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Nintendo

GAME BOY®

DMG-EG-USA



AMERICA'S
HOTTEST
JET FIGHTER

MICROPROSE®
SIMULATION • SOFTWARE

INSTRUCTION BOOKLET

CAUTIONS DURING USE

- 1 If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2 This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3 Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
- 4 Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5 Store the Game Pak in its protective case when not in use.
- 6 **A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.**



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F-15 STRIKE EAGLE PILOT'S MANUAL

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QUICK START

GETTING STARTED

You are now the pilot of an F-15 STRIKE EAGLE!

1. Make sure the power switch is OFF.
2. Insert the **F-15 Strike Eagle** Game Pak correctly into the Game Boy® and turn the power ON.
3. When the title screen appears, press START to get to the Game Options Screen.

PREPARE FOR TAKEOFF

1. **Game Options Screen.**
Press START to start game.
2. **Challenge Level Screen.**
Press START to select Airman skill level. Press START to select Music On.
3. **Sortie Area Screen.**
Press START to select Mesnia scenario.
4. **Mission Briefing Screen.**
Watch and read mission briefing screen and then press START to enter cockpit.

CONTROLS

CONTROL PAD: This is your "joystick".

- Pressing Left or Right makes your plane roll. The farther it rolls, the faster it turns.
- Pressing Up makes the plane dive.
- Pressing Down makes the plane climb.

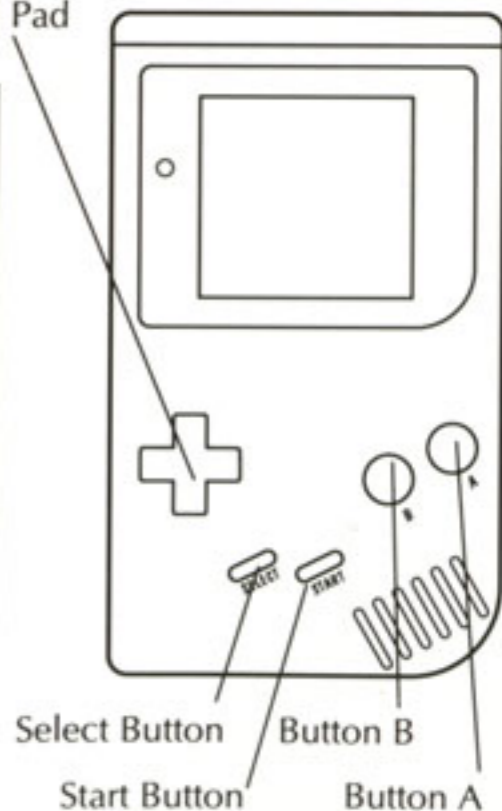
BUTTON A: Fires your automatic cannon.

BUTTON B: Launches missiles.

START: Drops decoys.

SELECT: Pauses the game, and calls up the Map screen.

Control Pad



F-15 CLEARED FOR TAKEOFF!

TAKEOFF!

WHOOSH!

**PREPARE FOR
CARRIER LAUNCH!**

**RUMBLE
RUMBLE
RUMBLE
RUMBLE**

CONTROLS: Press
any button to take off.



6

FIRING CANNON

THERE'S A MIG - TURN TOWARDS HIM.



CONTROLS: Press Left.

FIRE YOUR CANNON!



CONTROLS: Press button A

7

FIRING MISSILES



8



When the missile is locked onto the enemy, the lock icon rotates.

GAME OPTIONS & LEVELS

START OVER...

Keep pressing START for the Game Option Screen.

GAME OPTION SCREEN

- START GAME to begin with a new pilot.
- SAVED PILOT lets you enter a code to bring back an old pilot.

CHALLENGE LEVEL SCREEN

- AIRMAN offers limited flight control and autopilot.
- PILOT is a little bit tougher.
- ACE sends you into dangerous combat with unlimited flight control.



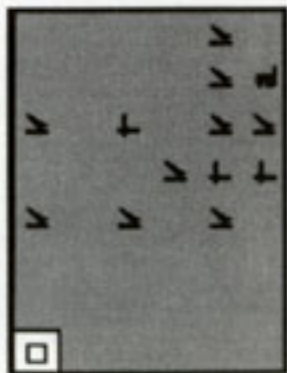
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SORTIE AREAS

MESNIA
G2/G3 ZONE
ASHLAM COAST
BOKARA
FARADAN/MATINES BORDER
CEMAYNE PLATEAU
ISMAILIA

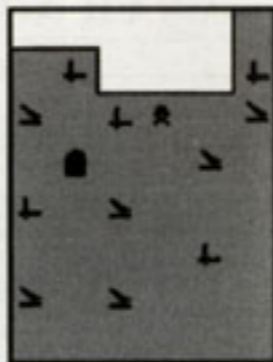
The later sorties are tougher...
but that's where you earn higher medals!

G2/G3 ZONES
Targets include hardened Scud missile launch sites and mobile Scud launchers.

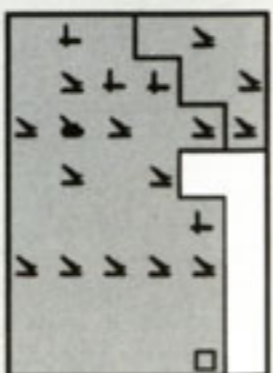


MESNIA

In retaliation for state-sponsored terrorist attacks, U.S. jets attack military targets in that country. Expect light defences.

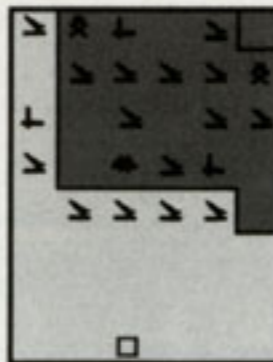


ASHLAM COAST
Eliminate concentrations of armour. Expect to encounter Ashlami fighters!



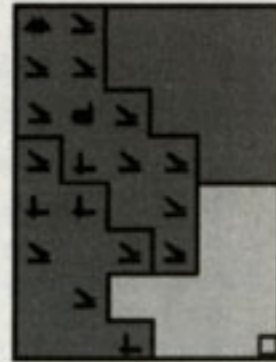
BOKARA

Targets include a chemical factory and a munitions plant. You should also target the bridges in this area.



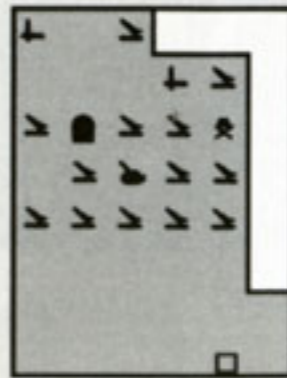
FARADAN/ MATINES BORDER

Warplanes fleeing to a neighbouring country may turn to attack you... fight - but save enough fuel to get home.



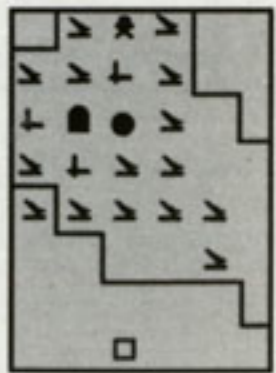
CEMAYNE PLATEAU

Your targets are mainly command bunkers. You will also have to destroy an oil refinery.



ISMAILIA

Only here can you win the highest awards - but expect a lot of SAMs and flak!



F-15 COCKPIT

This is the cockpit of your F-15 Strike Eagle.

Moving Map Display.
Shows the area of the map in which you are flying. Press SELECT to see the full Map Display.

Threat Display

Artificial Horizon or Target ID Screen.
The Target ID Screen shows type of target you are locked onto.

Aircraft heading, shown in degrees.

THREAT DISPLAY

Number of Sidewinder missiles remaining

Number of Maverick missiles remaining

Number of Decoys remainings

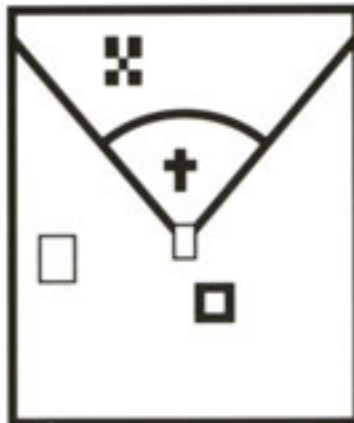
Number of Bullets remaining

Airspeed indicator

Engine damage indicator.
The pointer moves down the scale as damage is incurred.

Altitude indicator

Your score

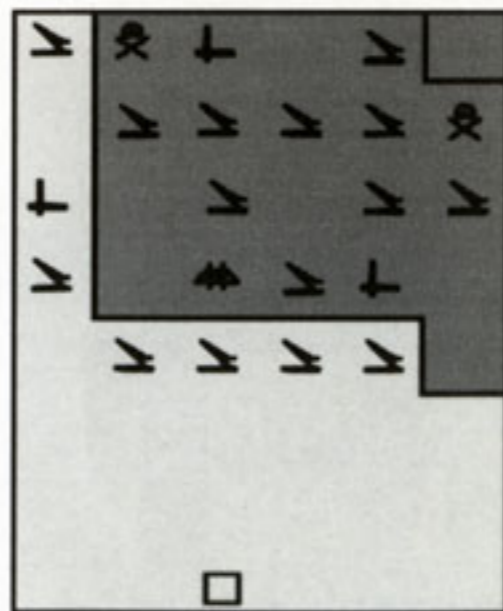


Key:

- ☒ = Ground target
- = Enemy aircraft
- ✕ = Your aircraft
- ✚ = Missile
- ◻ = Home base

THE MAP DISPLAY

-  Scud Missile Launcher
-  Home Airbase
-  Armour (Tanks)
-  Strategic Bridge
-  Munitions Factory
-  SAM Site
-  Nuclear Weapons Research Plant
-  Airbase
-  Headquarters Bunker
-  Chemical/Biological Weapons Factory
-  Oil Rig



Press **START** to continue or
button **B** to Bail Out.

SIDEWINDER



AIM-9M, a heat-seeking air-to-air
missile. Use on all air targets.

MAVERICK



AGM-65D, a video-guided
"smart" missile. Use on all
ground targets.

DECOY

WHEN YOU GET
A MISSILE WARNING,
PRESS **START** TO DROP
A DECOY!

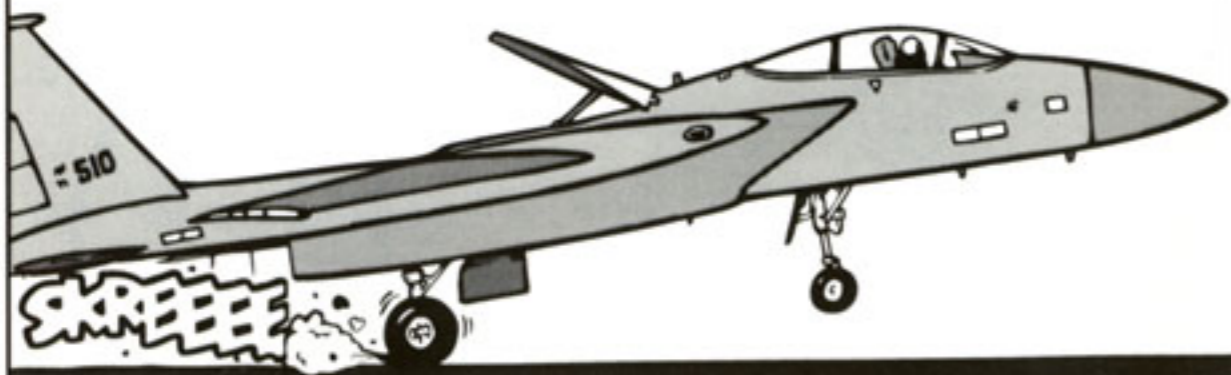
AT **PILOT**
AND **ACE** CHALLENGE
LEVELS, YOU MAY BE ABLE
TO OUTMANOEUVRE
MISSILES.



LANDING

At all Challenge Levels, there is automatic landing. Approach your base below 10,000 ft. with level wings.

Use your control pad to steer the plane - try to keep the landing brackets in the middle of the screen.



SCORING

All scores are at Airman level. At higher levels, targets are worth more!



Planes
20,000 points



Oil Rig
10,000 points



SAM Site
20,000 points



Airbase
20,000 points

Primary Targets: 100,000 points. Secondary Targets: 50,000 points



Headquarters Bunker



Armour (Tanks)



Chemical/Biological
Weapons Factory



Nuclear Weapons
Research Plant

The Primary Target is always the first target. After it is eliminated, you are directed to two Secondary Targets.



Strategic Bridge



Scud Missile Launcher

PROMOTIONS

-  **2nd Lieutenant**
(Your Starting Rank)
-  **1st Lieutenant**
500,000 points
-  **Captain**
2,000,000 points
-  **Major**
5,000,000 points
-  **Lt. Colonel**
10,000,000 points
-  **Colonel**
20,000,000 points
-  **General - The Top Rank!**
40,000,000 points

When a pilot flies sortie after sortie, his accumulated score keeps adding up.

MEDALS

-  **Air Force Achievement Medal**
1,000,000 points
All Sortie Areas
-  **Air Force Commendation Medal**
2,000,000 points
G2/G3 Sortie Area
-  **Bronze Star**
3,000,000 points
Ashlam Coast Sortie Area
-  **Silver Star**
4,000,000 points
Bokara Sortie Area
-  **Distinguished Flying Cross**
5,000,000 points
Faraday/Matines Border Sortie Area
-  **Air Force Cross**
6,000,000 points
Cernayne Plateau Sortie Area
-  **Congressional Medal of Honour - The Top Medal!**
Score over 8,000,000 points in the Ismailia Sortie Area.

SAVING PILOTS

If you quit after a sortie, copy down the pilot code displayed after the debriefing.

When you play again, choose SAVED PILOT and enter your saved code.



CREDITS

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