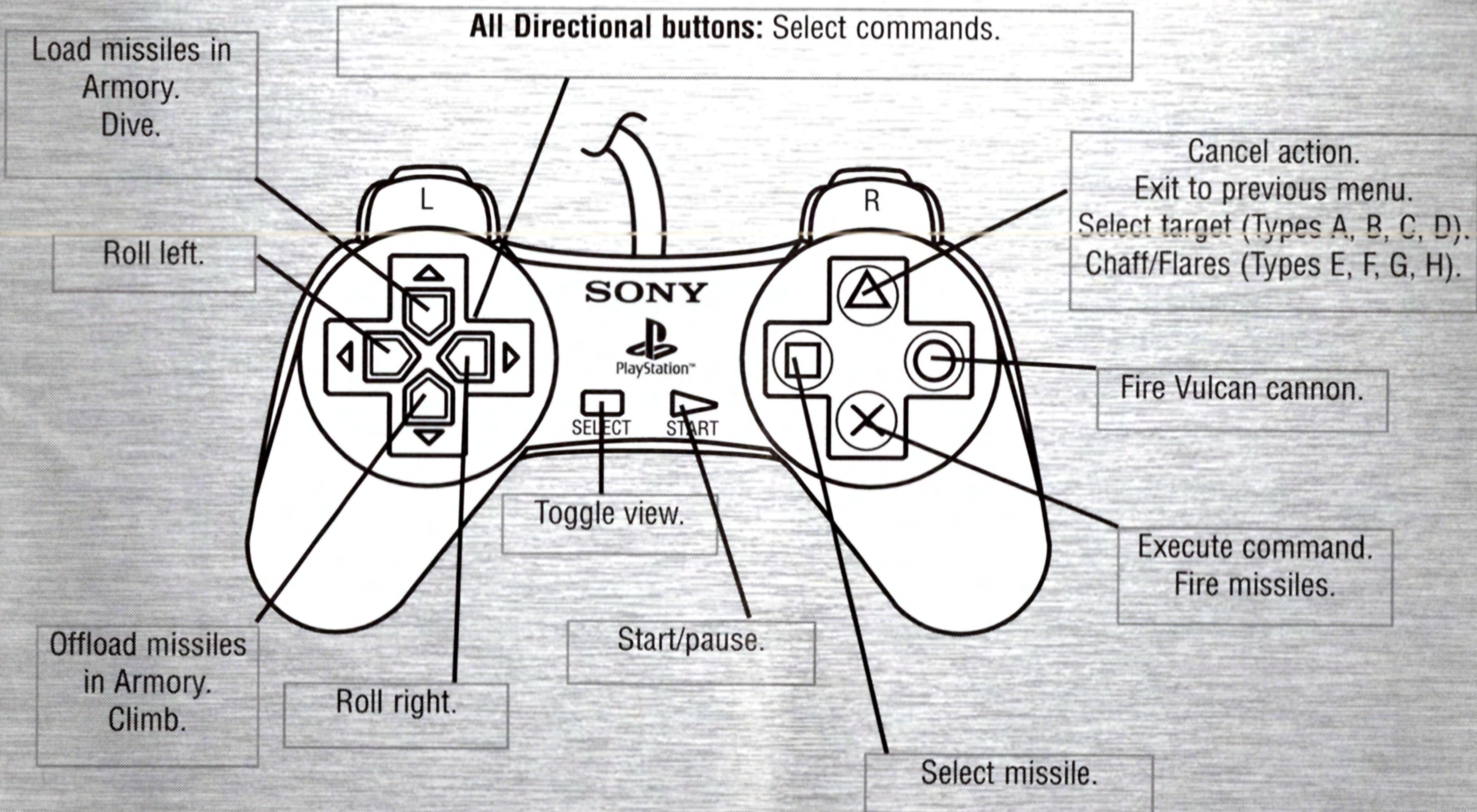
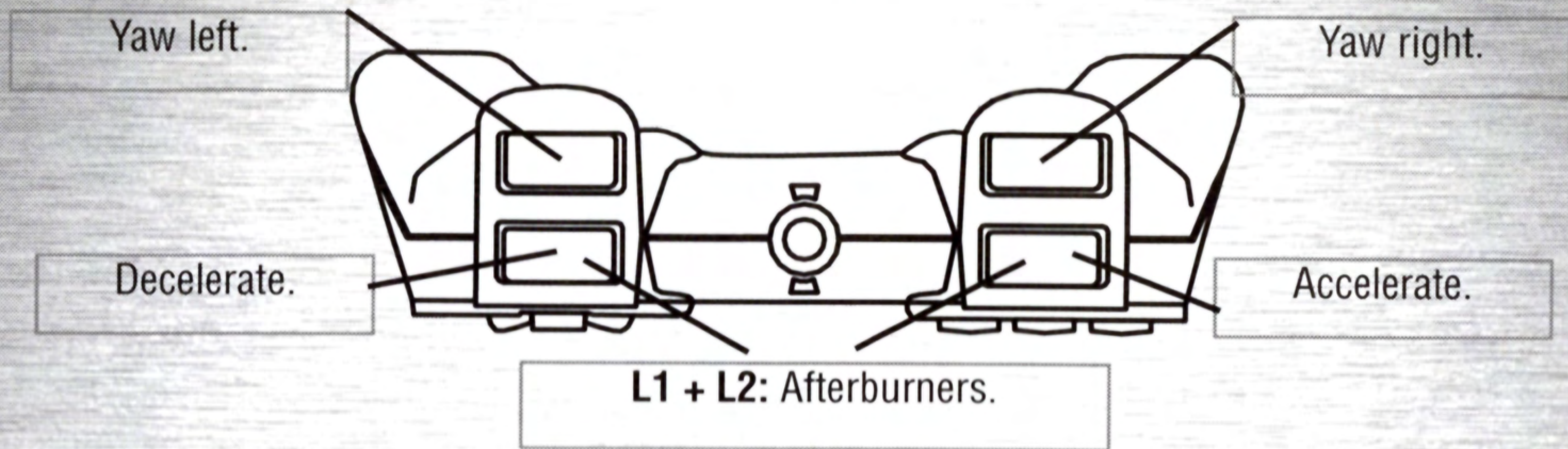
Toggle Cockpit/HUD views.....	<b>Select</b>
Dive .....	<b>Directional button UP</b>
Climb .....	<b>Directional button DOWN</b>
Roll left.....	<b>Directional button LEFT</b>
Roll right.....	<b>Directional button RIGHT</b>
Decelerate.....	<b>L1</b>
Accelerate .....	<b>R1</b>
Yaw left.....	<b>L2</b>
Yaw right .....	<b>R2</b>
Afterburners .....	<b>L1 + L2</b>
Chaff/Flares (Controller Types E, F, G, H) .....	<b>△</b>

## FIRING WEAPONS & TARGET ACQUISITION

Select target (Controller Types A, B, C, D) ..	<b>△</b>
Select missile .....	<b>□</b>
Fire missile .....	<b>×</b>
Fire Vulcan cannon .....	<b>□</b>

**Note:** To reconfigure the controls, see “Controller Configuration” in the “Options” section of this manual.

## DEFAULT CONTROLLER: NORMAL MODE & CONTROLLER TYPE A



# ANALOG JOYSTICK



## USING MENU SCREENS

- Select menu command .....Control Hat
- Execute menu command .....⊗
- Cancel action; exit to previous menu .....⊲
- Start or pause mission .....**Start**
- Resume mission .....Select RESUME MISSION on the Pause menu and  
press ⊗
- Abort mission .....Select ABORT MISSION on the Pause menu and  
press ⊗
- Load missiles in armory .....Control Hat UP
- Offload missiles in armory .....Control Hat DOWN



## FLYING & COUNTERMEASURES

### Left Joystick





Accelerate . . . . .	Joystick back
Decelerate . . . . .	Joystick forward
Afterburners . . . . .	<b>L2</b>
Chaff/ Flare Release . . . . .	<b>R1</b>

### Right Joystick

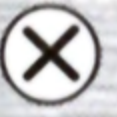


Toggle Cockpit/HUD views . . . . .	<b>Select</b>
Dive . . . . .	Joystick forward
Climb . . . . .	Joystick back
Roll left . . . . .	Joystick left
Roll right . . . . .	Joystick right
Trim up . . . . .	Control Hat DOWN
Trim down . . . . .	Control Hat UP
Yaw left . . . . .	Control Hat LEFT
Yaw right . . . . .	Control Hat RIGHT

## FIRING WEAPONS & TARGET ACQUISITION

### Right Joystick

Select target . . . . .	
Select missile . . . . .	
Fire missile . . . . .	
Fire Vulcan cannon . . . . .	

# OPTIONS

1. At the Title screen, press **Start** to display the Game Start menu.
2. At the Game Start/Option screen, use the **Directional buttons** or Analog Joystick control Hat to select OPTION and press  to display the Option menu.
3. Press the **Directional buttons** UP/DOWN to select a command.
4. Press the **Directional buttons** LEFT/RIGHT to change a setting.
5. Press  to execute a command or open a submenu.
6. Press  to cancel a command or exit to a previous menu.

## SCORE LIST

Display the top scores for Missions, Vs. Battle and Training scenarios.

## SAVE DATA/LOAD DATA

Save games to a memory card or load previously saved games. See "Saving & Loading Games" for instructions.

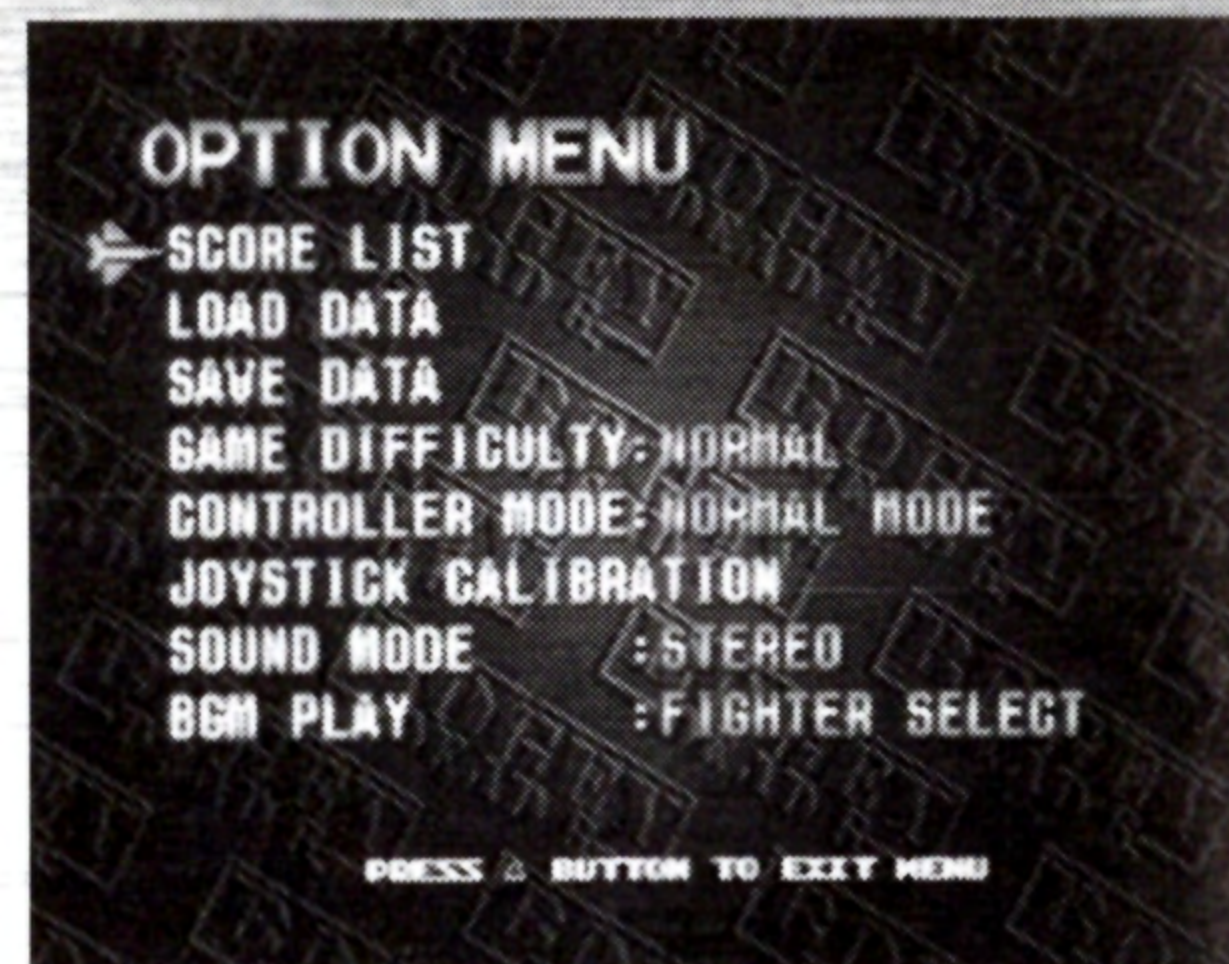
## GAME DIFFICULTY

Choose from three different skill levels:

**Easy** – Unlimited missiles and M61A ammunition. Enemy aggression is at the minimum.

**Normal** – Missiles and M61A ammo loads are based on aircraft selection. Enemy pressure is moderate.

**Hard** – Missiles and M61A ammo capacities are based on aircraft selection. The enemy pressure is at the maximum.



## CONTROLLER MODE

Choose from two different modes:

**Normal** – You control all flight maneuvers and weapon selections.

**Easy** – You control flight with the **Directional buttons**. The aircraft will not roll. The computer selects the optimum target to fire on, and weapon selection is automatic based on target.

**Note:** Controller Mode regulates the number of Controller Configuration options available.

## ANALOG JOYSTICK CALIBRATION

Follow the on-screen prompts to calibrate the Analog Joystick for gameplay.

## CONTROLLER CONFIGURATION

Reconfigure the button controls by selecting one of the settings. Your current Controller Mode selection regulates the number of settings available. **Controller Type A** is the default.

Controller Mode	Available Controller Types
Normal	8
Easy	4

## SOUND MODE

Set the Sound Mode to STEREO, MONO or NO BGM (background music) to match your sound system.

## BGM PLAY

Sample the game's music and sound tracks.



# SAVING & LOADING GAMES

## SAVE DATA

Insert a memory card into your PlayStation game console in order to save games. You can save games before starting a mission and after completing a mission.

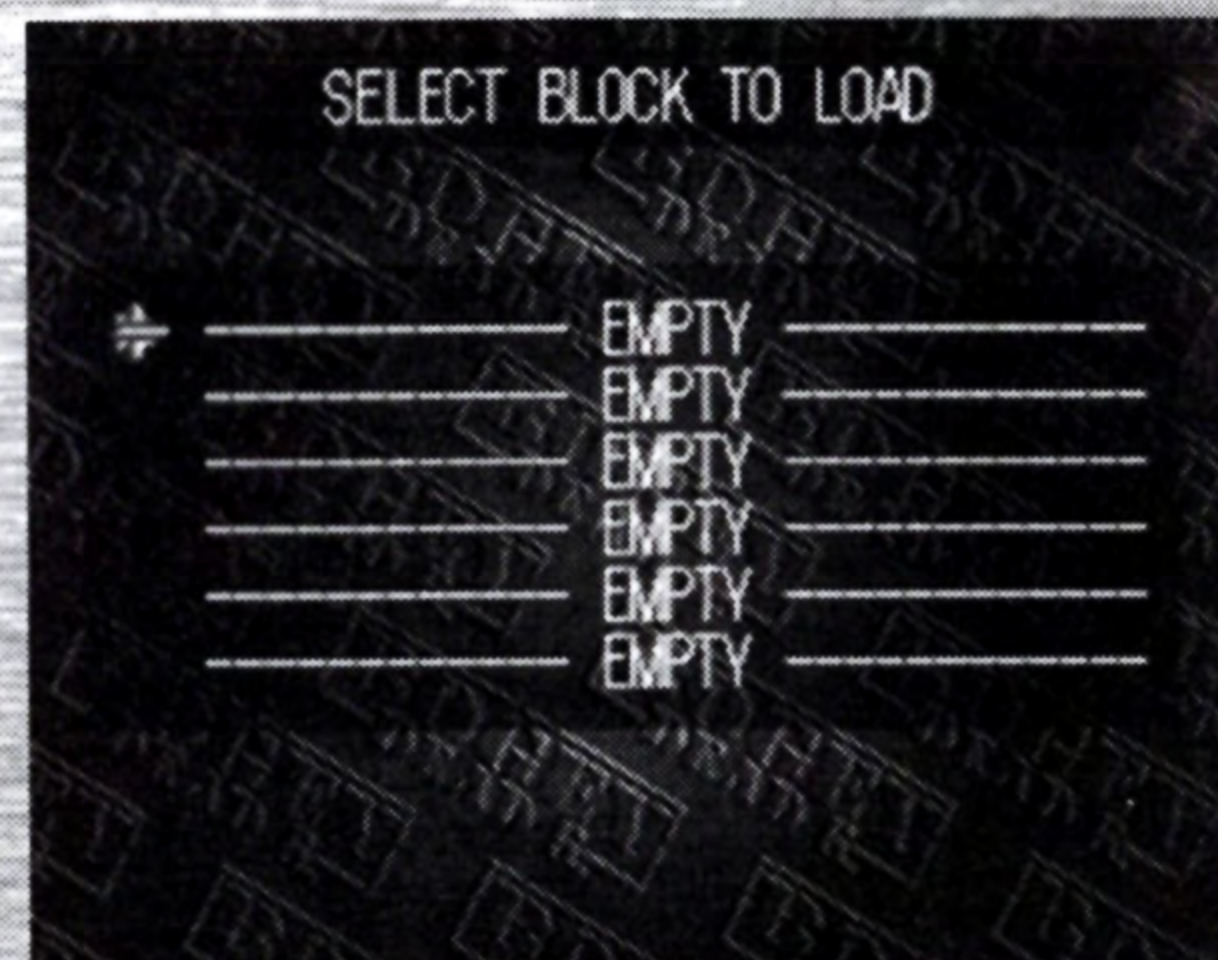
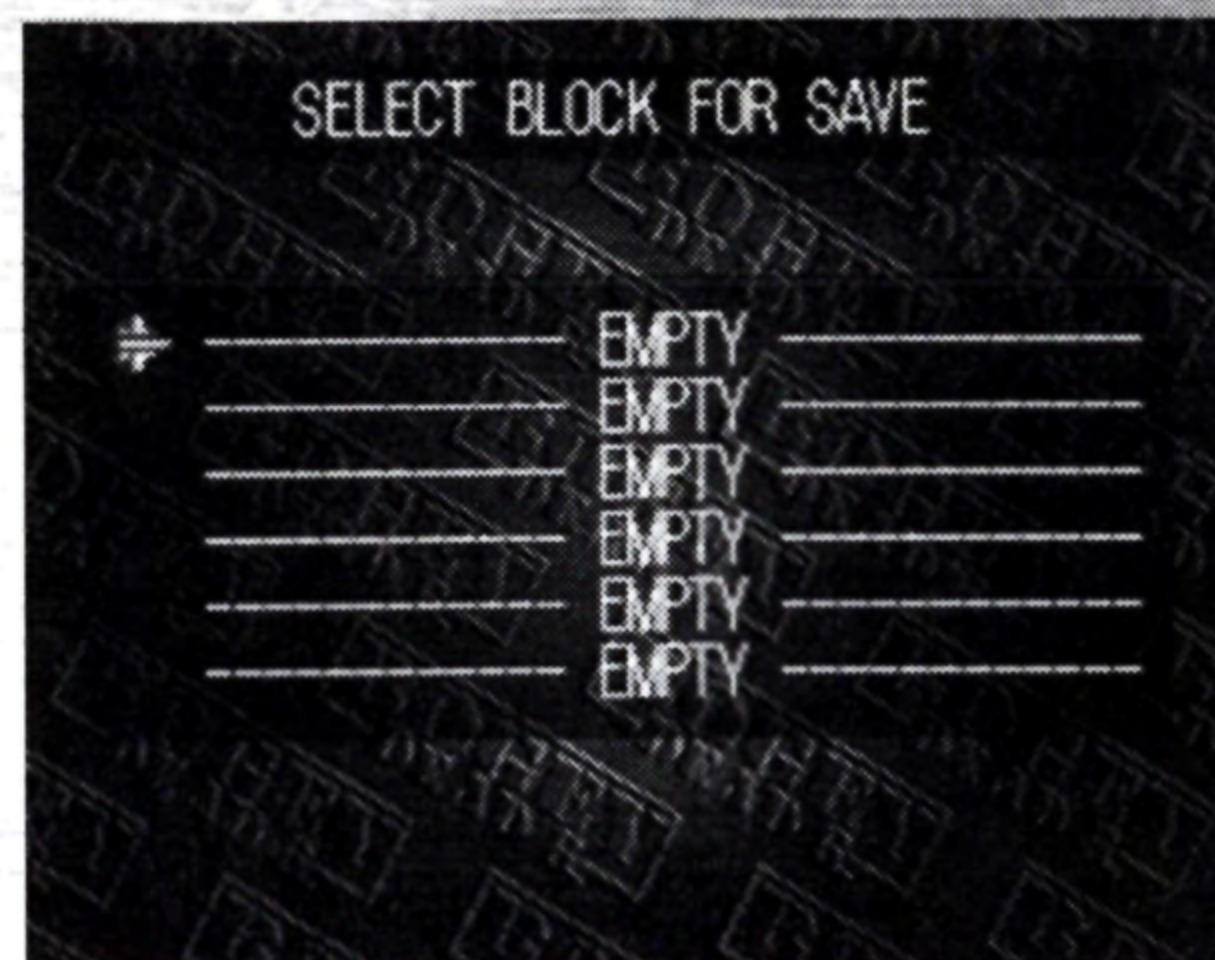
1. Press  to back up to the Game Start/Option screen.
2. Select OPTION to display the Option menu.
3. Select SAVE DATA and press  to access the Save Data menu.
4. Select a block where the game will be saved and press .
5. You will be prompted to confirm your choice. Select YES (you will erase any previously saved data in that block) and press .
6. Select "BLOCK FOR SAVE" and press  to exit.
7. You will be prompted to complete the save. Select YES.



**Warning:** DO NOT REMOVE the memory card during the Save or Load process.

## LOAD DATA

Insert a memory card with previously saved games into Port 1 of your PlayStation game console.

1. On the Game Start/Option screen, select OPTION to display the Option menu.
2. Select LOAD DATA and press  to access the Load Data screen.
3. Select a data block and press .



4. When prompted "IS THIS DATA CORRECT?", select YES and press .
5. When "LOAD DATA COMPLETED" appears, press .
6. When prompted "COMPLETE LOADING?", select YES to complete the data load and return to the Option menu. Your previously saved missions are now loaded.
7. When you choose a mission, you will re-enter the game at the point where the data was saved.

## **BANDITS!**

International terrorists control a mighty military force backed by outlaw countries. Their campaign for world domination is exploding into action on all fronts simultaneously.

You are a Top Gun fighter pilot. You are in the enviable spot of heading up an elite team of flyers charged with halting the worldwide enemy offensive.

The bad news: Mission ops include 12 death-defying runs that you must fly to halt the deadly aggression.

The good news: The toughest combat aircraft ever made are at your disposal. You'll pilot the vicious F-4E Phantom, F-14D Tomcat, F-15E Eagle, F-16C Fighting Falcon, F/A-18 Hornet and the futuristic – and untried – F-22 Superstar.

Each mission demands the special features of these fierce aircraft. But no weapon is as important as your flying skills. The job of rescuing VIP hides flying in a defenseless airliner will be yours. Sink a hostile carrier force to save a royal family. Cook a fuel refinery and airfield until they're nothing but twisted wreckage. Annihilate enemy SAM sites and tank forces while piercing a desert sky alive with red-hot shrapnel. Dive into swarms of terrorist fighters and live the ice-cold fear of MiG fighters ripping into your six.

Survive these and even more dangerous missions, then limp in for a carrier landing, one of the scariest tricks in military aviation.



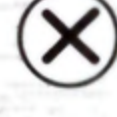

Get ready to draw blood. It's time for high-altitude butt-kicking.

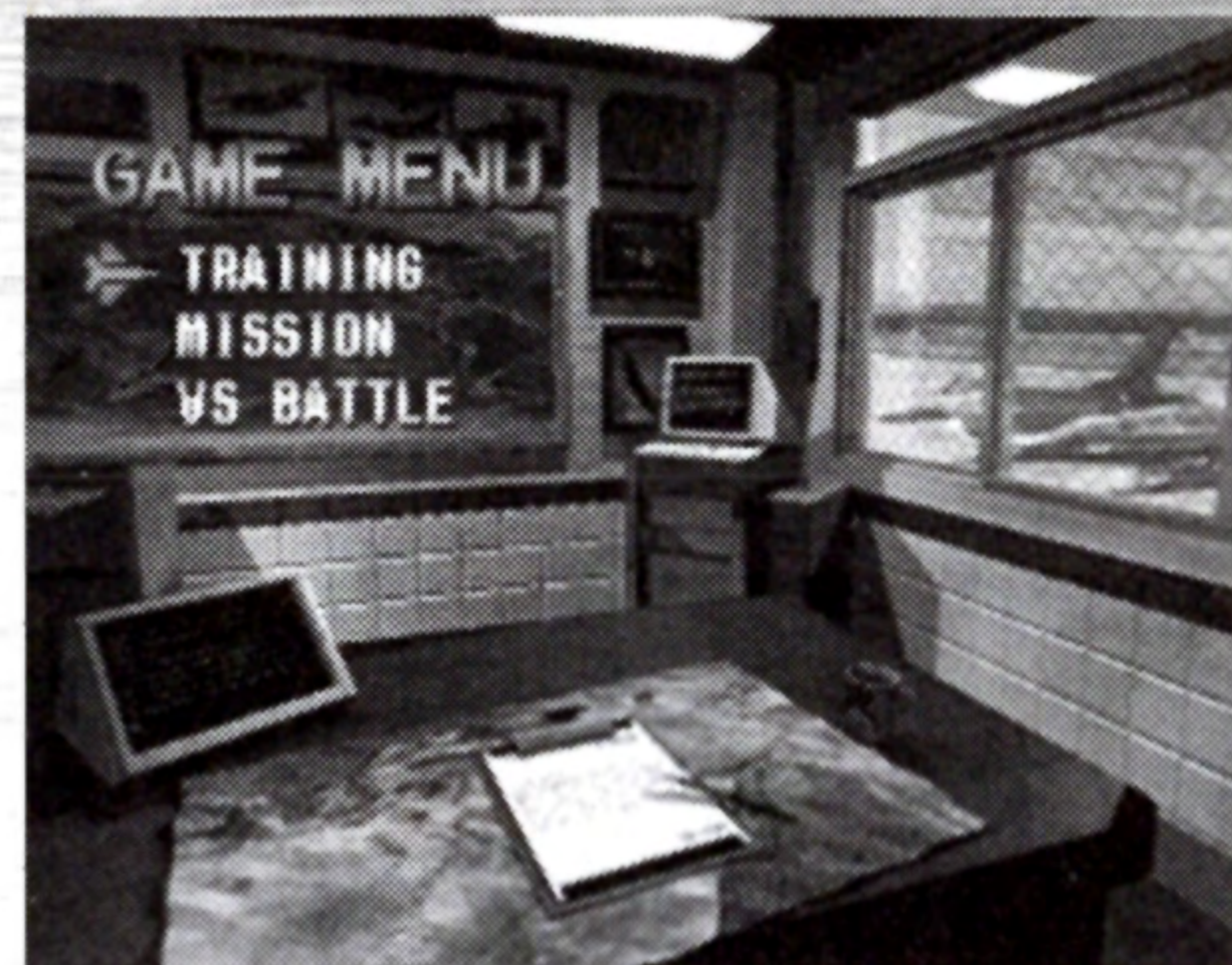


# TRAINING

Take advantage of the Training missions to hone your air combat skills. You can learn your weapons, develop your trigger finger, and sharpen your tactics for mission assignments. Fly your choice of aircraft and get a feeling for which fighter works best in each mission.

Training missions are almost as intense as the real thing, but if you fail at these, there is no risk of losing the war.

1. At the Title screen, press **Start** to display the Game Start/Option screen.
2. Select GAME START and press  to display the Game menu.
3. Select TRAINING and press  to display the names of three missions.
4. Select any mission and press . You will receive an intelligence briefing and your mission orders.
5. Select an aircraft in the hangar and press  to begin the training mission. Because you have unlimited weapons of all types, you will not enter the armory before the mission.



# FLYING A MISSION

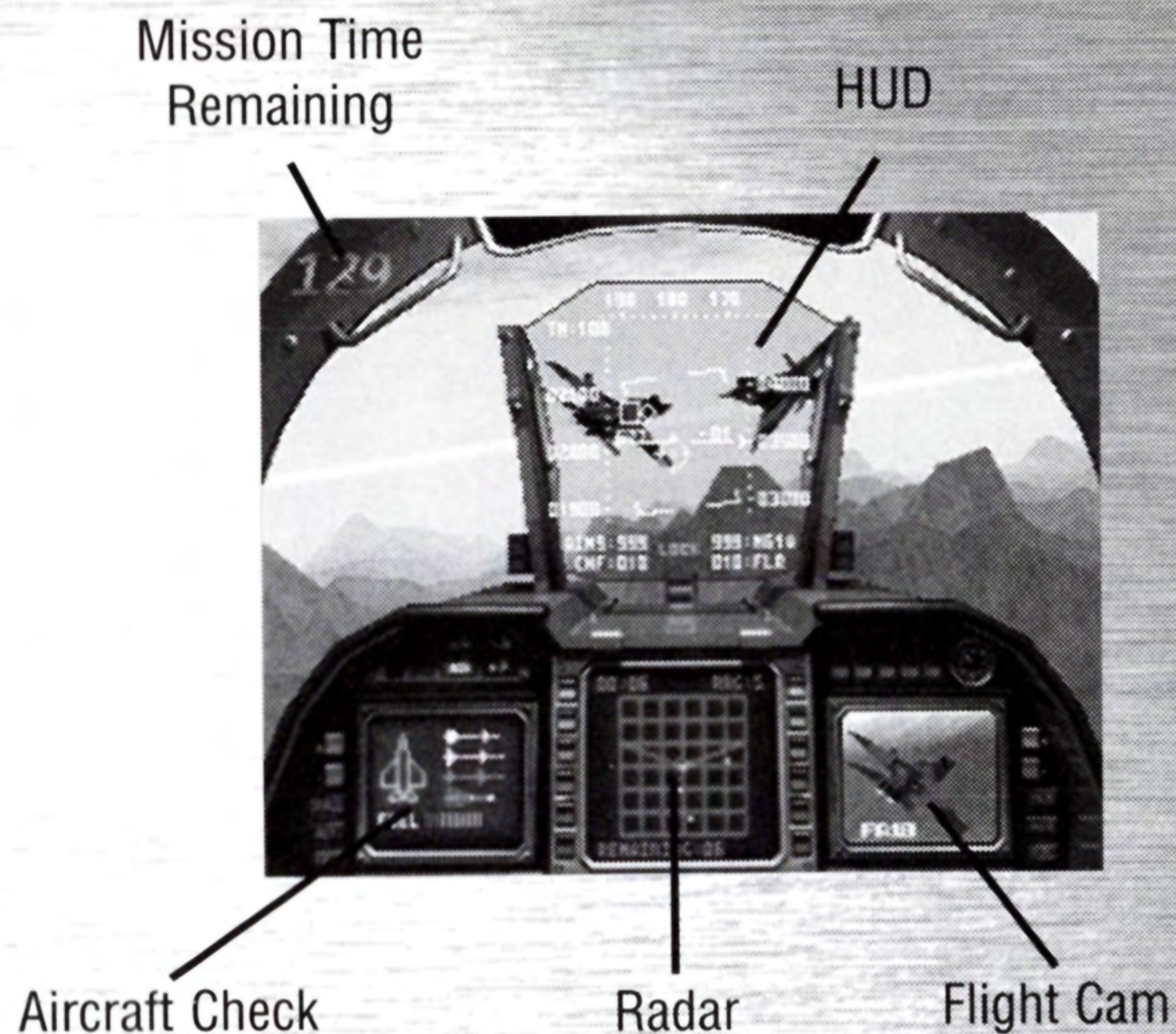
1. On the Game Start/Option screen, select GAME START and press **X** to display the Game menu.
  2. Select MISSION and press **X** to display the Mission Map. The red diamonds pinpoint uncompleted mission locations.
  3. Select any red diamond to see its mission brief, reward and experience level.
  4. Select a mission to fly and press **X**. Listen to every detail of Intel's briefing. It could make the difference between success and a severe headache.
  5. Your next stop is the hangar. On your first sortie, you will only be able to fly the F-4E Phantom. As you gain combat experience and survive missions, more aircraft become available. Use the **Directional buttons** to select your fighter and press **X** to enter the armory.
  6. Select each missile type, and press the **Directional buttons** UP/DOWN to adjust the quantity loaded onto your plane. Select AUTO and press **X** for an immediate assortment.
- Note:** In EASY mode, missile selection is automatic.
7. Select Sortie and press **X** to begin. Good luck. Com out.



# THE COCKPIT

## MISSION TIME REMAINING

Displays the number of seconds remaining to accomplish your mission. You must complete your objective within the allotted time or the mission fails.



## AIRCRAFT CHECK

### FIGHTER STATUS

**Green** – No damage.

**Yellow** – Minor structural damage.

**Red** – Major damage, but still combat ready.

**Flashing red** – One more hit and you're dead meat.


### FUEL GAUGE

**Green** – Full

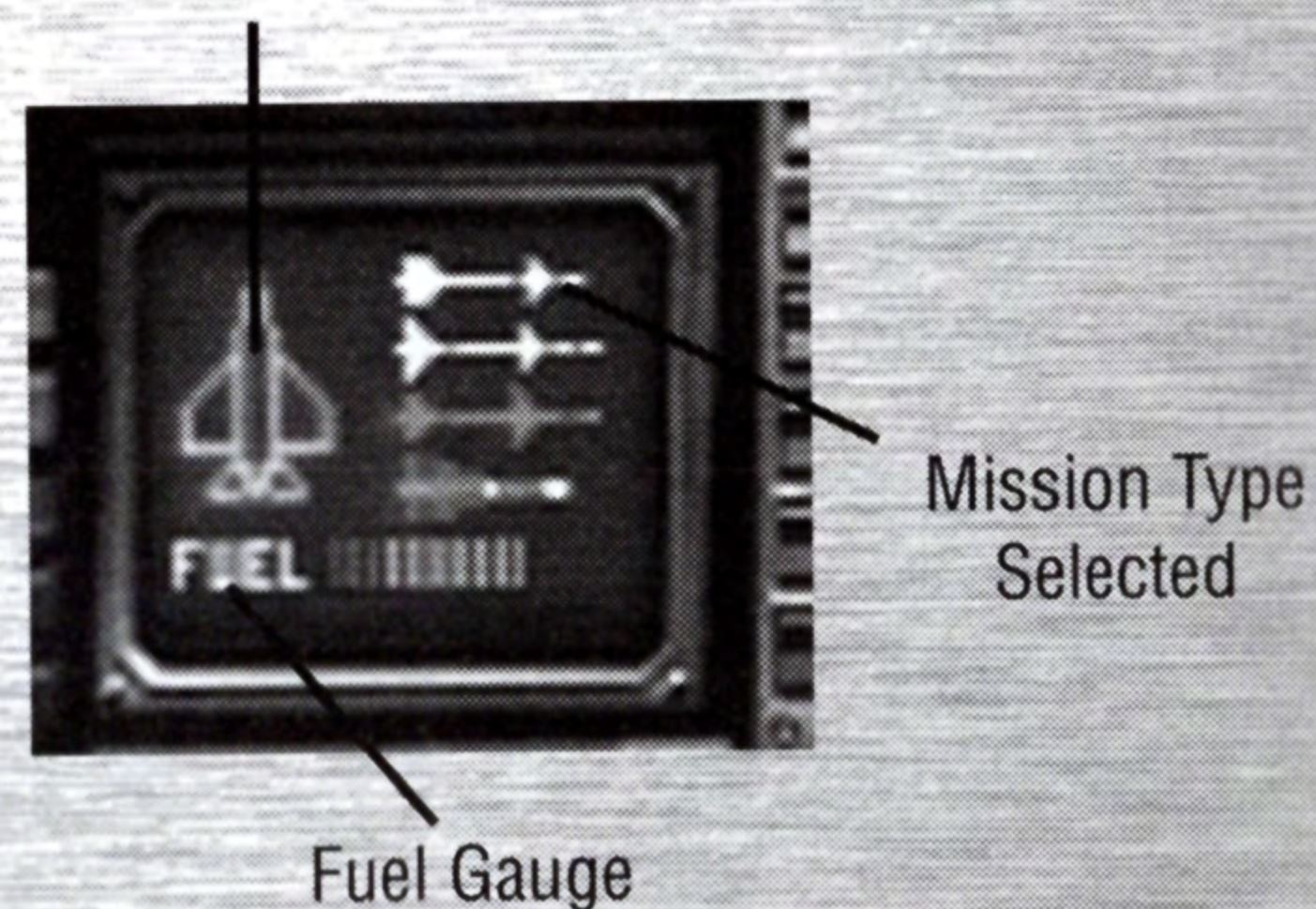
**Yellow** – Half empty

**Red** – Dangerously low. Run out of red and you land the hard way.

### MISSILE TYPE SELECTED

The flashing missile is the type you are presently armed to fire. If the missile icon dims, you are out of stock in that missile. Press  to select a different missile type.

### Fighter Status





## RADAR

### 24 HOUR CLOCK

Shows the time of day or night: 1200 hours is noon; 2400 hours is midnight.

### RADAR RANGE

Current radar range setting. The radar has three range modes and will auto-switch for optimum viewing based on the range of detected targets.

- S** – Short range
- M** – Medium range
- L** – Long Range

### TARGETS REMAINING

The number of remaining hostiles you must destroy to complete the mission.

### TARGET TYPES

Radar targets display differently depending on their type and altitude:

**Red** – Hostile aircraft flying at higher altitude than your aircraft.

**Yellow** – Hostile aircraft flying at lower altitude than your aircraft.

**Blue** - Hostile ground forces including tanks, SAM sites and ships.

**Large flashing yellow** – Mission target.

**Double circle** - Aircraft you have locked on radar.

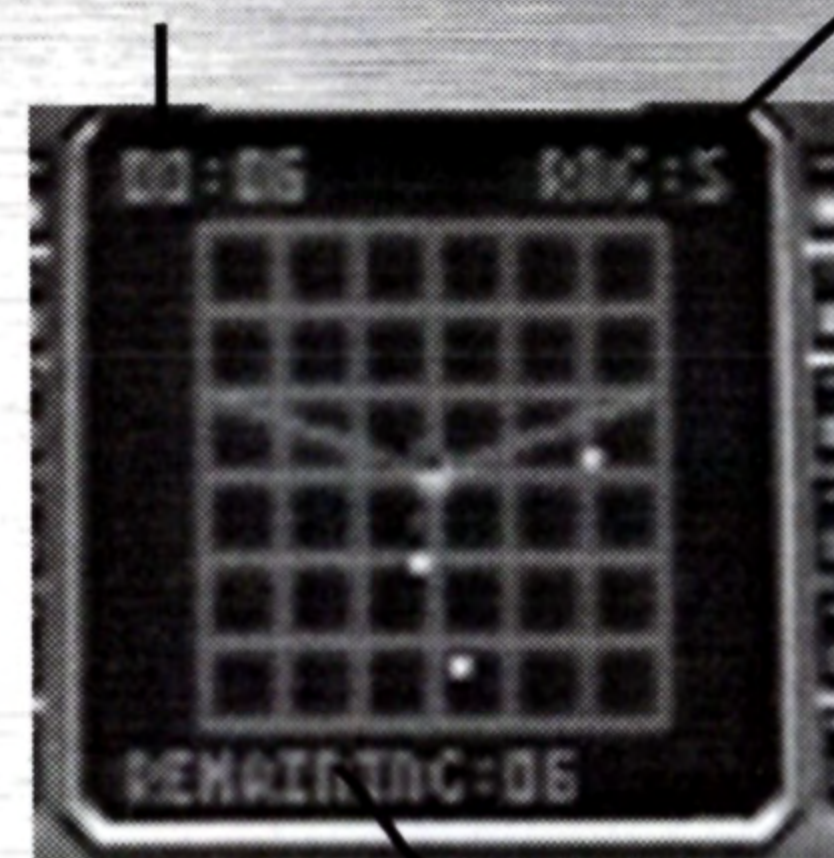
**Green** - Neutral sea forces.

**White** - Friendly aircraft or sea forces.

**Highlighted white dot** - Defensible friendly asset which could be another aircraft, ship or ground position.

24-Hour Clock

Radar Range



Targets  
Remaining

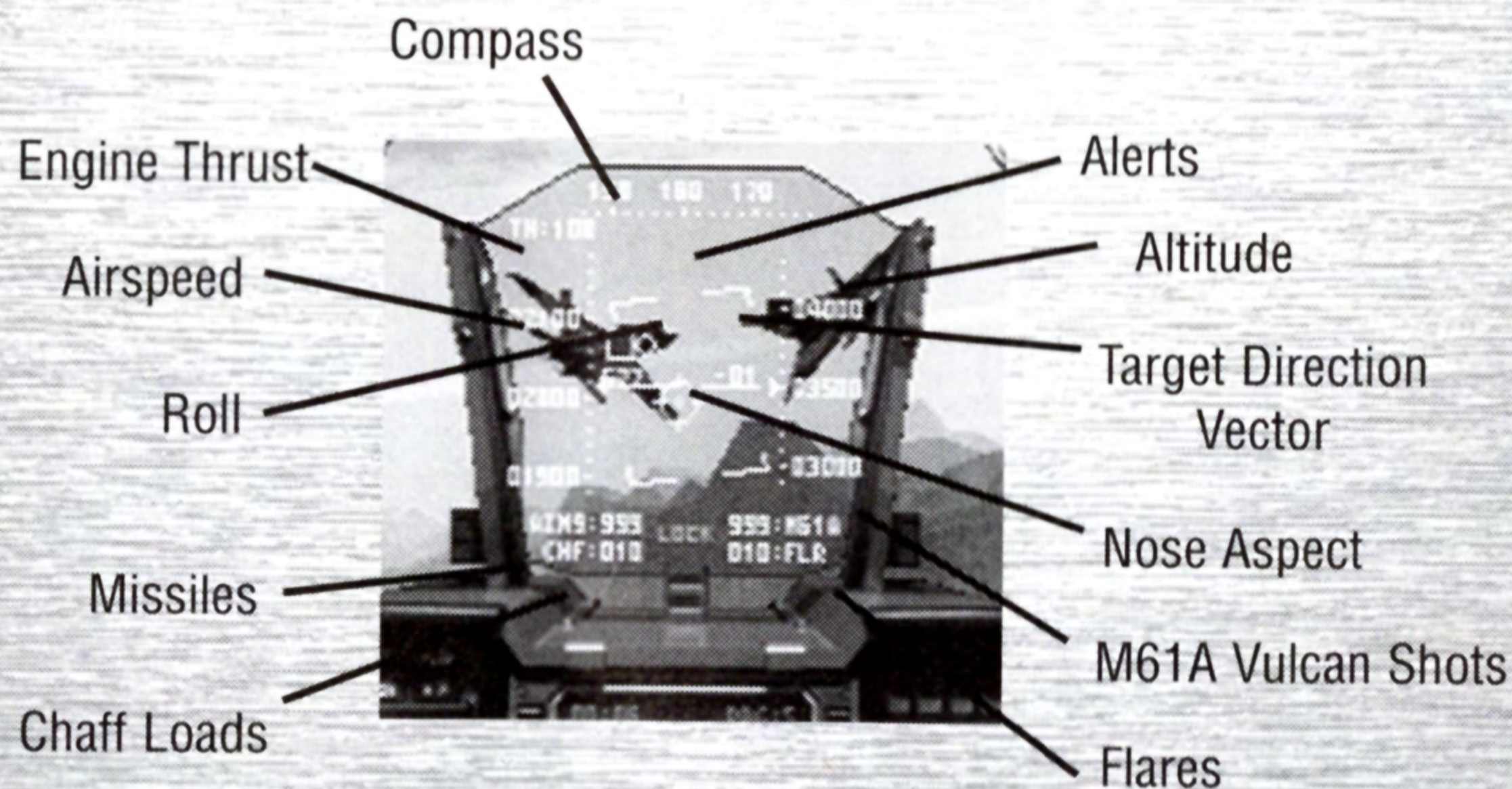
## FLIGHT CAM

Displays important views of your fighter and the airspace around it, including:

- Your aircraft flight angle, left to right.
- Bandits on your tail.
- Incoming missiles.
- Explosion close-ups when you score a hit.



## HUD (HEADS-UP DISPLAY)



Press **Select** to zoom into close-up HUD view, which is especially useful when you're right on a hostile's six. HUD view puts serious flight and combat information in your face for quick assessment. (Press Select again to toggle back to Cockpit view.)

**COMPASS** – Displays your magnetic heading: north is 000; south is 180.

**ENGINE THRUST** – Shows engine thrust from 0% to 100%. Displays AFB when using after-burners.

**AIRSPEED** – Calculated in kilometers per hour (kph). Be careful not to lose too much air-speed or you'll stall.

**ALERTS** – Flashes the following alerts:

WARNING – You are closing in on a bandit. Get ready for action.

DAMAGE – Your aircraft just took a hit. Check Fighter Status. If condition red, your next hit will be your last. Stay alert.

PULL UP – You 're flying too low. Climb NOW.

STALL – You are losing lift. Speed up.

**ALTITUDE** – Your height above sea level, calculated in feet

**TARGET DIRECTION VECTOR** – The yellow arrow points in the direction of the mission objective.

**ROLL** – Side-to-side position of the plane relative to the ground.

**NOSE ASPECT** – The aircraft's pitch: level flight is 0; straight up is 90; straight down is -90.

**MISSILES** – The number of missiles you still have of the type currently selected for launch.

**CHAFF LOADS** – Number of chaff countermeasures available.

**M61A VULCAN SHOTS** – Number of rounds remaining for your onboard cannon.

**FLARES** – Number of flare countermeasures available.

**RADAR LOCK** – The word LOCK appears when your fire control radar is tracking one or more targets. White squares appear around detected air or ground targets.

**SHOT** – The word SHOT appears when you are in a positive weapons firing position relative to the target. A red square appears around the locked target. The target range in yards appears under the red square.

**ENEMY RADAR LOCK WARNING** – The entire HUD flashes red when enemy weapons radar locks onto your aircraft.

## VS. BATTLE

VS. BATTLE pits you against another player in a do-or-die dogfight. Each player can fly any one of the six aircraft in three different scenarios. No trip to the armory is necessary; both players sortie with equal numbers of Sidewinders, AMRAAMs and Vulcan rounds.

To play VS. BATTLE, you need:

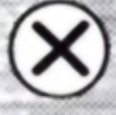

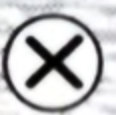
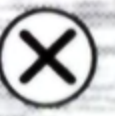


2 PlayStation game consoles

2 Monitors

2 *BOGEY: DEAD 6* CDs

1 Link Cable™ (sold separately)

Set up the two PlayStation game consoles at separate monitors and connect them with the Link Cable. Insert a *BOGEY: DEAD 6* CD in each PlayStation game console.

1. To begin play, select GAME START at the Game Start/Option screen and press .
  2. On the Game menu, select VS. BATTLE and press .
- Important:** Make sure both PlayStations are powered up before selecting Vs. Battle. If the Link Cable is not properly connected, a WAITING screen prompts you to verify the connection.
3. Select a battle scenario and press . The scenario you will fly in is decided by the first player to choose, but both players must press  to enter the hangar.
  4. Select your aircraft and press . The duel begins after both players have pressed .



# MISSIONS

You must fly 12 missions: none of them are a piece of cake. You will either attack or defend assets or positions, depending on mission orders. Mission objectives will include ground and air targets or combinations of both.

Wise choices of armament can make a mission; inexperienced choices could break it. All missions are timed. If you do not accomplish the objective in time, you fail. You can either quit the game, or use a Continue to fly the mission again.

## SHOOT DOWN THE STOLEN F-16

Keep a prototype air-to-air missile out of enemy hands by splashing the hot Falcon.

## PROTECT THE VIP AIRCRAFT

Fighters will crawl all over the helpless airliner. Look out for low flying helos firing air-to-air missiles.

## DEFEND THE WEAPONS FACTORY

F/A 18 Hornets and Warthogs will waste the factory quickly if you don't take them out. Go for the attackers and don't be dragged off station for long pursuits.

## DESTROY THE ENEMY FLEET AND SAFEGUARD THE ROYAL FAMILY

The Royal Family's yacht is under attack as you leave the carrier deck. You must neutralize the air threat immediately.

## DESTROY THE TANKS AND MOBILE MISSILE LAUNCHERS

The tanks and SAM positions have murderous air protection. Angle of attack is all important. Divide and conquer.

## SHOOT DOWN THE TERRORIST AIRCRAFT

Exert unrelenting pressure on this swarm of bogeys or they will overwhelm you.



## **DESTROY THE OIL REFINERY**

This refinery was one of our assets until a turncoat ally turned it over to the enemy. Destroy the enemy refinery and be sure to wipe out their airstrip. SAM sites and aircraft protect this facility.

## **ESCORT THE SPY PLANE**

A white haze may be your worst enemy here: look out for vertigo. The attacking MiGs are voracious. Keep them off the spy plane during your counter-offensive.

## **SINK A CRUISER IN THE PACIFIC OCEAN**

Enemy naval commanders are aboard a ship at anchor to view an air show being staged for propaganda purposes. Raid the show and sink the ship. The performing aircraft are fully armed and spies may have warned them you are on the way.

## **SHOOT DOWN THE ENEMY BOMBERS**

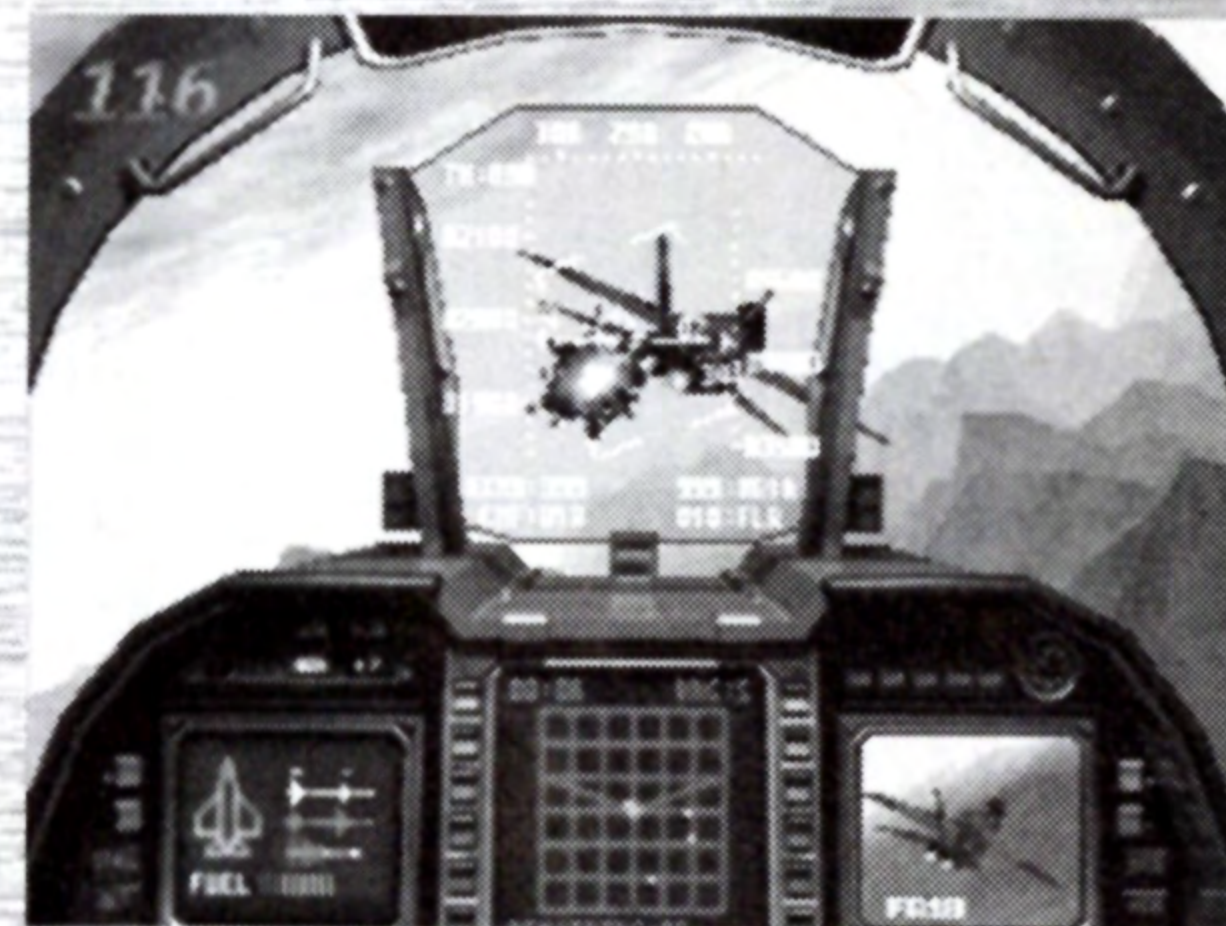
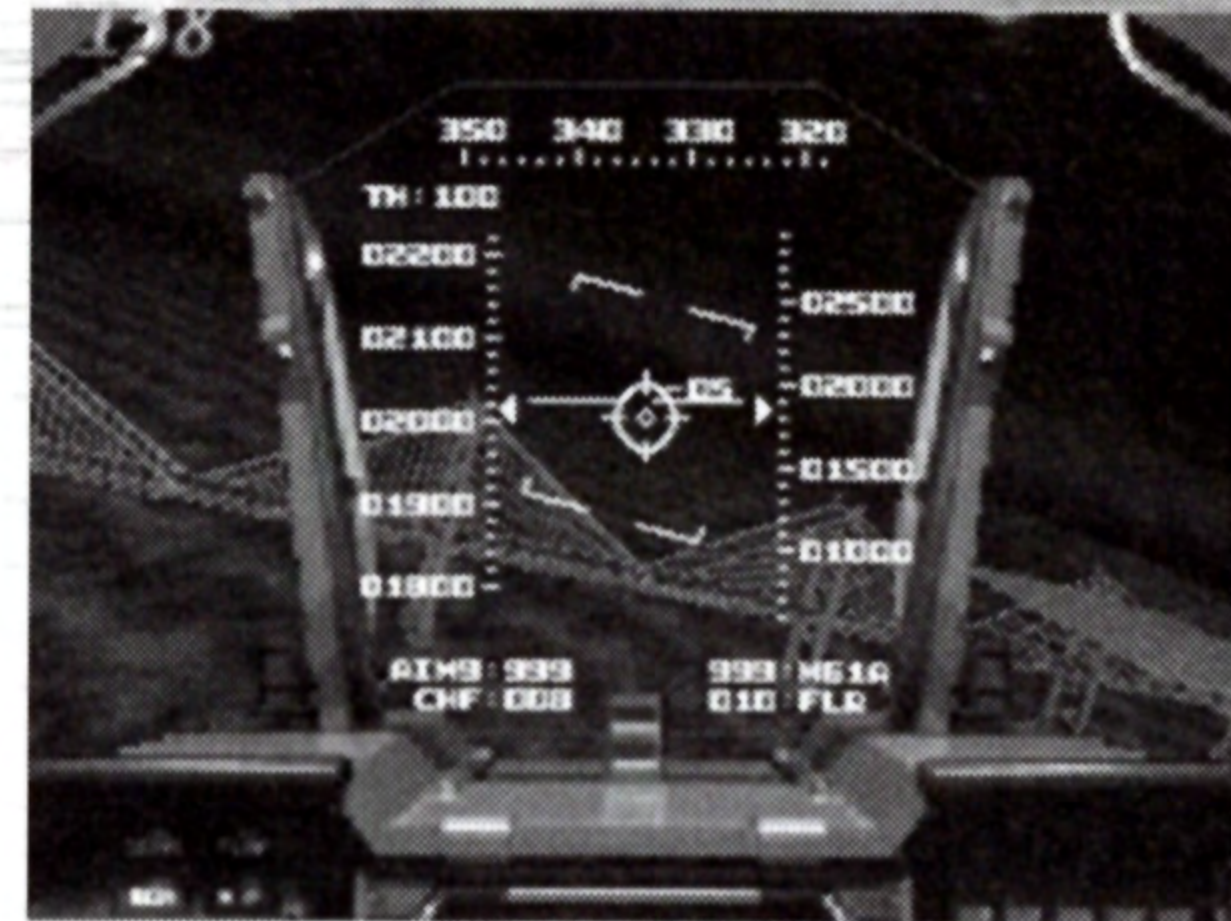
A bomber force made up of B-52s, Warthogs and fighter cover are headed to our second largest city. Destroy all aircraft. Watch out for enemy suicide attacks!

## **STOP THE ENEMY INVASION**

Our Military Command comes under siege from ground forces with heavy air cover.

## **SINK THE COMMAND CARRIER FLEET**

This is the big one. The terrorist supreme command personnel are aboard an aircraft carrier guarded by destroyers and cruisers. Another carrier group may be close by. If you can send these sea forces to the bottom, victory is yours! The air cover for these ships is staggering.



# YOUR AIRCRAFT

Each of your fighters has a mission specialty. For a basic idea of each aircraft's performance, select it in the hangar and check its specs. Run training missions with all the aircraft to learn their exact flight and combat capabilities.

## F-4E PHANTOM

The remarkable Phantom interceptor/attack aircraft first appeared in 1958. Though out-of-date compared to your other planes, this aircraft is still in service. In the hands of the right pilot, this little ol' plane is pure lethal.

## F-14D TOMCAT

The classic variable-wing Tomcat is quick and highly maneuverable. Designed for carrier-based operations, the Tomcat is a master of hit-and-run combat.

## F-15E EAGLE

Long range all-weather air combat is the Eagle's trump card. This plane is Fast! It's also very expensive, so don't lose it.

## F-16C FIGHTING FALCON

The Fighting Falcon is a superbly agile master dogfighter because of its light weight. Its stability is unequaled by any other aircraft.

## F/A-18 HORNET

The fierce dual-role Hornet is murderous on surface assaults and air-to-air missions alike. While not your quickest aircraft, it's your best all-round fighter.

## F-22 SUPERSTAR

This awesome futuristic fighter is still under development. You will be flying its first combat mission. The SuperStar outperforms almost any aircraft in all aspects except for endurance.



# WEAPONS

During Mission or Vs. Battle preparation, you enter the Armory to load your aircraft weapons. Plane capacities differ, and missile types are loaded in groups of varying numbers. Subtracting from the number of one missile type allows you to load more missiles of another type. The number of missiles loaded on the aircraft is at the left of each missile box. The number available is on the right.

1. Press the **Directional buttons** LEFT/RIGHT to select a missile type.
2. Press UP to load the selected missiles.
3. Press DOWN to off-load selected missiles.

## M61A-1 VULCAN 20MM CANNON

Use this gun for point blank shots against aircraft or ground weapons. You begin each mission with 999 Vulcan shots.

## AGM-65 MAVERICK AIR-TO-SURFACE MISSILE

This weapon delivers an explosive prime time punch with its television homing camera. Use the Maverick in tight air-to-ground situations to knock out tanks, assets and defensive positions. Load Mavericks in groups of 8 missiles.

## AGM-88 HARM ANTI-RADIATION AIR-TO SURFACE MISSILE

When a hostile shines his fire control radar in your direction, launch HARM. The AGM-88 homes in on radar emissions with terrifying accuracy. You can pick up a target from a reasonable distance, so this missile is effective against heavily defended ships and carrier groups. Load HARMs in groups of 4 missiles.



Missiles  
Loaded

Missiles  
Available



## **AIM-9 SIDEWINDER AIR-TO-AIR MISSILE**

This may be the most battle tested, nastiest missile ever invented. Sidewinder tailpipes its victim by tracking in on heat. You carry a long-range version, but its kill ratio is best when chasing down bandits at close range. The Sidewinder can be tricked by flare countermeasures. Load Sidewinders in groups of 8 missiles.

## **AIM 120 AMRAAM AIR-TO-AIR MISSILE**

Just when a bandit thinks he outran you, send him AMRAAM. Once your aircraft's on board radar gets a fix on a target and you launch, the AIM 120's own homing radar kicks in for fire-and-forget missile attacks. Chaff countermeasures confuse AMRAAMs' tracking ability. Load AMRAAMs in groups of 4 missiles.

## **ANTI-MISSILE COUNTERMEASURES**

Your aircraft computer automatically deploys flares and chaff loads when you come under missile attack. These countermeasures are designed to confuse or distract missile tracking systems.

Note: You can deploy countermeasures manually when using an Analog Joystick or Controller Type E, F, G or H.

### **CHAFF**

When the enemy launches a radar homing missile at you, the computer system deploys chaff. These small metallic strips confuse the incoming missile and cause it to lose radar lock on you. To the incoming missile, your jet vanishes in a cloud of radar reflections. You have 10 chaff canisters.

### **FLARES**

IR homing missiles such as an AIM 9 look for heat from your jet engines. When one of these is launched against you, your countermeasures system deploys flares. Hopefully the IR missile will attack the decoy. You have 10 flares.

# **THE ENEMY**

## **MIG-29 FULCRUM**

The MiG-29 was developed as a dogfighter to combat the F-14 and F-15. This hostile can ride your six like nothing in the sky.

## **A-10 THUNDERBOLT**

Nicknamed the Warthog, this monster is armed with a 4000 rounds per minute 30mm cannon. This tank attack aircraft can turn on a dime. Remember this when you're streaking in for the kill at Mach 1.5.

## **SU-27 FLANKER**

The Flanker is a big, fast, carrier-based all purpose fighter developed for long-range sorties. When an attack comes out of nowhere, it's probably a Flanker.

## **MIG-21 FISHBED**

The Fishbed is a small, highly effective delta-wing fighter first seen in the '50s. This fighter's low-speed performance is excellent.

## **MIRAGE 2000**

This small fighter sports the distinctive delta-wing design. The Mirage is a performance match for the F-16.

## **MI-24 HIND**

Armed with heavy machine guns and air-to-air missiles, this attack helo can make you bleed. Drop airspeed when fighting it out with this monster.

## **B-52 STRATOFORTRESS**

These huge old bombers are capable of high-density bombing which will devastate cities. Destruction of these takes the highest priority.

## **SHIPS**


The enemy forces have aircraft carriers under the protection of destroyers and missile cruisers.

## **SAMS**

Surface-air-missiles protect all the enemy's major assets.

# PAUSING & ABORTING MISSIONS

You can pause a mission at any time. If it looks like you are just not going to make your mission objective, you can choose to abort. You can then replay the aborted mission or chose a different mission if one is available.

1. Press **Start** to pause the game.
2. Select RESUME MISSION and press  to continue the present mission.

OR

3. Select ABORT MISSION and press . You will return to the Mission Map.



# MISSION COMPLETED

The Mission Completed screen appears after every successful mission. It shows these ratings for your performance:

**Time Left** – Time remaining to complete all missions.

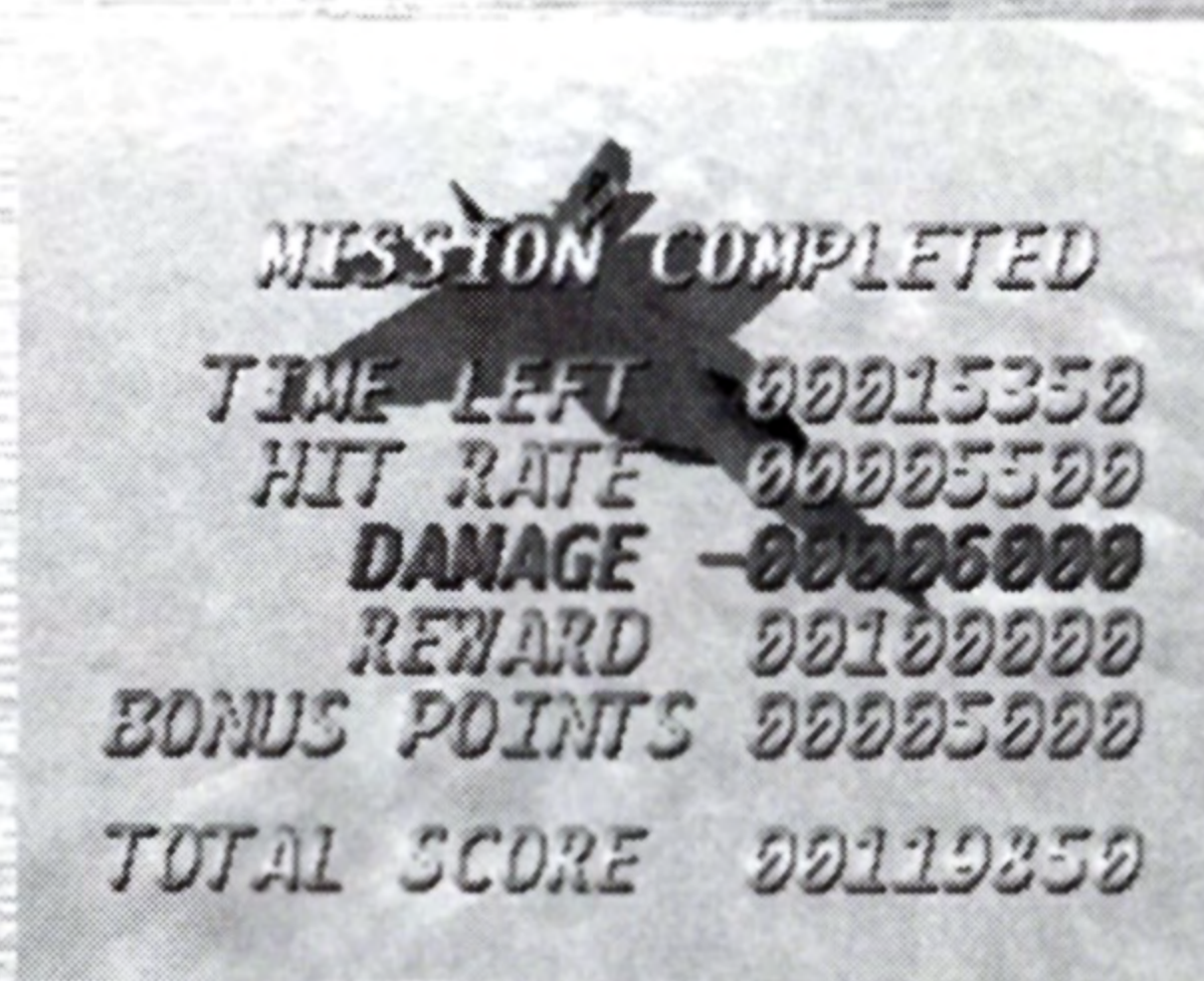
**Hit Rate** – The number of hits based on number of shots taken.

**Damage** – Points subtracted for getting your plane shot up.


**Reward** – Points scored based on completing the mission.

**Bonus Point** – Extra points based on overall combat performance.

**Total Score** – All of the above added together.




## FAILED MISSIONS & CONTINUES

You begin the war with six Continues, which translates to six aircraft. If your fighter is shot down or crashes, the mission fails. A 10-second countdown screen appears. Press  to retry the mission. When you run out of fighters, the game is over.

**Hint:** To earn an infinite number of Continues, destroy a secret object somewhere in the game.

## TIPS FOR 'TAKING OUT' TARGETS

- To attack a different target from the one your weapons radar is locked on (red square), press  to switch to the next closest contact.
- Your best shot with a Sidewinder is when you see the flame from the enemy's jet engines.
- Watch your airspeed. Learn to slam on the air brakes to avoid overflying a slower moving target.
- You may have to hit aircraft with more than one missile.
- When attacking ground forces, use an attack angle that places your targets in a row, and then attack straight down the row.

## YOU'RE TOAST, FIGHTER BUBBA!

There are several ways to crash and burn on a mission. If it happens to you, you're in good company: they've all been done by real fighter pilots.

- Get shot down.
- Forget which way is up and fly into the ground (easy to do when flying at Mach 2 or chasing a MiG through clouds).
- Tattoo yourself to a mountainside.
- Get caught tailgating a Flanker when he slams on the air brakes.
- Run out of fuel.
- Stall and spin into the weeds.
- Try to play submarine during a sea mission.

# GLOSSARY

**a little motherhood** advice

**AIM** air-to-air missiles

**AIM 7** Sparrow; semi-active missile; use within 6-mile radius

**AIM 9** Sidewinder; heat-seeking, close-range missile; use within 2-mile radius

**AIM 54** Maverick; long-range missile; use within 106-mile radius

**AMRAAM** advanced medium range air-to-air missile; replaces Sparrow

**bandit** enemy

**bingo** out of missiles

**bogey** unknown element

**catch a trap** land on the aircraft carrier

**com out** communication out; do not use radio

**fox 2** shoot Sidewinders

**G2** intelligence

**GCI** ground control intercept

**HARM** homing anti-radiation missile; seeker; fire at radar targets

**helo** helicopter

**IFF** I.D. friend or foe

**Intel** intelligence

**joker** out of fuel

**mobile SCUD** mobile surface-to-air missile

**PK ratio** probability of kill

**Popeye** in sight

**red flag maneuver** practice maneuver used in training

**RIO** radar intercept officer

**ROE** rules of engagement

**RT** radar transmission

**RTB** return to base

**SAM site** fixed surface-to-air missile

**splash one jet rat** target shot down

**strip alert status** be prepared to launch air force

**TADL** tactical data link

**tally ho** see/locate the enemy

**touch down at home base** land at the base

**trap aboard** land on the aircraft carrier

**watch your six** watch your back/rear

**Winchester** out of ammo

**WISO** weapons intercept systems operator

**zip lip procedure** no talking

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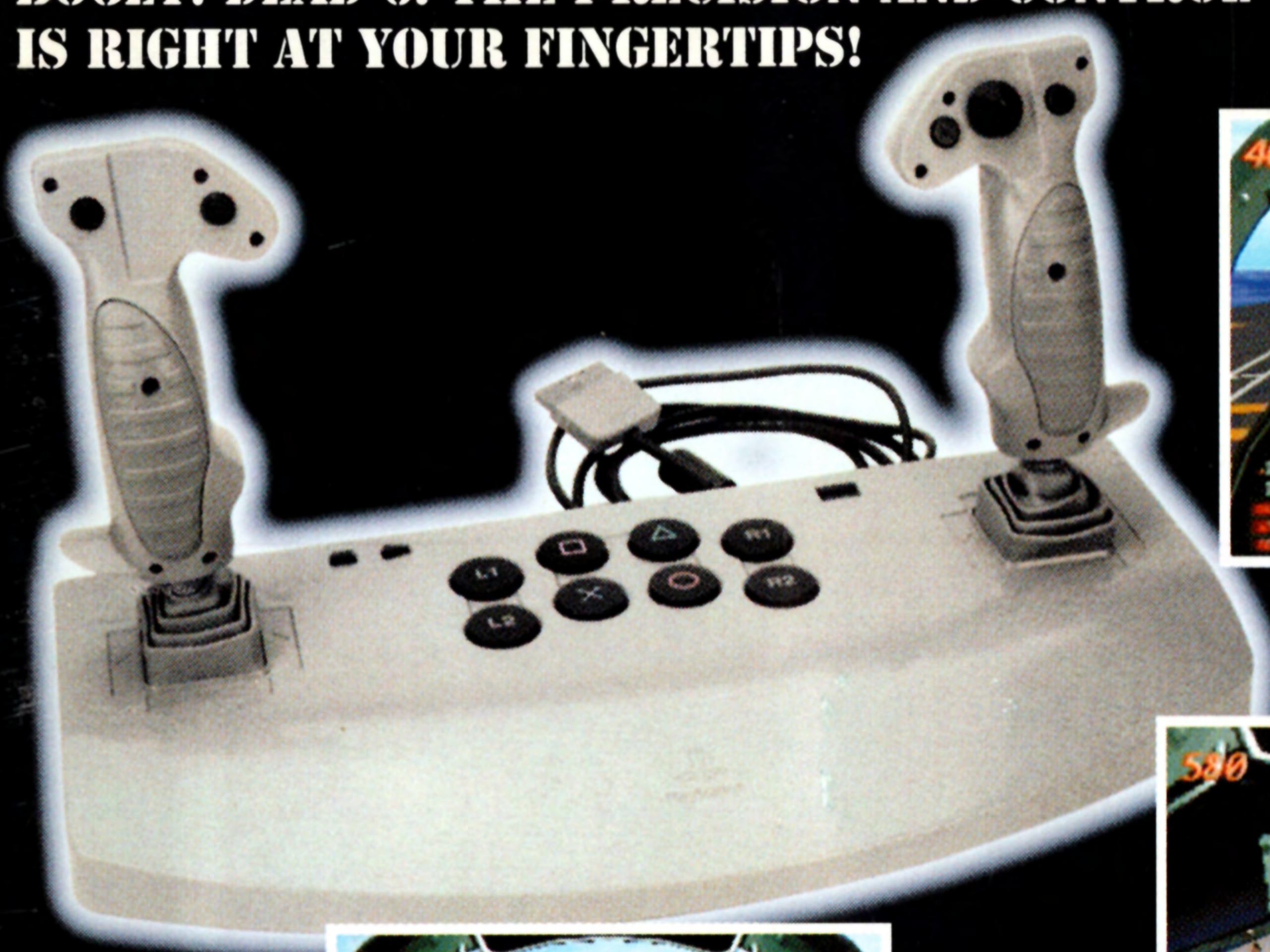
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