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SEGA™

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F-15 STRIKE EAGLE®



INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE
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F-15 Strike Eagle

AMERICA'S HOTTEST JET FIGHTER



Instruction Booklet

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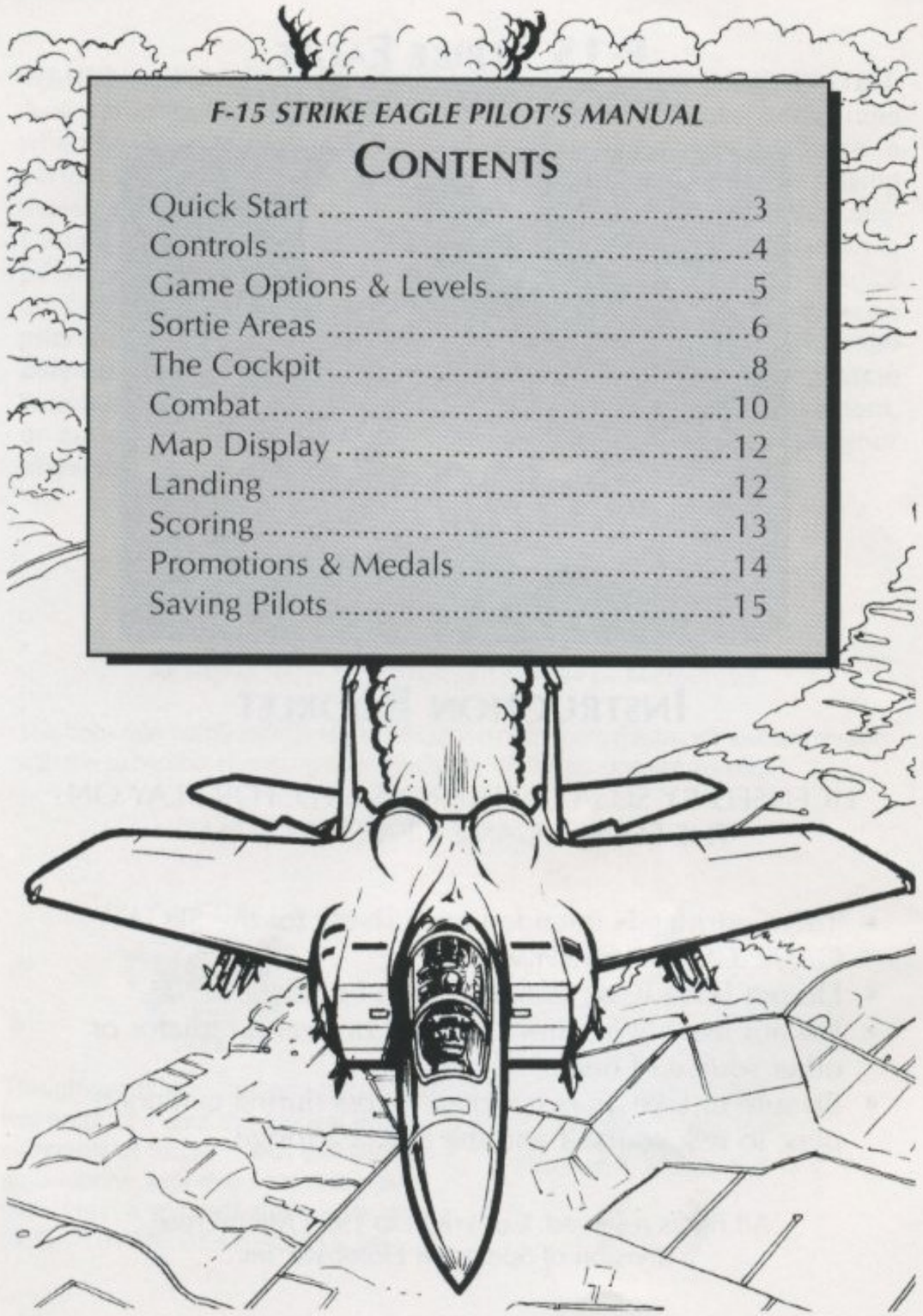
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- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

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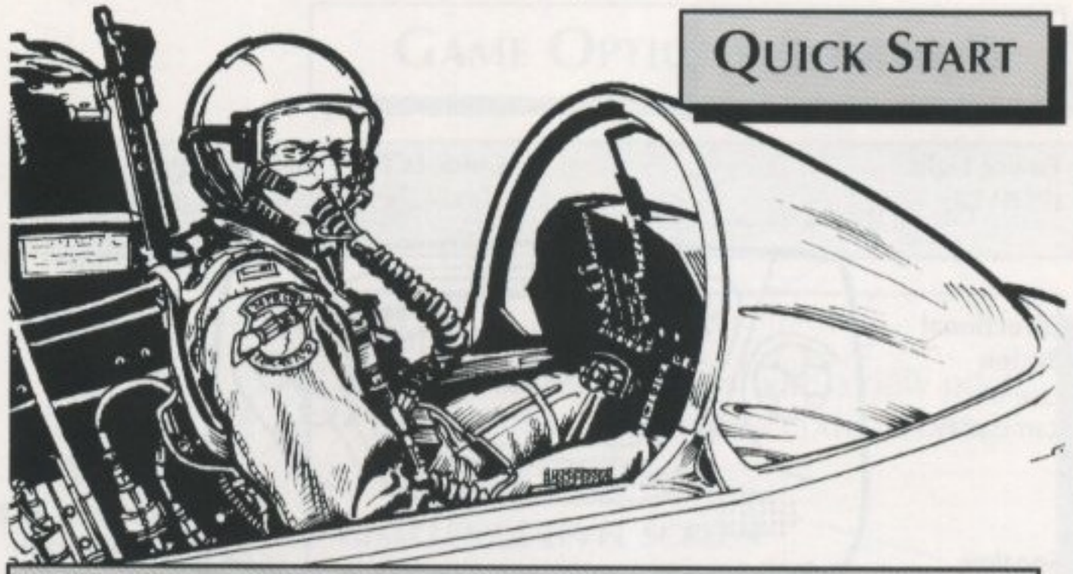
F-15 STRIKE EAGLE PILOT'S MANUAL

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QUICK START



GETTING STARTED

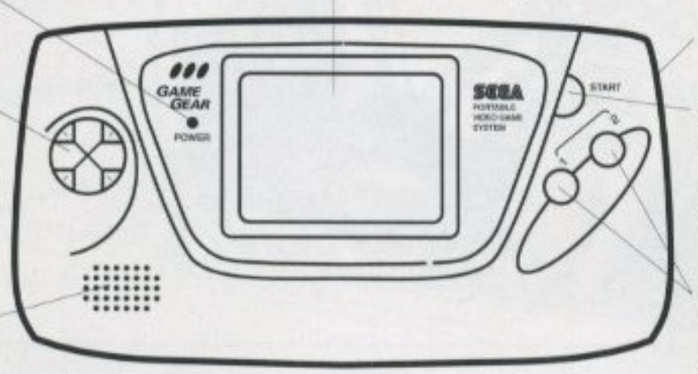
You are now the pilot of an F-15 STRIKE EAGLE!

1. Make sure the power switch is OFF.
2. Insert the F-15 Strike Eagle Game Pak into the Game Gear 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.
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 in the direction you push the control pad.
- Pressing Up makes the plane dive.
- Pressing Down makes the plane climb.

BUTTON 2: Fires your automatic cannon.

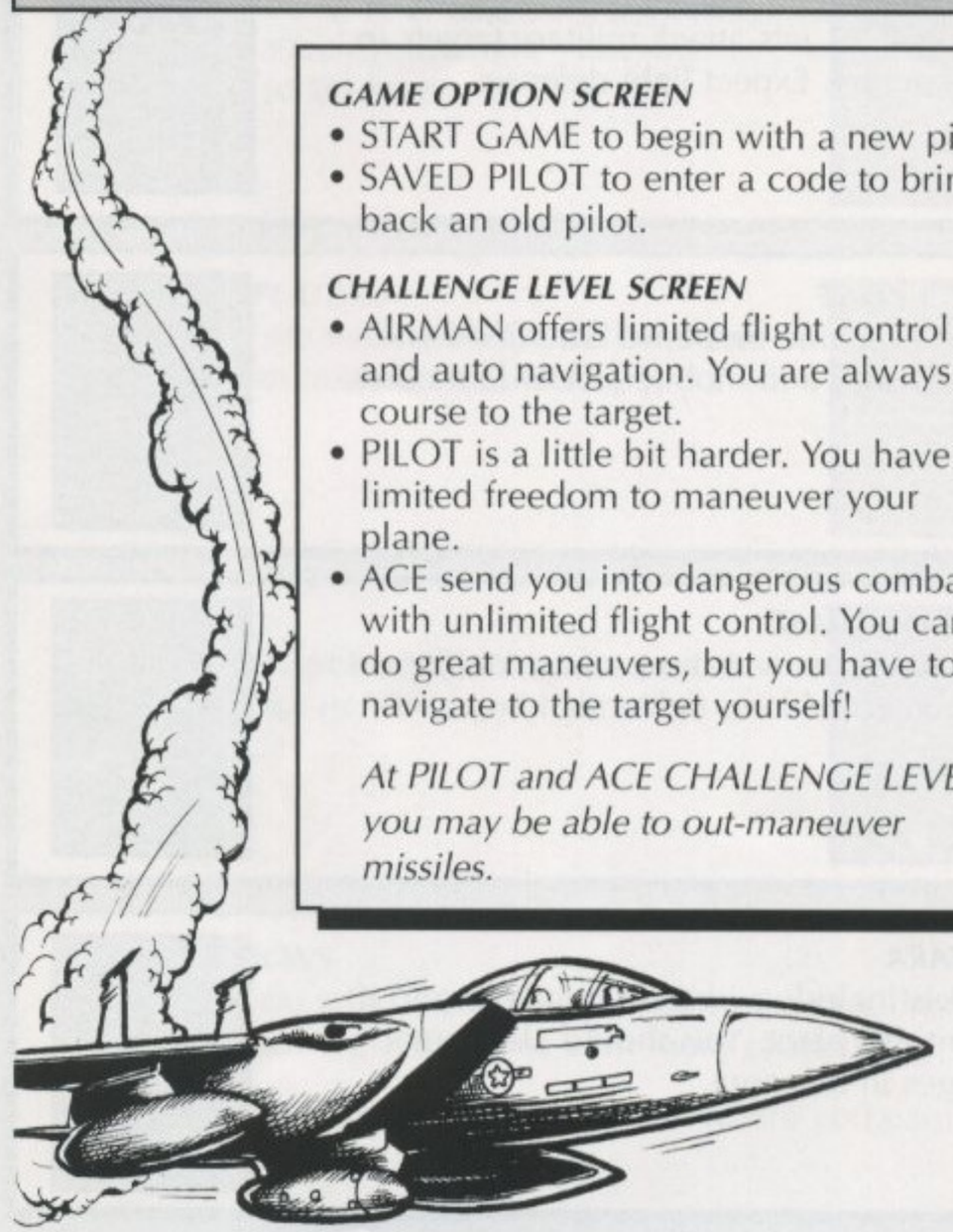
BUTTON 1: Launches missiles. Your plane uses Sidewinder missiles when firing at enemy planes, and Maverick missiles when firing at ground objectives.

BUTTON 1 and 2: Drops ECM (electronic counter measures) decoys to confuse enemy missiles. Wait about 10 seconds before you can use ECM decoys again.

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

GAME OPTIONS & LEVELS

START OVER...
Keep pressing start until you reach the Game Option Screen.



GAME OPTION SCREEN

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

CHALLENGE LEVEL SCREEN

- AIRMAN offers limited flight control and auto navigation. You are always on course to the target.
- PILOT is a little bit harder. You have limited freedom to maneuver your plane.
- ACE send you into dangerous combat with unlimited flight control. You can do great maneuvers, but you have to navigate to the target yourself!

At PILOT and ACE CHALLENGE LEVELS, you may be able to out-maneuver missiles.

Sortie Areas

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



G2/G3 ZONE
Targets include hardened SCUD missile launch sites and mobile SCUD launchers.



ASHLAM COAST
Eliminate concentrations of armor. Expect to encounter Ashlami fighters.



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



FARADAN/MATINES BORDER
Warplanes fleeing to a neighboring country may turn to attack you... fight - but save enough fuel to get home.



CHEMAYNE PLATEAU
Your targets are mainly command bunkers. You must also destroy an oil refinery.



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

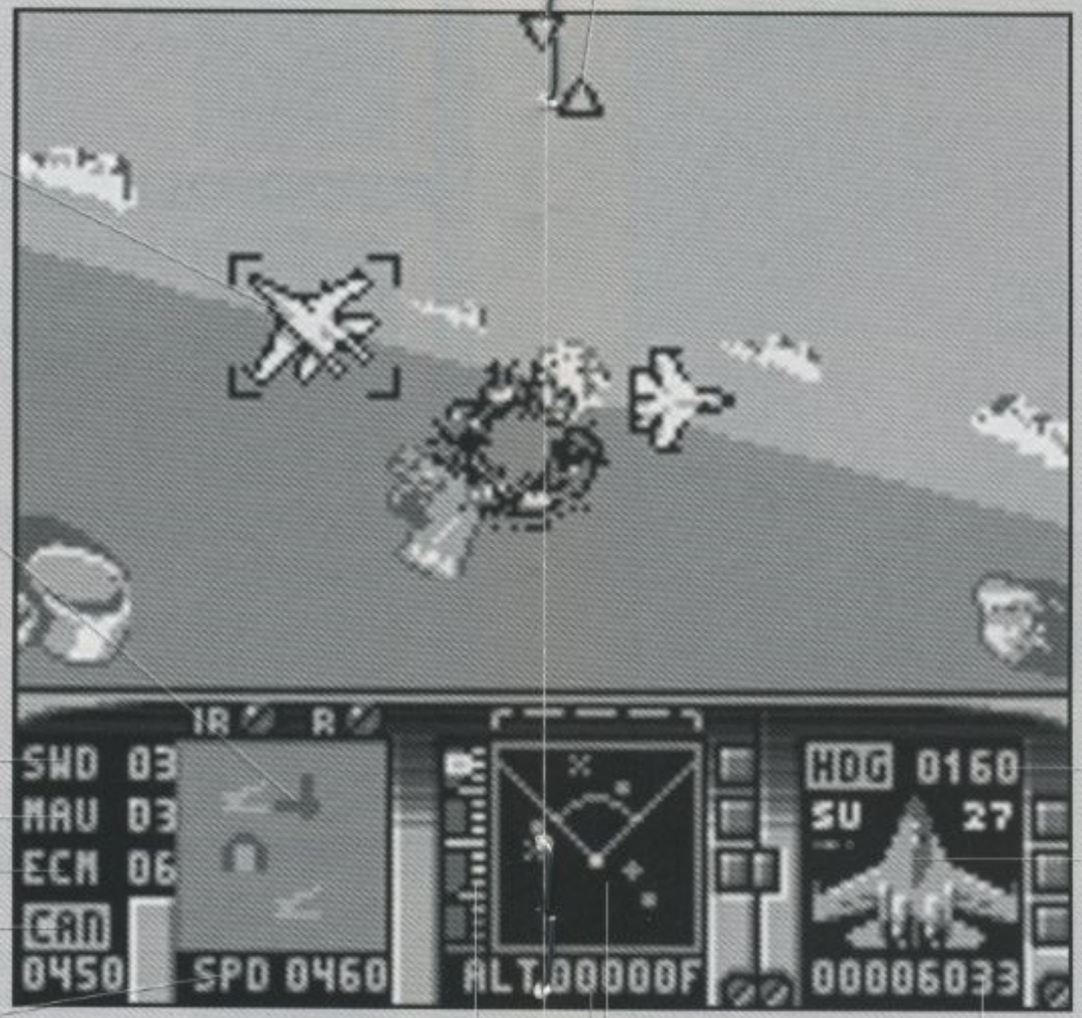


NIGHT MISSIONS
Sometimes you will be asked to fly night missions...lack of visibility makes these missions a bit more challenging.

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

F-15 Cockpit

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



Course Pointer for your plane.

Navigation Pointer shows direction to target.

The two small triangles at the top of your cockpit show the Navigation Pointer (the direction to your next mission objective) and your Course Pointer (direction you are flying). When the bottom triangle is lined up with the top triangle, you are headed for your target!

Target Box shows current missile target

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

Number of **Sidewinder** missiles remaining.

Number of **Maverick** missiles remaining.

Number of **ECM** decoys remaining.

Number of **Cannon** rounds remaining.

Airspeed indicator.

Engine damage indicator.
The pointer moves down the scale as you take damage.

Threat Display.

Altitude indicator.

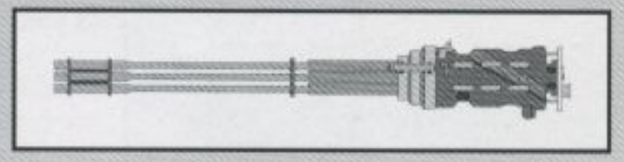
Your score.

Aircraft heading, shown in degrees.

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

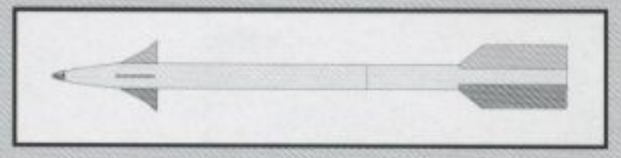
COMBAT!

FIRING CANNON



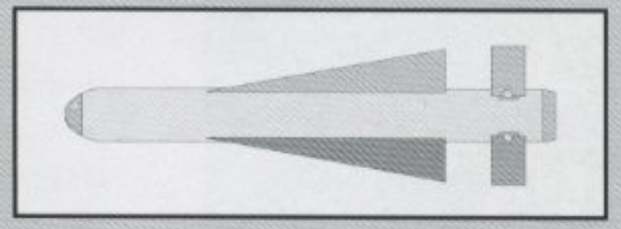
To hit targets with your Cannon, center the target on the screen and press Button 2. Keep firing until you hit. Don't waste ammo if you can help it; you only have a limited amount.

FIRING SIDEWINDERS



Whenever you see a MiG with a target box blinking around it, your F-15 has locked on Sidewinder Missiles. Press Button 1 to fire a Sidewinder and knock the enemy MiG out of the sky!

FIRING MAVERICKS



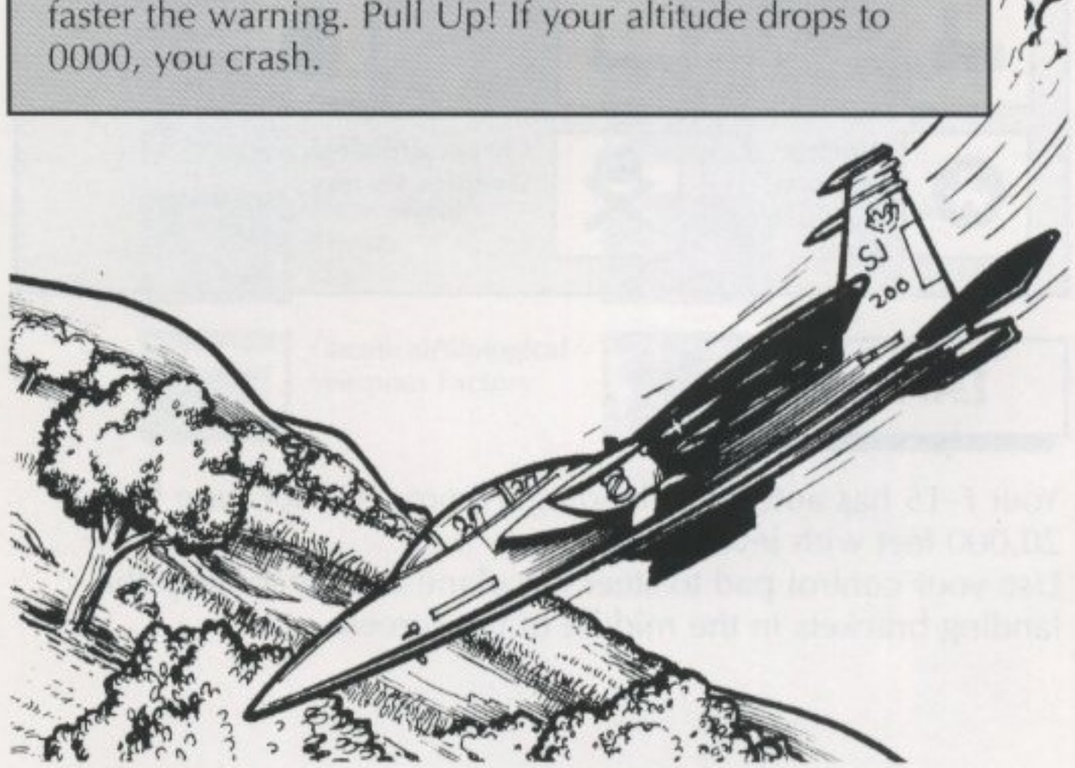
As you approach ground targets, you will see a blinking targeting box appear around them. This means that your Maverick missiles have locked on target. Press Button 1 to fire a Maverick missile and destroy your objective. You cannot fire Maverick missiles at ground targets if your plane is above 20,000 feet.

DROPPING ECM

Enemy planes and SAM sites fire missiles at your F-15 in combat. An enemy missile is tracking you appears as a small cross on the Threat display in your cockpit. You also hear a high pitched series of beeps from your missile warning system. Press Button 1 and Button 2 together to drop an ECM (Electronic Counter Measure) decoy which distracts the enemy missiles.

CRASHING:

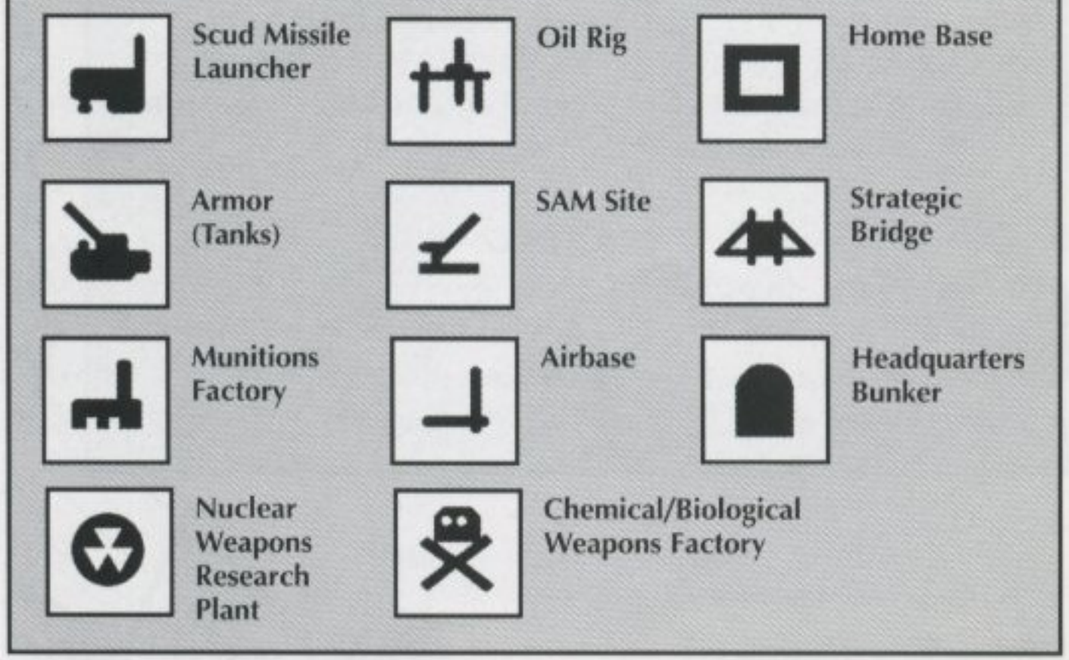
If your plane dives below 3000 feet, you hear the collision warning. The closer you get to the ground, the faster the warning. Pull Up! If your altitude drops to 0000, you crash.



The Map Display

Press START at any time during mission to see the Map Display, and pause the game.

Press START to return to mission, or Button 2 to bail out if things get too rough.



Landing

Your F-15 has automatic landing. Approach your base below 20,000 feet with level wings.
Use your control pad to steer the plane and try to keep the landing brackets in the middle of the screen.

Scoring

These scores are for Airman Challenge level. At higher levels, targets are worth more!



Planes
20,000 points



Oil Rig
10,000 points



Airbase
20,000 points



SAM Site
20,000 points

PRIMARY AND SECONDARY TARGETS

The Primary Target is always the first target on your flight path. After it is destroyed, you are directed to two Secondary Targets.



Strategic Bridge



Scud Missile Launcher



Headquarters Bunker



Armor (Tanks)



Chemical/Biological Weapons Factory



Nuclear Weapons Research Plant

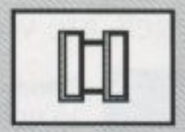
PROMOTIONS



2nd Lieutenant
(Your starting Rank)



1nd 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

MEDALS



Air Force Achievement Medal
1,000,000 points



Air Force Commendation Medal
2,000,000 points



Bronze Star
3,000,000 points



Silver Star
4,000,000 points



Distinguished Flying Cross
5,000,000 points

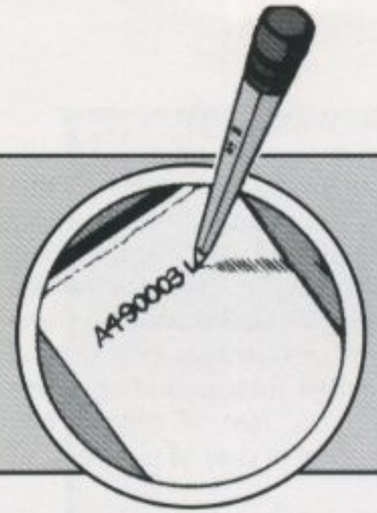


Air Force Cross
6,000,000 points



Congressional Medal of Honor - *The Top Medal!*
8,000,000 points

SAVING PILOTS



If you quit after a sortie, copy down the pilot code displayed after the briefing.
When you play again, choose SAVED PILOT and enter your saved code.

CREDITS

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Game Designer .....Richard Lemarchand
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Singapore No. 88-155; Japan No. 82-205605 (Pending).