

SEGA
GENESIS
16-BIT CARTRIDGE



F-15 **STRIKE EAGLE II**

MICRO PROSE
ENTERTAINMENT • SOFTWARE

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- 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 recess during extended play, to rest yourself and the Sega™ Cartridge.

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MicroProse Software Inc.

180 Lakefront Drive, Hunt Valley, MD 21030

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TABLE OF CONTENTS

CONTROL SUMMARY	02
F-15E STRIKE EAGLE	03
QUICK START	04
THE PRE-FLIGHT	06
THE GAME	10
HEADS UP DISPLAY	11
TACTICAL DISPLAY	12
TRACKING CAMERA MONITOR	12
FIRING AIR-TO-GROUND MISSILES	13
FIRING AIR-TO-AIR MISSILES	14
FIRING CANNONS	15
AVOIDING ENEMY MISSILES	15
LANDING	16
THE PAUSE MODE	17
THE BACK END	21
TIPS AND HINTS	22
CREDITS	24

CONTROL SUMMARY



F-15E STRIKE EAGLE

Designer/Manufacturer: McDonnell Douglas, USA

Role: Strike Fighter

Crew: Two

Mission Weight at Takeoff: 35 Tons

Engines: Two General Electric F110 Engines

Range: 1200 Kms

Ceiling: 65000'

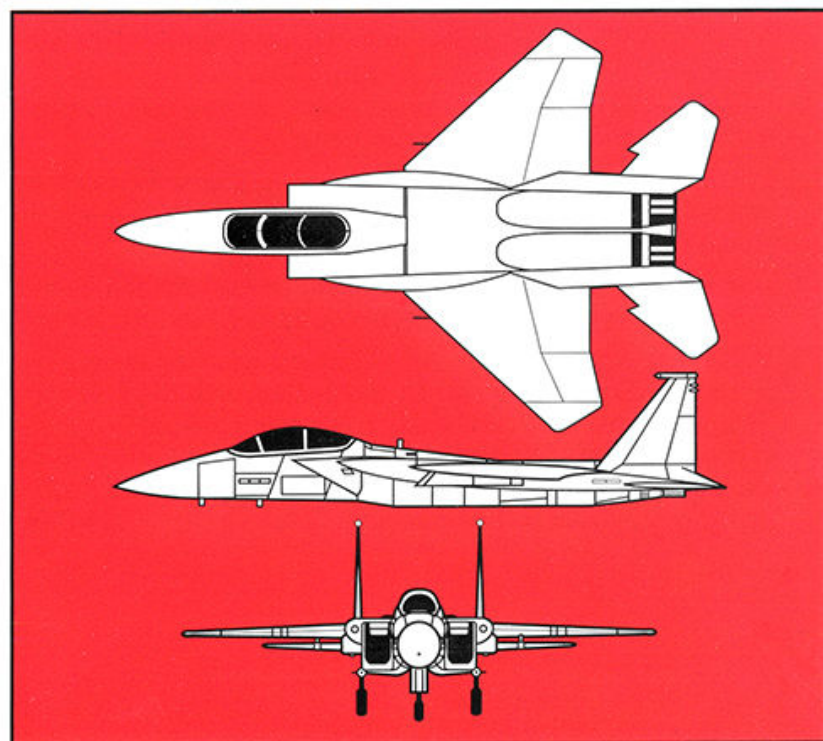
Maximum Speed at 0': 810 Kts

Maximum Speed at 36000': 1260 Kts or more

Maneuverability: Very Good

The F-15E Strike Eagle is the latest in a long line of F-15 Eagles, whose development began in the mid '60s. Originally conceived as a ultra-powerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

The F-15 Strike Eagle is one of the fastest, most maneuverable, and most powerful military aircraft in the world. It has the capacity to carry the latest air-to-air and air-to-ground armament in addition to its 20mm cannon.



QUICK START

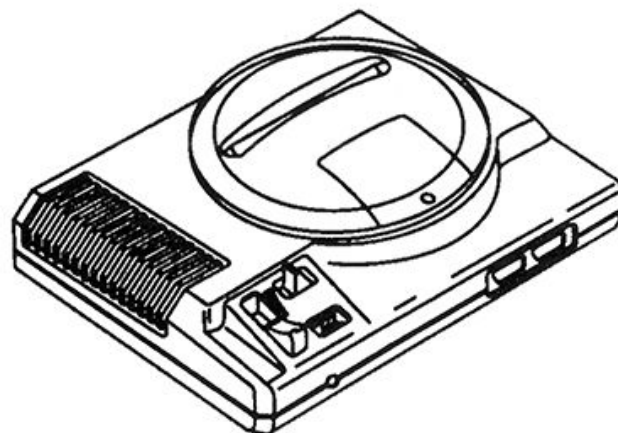
YOUR FIRST MISSION

Follow these instructions to get you into the game at the simplest level.

1. Make sure the power switch is off.
2. Insert your F-15 Strike Eagle II cartridge into the console as described in your Sega Genesis System manual. Press down firmly.
3. Switch ON your Sega Genesis System. If nothing happens, turn the power switch OFF, remove the cartridge and try again. If you have loaded the game correctly, you will see the title screens.
4. Press the <START> button until you see the Game Select screen. Choice Start Game.
5. Enter your pilot name selecting letters (or just press <START>).
6. Difficulty Level: Select Rookie (or just press <START>).
7. Game World: select Libya (or just press <START>).
8. Mission Briefing: look at Primary and Secondary Targets (or just press <START>).
9. Strategy Map: look at the locations of Home Base, Primary and Secondary Targets (or just press <START>).
10. You will now find yourself in the cockpit of your F-15 Strike Eagle II. Use your Directional Pad (D-Pad) to fly the aircraft (or let the Autopilot keep you on course).
11. Line up the yellow Waypoint Heading arrow with the center of the Heading Scale (or let the Autopilot keep you on course).
12. When the right-hand Tracking Camera Monitor shows a picture of the Primary Target and flashes with the message "Primary", wait for a red hexagon (six-sided shape) to appear in the center of the large aiming circle. This means you are locked-on to your target. In Rookie Mode, the correct missile (air-to-ground) will be pre-selected. Press Button <C> to fire.

13. Go to the Secondary Target in the same way. Remember that the enemy will try to stop you using everything they've got.
14. Press Button to select air-to-air missiles. If you see an enemy aircraft locked with a red hexagon, fire Button <C> when it is inside the large aiming circle in your Head-Up Display (HUD).
15. Fly to your third Waypoint (your Home Base) by lining up the Waypoint Heading arrow. Aim your F-15 at the runway and drop on to it. At Rookie and Pilot levels you will land safely as long as you crash on the runway.
16. Look at the events of your mission, points gained and then Exit Debriefing.
17. Look at any Awards or Promotions.
18. Look at your Pilot Status and write down your Password. Enter the Password the next time you fly to continue your pilot career.

GENESIS HARDWARE UNIT



THE PRE-FLIGHT

THE BASICS

Be sure your Sega Genesis machine is turned off. Insert your F-15 Strike Eagle II cartridge and press down firmly. Turn your Sega Genesis machine on. Pressing <START> during the Title Screens will move you to the Game Select screen.

GAME SELECT SCREEN

A number of options are available from the Game Select screen:

START GAME
ENTER PASSWORD
OPTIONS

These three options can be selected by pressing <UP> and <DOWN> on the Sega Genesis controller directional pad, and pressing <START> when the required option is highlighted.

START GAME

Selecting this option starts a new game.

ENTER PASSWORD

Selecting this option moves the game to the Enter Password screen.

You may load a previous game using the password entry system on the Enter Password screen.

You are issued a new password after every mission, and your score, rank, medals won and difficulty level are contained within the password.

OPTIONS

Selecting this option moves the game to the front end Options screen.

Using the Options screen, you may set up the game controls, perform sound tests on the game music and sound effects, and view the credits screen.

ENTER NAME SCREEN

When the 'Start Game' option is selected, you are asked to enter your name using a character selection system.

If you entered your name in a previous game, it will appear as the default name in the character selection system on subsequent games (although it may be erased). This way you won't have to retype your name at the start of every game.

Pressing <START> quits the Enter Name screen, and moves the game to the Select Difficulty Level screen.

SELECT DIFFICULTY LEVEL SCREEN

When your name has been entered, the game moves to the 'Select Difficulty Level' screen.

A difficulty level is selected by pushing <UP>, <DOWN>, <LEFT> and <RIGHT> on the directional pad, and pressing <START> when the required difficulty level is highlighted.

There are four difficulty levels available for selection:

ROOKIE: BEGINNERS START HERE
PILOT: A REAL CHALLENGE
VETERAN: FOR THE SERIOUS PLAYER
ACE: HOTSHOTS ONLY

The levels become more difficult from Rookie to Ace. On each higher level, the enemy's skill, equipment quality, manpower and aggressiveness are increased.

The F-15's flight model becomes more realistic on each difficulty level, and the amounts of missiles and cannon rounds that the F-15 is equipped with is decreased on each level.

Your F-15 Strike Eagle II is equipped with:

16 AMRAAMS
8 MAVERICKS
1000 CANNON ROUNDS (AUTO RE-LOAD IS 8 SECONDS)
30 CHAFF / 30 FLARE

In addition, Rookie and Pilot levels have certain special features.

When Rookie or Pilot level is selected, the game starts with the F-15 already flying in the air above the starting air base.

On Rookie level, if you stray too far off course, the autopilot is automatically engaged, and puts your F-15 back on course for the next mission target (this function can be toggled off from the pause mode).

On Rookie and Pilot levels, when a mission target comes within range, the type of missile appropriate to the target is automatically selected, and the target is also automatically selected. All that you need to do to hit the target is wait until it comes within range, you lock-on and press 'fire weapon' (Button <C>).

SELECT GAME WORLD SCREEN



There are six Game Worlds that missions may be flown in:

Libya: ACROSS THE LINE OF DEATH

The Gulf: KEEPING THE SEA LANES OPEN

Vietnam: AMERICA'S LONGEST AIR WAR

Mid-East: EAGLES VS. MIGS

Nordkapp: INTO THE SOVIET'S BACKYARD

Europe: RED STORM RAGING

A game world is selected by pushing <UP>, <DOWN>, <LEFT> and <RIGHT> on the directional pad, and pressing <START> when the game world that you want is highlighted.

Each Game World offers successively more challenging missions. Libya has the easiest missions, Europe has the most difficult missions.

MISSION BRIEFING SCREEN



When a game world has been selected, the game moves to the Mission Briefing screen.

The Mission Briefing screen shows where your F-15 will take off from, and what the Primary and Secondary targets are for the current mission. Reconnaissance photos of each target are shown, along with their names and the names of the places where the targets are situated.

Pressing <START> from the Mission Briefing screen moves you to the Strategy Map screen.

STRATEGY MAP SCREEN



The Strategy Map screen shows a map of the game world with the take-off point or home base marked with an 'H' symbol, and with the Primary and Secondary targets marked with '1' and '2' symbols.

Pressing <START> from the Mission Briefing screen moves you into the cockpit of your F-15.

THE GAME

TAKE-OFF

In Rookie and Pilot levels, the game begins with the aircraft already in the air, just above your Home Base.

In Veteran and Ace levels, you'll be on the runway in the cockpit of your F-15, engine thrust will automatically be increased to maximum. Press <DOWN> on the D-Pad to take off when the F-15 reaches a sufficiently high speed (at least 160 knots).

IN-FLIGHT CONTROLS

Dive: D-PAD UP

Climb: D-PAD DOWN

Roll Left: D-PAD LEFT

Roll Right: D-PAD RIGHT

BUTTON A: SELECT TARGET

BUTTON B: SELECT WEAPON cycles through:

CANNON (Air Mode)

AMRAAM

CANNON (Ground Mode)

MAVERICK

BUTTON C: FIRE WEAPON

BUTTON A plus:

D-PAD UP: THRUST UP / AFTERBURNER ON

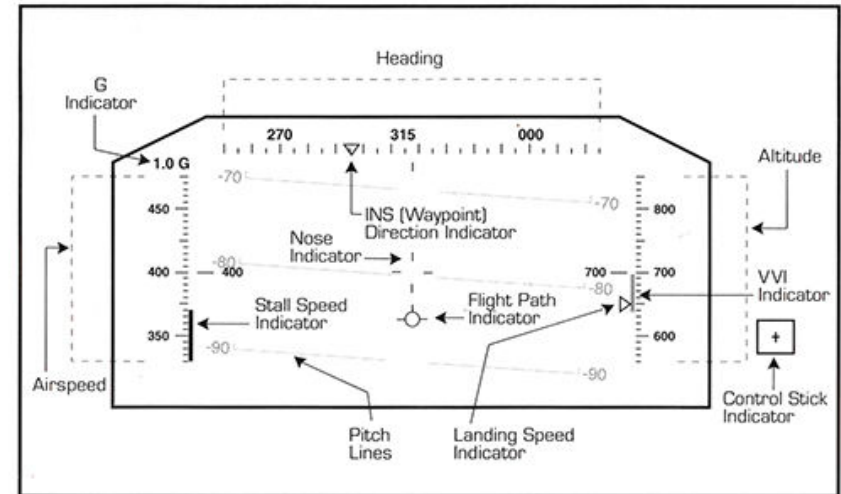
D-PAD DOWN: THRUST DOWN / AFTERBURNER OFF

D-PAD RIGHT: RELEASE DECOY

D-PAD LEFT: RELEASE DECOY

START: PAUSE MODE

One of the most important items shown on the cockpit display is the WAYPOINT DIRECTION INDICATOR, which is the arrow at the top of the screen. This arrow always points to your next mission target, and lining it up in the top centre of the screen will lead you to the next target.



HEADS UP DISPLAY (HUD)

The Head-Up display shows:

- The F-15's speed on the left
- The Heading across the top
- The Altitude (in feet) on the right
- The gunsights (if cannons were selected)
- The missile aiming circles (if missiles were selected)
- A black square is around a target if you are out of the correct weapon to hit it.
- A white square around a target means that it is still out of range
- A white hexagon (six-sided shape) shows that your weapon is locked on the target
- A red hexagon shows that your weapon is locked on the target at an effective range
- A red-boxed dot shows enemy missiles flying at you
- A white hexagon that appears briefly with a name shows the location of enemy ground radar

THE INSTRUMENT PANEL

There are three monitor displays on the instrument panel showing two different views of the surrounding combat world and the Tracking Camera Monitor.

Map Display

The screen on the left of the cockpit is the Map Display. The map shows your F-15 and the geographical features of the surrounding game world. The Map displays the following information:

- Your aircraft is shown as a grey F-15 shape
- Ground targets are shown as orange dots
- Ground radars are shown as black dots
- Aircraft are shown as red dots

TACTICAL DISPLAY

The monitor in the center of the cockpit is the Tactical Display. The F-15 is fixed in the center and the display rotates around it and shows the following:

- Your F-15 in the center
- Your Main Target (Primary or Secondary) as a large orange asterisk (star shape).
- Aircraft at a higher altitude than you – Blue symbols
- Aircraft at the same altitude – Red symbols
- Aircraft at a lower altitude than you – Brown symbols
- A locked-on target in a gray box
- A 16 km grid – Straight brown lines
- Ground radar – Brown radar dish symbols
- Warship radar – Blue boat symbol
- Airfields – Gray blocks
- Other ground targets – Red crossed circles
- Chaff decoys released – White dots
- Flare decoys released – Red bursts
- Radar-guided missile – Yellow lines
- Infra-red missiles – Red lines

TRACKING CAMERA MONITOR

This shows a camera view of the locked-on target and tells you the target type, its range (in kilometers) and heading (in degrees). If this is your Primary or Secondary Target, you'll be told. If you have missile lock on the target, a message will flash above the object. You will be told if the target is friendly. If the target is an airbase where you can land the Track Cam will show 'Home'.

What's the best way to use the HUD, Map, Tactical and Tracking Camera Displays?

The displays all show similar information but in different forms.

- The Map shows a mission ground target as an orange dot and any aircraft as a red dot.
- The Tactical Display keeps your F-15 in the center and shows a mission ground target as an orange star (asterisk) and aircraft as blue (above you), Red (level) and Brown (below you).
- The Tracking Camera shows the current target depending on whether you have selected air-to-air or air-to-ground weapons. It will also name the target.
- The HUD shows targets in three stages – a white square (in sight); a white hexagon (locked-on and just inside missile range); a red hexagon (locked-on and well within missile range). It is the skill with which you use all this information that will make you an Ace or keep you a Rookie throughout your pilot career.

MISSILES

In the bottom left-hand corner of the instrument panel is a display showing the number of AMRAAM and Maverick missiles you are carrying. A red light shows the currently selected missiles.

1. AMRAAM missiles are long-range air-to-air missiles and are useful for destroying any air target.

2. Maverick missiles are air-to-ground missiles and are used for hitting sea or ground targets.

CANNON

The Cannon displays have a red highlighted background which shows the number of shots remaining. The air-to-air Cannon can be used to hit any aircraft target. The air-to-ground Cannon can be used to hit any ground target.

MESSAGE WINDOW

Watch the Message Window above the instrument panel for advice on which weapon has just been selected and other important information.

FIRING AIR-TO-GROUND MISSILES

- Select the correct type of missile for the target you wish to blast using Button .
- If your target has not been auto-selected, select your target by tapping Button <A>. The target's picture will appear on the Tracking Camera Monitor (on the right side of the instrument panel). The target symbol will be in a gray box on the Tactical Map Display.

- Fly the F-15 so that the selected target is visible from your cockpit front view. At first, the target will be shown in a white square.
- If your target is within range of your missile, it will be surrounded by a white hexagon.
- If your missile is locked-on to the target, the hexagon turns red. This means the target is well within missile range. A missile fired from the F-15 stands an excellent chance of hitting the target.
- When you are locked-on to the target and you have got it within the large circle sight in the center of the HUD, press Button <C> to fire your missile.

AIR COMBAT

While the main aim of your missions will be to destroy the Primary and Secondary Targets, you will find that you get attacked by enemy aircraft and must defend yourself. The more aircraft you shoot down, the more points you'll get.

- Look at the Tactical Map Display for enemy aircraft:

Blue Plane – Plane at higher altitude

Red Plane – Plane at same altitude

Brown Plane – Plane at lower altitude

FIRING AIR-TO-AIR MISSILES

- Select AMRAAMs
- Try to get behind the enemy aircraft
- Look at the Tracking Camera Monitor to see what aircraft you are tracking. Look at the range and setting. Do not fire on friendly aircraft. You will lose points at the end of your mission if you do this.
- Be prepared to release Chaff and Flare against incoming missiles (Button <A> plus D-Pad Left or Right). Listen for incoming warning noise and look at the 'I'/'R' warning lights. Watch the Tactical Display for missiles heading towards your aircraft.
- Select - and cycle through - enemy aircraft by 'tapping' Button A. An image of the selected aircraft will appear on the Tracking Camera Monitor showing its range and bearing.
- Wait for the Missile Lock message to flash on the Tracking Camera Monitor. Position the Red Hexagon inside the large aiming circle sight on the HUD>
- Fire by pressing Button <C>.

FIRING CANNONS

- Select Cannon (Air Mode) to shoot down enemy aircraft. The Tracking Camera Display will show the target and it will also appear on the HUD.
- Select Cannon (Ground Mode) to shoot any ground/surface targets. The Tracking Camera Display will show the target and it will also appear on the HUD.
- When you have used up all your cannon rounds, a 'RELOADING CANNON' message will appear for eight seconds. You will not be able to fire your guns in this period until you see the 'CANNON READY' message.

THE HISTORICAL GUNSIGHT

The small circle gunsight shows where your cannon shells would be if they were hitting the target at that moment. The sight is known as an 'Historical Sight'.

It takes two seconds for your cannon shells to travel the maximum 6 Kilometers range. Try to aim where the target and your sight would meet in two seconds. This sounds complicated but don't worry too much about this. Just fire and see what happens!

AVOIDING ENEMY MISSILES

- In the bottom right hand corner of the instrument panel are two numerical displays marked F and C. These show the number of Flare and Chaff decoy cartridges remaining. Flares and Chaff should be used in response to the indicator lights under the Tactical Map Display.
- When an enemy missile is launched at the F-15 (which means it will shortly hit your aircraft), a constant high-pitched warning tone sounds. Either the I or R warning lights will light up, depending on whether the F-15 is being tracked by an Infra-red or Radar-homing missile. A decoy should be released when this constant tone sounds.
- To release a decoy, hold Button <A> and press D-Pad <LEFT> or <RIGHT>. The F-15's computers decide whether a Chaff or Flare decoy is released. This depends on which type of missile is tracking your aircraft.

LANDING

When both Mission Targets have been destroyed, follow the Waypoint Direction Indicator to the Home Base. Land by setting down the F-15 on the runway as gently as possible. On Rookie level, the aircraft can be crashed on the runway. However, on higher difficulty levels the F-15 must be landed with greater accuracy:

- Locate the Home Base runway by using the Waypoint Heading arrow and selecting air-to-ground missiles.
- Use the Target View and the Tactical Display to approach the runway from the North (heading 00°) or South (heading 180°).
- Reduce speed (Button <A> plus D-Pad Down) to 150 kts.
- Descend to a slow rate
- Landing gear will auto-engage
- Keep the nose up slightly and put the plane down lightly on the runway
- Wheel brakes will come on automatically after you touch down

THE PAUSE MODE

When <START> is pushed during the game, the game is paused and the Pause Mode screen appears.

Three options are available from the Pause Mode screen, by pressing buttons <A>, and <C>:

COCKPIT VIEWS
EXTERNAL VIEWS
OPTIONS MENU

COCKPIT VIEWS

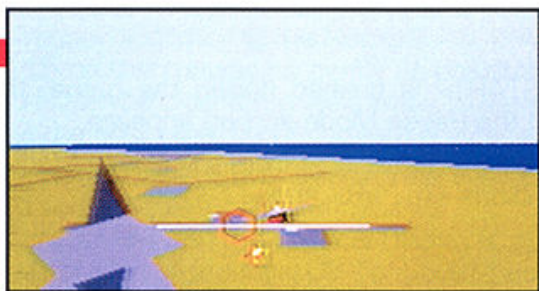


Pressing button <A> takes you to the Cockpit Views screen.

Four cockpit views can then be selected by pressing <UP>, <DOWN>, <LEFT> and <RIGHT> on the D-pad.

<UP>: FORWARD VIEW (MAIN COCKPIT SCREEN)
<DOWN>: REAR VIEW
<LEFT>: LEFT VIEW
<RIGHT>: RIGHT VIEW
<START>: CONTINUE GAME

EXTERNAL VIEWS



Pressing button takes the player to the External Views screen.

Seven external views of your F-15 can then be selected by pressing <UP>, <DOWN>, <LEFT>, <RIGHT>, <A>, and <C> on your Sega Genesis controller.

<UP>: FRONT VIEW	<A>: TARGET VIEW
<DOWN>: SLOT VIEW	: ENEMY'S VIEW
<LEFT>: CHASE VIEW	<C>: MISSILE CAMERA
<RIGHT>: SIDE VIEW	<START>: CONTINUE GAME

OPTIONS MENU

Pressing button <C> takes you to the Options Menu. A number of in-game options can be selected from the Options Menu.

Pressing <UP>, <DOWN>, <LEFT> and <RIGHT> on the D-pad moves the highlighted bar to the required option. Pressing buttons <A>, or <C> either selects the option or toggles it through the available choices.

The options are:

- SEE MAP
- SEE MISSION
- SELECT WAYPOINT
- EJECT
- MAP RANGE SHORT / MEDIUM / LONG
- RADAR RANGE SHORT / MEDIUM / LONG
- AUTO PILOT ON / OFF
- TIME WARP ON / OFF
- RESET MACHINE
- COURSE CORRECT.ON / OFF (ROOKIE LEVEL ONLY)
- SCENERY DETAIL LOW / MEDIUM / HIGH
- MUSIC ON / OFF
- SOUND EFFECTS ON / OFF
- ENGINE NOISE ON / OFF

Due to the number of options, there are two pages of options available. These two pages may be moved between by selecting the 'NEXT PAGE / PREVIOUS PAGE' option at the bottom of each options screen.

Pressing <START> from anywhere within the Pause Mode returns you to the 3D game, with any options you have selected from the Options Screen set up.

Here is a short description of each of the Pause Mode Options.

SEE MAP

Selecting this option displays a map of the game world, with the positions of your F-15, the Primary target, the Secondary target, and the nearest home base marked by symbols.

SEE MISSION

This option displays the Mission Briefing screen.

SELECT WAYPOINT

This option allows you to choose which waypoint to fly to, from a choice of the Primary target, Secondary target, or home base, by pressing buttons <A>, or <C>.

EJECT

When this option is selected, you will see the message 'BAIL OUT OF THE AIRCRAFT? ARE YOU SURE? YES / NO'. If you select 'yes', you are returned to the game and the pilot ejects. This ends the current mission. If you select 'no', you are returned to the 3D game.

MAP RANGE

This option allows you to decide what level of magnification you would like the map display on the instrument panel to have, from a choice of short, medium and long.

AUTOPILOT

Engages your F-15's autopilot, which will automatically fly your plane to the currently selected waypoint.

TIME WARP

When switched on, this option increases the rate at which time passes in the game world. The time warp is useful when flying between mission targets

SEE CONTROLS

Selecting this option shows a graphic of the Sega Genesis controller, with each button or arrows on the D-Pad) labelled with its function.

RESET MACHINE

When this option is selected, you will see the message 'WARNING: RESET THE GAME - ARE YOU SURE? YES / NO'. If you select 'yes', the current game ends. If you select 'no', you are returned to the 3D game.

COURSE CORRECT. (ROOKIE LEVEL ONLY)

This option allows you to toggle the automatic autopilot course correction facility used on the Rookie level on and off.

SCENERY DETAIL

This option is used to adjust the level of ground detail in the game, from a choice of low, medium and high detail. The level is pre-set at medium. The higher the level of ground detail, the slower the game will run.

MUSIC

This option allows you to switch the in-game music on and off as required.

SOUND EFFECTS

This option allows you to switch the in-game sound effects on and off as required.

ENGINE NOISE

This option allows you to switch the F-15 engine noise on and off as required.

THE BACK END

When the mission ends, whether by a crash, an ejection, or a safe landing, the game moves to the Mission Debriefing screen.

MISSION DEBRIEFING SCREEN

The Mission Debriefing screen shows a map of the game world, and two options, 'NEXT EVENT' and 'EXIT DEBRIEFING'.

When the 'NEXT EVENT' option is selected, the mission path of your F-15 is traced onto the map. A running total is kept of your score and the number of enemy and friendly targets destroyed.

When the 'EXIT DEBRIEFING' option is selected, the game moves to the next screen.

If you earned enough points on the last mission to win a medal or a promotion (and survived the mission), the 'Medal Award' or 'Promotion Award' screens are shown after the mission debriefing screen.

If you crashed, you will see a picture of a downed F-15. You will be given a boring desk job. The game is over.

If you eject for the third time, you will be given a boring desk job. The game is over. However, every time you win a promotion any ejections will be wiped from your record.

The game moves to the Pilot Status Report screen.

PILOT STATUS REPORT SCREEN

The pilot record screen shows your rank, name, the difficulty level that you are playing, the number of missions flown, the current score, the number of ejections that you have made, and any medals that you have won.

Most importantly, this screen gives you a new password relating to the mission just flown. Write this password down and enter it when you start another game as the same pilot.

After the Pilot Status Report screen, the game returns to the Game World Select screen.

TIPS AND HINTS

What's a Mission?

A mission begins from a Home Base. You must fly to, and destroy, the first target (Primary), then fly to and destroy the second target (Secondary). Then return safely to your Home Base. F-15 Strike Eagle II has hundreds of different missions.

Why do missions have Primary and Secondary Targets?

Combat pilots are given two targets; if the Primary target is impossible to hit, they will not have a wasted journey and can always attack a nearby Secondary target. For best rewards and promotions you are expected to destroy both targets.

What does Heading mean?

The middle of the scale at the top of your cockpit view is your Heading. Think of it like a compass—00° is North, 90° is East, 180° is South and 270° is West.

How do I find my Primary Target?

Turn left or right using the directional Pad controller and try to line up the yellow arrow with the center of the Heading scale. If you have destroyed a target the arrow will point you toward your next target or your Home Base.

What's the difference between the two missiles on my F-15 Strike Eagle?

You can shoot down planes from a long distance by using AMRAAMs. These are known as air-to-air missiles. You can blow up all ground/sea targets using Mavericks. These are known as air-to-ground missiles.

Why are there two cannon modes?

F-15 Strike Eagle II has air-to-air cannons for attacking other planes and air-to-ground cannons for attacking any ground targets.

What is the Head-Up Display?

The HUD shows important flight information on the canopy in front of you (cockpit view). It means that you don't have to waste time in combat looking down at dials and can keep scanning the skies for enemy fighters.

I can't seem to shoot down any planes. What am I doing wrong?

Check that you've got air-to-air missiles or cannons selected, NOT air-to-ground missiles (press Button to change your selection). In air-to-air missile mode, wait until you get 'locked-on' (a red six-sided shape surrounding the plane), try to get the plane inside the big aiming circle, then FIRE!

Can I fly the plane from one of the external views?

F-15 Strike Eagle is best played from the main cockpit (front) view. Here you can see all the information about enemy planes, targets, speed and altitude. But you can fly the plane from any view - especially Slot and Chase Views.

What are the most useful views in F-15 Strike Eagle?

Apart from the standard cockpit front view, Target View shows the F-15 Strike Eagle in the foreground with the target in the background; and Enemy View shows the target in the foreground with the F-15 Strike Eagle in the background. These views are also useful trying to find your Home Base runway.

What do the large and small circles mean in the cockpit display?

The large circle in the HUD is the missile aiming circle. This is for ALL missiles. The small circle is the cannon aiming circle and will only appear if the guns are selected by pressing Button .

How can I get to the target quickly?

You can use the Time Warp option. When you are in flight press <START> to Pause the game and then Button <C> to see all the Options. Highlight Time Warp On, then press <START>. You will return to the game in Time Warp Mode. Repeat the procedure to turn off Time Warp.

Should I shoot down as many aircraft as possible or try to complete my mission first?

Your first priority is to complete your mission but the enemy will try to defend their positions. You will be attacked by all types of aircraft and missiles and must do your best to survive against them in order to complete your mission.

How do I find my Home Base?

The Heading arrow will take you to your Home Base after you have destroyed your Mission Targets. If you select air-to-ground missiles (Button) your Home Base will be marked in the same way as other targets. Approach on a Heading of 00° (North) or 180° (South).

How do I get medals and promotions?

You will get points for completing missions successfully, shooting down enemy planes and blasting enemy positions. You will lose points if you attack friendly forces. If you get enough points you will receive medals and promotions. One way to play the game is to try to get to the highest ranking at all four levels (Rookie to Ace) and then for all six combats worlds (Libya to Europe).

CREDITS

Original Design
Sid Meier and
Andy Hollis

Design Revisions
Richard
Lemarchand

*Conversion
Programming*
Chris Newcombe

*Additional
Programming*
Jim Gardner
Paul Houbart
Mark Langerak

*Original
Programming*
Adrian Scotney
Tim Walter

*Conversion
Artwork*
Paul Ayliffe
Trevor Slater

*Original
Artwork*
Mark Scott

Project Managers
Dawn Hickman
Stuart Whyte

Audio
Krisalis Software
Ltd.

Music
Matt Furniss

Drivers
Sean
Hollingworth

Samples
Andrew Parton

Quality Assurance
Nick Stokes
Phill McDonall
Paul Coppins
Paul McCarthy
Paul Stapley
Mike Craighead
James McDonald
John Smith

Documentation
Alkis Alkiviades

Packaging Design
Moshe Milich

Manual Design
Joe Morel

Product Manager
Carl Knoch

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180 Lakefront Drive,
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MicroProse Software, Inc.
180 Lakefront Drive
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