

LETHAL SKIES

Elite Pilot: Team SW



Pure speed. Pure Combat. Pure action.

Global warming threatens life on earth. Frozen regions of Siberia have melted, submerging entire countries. As part of an elite group of pilots assembled by the World Alliance, your mission is to take out the World Order Reorganization Front, an organization that exploits natural disasters for its own benefit. Prepare for take off.



Experience G-Force using the controller.

Choose from 4 views: 3rd person view type A and B, cockpit and full screen.

Engage multiple enemies in a variety of death-defying missions.

Pilot up to 13 state-of-the-art aircraft.

EmuMovies



EVERYONE

Mild Language
Violence

Visit www.esrb.org or call 1-800-771-3772 for Rating information.



1 Player | Memory Card (for PS2) - 256 KB | Analog Control | Vibration Function

Sammy Entertainment, Inc. 2948 Century Park East, Suite 2750, Los Angeles, CA 90067

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PlayStation 2

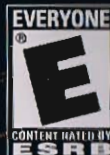
PlayStation 2



LETHAL SKIES
Elite Pilot: Team SW

LETHAL SKIES

Elite Pilot: Team SW



SLUS
20386

NTSC U/C



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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®2 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®2 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.













USE OF UNAUTHORIZED PRODUCT:

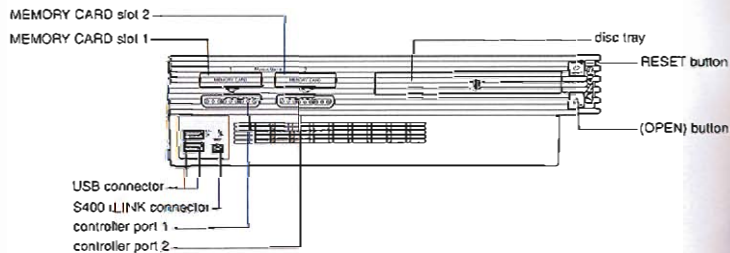
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- 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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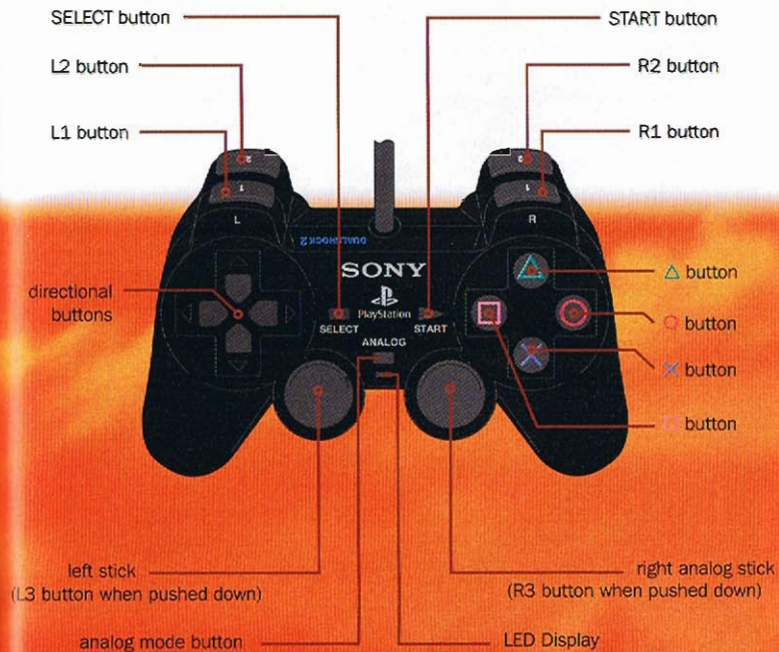
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Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Lethal Skies disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



DUALSHOCK®2 analog controller



This game is compatible only with the DUALSHOCK®2 analog controller. The DUALSHOCK® analog controller cannot be used with this game. The LED display is illuminated at all times (analog mode). The vibration function can be switched off using the Options (see p. 15) menu in the game.

S T O R Y

20XX A.D.

The destruction of the global environment is proceeding at a rate far faster than mankind had predicted. Global warming, the destruction of the ozone layer, pollution from such toxins as dioxin—for the first time in history all life on earth faces imminent destruction.

Humankind has attempted various projects at a fevered pitch to stop the destruction. But in the middle of the 21st century, a decisive calamity befell the world: the melting of the frozen regions of Siberia.

Methane gas released from melting of the landmass accelerated the rate of global warming even further. It triggered the melting of other frigid regions which resulted in the submerging of the majority of land of many countries. Even in regions that escaped flooding, the destruction of atomic energy plants and oil refineries by tsunamis occurred one after another, causing many to forsake their former homelands.

It was then that humankind looked toward the sea as their final frontier.

After these catastrophes, the migration of peoples from the lands of their ruined nations to the bosom of the sea became the norm. Under the initiative of the newly born "World Alliance," the construction of floating megalopolises proceeded in various areas throughout the world.

But all did not ride the wave of evolution. These were the countries that lost most of their territory or lacked the economic means to construct floating cities. Antipathy toward the World Alliance of these people strengthened, and finally culminated in the outbreak of terrorism and civil wars in various regions. Conflict between those with a country and those without came into being.

The World Alliance, troubled by these developments, leveled economic sanctions on the largest exporter of weapons, the Republic of Gurtestein and compelled the nation to sign a treaty barring weapons export. But the Republic of Gurtestein would have nothing to do with the sanctions and withdrew from the World Alliance. Furthermore, the Republic allied with other nations opposed to the World Alliance to form WORF, the World Order Reorganization Front.

Conversely, the World Alliance formed a pan-national military organization known as the Frontier Nations along with a group of the world's crack pilots known as Team SW.

Yet when Team SW set out to attack Gurtestein's floating city and military command post Leviathan, the city, with the ability to navigate itself on the seas, had already disappeared.

Place the disk correctly in the console and press the RESET button. Press the START button during the opening movie to call up the title screen and the main menu.

NEW

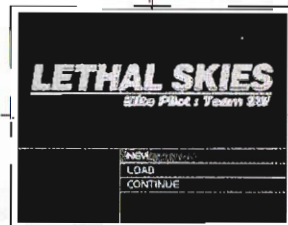
Starts game play from the beginning.

LOAD

Loads games saved on a memory card (BMB) (for PlayStation®2).

CONTINUE

Automatically loads game data saved on a memory card (BMB) (for PlayStation®2) allowing you to continue game play where you previously left off.



MAIN MENU

■ Campaign

Allows you to play various game missions. See p. 17 for more details.

■ Training

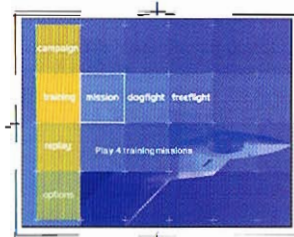
Lets you train in different types of training missions, dogfight, or freeflight mode.

■ Replay

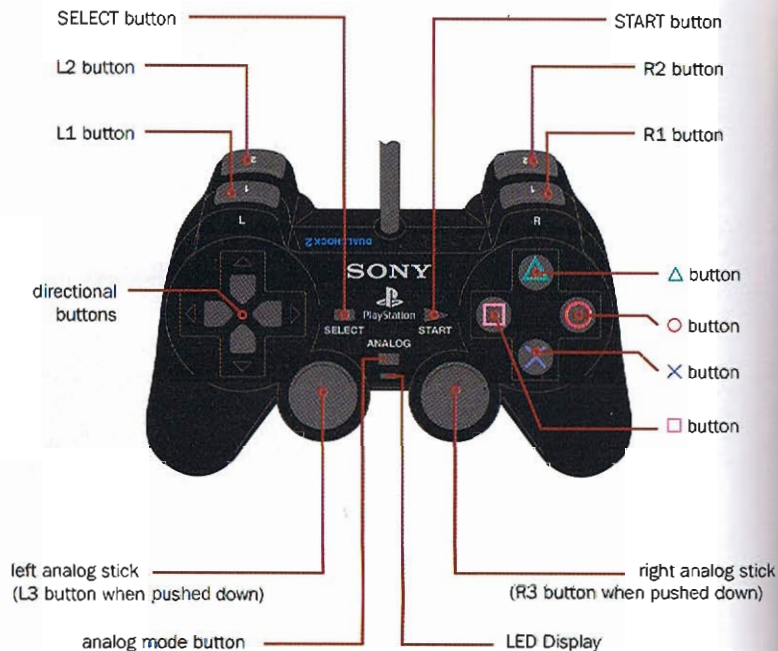
Plays back replay data saved on a memory card (BMB) (for PlayStation®2) or pre-recorded demonstration plays in theater mode. See p. 16 for more details.

■ Options

Lets you change game settings and save/load data. See p. 15 for more details.



Controller



This game is compatible only with the DUALSHOCK®2 analog controller. The DUALSHOCK® analog controller cannot be used with this game. The LED display is illuminated at all times (analog mode). The vibration function can be switched off using the Options (see p. 15) menu in the game.

During Replay

SELECT	Switches the captions displayed on the replay screen on and off
left analog stick	Changes the views/Zoom in and out in ACMI mode
right analog stick	Changes the angle of views in ACMI mode
L1 button	Turns graphics of the targets on and off
directional buttons	Changes the views/Changes focal point by selecting a pilot

Chaffs and flares used to evade enemy missiles are launched automatically.

Menu Mode

○ button	Not Used
× button	Confirm
△ button	Cancel
□ button	Not Used
L1 button	Reduces the map in the information mode of the Plan menu
L2 button	Not Used
R1 button	Enlarges the map in the information mode of the Plan menu
R2 button	Not Used
START button	Not Used
SELECT button	Not Used
directional buttons	Select Items
left analog stick	Select Items
right analog stick	Not Used
L3 button	Cancel
R3 button	Confirm

Flight Mode

○ button	Launch weapons
× button	Shoot Vulcan cannon
△ button	Change armaments
□ button	Change target lock on
L1 button	Out back on throttle. Push down hard for air brake.
L2 button	Operate rudder. The harder you push it, the greater the turn.
R1 button	Open throttle. Push up hard for the after burner.
R2 button	Operates rudder. The stronger you push it, the greater the turn.
START button	Call up the GPS Map pause and menu
SELECT button	Change viewing modes (3rd person, cockpit, full screen)
directional buttons	Push left & right to change the range of the radar to short, middle, long & auto
left analog stick	Operate the flight elevator & ailerons to pitch (move the nose of the plane up & down)/roll (change the angle of the fighter)
right analog stick	Change field of view (except full-screen view)
L3 button	Not Used
R3 button	Revert to rear view

BASIC COMMANDS

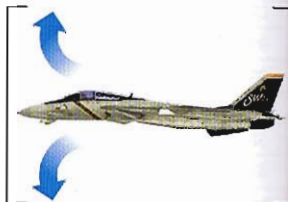
The left analog stick of the DUALSHOCK®2 analog controller is used as the fighter's joystick for this game.



ASCENDING AND DESCENDING

Move the left analog stick down and up to raise and lower the nose of the fighter. Move the left analog stick down during flight to ascend or move up to descend. With enough altitude and keeping the left analog stick up (or down) while continuing to fly, you can perform a loop-the-loop.

Because the joystick is sensitive, it's a good idea not to make any drastic moves at first to control the fighter more easily.



ROLLING

Move the left analog stick left and right to tilt the fighter. Note that continuing to move the left analog stick left or right will keep the plane twisting. To roll correctly, tilt the plane a little; then move the left analog stick down hard.

A certain radius is needed to roll the fighter. Keep this in mind when operating your fighter.



RUDDER/YAWS

When the fighter is flying level, the nose of the fighter will turn right when the R2 button is pressed and left when the L2 button is pressed. Note that the fighter will not keep moving in a particular direction like a car.



ACCELERATING, DECELERATING

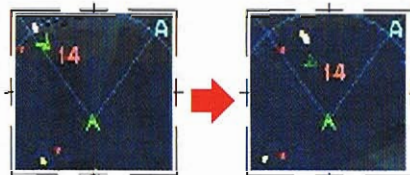
Press the R1 button down hard to use the afterburner and increase speed. Press the L1 button down hard to activate the air brake and decelerate. When accelerating or decelerating, it is important to press these buttons down hard. To open or close the throttle, press each of the buttons lightly. Note that if you decelerate too much in flight, your fighter may stall and crash.

- R1 button Accelerate
- L1 button Decelerate

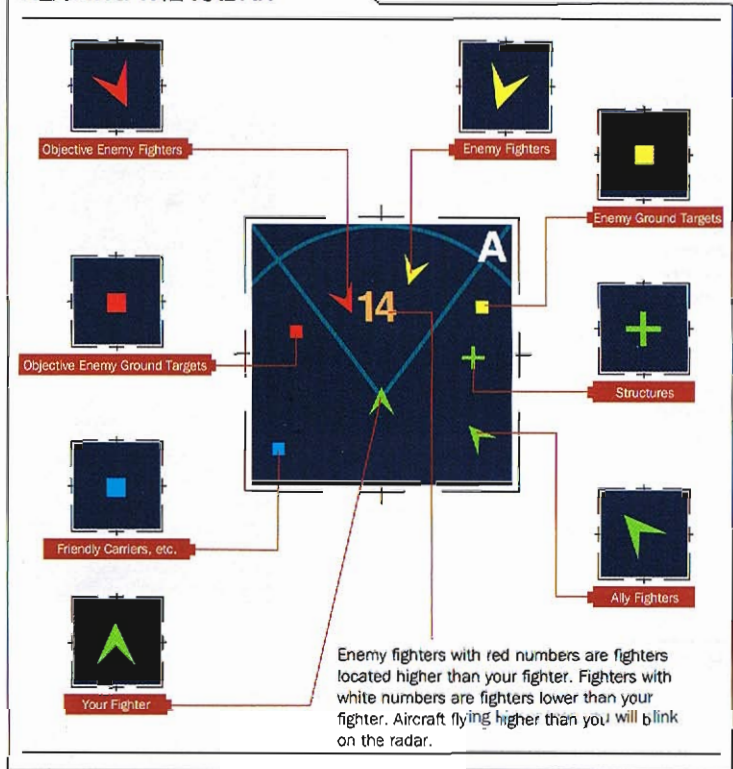
ATTACK FUNDAMENTALS

RADAR

First, look at the radar. Move your fighter so that it travels toward red marks.



READING THE RADAR



LOCK-ON GAUGE

The lock-on gauge is used for missiles, and this yellow indicator appears over enemies on which your armaments are effective. When the enemy comes into range, the lock-on gauge turns red. When the lock-on mark becomes fixed in the gauge, the missile can be launched by pressing the \odot button. You should note your supply of remaining armaments before firing with the \odot button. Moreover, you can always use the Vulcan cannon by pressing the \otimes button. The small blue \circ and the big blue \bigcirc are the gun sight. The effective range of the Vulcan cannon is about 1500 meters.



When the lock-on marks converge,



SHOOT appears.

SHOOT MARK

Unless the lock-on mark turns red and the SHOOT message appears, you cannot use your weapons other than the Vulcan cannon and rocket launcher. The time from when the lock-on mark turns red and the SHOOT message appears is shorter for fighters equipped with high-performance FCS (Firearm Control System). When there are a number of targets that can be locked on, use the \square button to change targets.



DAMAGE AND RUNNING OUT OF FUEL

DAMAGE:

Your fighter becomes damaged when hit by enemy fire. This damage will impair your fighter depending on where your fighter was hit and the degree of damage. The area where your fighter was hit will appear in the lower part of the screen. Avoid being hit as much as possible.



RUNNING OUT OF FUEL

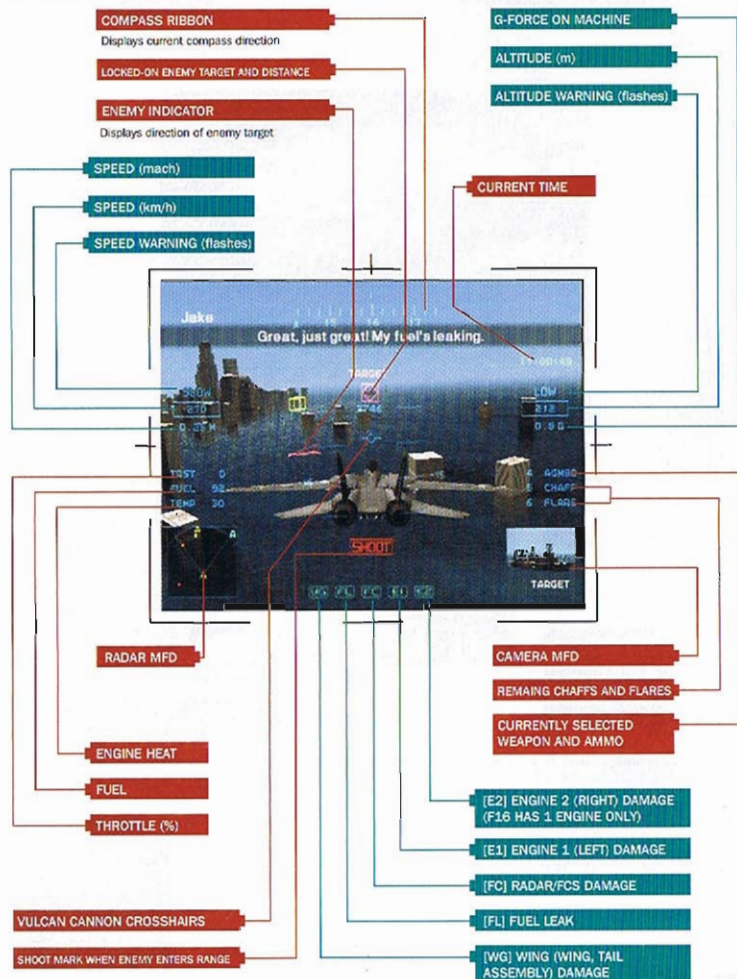
The amount of fuel for your fighter is limited. Should your fuel run short, a warning will appear on the screen. Because your fighter will crash when you run out of fuel, be sure to finish your mission before exhausting your fuel supply.



The screen as it appears in the game is shown below.

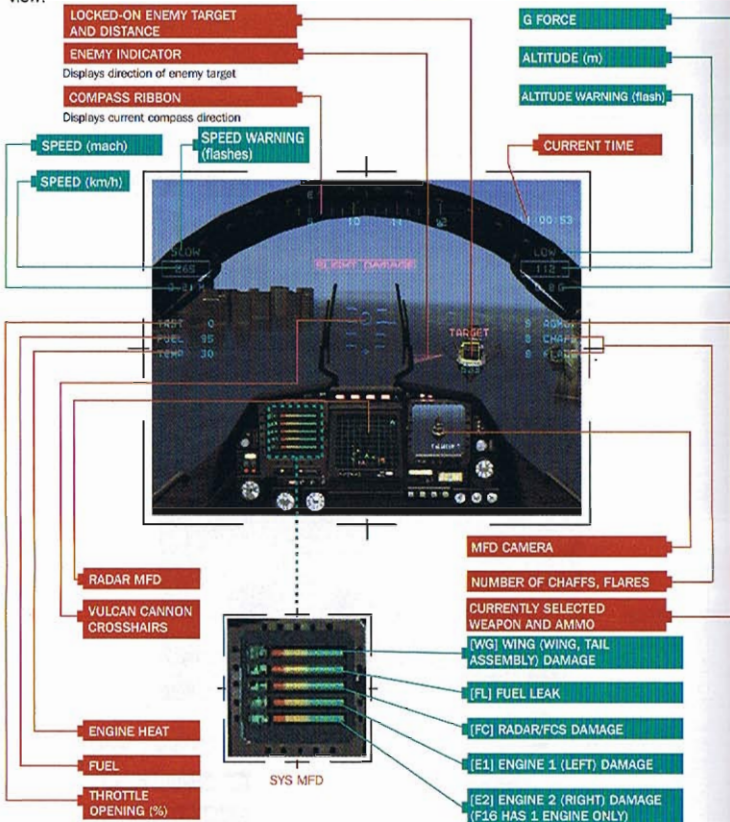
The screen can be changed to 3rd person view A & B, a cockpit view, and a full-screen view whenever you press the SELECT button during flight.

DISPLAYS



COCKPIT SCREEN

Move the right analog stick up, down, left, and right to look around the cockpit screen. You can look behind you by using the R3 button. Release the right analog stick to return to the forward view.



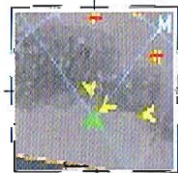
MULTIFUNCTION DISPLAY (MFD) CAMERA

When a target is locked on, the target is magnified and its information is displayed. If the target is not locked on, your fighter is shown on the MFD.



MULTIFUNCTION DISPLAY (MFD) RADAR

Turn map projection onto the radar (GPS Mode) on and off with the up and down directional buttons. Use the left and right directional buttons to change the display range to S: SHORT, M: MIDDLE, L: LONG, and A: AUTO. Allies are represented by green and blue, objective enemy targets are red, and other enemy targets are yellow. See p. 9 for more details.



GPS MAP/PAUSE MENU

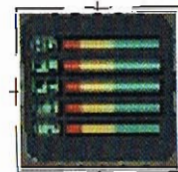
To call up the GPS map and the Pause menu during a mission, push the START button. Enemy facilities that do not appear on the radar MFD will be shown on the GPS map. Choose RESUME to return to the mission or ABORT to return to the Plan menu.



SYSTEM MFD (MULTIFUNCTION DISPLAY)

Various system failures are displayed with gauges.

- [WG] Wing (wings, tail assembly) damage
- [FL] Fuel leakage
- [FC] RADAR/FCS damage
- [E1] First (left) engine damage
- [E2] Second (right) engine damage. (There's only one engine on F16)



ARMAMENT CHANGE

Change armaments with the button.



RADIO COMMUNICATION

Various transmissions from allies, etc., will be received during flight.



HIGH G EFFECT

When a high degree of centrifugal force is on your fighter during high-speed rolls, etc., the screen will turn red ("red out") or black ("black out"). To turn this High G effect ON/OFF, change the High-G setting in the Options menu.



CAMPAIGN

Successfully carry out your assigned missions.

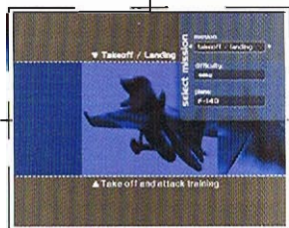
When this mode is selected, a world map and basic instructions appear. Push the right and left directional buttons to select a scenario and press the \otimes button to decide which scenario to play. Played scenarios are marked with a \circ and the next scenario not yet played is marked with a \bullet . The best rankings and times for completed missions are shown on the bottom of the screen.



TRAINING

Mission

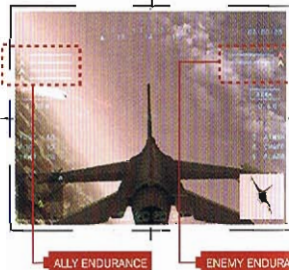
Let's you train in 4 different types of missions: Take off and landing, air-to-air attack, air-to-surface attack, and combination. Select one of the 4 missions by using right and left directional buttons. Press the \otimes button to start the mission.



Dogfight

A simulated battle against the computer with one-on-one to four-on-four battles.

First, push the right and left directional button on the world map to select a stage and press the \otimes button to confirm.



Your Team

Determine the number, type and strength of armaments of your fighters. Press the up and down directional buttons to select items and press the left and right directional buttons to adjust item content. There are three types of armaments: LIGHT, NORMAL, and HEAVY.



Enemy

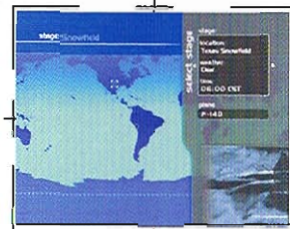
Determine the number, type and strength of armaments of the enemy team. Press the up and down directional buttons to select items and the left and right directional buttons to change item content. There are three types of armaments: LIGHT, NORMAL, and HEAVY.

Take Off

Begins the simulated battle.

Freeflight

Free Flight mode lets you fly freely in different stages without intervention from the enemy attack. First select a stage by using right and left directional buttons. Then press the up or down directional buttons to highlight the fighter jet. By using right and left directional buttons, select the fighter jet you want to use. Press the \otimes button to start the flight.



OPTIONS

Set Up

Screen

Adjusts color and brightness of the screen.



Controller

Sets vibration and controller feel.

Sound Volume

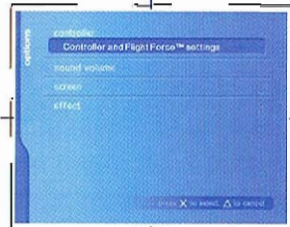
Adjusts volume of background music, sound effects, voices and movie.

Effect

High G. Effect: Turn High G-force effect On/Off.

Motion Blur: Adds a small amount of blur to the picture for greater sense of speed.

Subtitles: Turns a subtitles On/Off.

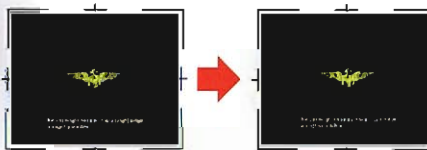


Save

Saves data on a memory card (8MB) (PlayStation®2).

Load

Loads saved data.



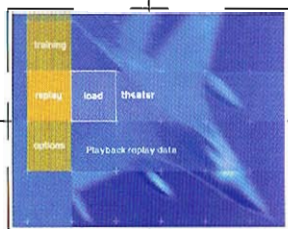
SCREEN

REPLAY

See saved replay data using this mode.

Load

Lets you see the replays you saved on a memory card (SMB) (for PlayStation® 2).



Theater

Lets you see the prerecorded demonstration plays for the stages you have cleared.

Select the replay you want to see and press the \otimes button to confirm.

You can turn captions On/Off during replay by pressing the SELECT button.

There are 5 different views. You can select the view by using the left analog stick or directional button.



ACMI (Air Combat Maneuver Instrument)

No. 5 view in replay is called ACMI, which shows your maneuvers during the mission.

right analog stick: Change the angle of the view.

directional button (up and down): Change the focused plane.

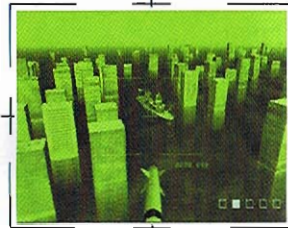
left analog stick (up and down): Zoom in and out.

L1 button: Target Graphics on and off.



Missile Eye View Replay

No. 2 and No. 3 views are the replays using missile eye view. When a missile is shot, the camera is switched to the missile eye view, which shows how the missile approached and hit the target.



In Campaign mode, the game proceeds as follows:



MISSION SELECT

A world map and basic instructions appear when this mode is selected. Press the right and left directional buttons to select a scenario. Then press the down directional button to highlight the difficulty level. By using the right and left directional buttons, select one of the three difficulty levels: Easy, Normal, or Hard. Press the \otimes button to confirm the selection.



BRIEFING

The briefing screen appears to display the content of the mission, target information, etc. Watch this carefully because it offers information on your ally's weapons, armaments, etc.



INFO

Gives you detailed information on the enemy. After selecting the topographical map, move the cursor with the directional buttons to an enemy target to see detailed information. You can reduce the map using the L1 button and enlarge the map with the R1 button.



By selecting and confirming the enemy information below and matching the cursor to enemy weapons and buildings, you can view detailed information of enemy capabilities.

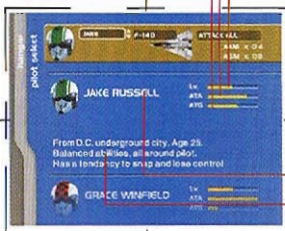
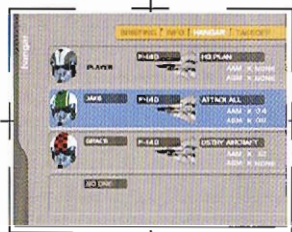
HANGER

A screen wherein you can change the number of your team's fighters, pilots, types of airplanes, and missions. Press the up and down directional buttons to select the unit you want to change and press the **X** button to confirm.

LEVEL: INCREASES MARGINALLY AS TARGETS ARE DESTROYED

ATA: AIR-TO-AIR ATTACK ABILITY

ATG: AIR-TO-GROUND ATTACK ABILITY



CHANGING PILOTS

(For Ally fighters only)

Select and change pilots using the up and down directional buttons. Because certain pilots may be unfit for certain missions, be sure to select the right person for the job!

PILOT NAME

PILOT EVALUATION



CHANGING FIGHTERS

Select and change fighters using the up and down directional buttons. The selection of fighters you can choose from increases if you meet certain conditions when clearing missions.

Model of fighter



SPEED: Maximum speed

MOBILITY: Handling of fighter

RANGE: Range of fighter's weapons

VULCAN: Strength of Vulcan cannon

FCS Lv: Ability of Fire Control System

STEALTH Lv: Level of stealth abilities

CHAFF, FLARES: Number in supply

PYLON: Number of various pylons

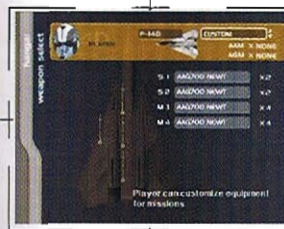
CHANGING ARMAMENTS

(For Player's fighter only)

Lets you change armaments on your fighter. By pressing the up and down directional buttons, select the "HQ Plan" or "Custom."

HQ PLAN: Armaments fitted suitable to the current mission

CUSTOM: Change armaments to your preference. Press the down directional button to select a pylon and press the right and left directional buttons to select the weapon you want to attach. Press the **X** button twice to confirm the weapon selection.



CHANGING MISSIONS

(For Ally fighters only)

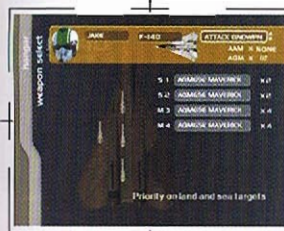
Instead of changing armaments, you can change the missions of your ally fighters. Press the up and down directional buttons to select and change missions.

SUPPORT PLAYER: Have allies protect your fighter.

ATTACK GND/WPN: Have allies attack ground and sea-based enemy targets

DSTRY AIRCRAFT: Have allies attack airborne enemy targets.

ATTACK ALL: Have fighters attack all ground, air, and sea-based enemy targets.



TAKE OFF

When preparations are completed, press the **X** button on the TAKE OFF screen to begin the mission.



07 Mission Fighting

GROUND, SEA TAKEOFFS

You will be required to take off from runways and carriers according to the scenario. During takeoff, move the left analog stick down while pressing down hard on the R1 button to accelerate and take off.



DEPLOYMENT

In stages that do not begin with a ground or sea take off, the mission starts with an aerial deployment near the combat zone.



AERIAL REFUELING

In certain scenarios it will be possible to refuel in flight. Navigate carefully to lock on to the refueling airplane's nozzle.



MISSION

In missions, you succeed by destroying the set targets that you can confirm in the briefing (or the red points displayed on the radar). Missions end in failure if you break off from the combat zone without destroying the enemy targets, are shot down, or crash. The game does not end here, but you will not be able to proceed on to the next mission until you clear the current one.



LOCKED ON BY ENEMIES

When a **MISSILE INCOMING** alert message and flashing red gauges occurs, it means enemy fighters have you locked on. Evade oncoming missiles with a sudden roll or other procedure. (Oncoming enemy missiles appear in white on radar.) In certain cases with a sufficient supply, chaffs and flares are automatically released to evade missiles.



CHAFF/FLARES

SEA, GROUND LANDINGS

Various missions require your fighter to make carrier and runway landings when the mission is cleared. While decreasing your speed, descend to the runway or carrier deck. If landings prove difficult, select **GIVE UP** during the pause screen after accomplishing the mission.



REPLAY

When a mission is cleared, the replay is played. See p. 16 for more details.



FAILED MISSIONS

When you fail a mission, you will be asked whether you want to continue or not. When the CONTINUE? message appears, select YES to try the mission again or NO to go back to the briefing screen.



RESULT SCREEN

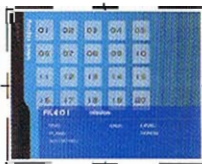
The Result screen appears when you clear a mission. This screen displays the number of enemies shot down, targets destroyed, mission time, score ranking (S, A to E), medals, etc. It also has the following menu:

RETRY	Play the mission again.
REPLAY	Watch the replay movie.
SAVE REPLAY	Save the replay data on a memory card (8MB) (for PlayStation®2).
SAVE GAME	Save game data on a memory card (8MB) (for PlayStation®2).
EXIT	Exit the Result screen.



SAVING REPLAY DATA

Select an area (1 to 20) to save replay data. A write-over warning will appear if there is previously saved data. If you want to write over data, select YES. Once data is saved, the Result screen will appear again. A maximum of ten minutes of replay data can be saved.



The basic method of firing armaments is the same: when the target is locked on, and the "SHOOT" mark appears, the weapon can be fired. However, the range of lock-ons varies with each armament. Moreover, the lock on mark will not appear on ground targets while air-to-air missile is active, or on enemy fighters while air-to-ground missile is active.

You can equip your fighters with the following armaments:



AIR-TO-AIR MISSILES

AIM9M SIDEWINDER	A short-range, infrared-guided missile
AA11 ARCHER	A short-range, infrared-guided missile
AIM120 AMRAAM	A mid-range, radar-guided missile
AA12 KEGLER	A mid-range, radar-guided missile
AIM900 VIPER	A multi-warhead, radar-guided missile

AIR-TO-GROUND MISSILES

AGM65E MAVERICK	A short-range, infrared-guided missile
AS10 KAREN	A short-range, infrared-guided missile
AGM88 HARM	A mid-range, radar-guided, high power missile
AS14 KEDGE	A mid-range, radar-guided, high power missile
AGM900 TARANTULA	A multi-warhead, radar-guided missile

OTHER WEAPONS

LAU68 ROCKET	An air-to-air, air-to-ground, air-to-sea, unguided rocket launcher. Lock on is not necessary.
AAG 700 NEWT	Both air-to-air and air-to-ground possible infrared guided missiles.
FUELTANK	An external fuel tank. Increases fuel supply by 3,000 liters.

VULCAN CANNON

The Vulcan cannon comes as standard equipment. It is not limited by ammo supply or target range. It has an effective firing range of approximately 1500 meters.

09 Warnings

ALTITUDE WARNINGS

If the current altitude of the fighter is too high, and there is the danger of a stall, the HIGH message will appear. If too low, LOW will appear. Note that if the altitude is too low, your fighter may crash.



SPEED WARNINGS

When your speed is too fast making carrier landings, etc., FAST is displayed. If it's too slow, the SLOW message will appear.



ALERTS

When gauges flash red during flight, a missile is chasing your fighter. Shake off missiles with a quick roll. If your supply of chaff and flares is sufficient, these will be released automatically to allow you to evade missiles.



DAMAGE

Your fighter becomes damaged when hit by enemy fire. Damaged areas are displayed at the bottom of the screen (or by the System MFD in the cockpit view), and various emergencies may occur based on the area damaged. Your fighter will explode in midair with accumulated damage. There are no escape procedures.



DAMAGE DISPLAY

[WG] Wing (wings, tail assembly) damage

[FL] Fuel leakage

[FC] RADAR/FCS damage

[E1] First (left) engine damage

[E2] Second (right) engine damage. (There's only one engine on an F16)

10 Basic Operation

PREPARING FOR THE FIRST MISSION

The objective of the first mission is to destroy all salvage ships working on the excavation of a sunken city. Because there are enemy planes in the sky above, avoid their attacks while destroying the salvage ships.

The final objective of this mission is to destroy all salvage ships. Don't chase enemy fighters too far until you're confident in to battle.

There are also enemy ships within the bristling buildings. Watch out!

Select a mission on the world map and pay close attention to the briefing and information.

In the hangar, you can change fighters and armaments. Initial settings offer an HQ plan wherein settings have been made in advance. When making your own settings, be sure to center your armaments around air-to-ground missiles because this is a mission against ships.

When you've made your preparations, select TAKE OFF and press the button to begin the mission.

MISSION START

When the mission starts, first change your armaments, if necessary, to air-to-ground missiles with the button. (If you are using the HQ Plan, or default setting, only AAG 700 is loaded. Then you don't need to change the armaments.) Enemy salvage ships will be appearing in the lower right. Once you lock on (when the red and the converge and flash), press the button to fire the missile.

When you hit the enemy or sink an enemy ship, the ENEMY DAMAGED or ENEMY DESTROYED message will appear.

Armaments other than high power weapons cannot sink ships with a single blast. Subsequent attacks will be needed. Continue to fly in the area, roll, and attack the target again.

VIEWING IN-FLIGHT GAUGES

Important gauges to watch in flight are the radar and speed gauge (SPEED WARNINGS). Keep your eyes on these when you start flying.

You can quickly grasp the position of your fighter, enemy fighters, objectives, missiles, etc., on the radar screen. Also watch the altitude gauge while flying to make sure you're not too low.

Once you get used to flying, take a look at other gauges as conditions dictate.

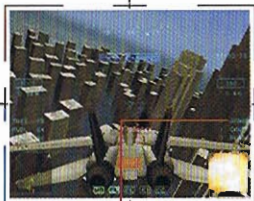


11 Fighters

REMAINING MISSILES

Armaments other than the Vulcan cannon are limited in number. Firing weapons wastefully will soon deplete your armaments and you will be left fighting with the Vulcan cannon alone. So aim carefully before firing.

The combat zone in this mission bristles with skyscrapers that can obstruct your attacks. Be sure to fire missiles when there is a clear shot between you and the target. One way to do this is climb high into the sky and aim at targets while diving.



REMAINING AMMO

NEXT OBJECTIVE

When the first salvage ship has been successfully sunk, find the next objective. When searching for attack objectives, first look at the radar. Your fighter is in the center of the radar and the red ■ are salvage ships, the yellow ■ are enemy support ships, and other yellow targets are enemy fighters. Green targets are ally fighters and white marks represent fired missiles. While watching the radar, fly your fighter toward red ■.



COMPLETING THE MISSION

The mission ends when all enemy salvage ships are destroyed. By pressing the START button during the mission and checking the number of remaining red enemy targets displayed on the GPS screen, you can check the progress of your mission.



For more information, please visit www.sammy-zone.com.



F-14D Super Tomcat

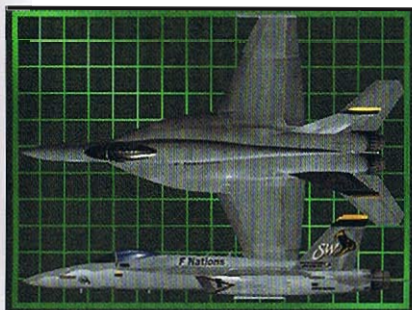
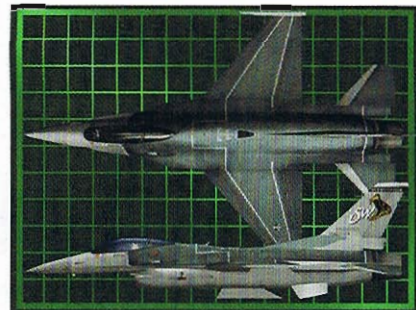
A jet fighter developed as a carrier-based attack fighter, it excels in aerial fighting ability thanks to its variable geometry wings. The Type D has a new engine and radar along with a strengthened FCS and added attack capabilities, making it able to engage in a wide variety of missions.

SPEED	██████████
MOBILITY	██████████
RANGE	██████████
VULCAN	██████████
FCS Lv.	██████████
STEALTH Lv.	██████████

F-16 Fighting Falcon™

First designed and manufactured in 1970, this fighter was subsequently arranged for real combat. In addition to aerial battle missions, it's ideal for other duties as pinpoint bombing. This C model beefs up the first model's FCS system and engine, and more than 10 countries throughout the world have ordered more than a thousand of these dependable fighters.

SPEED	██████████
MOBILITY	██████████
RANGE	██████████
VULCAN	██████████
FCS Lv.	██████████
STEALTH Lv.	██████████



F/A-18E Super Hornet

F/A is an abbreviation for fighter and attack. This model was designed with the concept to combine both of these capabilities in one fighter. Based on the integration of functions, this fighter was designed to be reliable and easily maintainable, ideal for a carrier-based fighter. This E model has improved engine capabilities and armament control than the previous C/D types.

SPEED	██████████
MOBILITY	██████████
RANGE	██████████
VULCAN	██████████
FCS Lv.	██████████
STEALTH Lv.	██████████

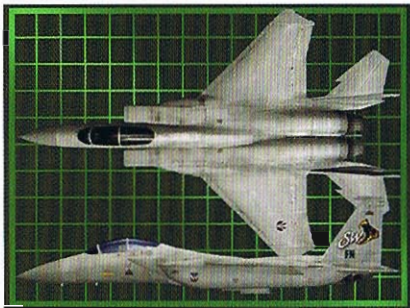
SPEED

MOBILITY

RANGE

FCS Lv.

STEALTH Lv.



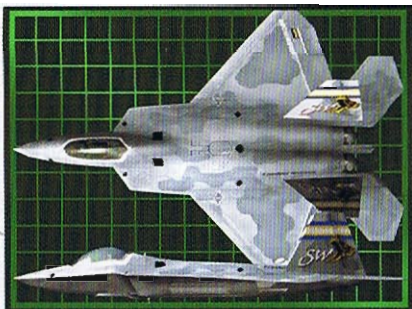
F-15E Strike Eagle

Able to accommodate various armaments, and because of this application requires two personnel. It's an all-weather, low-altitude attack fighter that excels in air-to-ground attack capabilities. Built for the American army it has been deployed in battle, and, in addition, other versions have been produced for Saudi Arabia.

SPEED	██████████
MOBILITY	██████████
RANGE	██████████
VULCAN	██████████
FCS Lv.	██████████
STEALTH Lv.	██████████

F-22 Raptor™

With a high-output engine, it can travel at supersonic speed even without the use of an afterburner. It also comes with stealth capabilities. This next-generation, main squadron fighter is expected to display superior aerial combat and air-to-ground combat capabilities.



SPEED	██████████
MOBILITY	██████████
RANGE	██████████
VULCAN	██████████
FCS Lv.	██████████
STEALTH Lv.	██████████



EF2000 Typhoon

Based on a design to unify the next-generation fighters developed by various European countries, this fighter was finally developed by England, Germany, Italy, and Spain. The fighter uses material to make it light and around the cockpit fulfills all the requirements of state-of-the-art jet fighters.

SPEED	██████████
MOBILITY	██████████
RANGE	██████████
VULCAN	██████████
FCS Lv.	██████████
STEALTH Lv.	██████████



JAS39 Gripen

Developed by Sweden as the successor to the SAAB 37, it handles all the duties of fighter, attack, and reconnaissance. This lightweight fighter is able to take off from un-reinforced normal roads.

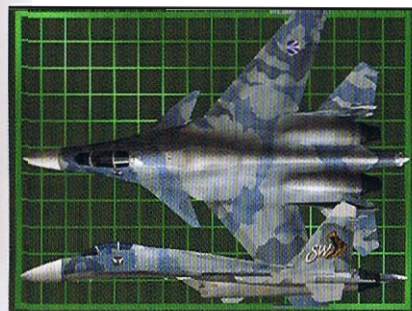
SPEED	██████████
MOBILITY	██████████
RANGE	██████████
VULCAN	██████████
FCS Lv.	██████████
STEALTH Lv.	██████████

MiG29 Fulcrum

A fighter developed by the former Soviet Union, the details of this plane became known for the first time in 1986. Air Intakes are included in the fighter to allow it to use unlevelled runways. It also comes equipped with Infrared search and track sensor and a laser rangefinder that are displayed in the pilot's HMD.



SPEED	██████████
MOBILITY	██████████
RANGE	██████████
VULCAN	██████████
FCS Lv.	██████████
STEALTH Lv.	██████████



Su27 Flanker

A fighter aircraft developed by the former Soviet Union. It has a high output engine and high maneuverability based on the introduction of "Fly by Wire" control system. Subsequently various derivative models were manufactured with air-to-ground attack capabilities, for use as carrier-based fighters, and for use as combat bombers.

SPEED	██████████
MOBILITY	██████████
RANGE	██████████
VULCAN	██████████
FCS Lv.	██████████
STEALTH Lv.	██████████

SPEED

MOBILITY

RANGE

FCS Lv.

STEALTH Lv.

SPEED

MOBILITY

RANGE

FCS Lv.

STEALTH Lv.