



PlayStation

TM

NTSC U/C

PlayStation

TOP GUN

FIRE AT WILL!



**Custom
PlayStation
Edition!**

KIDS TO ADULTS



CONTENT RATED BY
ESRB

SLUS-00032



**Spectrum
HoloByte**

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.

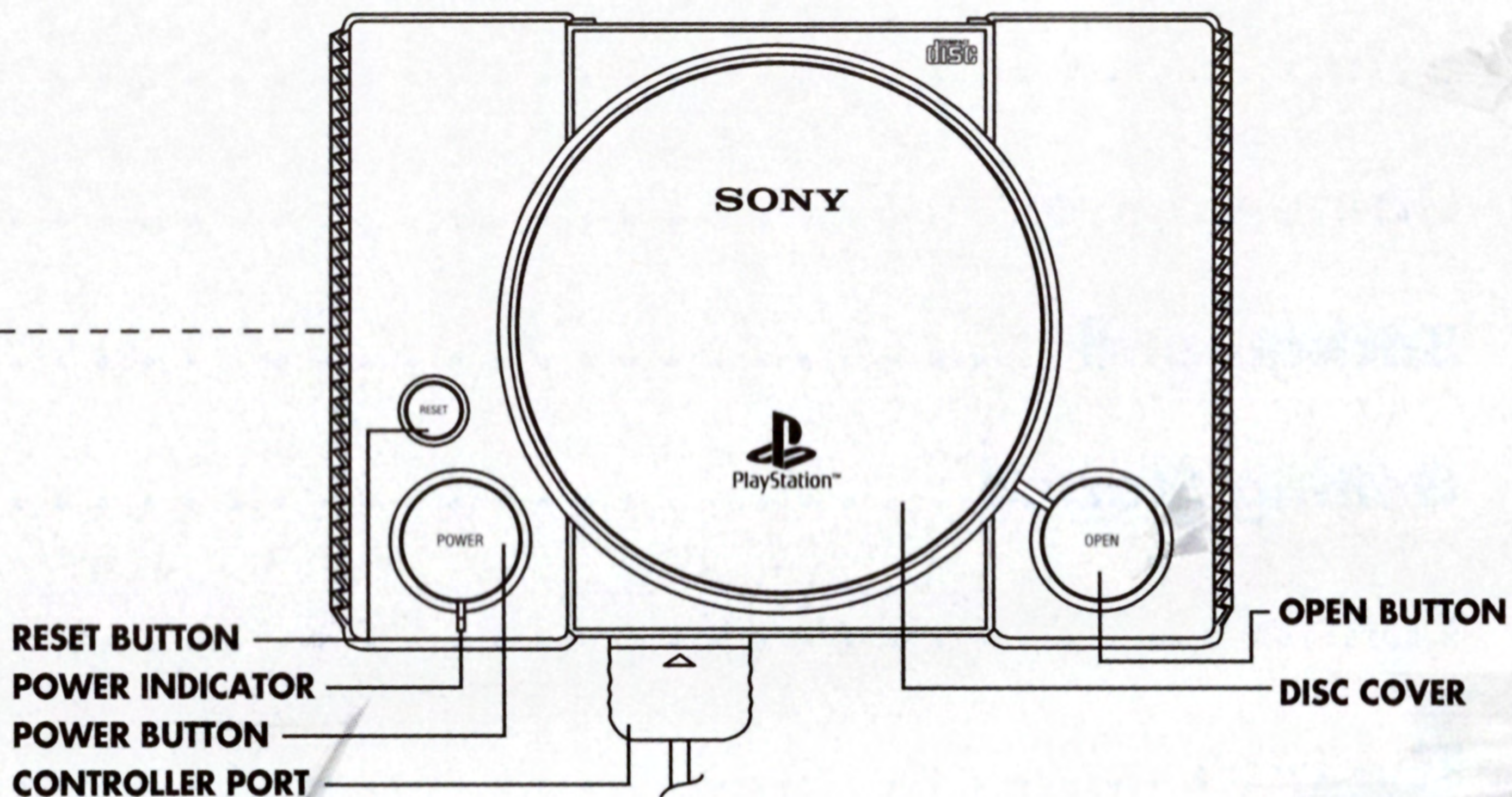
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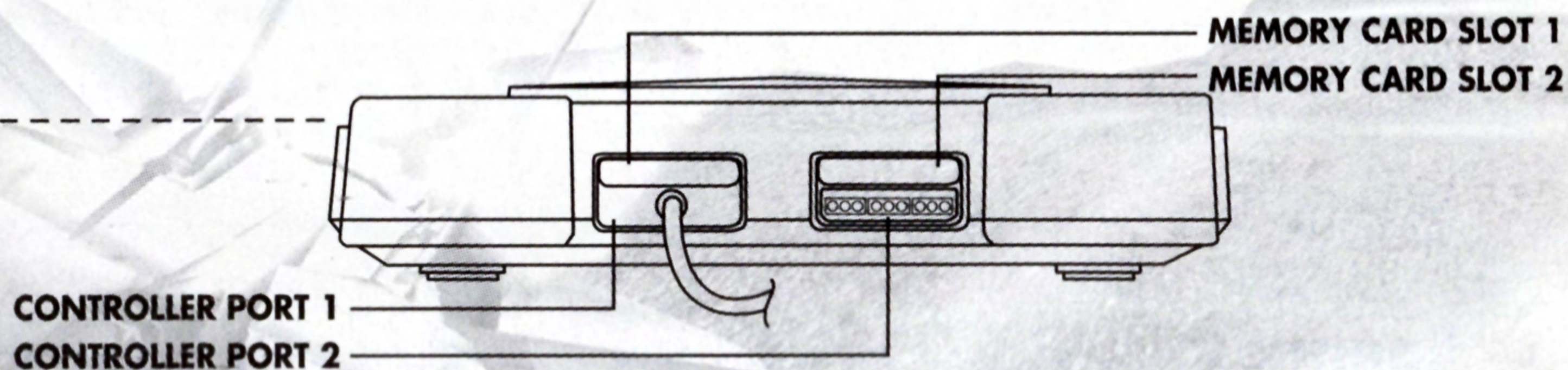
SETUP

Console

Top View



Front View

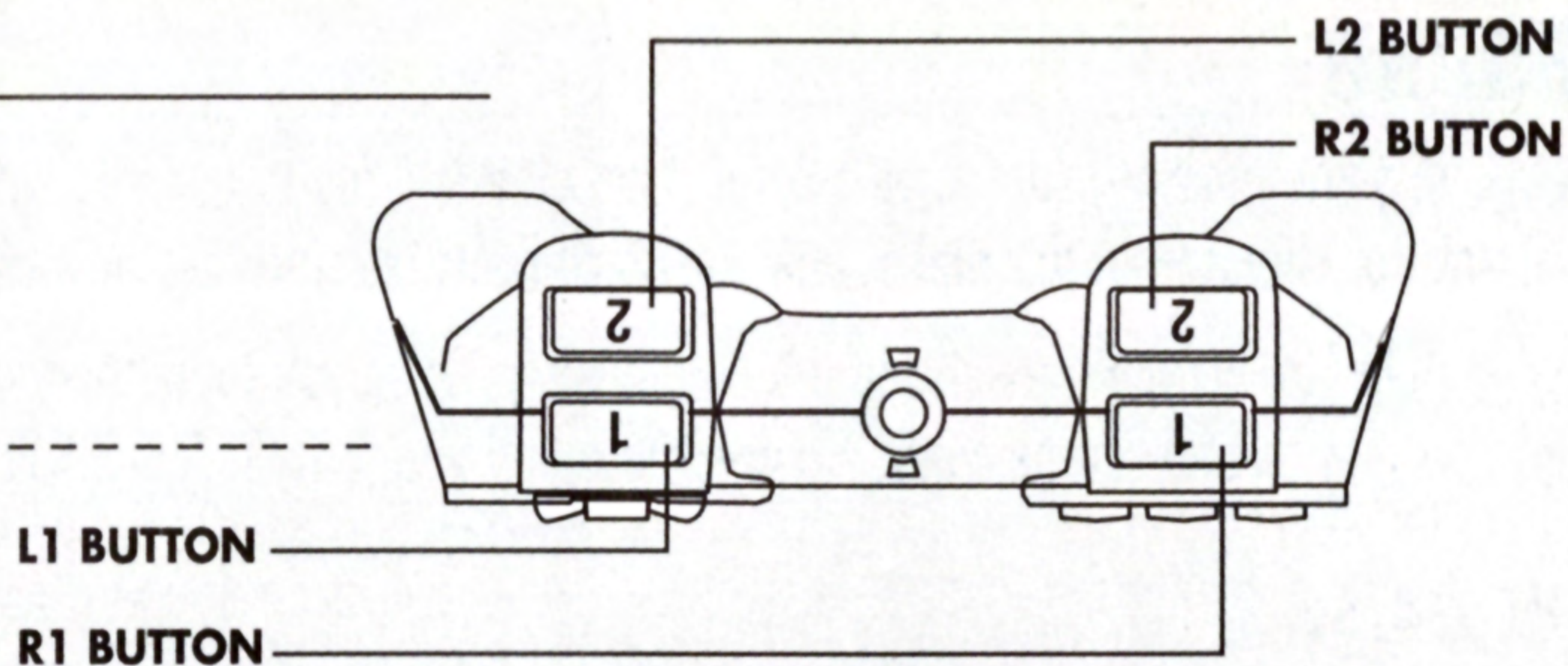


Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Top Gun: Fire at Will* disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

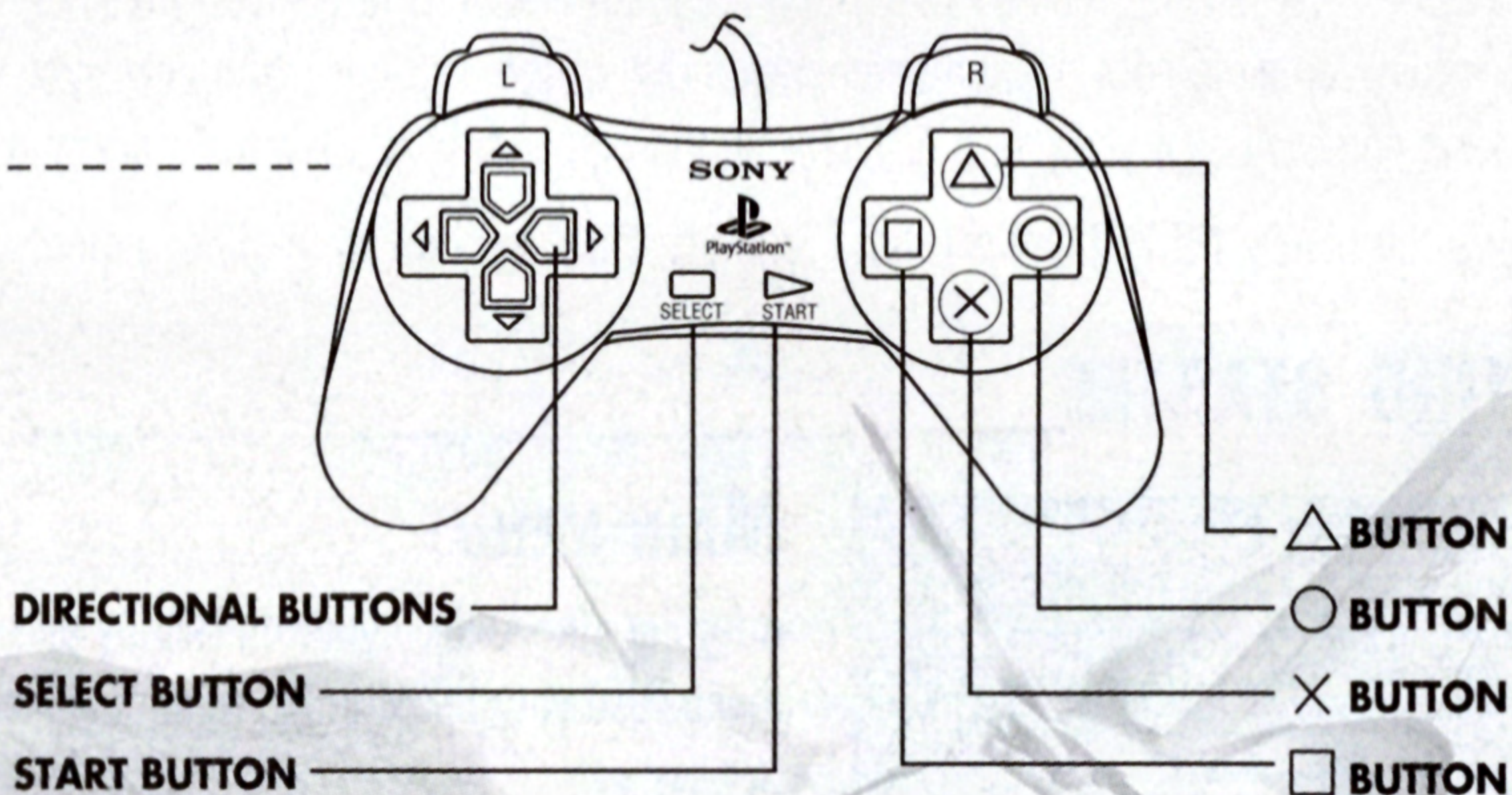
GAME CONTROLS

Controller





Front View



Top View



D-Pad Stick control
Select Change game view
Start Pause game
(shows mission status)

 Weapon select
 Fire missile
 Fire guns
 Chaff/flares

L1 Throttle down
L2 Change CRT display
(in Cockpit view)
R1 Throttle up
R2 Cycle targets

These are the default controls. You can change them by going to the Options screen from the Main menu.

BACKGROUND

So, you think you're some hotshot pilot, do ya? Respect isn't a right. You're going to have to work your butt off to get it. Top Gun school isn't for wimps—in this arena, only top-notch flyers become the “best of the best.”

At Top Gun, we're going to put you through some tough training. When you're finished, you'll be sent into action in some of the most intense combat theaters in the world. Survive these and you'll learn plenty. Fail, and you end up a flaming wreck.

ABOUT THE GAME



The Top Gun™: Fire at Will!™ game takes you through four theaters of combat: Miramar, Cuba, Korea and Libya. You need to successfully complete each mission before advancing to the next one. With only three aircraft, you've gotta keep your head in the game. Also, if you don't recognize all the fighter talk, check out the glossary at the end of the manual.

Think you can handle this? Then light those 'burners, check six and do the Navy proud!

GETTING STARTED




MAIN MENU



After the intro (which you can skip by pressing ) , you get the Main menu. Use your D-Pad to highlight an option and press  to select it.

Options

Brings you to the Options menu (see below).

Restore Game

You can resume a game by password or memory card. Choose one and hit .

If you choose Password, use up and down on the D-Pad to enter the numbers. Left and right go to the previous or next number. Hit  when you're done or  to cancel.

If you choose Memory Card, put a memory card in either slot and select a saved game from the list.

Start Game

This starts a new campaign.



OPTIONS MENU

You've got five options here.

Difficulty

Pilot difficulty is the default. You can only choose this at the beginning of a new game.

Trainee — Easiest skill level. This one's for mama's boys. Enemies don't launch too many missiles. Your chaff and flares almost always spoof missiles.

Your F-14 has tons of armor, and you don't have to be very accurate with guns to hit the enemy.

Pilot — Medium skill level. For pilots who need a challenge. Enemies launch a moderate amount of missiles. Your chaff and flares will fool most missiles. Your bird has an average amount of armor, and you have to be fairly accurate with your guns.

Ace — Hardest skill level. Not for wussies. Enemies launch missiles every chance they get. Your chaff and flares work against some missiles. Your plane doesn't have too much armor, and you have to be precise with your guns.


Sound level

Use left and right on the D-pad to adjust sound. Louder is to the right.

Music level

Same as Sound level. Move the bar to the right to increase music and movie volume.

Controller

You've got four different configurations to choose from. Find the one you like and press .

EXIT

Brings you back to the Main menu.

CONTROLS

FLIGHT CONTROLS

Flight controls include speed control and stick movement.

Increasing speed

The higher the throttle, the faster you fly. Use the R1 button to increase the throttle and the L1 button to decrease the throttle.

In Forward View, the throttle settings are below your airspeed in the upper left. In Cockpit View, the throttle settings are to the left of your CRT display.

Using the stick


Left makes your plane bank left, right makes it bank right. Pushing up on the D-pad points the nose of your plane down, while pushing down on the D-pad points your aircraft up.

To make a faster turn, press either left or right while holding down the bottom button on the D-pad.

Secret maneuvers


Hit the D-pad up twice and left twice to barrel roll to the left. Experiment with other combinations!

WEAPON CONTROLS

Your gun is always active and you have unlimited ammo. Press  to fire off a burst. Careful, though. Holding the button down too long will overheat the gun. The top right of the screen (in Forward View) will show a heat bar. Too much to the right and your guns will jam.

In Cockpit View, the GUN light will change from green to yellow to red as you hold down your gun.

Missiles

Fire the current missile with the  button. You start off with only Standard missiles, but you'll get some special missiles as you go along.

Standard — These are your basic air-to-air missile, no frills. You get 50 of them to start with, which should be plenty for most missions.

AGM — These missiles are for air-to-ground use only. Don't bother firing them at aircraft; they won't do you any good.

Surefire — The Surefire is highly accurate and does a lot more damage than the Standard missile. It's great when you need that extra punch.

U238 — Made from depleted uranium, this missile rips through the targeted aircraft and keeps looking for more. It'll keep hitting planes until it runs out of fuel.

Nuke — The Nuke is great if you've got a bunch of enemies right in front of you. It launches out and explodes, causing massive damage to any aircraft in your front range.

MIRV — This missile is also designed for multiple targets. Once launched, it'll split into multiple missiles, each aiming for a different target. Each missile packs a lot of firepower.

Changing missiles

Change missiles with the  button. After each mission, you'll get a max reload of all missiles you fired.


Switching targets

Change targets in view by hitting the R2 button.

DEFENSES

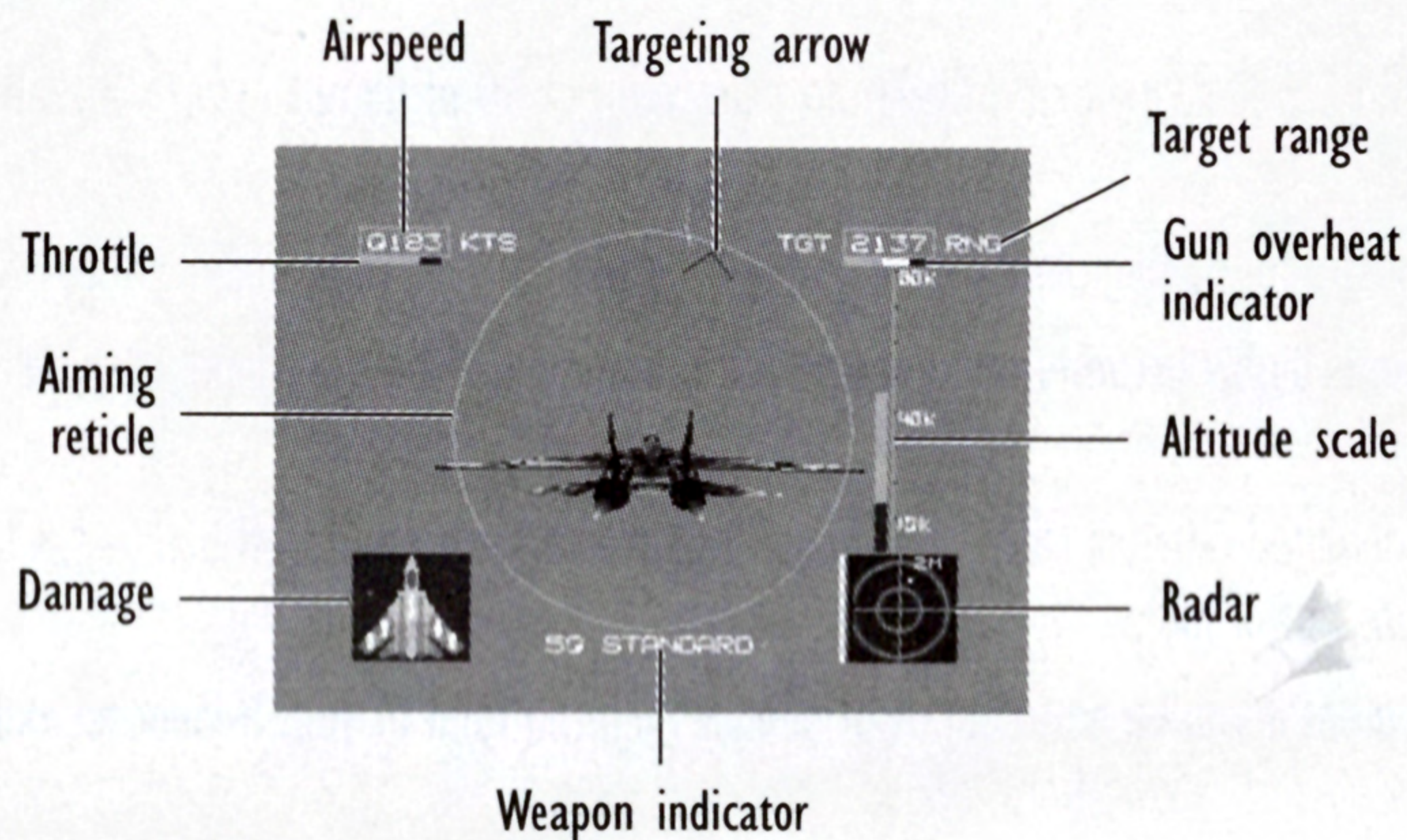
You've only got three defenses with the F-14: good reactions, nerves of steel and dropping chaff and flares.

Dispensing chaff and flares

Chaff and flares are things dropped by your F-14 to spoof incoming enemy missiles. They're most effective at short range. Press the  button to dispense chaff and flares. You've got an unlimited amount, so don't use them sparingly!

THE F-14

There are two views for playing the game: Forward View (the default) and Cockpit View.



FORWARD VIEW

Airspeed

Shows your airspeed in knots. If you go below 0200, you might stall. Increase throttle to come out of the stall.

Throttle

The green bar shows the amount of throttle. Each time you throttle up, the green bar will go to the right. Afterburner power is shown in red.

Damage



This box shows how damaged your aircraft is (from green to yellow to red). If a system is yellow, it is halfway damaged; deep red is completely out of action.

When systems are damaged, you won't be able to use them.

Example: if your left wing is damaged, you'll have a hard time flying to the right.

Aiming reticle

The large green circle is your aiming reticle. Fire at enemy aircraft when they're in this circle and you'll have a better chance to hit them.

Targeting arrow

You'll see a red arrow along the inside of the aiming reticle. This points in the direction of the nearest enemy aircraft. If there isn't a targeting arrow, the nearest enemy plane is within your field of view.


When your AGMs are selected, the targeting arrow will turn yellow to point at the nearest ground target.

Cross hairs

In missile mode, you'll see a set of green cross hairs when an enemy aircraft is within view, but not quite within missile range. When the cross hairs turn red, the enemy is within range of your missiles. Shoot a missile when these cross hairs begin to flash. Remember, enemies are easier to hit when they're flying away from you. If an enemy gets too far away, the cross hairs will turn into an X shape.

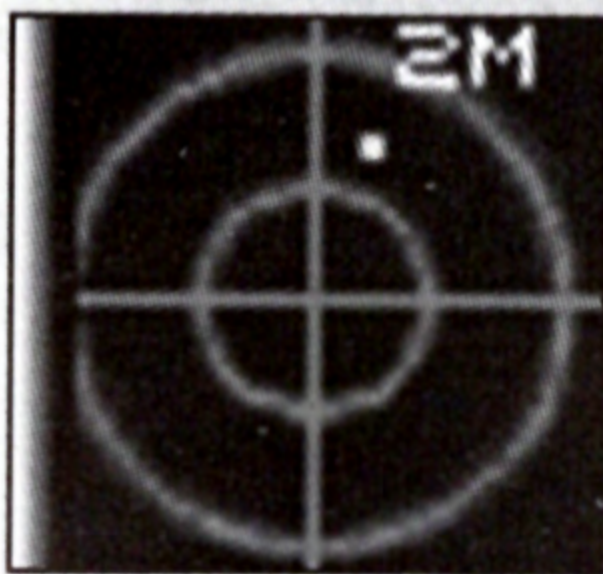
Note: different missiles will have different looking cross hairs.

Weapon indicator

Shows the number and type of the weapon you have selected. Change weapons with the  button.

Radar

The targeting arrow is useful, but the radar's great for an overall view. The number in the upper right is the number of miles from the top to the bottom of the radar. The radar range will automatically change depending on how far away the nearest enemy is.



Picture this as a top-down view. Your aircraft is in the center. The top half of the circle is the space in front of you and the bottom half is behind you. All enemies appear as blue dots, missiles are red dots. Friendly aircraft are white while ground targets show up in yellow.

Altitude scale

Shows how high you are above sea level. The green bar is altitude above the ground, the brown bar below it is the altitude of the ground. When the two get close to each other, the green bar will turn red. Watch out! You're within 1,000 feet of the ground.

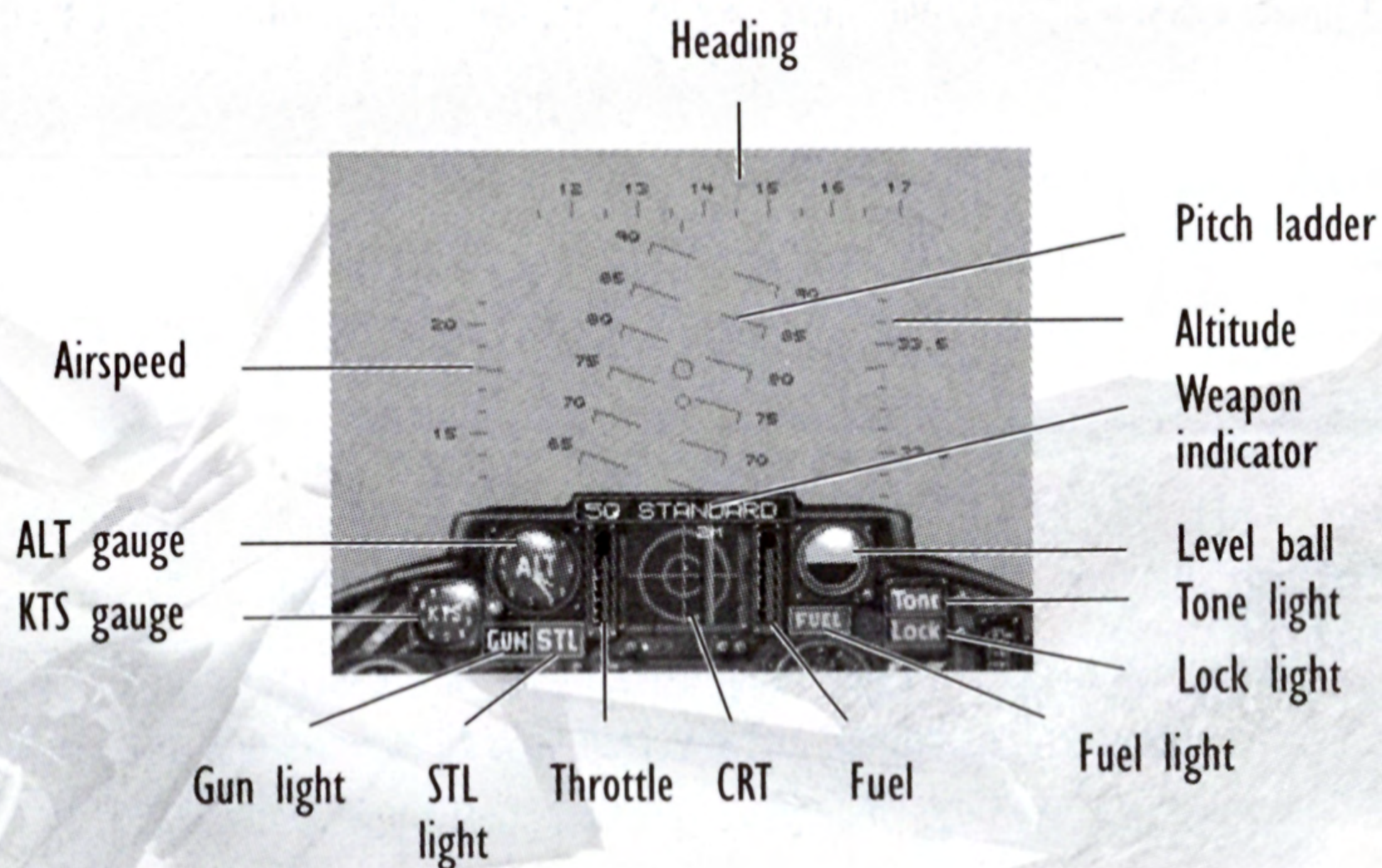
Target range

This display appears when you get within firing range. It shows the distance to your target in feet.

Gun overheat indicator

You'll see the gun heat indicator just below the target range in the upper right corner. The more you hold down your gun, the more the scale will move to the right. If it gets too red, your gun will jam.

COCKPIT VIEW



The HUD

All that green stuff in the center of the screen is called your head-up display (or HUD). It shows the most important instruments on your F-14. If it gets knocked out in combat, you'll have to resort to your cockpit instruments.


Heading — This scale shows the compass heading you are following. 0 is north, 90 is east, 180 is south and 270 is west. Read the heading by looking at the hash mark in the center of the scale.

Airspeed — Here you can read your airspeed in tens of knots by looking at the hash mark in the middle of the scale.

Altitude — This displays your height above sea level in thousands of feet. As with the other scales, you read it by looking at the hash mark.

Pitch ladder — These bars show your angle of climb (positive numbers) or descent (negative numbers). They also display your alignment to the horizon.

Weapon indicator

Shows what weapon you have selected and the number you have remaining. Change your weapon with the  button.

KTS gauge

Displays your airspeed. The small hand shows hundreds of knots, the big hand shows tens of knots.

ALT gauge

Good for showing your altitude if your HUD gets damaged. The small hand shows tens of thousands of feet, the medium-sized hand shows thousands of feet while the big hand displays hundreds of feet.

Throttle

This shows how much throttle is being applied. When you throttle up, the green bar will move up. If you hit afterburner, the top of the bar will turn red.

GUN light

The GUN light changes color from green to yellow to red based on how long you hold down your gun button. When it turns red, lay off. Your gun will jam if it gets too hot.

STL light

This light comes on when you're in a stall. Increase throttle and point your nose down to recover from a stall.

CRT

The screen in the center of the cockpit can show status, radar or infrared radar. Hit the L1 button to change CRT displays.

Damage — Shows how damaged your F-14 is. If part of your aircraft is yellow, it's halfway damaged. When it's deep red, it's totally useless.

Radar — Shows the radar display. The number in the upper right is the number of miles from top to bottom. The radar is a top-down view. Your F-14 is in the center of the radar. Objects in the top half of the circle are in front of you, objects in the lower half are behind you. Red blips are missiles, blue ones are enemy aircraft, white blips are friendly aircraft and yellow blips are ground targets.

Infrared radar — Shows the terrain in front of you as an infrared image.

Fuel

Shows the amount of fuel you have remaining. The lower the bar, the less fuel you have left.

Level ball

This black-and-white ball displays your orientation to the horizon. White represents the sky, black the ground.

FUEL light

If this lights up, you're running out of fuel. Hurry up and finish your mission!

TONE light

Lights up when an enemy has a lock on you. Dump some chaff and flares!

LOCK light

This turns on when you get lock on an enemy. Fire at will!

MISSIONS

There are three parts to every mission: briefing, combat and debriefing. Before and after many missions, you'll see a video sequence. Pay attention. The movies give valuable plot and mission information.

BRIEFING

After you hit Start Game from the Main menu, you'll see an opening movie. Before each mission, you'll get a text description of what to do. Once the mission loads, you're off!

COMBAT

Once in the air, you need to complete the mission objectives. Usually that means blowing all the enemies out of the sky. Sometimes, you'll be sent after ground targets or assigned to defend friendly aircraft on a bomb run.

Your RIO

Don't worry, you're not alone in the sky. The F-14 is a two-seater, so you've got Merlin, your RIO (Radar Intercept Officer), sitting right behind you. He'll yell encouragement and warn you of incoming threats. Listen carefully: the life he saves may be your own.

If Merlin yells something about "flares" or "missiles in the air," drop some chaff and flares. No need to get pounded by the enemy if you don't have to.

Pause/Mission status

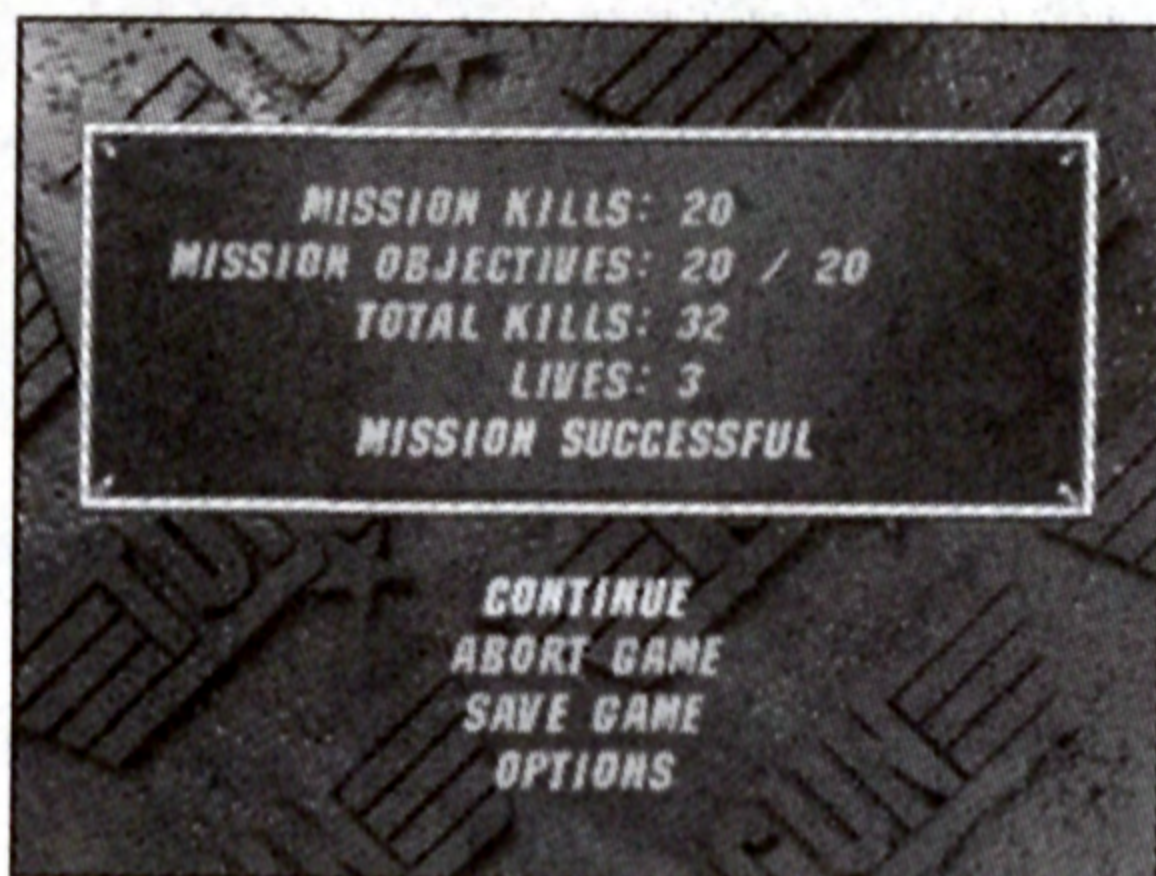
Pause the game by pressing Start. This will bring up two options and your mission status.

The Resume mission option will bring you back to the game. Abort mission will exit the mission without finishing it and take you to debriefing. Once you finish your mission, you'll be brought to debriefing.

Mission status shows you how many more aircraft and ground targets you need to destroy in order to complete the mission.

DEBRIEFING

On the debriefing screen, you'll get mission specifics:



Mission kills — Enemy aircraft and ground units destroyed in the mission.

Mission objectives — The first number is how many objectives were completed, the second is the number necessary to continue. For example, 1/3 means you completed one out of three objectives.

Total kills — This shows how many kills you have for all missions combined.

Lives — This is the number of aircraft you have remaining.

Mission status — Will either be "Mission Successful" or "Mission Failure" based on whether you completed all your objectives or not.

Continue

This brings you to the next mission if you were successful or the same mission if you failed.

Abort Game

Choosing this option ends your game and brings you to the Main menu.

Save game



Brings up two options: Memory card or Password. If you've got a memory card, you can save the game this way. Just put a card in the slot and choose an empty slot when the screen appears. Hit **X** to begin entering your initials.

Use the D-Pad to move up and down through letters and left and right through your initials. Press **X** to accept. Games will be stored by your initials, the first four letters of the theater and the last mission number you finished.



If you don't have a card handy, choose Password. This will give you a five-number password that you can enter when choosing Restore game from the Main menu.

Options

This brings up the Options menu described earlier.

PILOTS

You're not always up in the sky by yourself. There might be any number of wingmen up there with you. You've also got your commander back home.

HONDO



He's your commanding officer, and he doesn't take flak from anyone. Least of all you. Hondo's got a lot of important stuff to say, so keep your ears open. In his day, he was a darn good pilot, so don't mess around.

MERLIN



We mentioned him before. He's the guy who sits right behind you and lets you know of enemy aircraft and missiles. Merlin's also the biggest wisecracker in the fleet. Be nice to him, he's your bud.

STINGER



Your arch-rival in training. He may be a pain in the neck and an annoying loudmouth, but he's one of the best pilots in the fleet. Stinger's an excellent wingman—no one can cover your tail like him.

RAVEN



Raven's another one of your wingmen buddies. She's calm, cool and always gets the job done. Her precision flying and attention to detail earned her some of the highest marks in flight school.

ENEMIES

To be the best, you've got to understand your enemy. The more you know, the better you'll survive. In addition to these planes, you may run across unmarked MiGs. Keep your eyes open. Finally, at the end of each theater, you'll have some tougher enemies in store for you.

A-6 (DRONE)



This unmanned plane ain't too tough. Basically, just get one in your sights and start blazing away. One missile hit and usually they drop like a stone.

MISSILE TYPE: weak

ARMOR: none

AGGRESSIVENESS: wimpy

MANEUVERABILITY: slow

MiG-21



Your basic enemy aircraft. It's not much better than the A-6, but it does shoot back. Don't let it get behind you unless you want a missile up your tailpipe.

MISSILE TYPE: weak

ARMOR: light

AGGRESSIVENESS: cautious

MANEUVERABILITY: quick

MiG-23



Here's where they start getting tough. It'll take a couple missiles to bring one of these birds down. The -23s also like to get all around you in combat.

MISSILE TYPE: average

ARMOR: medium

AGGRESSIVENESS: pesky

MANEUVERABILITY: agile

Su-27



This sucker's fast, tough and deadly. It's the most aggressive of all enemies and will do anything to get on your six. Their missiles also pack a serious wallop.

MISSILE TYPE: strong
ARMOR: hard
AGGRESSIVENESS: swarming
MANEUVERABILITY: lightning

MiG-29



The -29's got the most armor of any fighter. It doesn't get in your face like the Su-27, but it's one tough cookie. Don't underestimate it.

MISSILE TYPE: strong
ARMOR: tough
AGGRESSIVENESS: feisty
MANEUVERABILITY: lightning

BEAR BOMBER



The enemy's bomber. The Bear doesn't move well, but shoots a mean missile and takes a heckuva lot to bring down.

MISSILE TYPE: average
ARMOR: massive
AGGRESSIVENESS: pesky
MANEUVERABILITY: plodding

GLOSSARY

Afterburner — Thrust above normal maximum power, achieved by spraying fuel onto an already burning mixture of fuel and air.

Airspeed — The velocity of the aircraft relative to the surrounding air.

Bandit — An aircraft that has been positively identified as an enemy.

BARCAP — Short for BARrier Combat Air Patrol. A mission where aircraft are sent to a location and ordered not to let any enemy aircraft cross that line between them and their launching point.

Barrel roll — A combat maneuver where the pilot rolls his aircraft directly to the left or right but keeps the same heading.

Bearing — The compass direction based on the nose of your aircraft as 0°. For example, if an enemy is at bearing 90, the enemy is just to the right of your F-14.

Bogey — An unidentified aircraft.

CAG — Commander Air Group. Pronounced "kag," it's an old name still used for the senior air officer on a carrier.

Callsign — A codename for a fighter pilot. "Maverick" and "Raven" are examples of callsigns.

Chaff — Tiny strips of metal that are released by airplanes to foil enemy radar. The radar homes in on the chaff instead of the aircraft. A defense against radar-guided missile attacks.

Check six — A fighter pilot term for "look behind you." An aircraft's six refers to the rear of the aircraft. See Six o'clock.

Deck — 1) Takeoff and landing surface of an aircraft carrier; short for "flight deck." 2) An altitude that can't be broken; the lowest allowable altitude; short for "hard deck."

Escort — A type of mission where combat aircraft are ordered to guard another group of aircraft on a strike or recon mission.

Flare — Hot phosphorous flares released by an aircraft which are targeted by a heat-seeking missile. The missile may home in on the flare instead of the aircraft's engines.

Helix — An air combat maneuver where the pilot accelerates through a corkscrew roll and keeps flying in the same direction.

HUD — Head-Up Display. A transparent projection of important data such as heading, airspeed and altitude onto the forward wind screen in the cockpit.

Immelman — A defensive air combat maneuver where the aircraft goes into a hard vertical climb while making a slight roll. At the top of the climb, the aircraft exits in the direction of the roll.

Intel — Short for intelligence. Tactical military information gathered by reconnaissance missions or by satellite photography.

Jink — A defensive maneuver in which the pilot jiggles his flight stick back and forth through a series of turns to shake off the attacker.

Knot — Nautical miles (6,076 feet) per hour.

KTS — Abbreviation for knots. See Knot above.

Lock — Term used when an enemy is within optimum firing parameters.

Loop — An air combat maneuver where the pilot pulls up and goes vertical, all the time pulling back on the stick. This natural progression will complete a circle and the aircraft will keep travelling in the same direction.

Mav move — An air combat maneuver where a pilot pulls up on the stick slightly and brakes quickly to have a trailing aircraft shoot past him. The enemy aircraft will then be directly in front of him.

Mach — Measurement unit equal to the speed of sound at sea level.

MiG — Mikoyan/Gurevich. A Soviet aircraft manufacturer. The higher the model number, the more recent the aircraft.

MiG sweep — A mission designed to eliminate all enemy aircraft in the flight path.

Out — At the end of a radio call, it indicates the caller is finished talking.

Point — Slang for the lead aircraft. When flying in a multiple-aircraft group, the point aircraft is the one in front.

Quick turn — A maneuver where a pilot drastically lowers the plane's airspeed and pulls hard on the stick. This produces a very tight turn in a short period of time.

Recon — Short for reconnaissance. The Tomcat can carry a TARPS device which takes reconnaissance photographs of the terrain below the plane.

Rescue angel — A rescue helicopter, dispatched from the carrier.

RIO — Radar Intercept Officer. The backseat navigator in an F-14.

SAM — Surface-to-Air Missile.

Sideslip — An air combat maneuver where a pilot slides his aircraft quickly left or right while maintaining the same heading.

Six o'clock — Over the radio, it's the zone directly behind a plane. The rear.

Spoof — Slang term for "fooling" an enemy missile with flares or chaff.

Split-S — An air combat maneuver in which a pilot rolls his plane inverted through a turn.

Stall — A loss of airspeed and power caused by any number of factors: a long, tight turn, insufficient lift or not enough airspeed. Recovery from a stall is generally achieved by pointing the aircraft's nose downward to increase airflow under the wings.

Strike — A bombing mission or target.

Strike group — A flight of planes assigned to bombing a target.

Strafe — To fire the machine gun at a target by laying a line of bullets across it.

Tally — Radio chatter to indicate that an enemy plane has been visually identified.

TARPS — Tactical Air Reconnaissance Pod System. Attached to the belly of the Tomcat, this pod can take pictures with three cameras.

Visual ID — Radio call for "visual identification." Also "Vis ID."

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TOP GUN: FIRE AT WILL PLAYSTATION

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Darrell Flowers Gaffer
Paul Meise Best Boy Electric
Charles Griswold Electrician
Craig Patterson Art Director
Liz Campana, Kevin Patterson Assistant Props
David Lambert, Jesse Miller, Production Assistants
Thomas Belger Willow Camp Catering/Caterer
Sandy Reed Craft Service
Hayes & Van Horn Casting/San Francisco casting
Steven Fertig Los Angeles casting
Sound Stage Cine Rent West, San Francisco, California
Video Post-production Realtime Video,
San Francisco, California

Audio Post-production Russian Hill Recording,
San Francisco, California
Voice-over Recordings . . . Live Oak Studio, Berkeley, California
The Enterprise Interactive, Burbank, California
Adirondack Radio, Lake Placid, New York
Kampo Audio/Video, New York, New York
Robert Berke Sound, San Francisco, California
Voice-over Session Producers Paul Mogg, J. White

SPECIAL THANKS

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Gilman Louie, Planned Marketing Solutions, George Poharcyk,
Steve Race, Kip Welch

STOCK FOOTAGE

Digital Ranch, Sherman Grinberg Film Libraries, Inc.

"DANGER ZONE" RE-RECORDING

Mary Elizabeth McGlynn Vocals
David Immergluck Guitar
Jim Bogios Drums
Dale Everingham Engineer
Steven Scherer Keyboards/Producer

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