Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

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Address all correspondence to American Video Entertainment, Inc. 1448 Foothill Blvd. San Jose, CA 95131.
IT'S A WAR OUT THERE AND IT'S HAPPENING IN YOUR OWN BACKYARD. NOW IT'S UP TO YOU TO DEFEND OUR CITY. YOU AND YOUR ALL-OUT FIGHTING MACHINE — AN F-15 WITH SUPersonic Speed AND AN UNLIMITED SUPPLY OF AMMO. YOU'VE ONLY GOT TWO CHOICES. PROTECT IT OR DIE!

YOU'RE PUMPED.

The adrenaline is rushing. Things are getting out of control. Choppers, Jets, Gunboats, Tanks, Giant robots. And they're coming at you non-stop through five hair-raising stages of battle. This is real-life action where you can blast-em with machine guns or fire missiles at your adversaries head-on. Prepare to:

- Ambush tanks that are out to destroy your city streets
- Decimate gunboats and choppers from high above the deep blue
- Maneuver through the trenches as you dodge tanks and hostile robots
- Blow up missile silos as you launch your ocean assault
- Blast tanks and jets as you struggle to retain control in the deep, dark cave
- And the fighting isn't over until you wipe out the enemy's command vessel at the end of each and every stage.

Now turn on the power and prove that you're a hero.
UNLEASH THE POWER.

1. Make sure the power switch on your control deck is OFF.
2. Insert F-15 City War game cartridge.
3. Turn the power switch ON. You're in command. *Initiate Action*

Press the START button to activate one of your five available F-15s. The game action won't stop until every last one is shot down.

YOU'RE IN CONTROL.

Before you take-off you should know your control pad like the back of your hand.

**CONTROL PAD:**

- *START:* To start a new game/to pause while playing the game.
- *BUTTON A:* To launch missiles.
- *SELECT:* To continue game.
- *BUTTON B:* To fire machine gun.

**SCORE WIN!**

With five F-15s and endless ammunition, you've got the opportunity to score high.

At the end of each stage, the number of hostile enemies you've shot down will be calculated and your score will be displayed on screen.

Thank you for purchasing F-15 City War. We hope it will provide you with many hours of fun and excitement.
Compliance with FCC Regulations.

The equipment described in this manual and the related equipment property that is not in compliance with the requirements and instructions of the FCC, may cause interference to radio and television reception. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against such interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause interference to radio communications. It is also possible that interference to radio or television reception may occur in a particular installation. If this equipment does cause interference, 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 or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the NES to an outlet on the circuit different from that to which the receiver is connected.
- Consult the National Bureau of Standards publication, 'How to Identify and Resolve Radio-TV Interference Problems.'

How to Identify and Resolve Radio-TV Interference Problems.


American Video Entertainment 90-Day Limited Warranty.

American Video Entertainment warrants this equipment for a period of 90 days from the date of purchase. If the equipment is defective, it will be replaced at our option. This warranty does not apply to damage caused by improper handling, abuse, or modification. This warranty is void if the equipment is not used in accordance with the instructions provided in the owner's manual. American Video Entertainment shall have no liability for any incidental or consequential damages resulting from the use or misuse of this equipment. This warranty is null and void if the equipment is tampered with or altered in any way. The manufacturer reserves the right to change the warranty policy without notice. This warranty is in addition to any other warranties that may be applicable by law.

FREE GAMES!

Thank you for purchasing F-15 City War. Please take a moment to answer these questions:

How many video games do you own?

How many of them are American Video Entertainment games?

Please rate the following aspects of the game (10 = excellent, 1 = poor):

- Playability: 10 9 8 7 6 5 4 3 2 1
- Graphics: 10 9 8 7 6 5 4 3 2 1
- Action: 10 9 8 7 6 5 4 3 2 1
- Overall Rating: 10 9 8 7 6 5 4 3 2 1

Send this card to: American Video Entertainment, Inc., 1548 Ridder Park Drive, San Jose, CA 95131.