ADVISORY
READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns in a moving or flashing environment. These seizures may be triggered by 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: a breed vision, muscle twitching, other inaudible sounds, loss of awareness or your surroundings, mental confusion and/or correlations.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV.

Do not use your front or rear projection television with your Nintendo Entertainment System® (“NES®”) and video game. Your projection television screen may be permanently damaged if your video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game in the projector. If you are using your projection television with the video game, the Nintendo Power Force, inc. or Nintendo of America, Inc. will not be liable for any damage. This situation is not caused by a defect in the NES® or this video game. Other forms of negative images may cause similar damage to a projection television. Please contact your television manufacturer for further information.

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LICENSED BY NINTENDO FOR PLAY ON THE

NINTENDO ENTERTAINMENT SYSTEM

F-117A STEALTH FIGHTER PILOT'S MANUAL

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**GETTING STARTED**

You are about to begin your first mission in the F-117A Stealth Fighter, the most extraordinary aircraft ever built. Your first mission is to attack and destroy targets in Libya, which has been supporting terrorist attacks against peaceful nations.

Before you begin, make sure you do the following:

1. Make sure the power switch is OFF.
2. Insert the F-117A Stealth Fighter cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM manual.
3. Turn the power switch to ON.

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**YOUR FIRST MISSION**

When you see the Main Menu you are ready to begin your first mission. Here you can make some choices about the type of game you will play. If you do not wish to make any changes to the choices you see on the screen, press START to see your Mission Briefing. If you wish to make any changes, press the DOWN arrow on your controller to reach the proper category, then press SELECT to see your options. The Main Menu includes the following categories:

**Mode of Play:** You begin with the one-player option.

**Theater Selection:** Your first mission is in Libya. You must successfully complete this mission before new theaters can be made available to you.

**Enemy Skill Level:** Your opponents are GREEN for your first mission.

**Weapons Selection:** You begin with the STANDARD package of 12 air-to-air Sidewinders and 12 Maverick air-to-ground missiles.
ONE OR TWO PLAYERS

You can fly your F-117A solo or with a friend. The second player is the Weapons System Officer ("Wizzo"), and each player has a controller. The WSO uses controller A:

- Button A fires 20mm Vulcan cannon.
- Button B launches missiles.
- START button launches decoys.
- Control Pad Up/Down changes throttle.
- Control Pad Right/Left selects air-to-air or air-to-ground missiles.

FLYING YOUR F-117A

- Press ‣ top to dive
- Press ‣ left to roll left
- Press ‣ right to roll right
- Press ‣ bottom to climb
STEALTH PILOT, PREPARE FOR TAKEOFF!

GOOD LUCK!

YOU ARE CLEARED FOR TAKEOFF ... 

CONTROL S: Press START to take off.

WHOOOOOM!!

ROAR

CONTROLLER

CONTROL PAD: The controller is your "joystick."
- Press the LEFT or RIGHT button to roll.
- Press UP to dive.
- Press DOWN to climb.

BUTTON A: Fires your 20mm Vulcan cannon.

BUTTON B: Launches a missile.

START: Releases decoys.

SELECT: INS screen

SELECT + UP or DOWN: Increase or Decrease Speed.

SELECT + BUTTON A: Weapons / Damage

SELECT + BUTTON B: Map / Radar
EXAMPLES OF PLAY

BANDIT AT 12 O’CLOCK—
FIRE VULCAN CANNON!

LOCK ON GROUND TARGET—
FIRE A MISSILE!

THEATERS OF OPERATIONS
LIBYA 1986
MIDDLE EAST 1989
GULF WAR 1991
CUBA 1995
KOREA 1996
NORTH CAPE 1998
SECRET MISSIONS ???

EACH THEATER IS DIFFERENT...

TO WIN YOU HAVE TO SUCCEED
IN ALL OF THEM...

These are the theaters in which you will be assigned missions. Your first assignment is LIBYA 1986. Once you accomplish your mission here, you will be able to choose your next mission, in the MIDDLE EAST 1989.

Successful completion of your missions in all six theaters may result in special assignments to highly classified missions — but only the very best F-117A Stealth Fighter pilots will qualify!
LIBYA 1986

The White House has decided to punish the Libyan strongman, Colonel Mu'ammar al-Qadhafi, for his reputed support of terrorist activities against innocent civilians from the U.S.A. and other nations.

BAM BAM BAM!!

MIDDLE EAST 1989

An Iraqi-backed invasion of Israel is underway, supported by Syrian and Jordanian forces. The Israelis have called upon the U.S. and NATO for support.
**Gulf War 1991**

Iraqi military dictator Saddam Hussein's legions have overrun tiny Kuwait in a surprise invasion. Economic and diplomatic pressure have failed to convince him to withdraw, and now United Nations forces, led by the United States, will be used to help him make the right decision.

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**Cuba 1995**

Following a wave of Cuban-sponsored terrorist and guerrilla attacks against U.S. and Latin American targets, for which the Cuban government has boldly claimed credit, the Pentagon has been instructed to launch airstrikes at terrorist bases and support facilities within that Caribbean island.
Since the breakup of the Soviet empire, the major military powers around the globe have vastly reduced their size of their armed forces. Taking advantage of this trend, the rulers of North Korea have decided that there is no time like the present to unite the Korean peninsula for once and for all—under a Communist dictatorship.

Renegade generals of the former USSR military are fed up with their country’s experiment in democracy. Acquiring strong conventional and nuclear weapons, they have declared a Soviet republic. The Russian government has asked the U.N. and the U.S. to help neutralize these weapons, before they can be used to blackmail both Russia and the rest of Europe.
SECRET MISSIONS???

Top Secret

TO: F-117A STEALTH PILOTS
FROM: THE PENTAGON
SUBJECT: SECRET MISSIONS

THE JOINT CHIEFS OF STAFF
HAVE DIRECTED THAT ALL INFORMATION
CONCERNING POSSIBLE SECRET MISSIONS
BE CLASSIFIED AT THIS TIME.

SHOULD PILOTS BE REQUIRED
FOR SECRET MISSIONS, ONLY THOSE
WHO HAVE HAD SUCCESS
IN ALL OTHER THEATERS
WILL BE SELECTED.

FINDING YOUR TARGET

Press SELECT to see the INS (Inertial Navigation Systems) Screen.

Press the Up and Down arrows to choose your destination. The Navigation Arrow will point in the direction of your choice. You may steer the F-117A yourself, or engage the Autopilot. You may also choose to eject.
This is the cockpit of your F-117A Stealth Fighter. Keep this diagram handy until you have a good understanding of all your instruments.
Using Your Autopilot

When you see 'AUTO' here, the autopilot is engaged. You can fly your F-117A manually to your target, or you can let the Autopilot do it for you. To engage the autopilot, push SELECT and START at the same time.

Fly To Your Target

If you choose TARGET, the flashing Navigation Arrow at the top of your Flight Screen shows which way to steer to go toward your target. If the autopilot is engaged, your F-117A will fly toward your Primary Target, and if the Primary Target has been destroyed, toward the nearest Secondary Target.

Base

If you choose BASE, the flashing Navigation Arrow will steer you toward your Home Base. Once you've destroyed the Primary and Secondary Targets, the Arrow will always point toward your base. The autopilot, if engaged, will do the same.
**Enemy Targets and Defenses**

**Targets:**
- Missile Boat
- SAM Site (Launches Surface-to-Air Missiles)
- Airbase (Launches MiG-23s)
- HQ Bunker
- Radar Station (Guides SAMs)

**Enemy Planes:**
- Yellow are higher than you
- Red are lower than you

**Your F-117A:**
- Arms Factory
- Tank Unit

---

**Your F-117A Weapons**

- AGM Maverick
- AGM Harpard
- AGM High
- AGM Delkine
- AGM Sidewinder
- AGM AMRAAM
- AGM Frisbee
- AGM Vacan
- AAM Carpet
- ???

---

*Note: AAM = Air-to-air missile  AGM = Air-to-ground missile*

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The radar screen shows your F-117A in the center, and the location of air and ground targets around it.
CHAFF AND FLARES

RELEASE CHAFF AND FLARES TO DECOY ENEMY MISSILES!

CONTROLS: Press START to decoy enemy missiles.

RADAR AND YOUR STEALTHOMETER

YOU’LL DO BETTER IF YOU TRY TO AVOID ENEMY RADAR SIGNALS!

Your Stealthometer (EMV gauge) indicates how visible your F-117A is to enemy radar. The top bar shows how effective the radar is — and the bottom bar shows how visible you are. If you fly slower, lower and further from the radar, you are less visible. If the two bars meet, you are being tracked by the radar, and the TRAK warning light goes on.

Watch out — if the TRAK warning changes to LOCK, you are about to have a missile launched against you!
**THROTTLE AND FUEL**

Keep an eye on your fuel gauge— the faster you fly, the more fuel your F-117A consumes.
Your throttle controls your speed — the higher it registers, the faster you will fly.

**DAMAGE INDICATOR**

Your Damage Indicator shows where your F-117A has suffered critical damage.

**LANDING YOUR F-117A**

Your Autopilot takes you back to base. You can then land manually. You must fly at 8,000 feet or less to land.
DEBRIEFING

After your Stealth mission is complete, you will be given a debriefing. Here you will be informed whether or not you hit your Primary and Secondary targets, what other ground targets you hit, and how many enemy planes you shot down. You will also be told if you received any bonuses.

SCORING

All scores are for Green level. At higher levels, all targets are worth more points.

PRIMARY AND SECONDARY TARGETS

<table>
<thead>
<tr>
<th>PRIMARY TARGET</th>
<th>10,000 points</th>
<th>SECONDARY TARGET</th>
<th>5,000 POINTS</th>
</tr>
</thead>
</table>

MILITARY TARGETS

- Next Site
- Missile
- Fighter
- Anti-air
- Bunker
- Trench

OTHER TARGETS

- Fuel Depot
- Naval Plant
- Oil Well
- Area Lock
- Oil Rig

All targets are worth 3,000 points each. Enemy Aircraft are worth 1,000 points each.

Note: Your F-117A is a very expensive airplane, and the U.S. Government is not happy when one of its pilots come home without his Stealth Fighter. Because of this, you should not expect a medal or promotion if you fail out during a mission.
PROMOTIONS

2nd Lieutenant (Your starting rank)
50,000 points

1st Lieutenant
50,000 points

Captain
200,000 points

Major
500,000 points

Lt. Colonel
1,000,000 points

Colonel
2,000,000 points

General
4,000,000 points

Every time you fly a mission, your overall score increases. The higher your score, the higher your rank. Only the best pilots make it all the way to General!

MEDALS AND RIBBONS

The Air Force and your country may reward you with ribbons and medals to honor your acts of valor and your achievements as a combat pilot. No medal can be won more than once, but it is possible to win more than one medal for a mission.

Ribbons are won for service. Medals are won for destroying enemy targets, as listed below.

MEDALS FOR VALOR

In each of the theaters listed below, destroy your primary and secondary target, and score the minimum number of points.

- Air Force Commendation Medal
- Air Medal
- Distinguished Flying Cross
- Silver Star
- Air Force Cross
- Air Medal (100 points)
- Army Medal
- Distinguished Service Medal
- Distinguished Flying Cross
- Air Medal (100 points)
- Middle East
- Korea
- South Pacific
- Europe
- Asia
- South Pacific
- Korea
- Europe

Air Force Cross
10,000 points

Distinguished Flying Cross
12,000 points

Air Medal (100 points)

Middle East

Korea

South Pacific

Europe

Asia

South Pacific

Korea

Europe
**SPECIAL DECORATIONS**

- **Air Force Overseas Ribbon**
- **Air Force Long Service Ribbon**
- **Air Force Achievement Medal**
- **Superior Service Medal**

**THE NATION'S HIGHEST AWARD**

**THE CONGRESSIONAL MEDAL OF HONOR**

SECRET MISSIONS: If you are good enough to win all 10 of these ribbons and medals, you can expect that you will be called upon to carry out several top-secret missions.

If you are successful in all your missions, and if you score 325,000 points in the final Secret Mission — you will earn the Congressional Medal of Honor!

**BAILING OUT**

**BAIL OUT**: Press SELECT.

Sometimes, it gets too tough for even the best pilots. If you think your F-117 can't make it back to base, bail out.

**IF YOU'RE LUCKY, A CHOPPER WILL PICK YOU UP!**
**SAVING YOUR PILOT**

Whenever you have received a medal, you can save your pilot by simply recording your pilot's name on the Name Entry screen. Follow the directions on the screen. By saving your pilot and flying more missions, you can accumulate more points to earn a higher rank!

**RECORD YOUR SAVE CODE**

If you want to end a playing session, copy your 8-digit pilot code after the debriefing and award screens and put it in a safe place.

Next time you play, choose SAVED PILOT and enter your name and saved code just as you wrote them down when you saved them.
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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the criteria in Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should contact the dealer or an experienced radio/TV technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems