

SEGA™

GAME GEAR™



This game is licensed by
Sega Enterprises, Ltd.
for play on the
SEGA™ GAME GEAR™ SYSTEM.

SEGA and **GAME GEAR**
are trademarks of Sega
Enterprises, Ltd.
All rights reserved.

MICRO PROSE
A Division of Spectrum Holobyte Inc.

180 Lakefront Drive
Hunt Valley, MD 21030

Printed in Japan

F-15 STRIKE EAGLE®



INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE
SEGA™ GAME GEAR™ SYSTEM

MICRO PROSE
A Division of Spectrum Holobyte Inc.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME 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 may induce an epileptic seizure in these individuals. Certain conditions may induce 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.**

MICROPROSE

180 Lakefront Drive, Hunt Valley, MD 21030
All Rights Reserved. Copyright © 1994 by MicroProse.

This book may not be reproduced in whole or in part by any means without permission, with the exception of quoting brief passages for the purpose of reviews.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

Printing History
First Printing 1994

Printing: 9 8 7 6 5 4 3 2 1

F-15 STRIKE EAGLE
AMERICA'S HOTTEST JET FIGHTER



INSTRUCTION BOOKLET

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON
THE SEGA™ GAME GEAR™ SYSTEM.

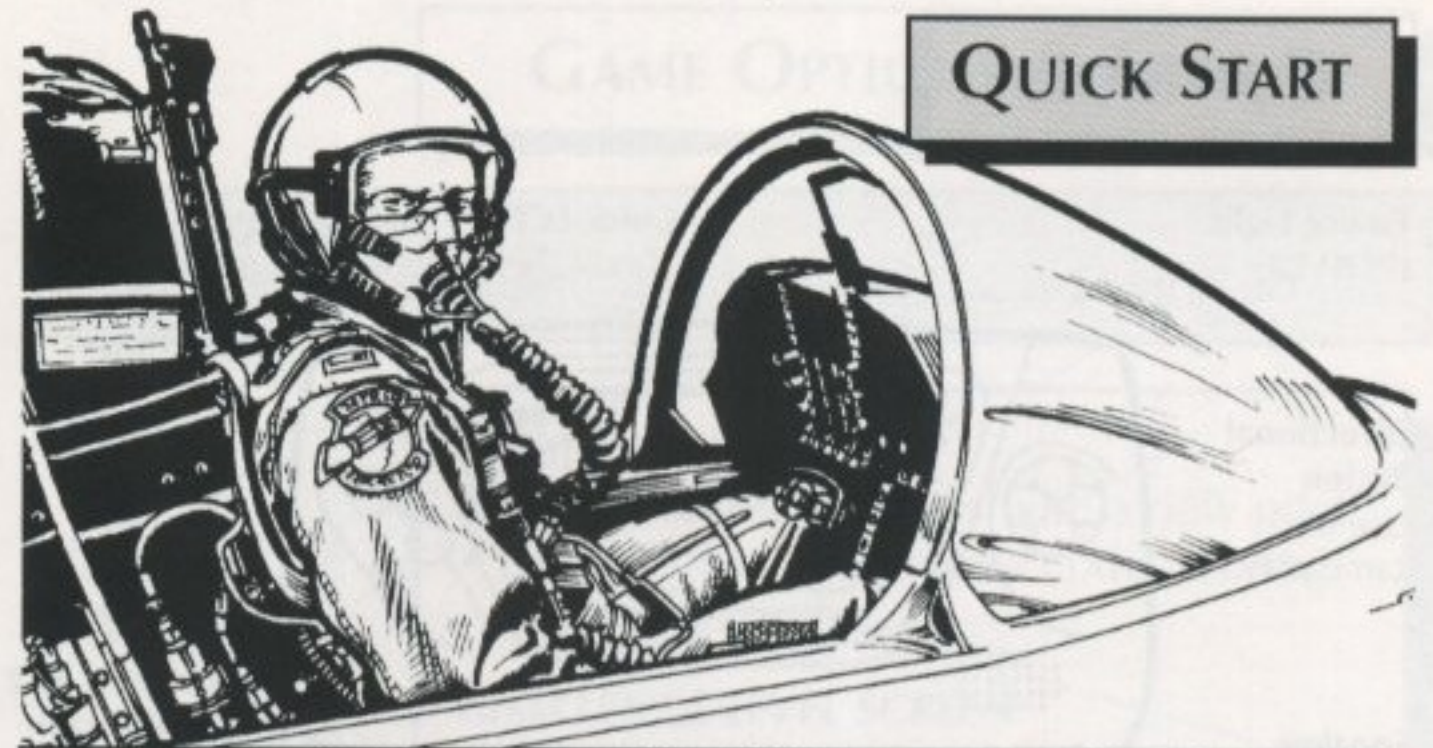
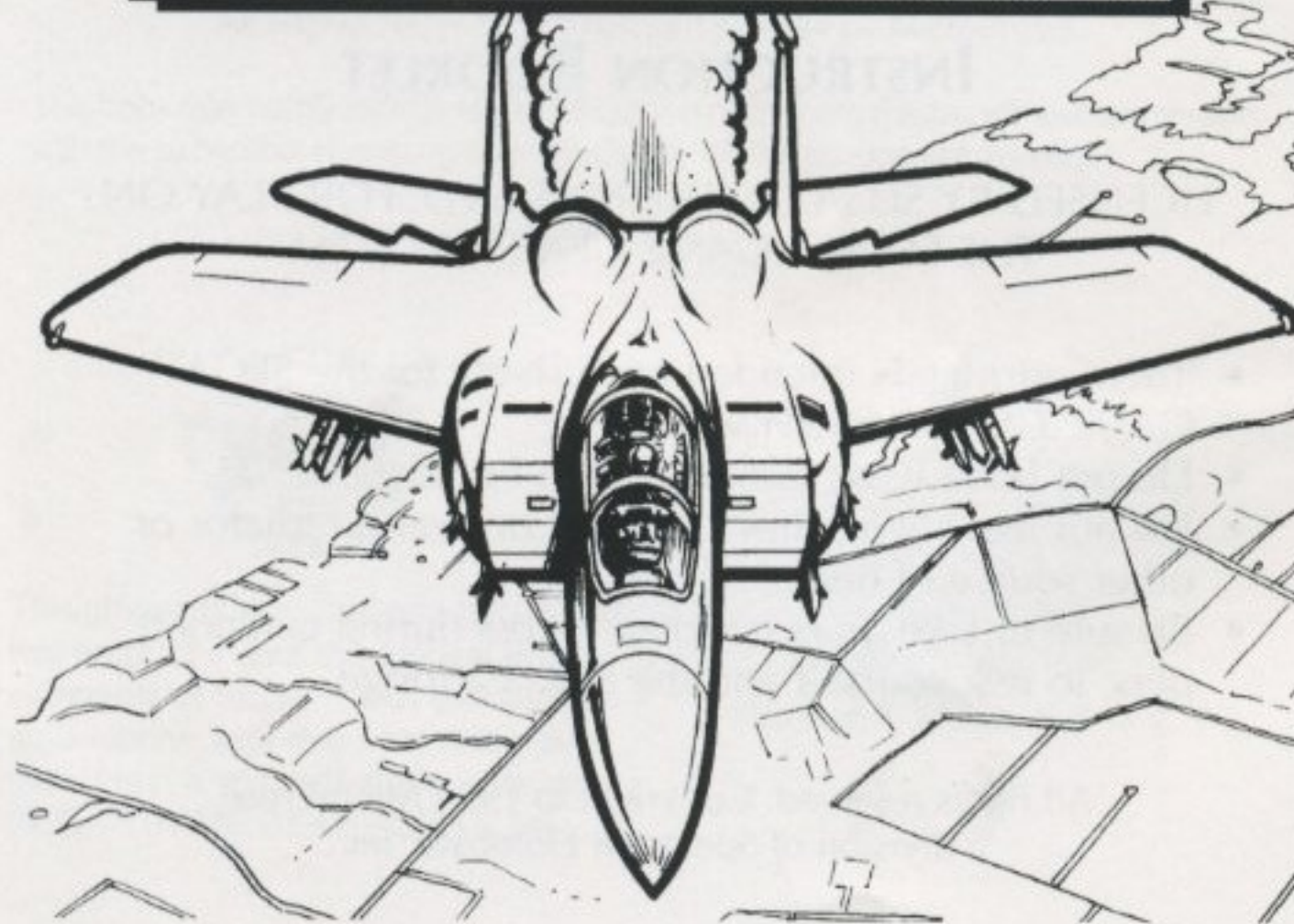
- This Cartridge is intended exclusively for the SEGA™ GAME GEAR™ SYSTEM.
- Do not bend it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

All rights reserved. Copyright © 1994 MicroProse
a division of Spectrum Holobyte, Inc.

F-15 STRIKE EAGLE PILOT'S MANUAL

CONTENTS

Quick Start	3
Controls	4
Game Options & Levels.....	5
Sortie Areas	6
The Cockpit	8
Combat.....	10
Map Display	12
Landing	12
Scoring	13
Promotions & Medals	14
Saving Pilots	15



QUICK START

GETTING STARTED

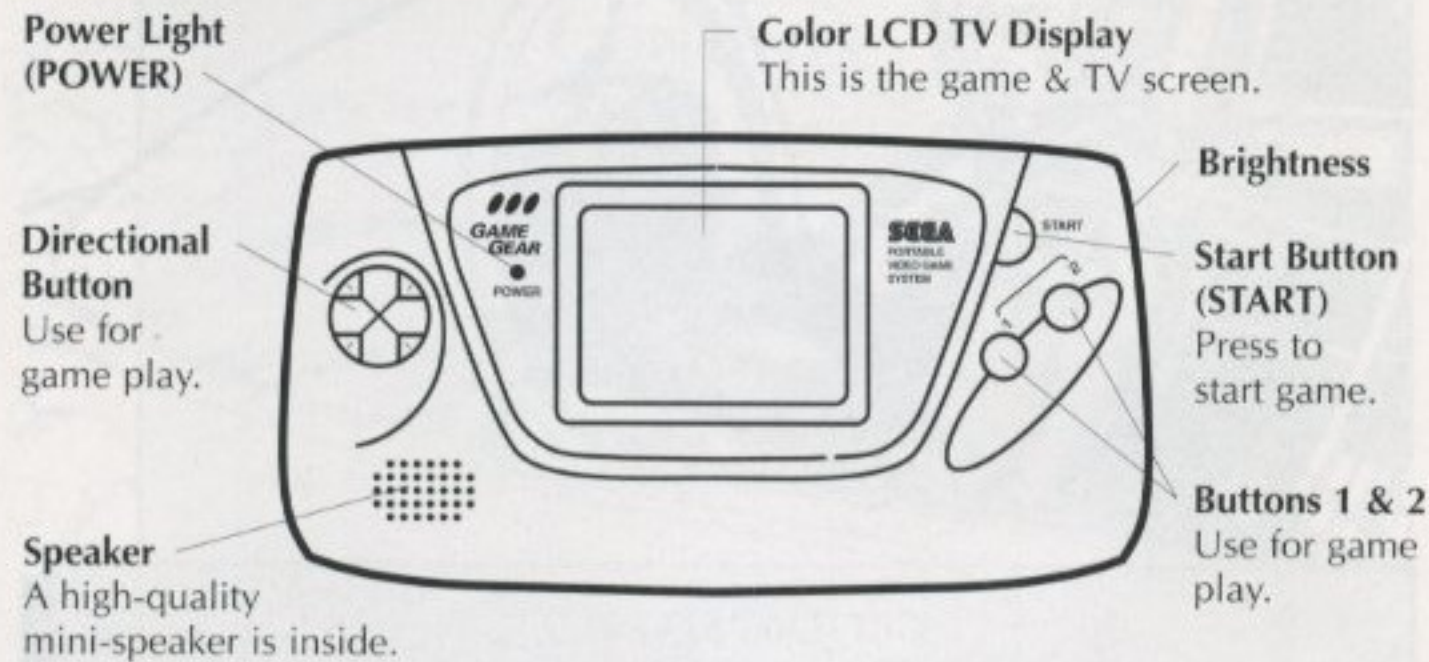
You are now the pilot of an F-15 STRIKE EAGLE!

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.

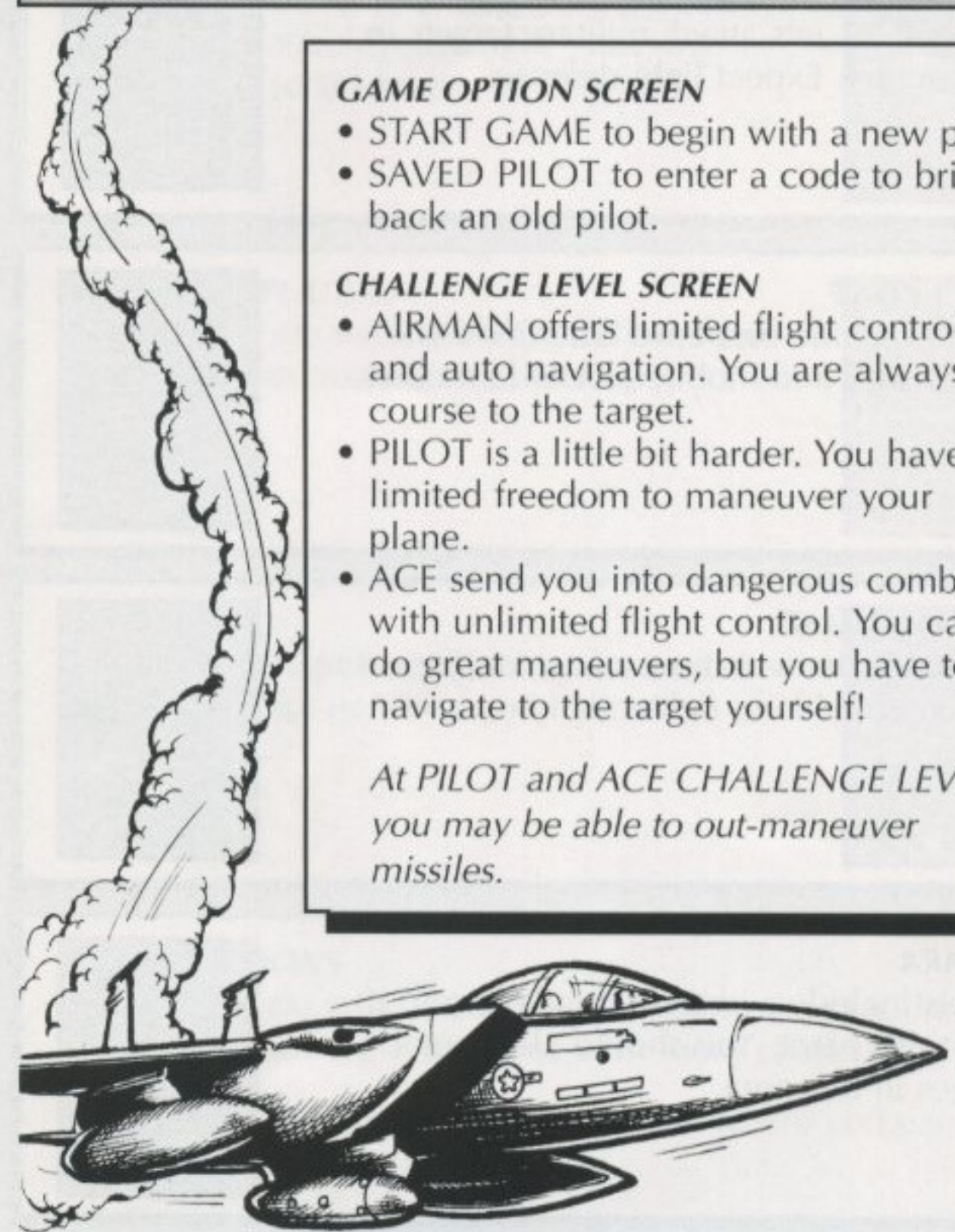
GAME OPTION SCREEN

- **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.



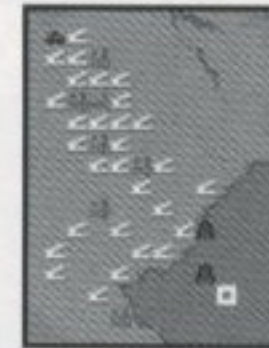
BOKARA

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.

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.

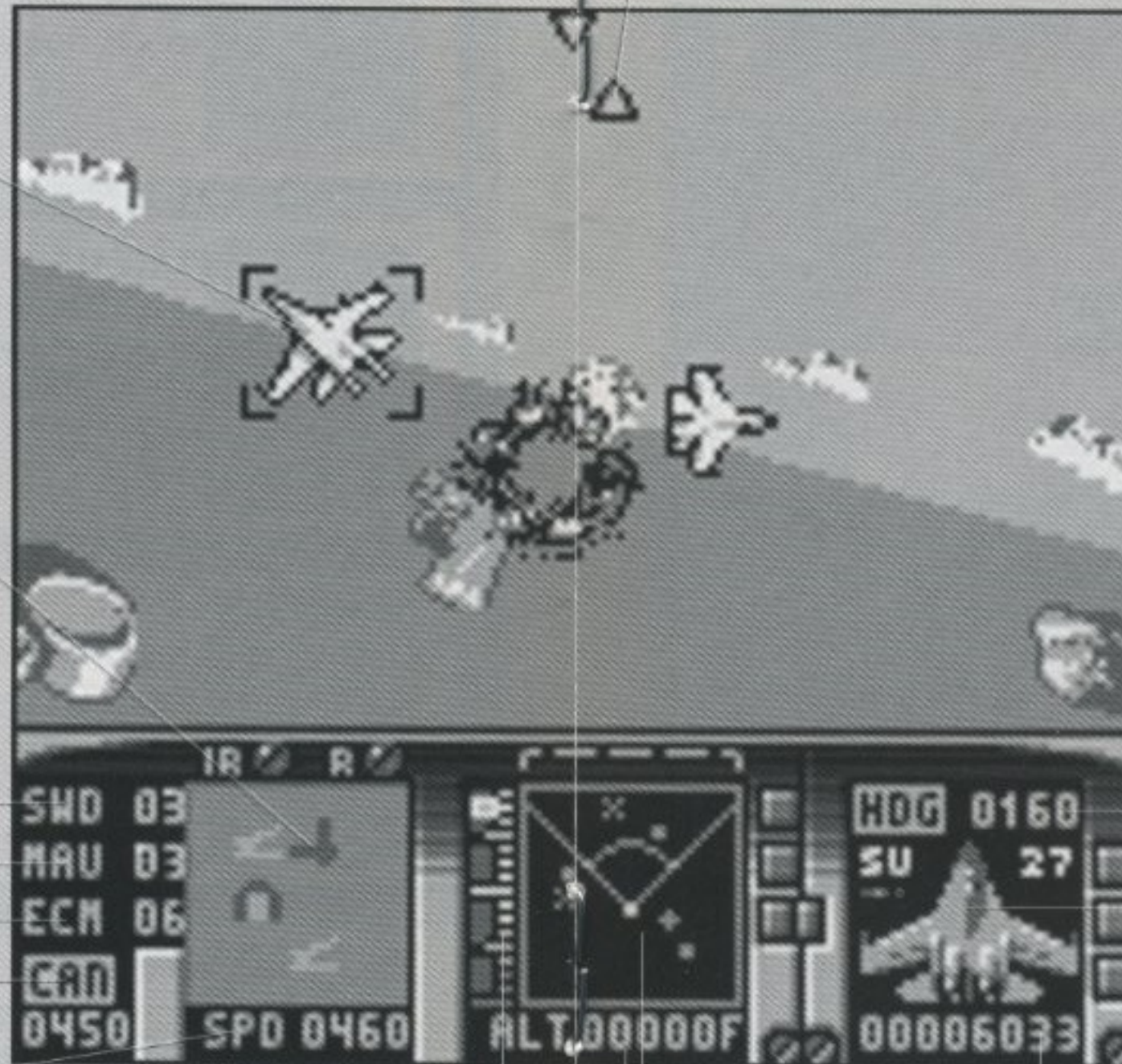
Airspeed indicator.

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

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!



Aircraft heading, shown in degrees.

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

Threat Display.

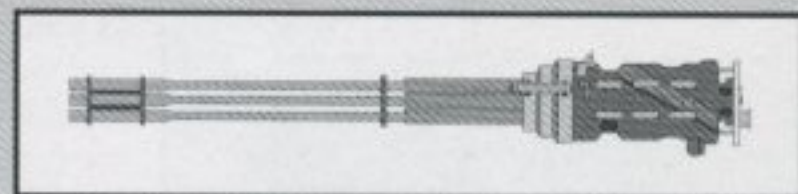
Your score.

Altitude indicator.

COMBAT!

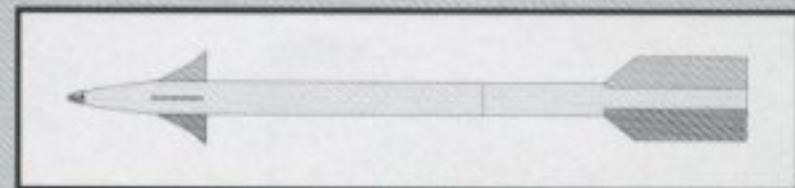
FIRING CANNON

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.



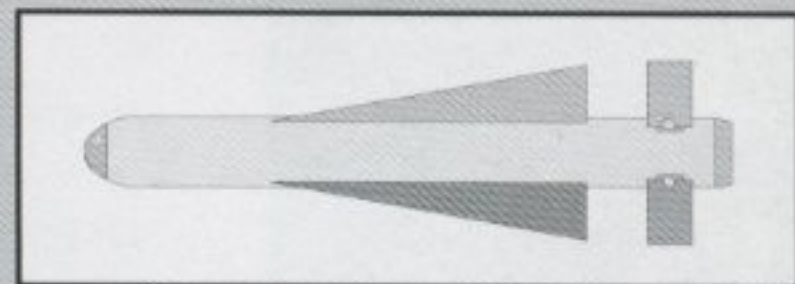
FIRING SIDEWINDERS

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.

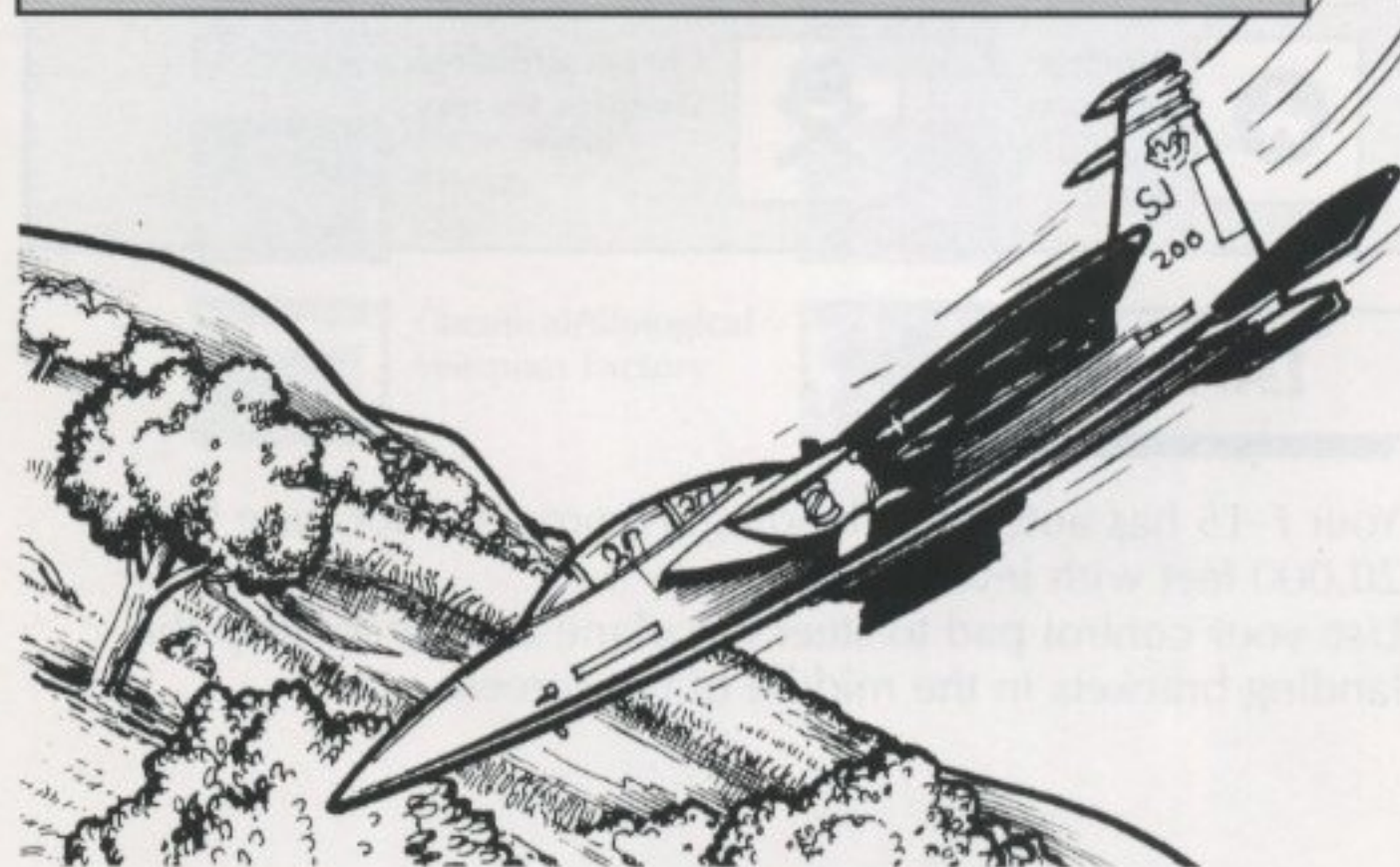


DROPPING ECM

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:

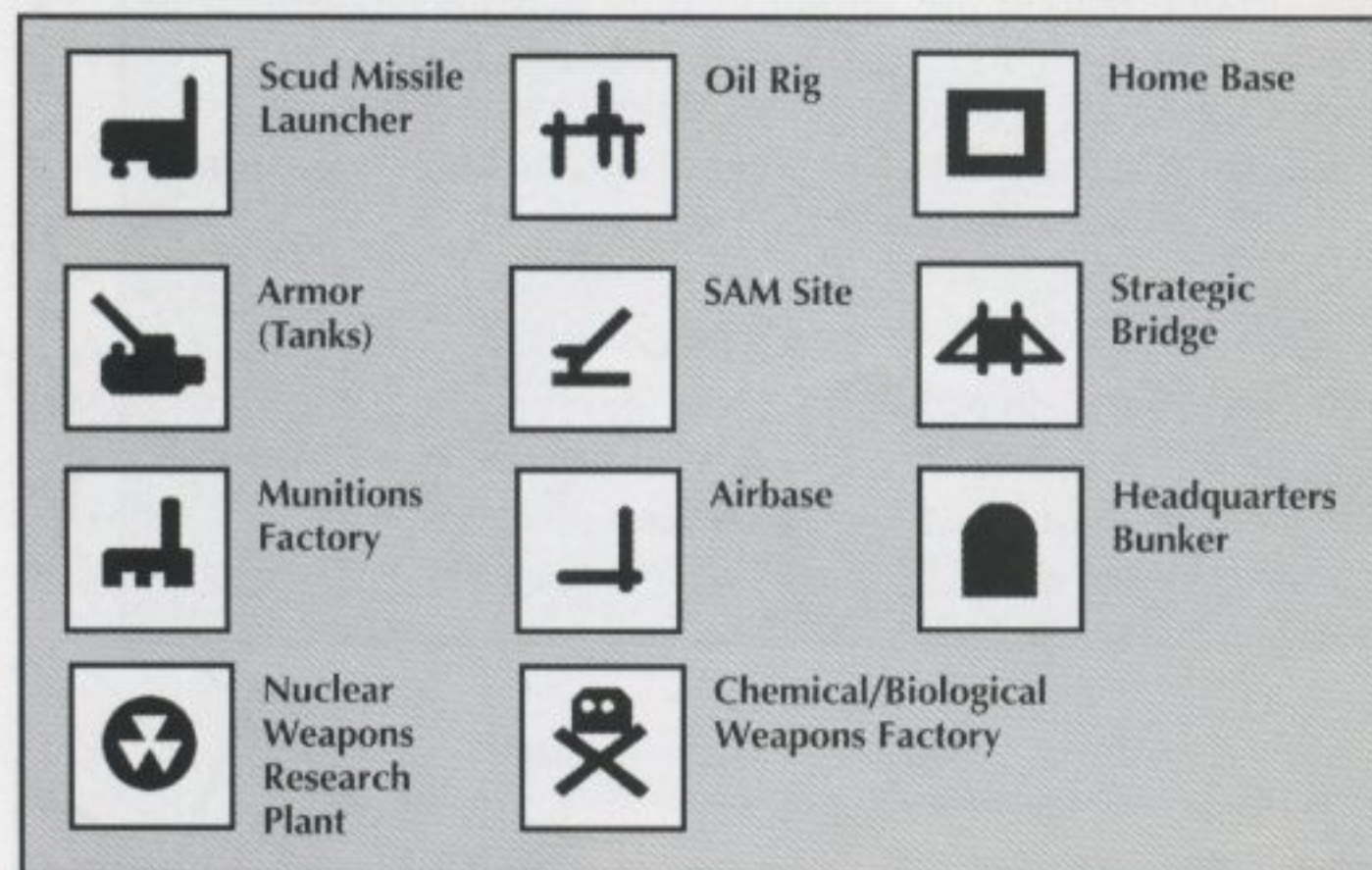
If your plane dives below 3000 feet, you hear the collision warning. The closer you get to the ground, the faster the warning. Pull Up! If your altitude drops to 0000, you crash.



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)	 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	

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

PublisherPaul Hibbard
ProducerStuart Whyte
Original DesignLawrence Schick
with Doug Kaufman
Game DesignerRichard Lemarchand
Game Programming,
Graphics & SoundNMS Software Ltd
ManualDavid Etheredge, Joe Morel
Manual IllustrationsMark Glidden
PackagingJohn Emory, Cesar Novoa
Quality AssuranceBrian Wilson, Bob Abe
Matt Showalter, Jim Tricario,
Jason Sampson

MICROPROSE SOFTWARE LIMITED WARRANTY

MicroProse Software Inc. Warrants to the original purchaser of this MicroProse software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This MicroProse software program is sold "as is" without express or implied warranty of any kind, and MicroProse is not liable for any losses or damages of any kind resulting from use of this program. MicroProse agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any MicroProse software product, postage paid, with proof of date of purchase, at its corporate facilities.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the MicroProse software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE MICROPROSE. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MICROPROSE BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS MICROPROSE SOFTWARE PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS AS TO HOW LONG AN IMPLIED WARRANTY LASTS AND/OR EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATIONS AND/OR EXCLUSIONS OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

MICROPROSE

180 Lakefront Drive, Hunt Valley, MD 21030
(410) 771-1151

Keep These MicroProse Phone Numbers Handy!

Customer Service (410) 771-1151

Weekdays, 9am-5pm, EST

Direct Ordering 1-800-879-PLAY

Weekdays, 9am-5pm, EST

MicroProse BBS (410) 785-1841

24 Hours a day, 7 Days a week

And for the latest hints and playing tips

for your favorite MicroProse Games, call the

MicroProse Hint Hotline1-900-933-PLAY

(7 days, 24 hours. 95¢ per minute. Touchtone phone required.)

Must be over 18 or have parental permission to call.)

MICRO PROSE[®]
A Division of Spectrum HoloByte, Inc.

180 Lakefront Drive
Hunt Valley, MD 21030

Patents: US Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244;
Canada Nos. 1,183,276; Hong Kong No. 88-4302;
Singapore No. 88-155; Japan No. 82-205605 (Pending).