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 that are commonly present in daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Please note, we do not know what such persons may experience in unmodified video input. We suggest that you consult your physician if you or a member of your family possesses a history of epilepsy or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, or altered consciousness.

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Do not use a front or rear projection television with your Nintendo Entertainment System (NES) and this video game. Your projection television screen may be permanently damaged and may cause permanent damage to the video game. If you are using a front or rear projection television, you will need a converter to protect your television. If you use your projection television with this video game, your television may be damaged. If you use your television with this video game, your television may be damaged.

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F-15 STRIKE EAGLE PILOT'S MANUAL

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**Quick Start**

**Getting Started**

YOU are about to become a member of the elite, the most highly-trained and highly-motivated force in history. 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 cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.
4. Press START on your controller.

**Prepare for Takeoff!**

All you have to do to get right to the action is just keep pressing START until you get to Sortie Takeoff!

1. **Game Option Screen.** Press START to choose a one pilot game.
2. **Name Entry Screen.** Enter your name, or press START to skip name entry.
3. **Challenge Level Screen.** Press START to choose Airman level.
4. **Sortie Area Screen.** Press START to choose Libya 1986.
5. **Briefing Screen.** Note your target, then press START to start play.

**Control Pad**

- **Select Button:**
  - Pressing left or right makes your plane roll. The farther it rolls without rolling over, the faster it turns.
  - Pressing up makes the plane dive.
  - Pressing down makes the plane climb.

- **Button A:** Fires your automatic cannon.
- **Button B:** Launches a missile.

**Combat Pilot and Ace Levels:**

- **SELECT + BUTTON A:**
  - Selects decoy type.
- **SELECT + BUTTON B:**
  - Selects missile type.
- **SELECT + CONTROL PAD UP:**
  - Increases speed.
- **SELECT + CONTROL PAD DOWN:**
  - Decreases speed.
- **SELECT:** Pauses the game, and calls up the WSO (Options) screen.
**Two-Player Pilot and Weapons Officer**

In this mode, each player has his or her own hand controller. The Pilot's controller (#1) works just like in the one-player game. The Weapons Systems Officer ("Wizzo") uses controller #2.

- **Button A** fires cannon
- **Button B** launches missile
- **START** button launches chaff
- **SELECT** button launches flare
- Control Pad Up/Down changes throttle.
- Control Pad Left/Right selects missile type.

(*Control Pad functions in Combat Pilot and Ace levels only.*)

**How to Fly the F-15 Strike Eagle**

- Turn on your Nintendo NES® and press START.
- **Game Option** press START for one pilot.
- **Name Entry** enter your name, or press START to skip on.
- **Challenge Level** use your Control Pad or SELECT to highlight the level you want, then press START.
- **Sortie Area** press START to choose Libya 1986.
- **Briefing** press START to start your Sortie.

- **Press ↑ top to dive**
- **Press ↓ bottom to climb**
- **Press ◀ left to roll left**
- **Press ▶ right to roll right**
F-15, CLEARED FOR TAKEOFF!

WHOOOM!

TAKEOFF!

THERE’S A MIG - TURN TOWARDS HIM

CONTROLS: Press left to turn left

PREPARE FOR CARRIER LAUNCH!

RUMBLE RUMBLE

CONTROL: Press any button to start your takeoff.

FIRE YOUR CANNON!

CONTROLS: Press BUTTON A to fire cannon.
**ANOTHER MIG! TURN TO LOCK ON**

**CONTROLS:** Press right to turn right

**MISSILE LOCKED - FIRE MISSILE NOW!**

**CONTROLS:** When you are locked on the enemy, press Button B to fire a missile

**YOU GOT HIM! Remember, when the enemy is in the center of the fire, the lock icon rotates around and the lock tone sounds**

**START OVER...**
Keep pressing START until you get back to the Game Option screen.

**GAME OPTION SCREEN**
- **ONE PILOT** is a one-player game.
- **TWO PILOTS** choose from Pilot and Weapons Officer (two players simultaneously) or Pilots Take Turns.
- **SAVED PILOT** lets you enter a code to bring back an old pilot.

**CHALLENGE LEVEL SCREEN**
- **AIRMAN** gives you limited flight control.
- **PILOT** is a little bit tougher.
- **COMBAT PILOT** gives you unlimited flight control.
- **ACE** sends you into dangerous combat with unlimited flight control: the ultimate challenge!

...AND PLAY A REAL GAME!
These are the Sortie Areas you can choose from. The sorties at the top of the list are much easier than the ones at the bottom. The Libyan air defenses are nothing compared to what you'll find over Baghdad!

THE LATER SORTIES ARE TOUGHER...

BUT THAT'S WHERE YOU EARN THE HIGHER MEDALS!

H2/H3 ZONE

You'll be taking off from CV America in the Red Sea and flying over Saudi territory to reach western Iraq. Your targets include hardened Scud missile launch sites and mobile Scud Launchers. You will be provided with last known locations of the mobile launchers, but you may have to search the area to find them.

IRAQ-KUWAIT BORDER

Iraq's elite Republican Guard units are massed along the northern border of Kuwait. You are to eliminate their concentrations of armor.

Expect to encounter Iraqi Air Force fighters!
Military targets in the Karbala region south of Baghdad include the Salman Pak chemical weapons factory and the munitions plant at Iskandariya. You should also target the bridges over the Euphrates in order to cut the supply lines between Baghdad and the Kuwaiti battle front.

Iraqi warplanes fleeing to Iran may turn to attack you in this region. Take out as many as you can.

...but save enough fuel to complete your mission and return to your carrier.
Your targets in the Southern Kuwait Sortie Area are mainly command bunkers and armor concentrations. You will also have to destroy an oil refinery in order to stop the flow of oil the Iraqis are dumping into the Persian Gulf.

You'll have to hit the refinery exactly — this could take more than one attack run!

But expect a lot of SAMs and flak over Baghdad! The Iraqis will throw everything they have at you. Saddam's nuclear weapons plant has got to go!
Finding Your Target

Press SELECT for the WSO Display.

Press Select to pause the sortie and go to your Wizzo display. At Airman and Pilot Challenge Levels you can choose to navigate toward your Target or your home Base.

Target

If you choose TARGET, the flashing Navigation Arrow at the top of your flight screen shows you which way to steer to go toward your target. A sortie always starts with the Arrow pointing toward your PRIMARY TARGET.

Base

If you choose BASE, the flashing Navigation Arrow steers you toward your Home Base. (When you've destroyed the Primary and all Secondary Targets, the Arrow automatically points toward your Base.)
At Combat Pilot and Ace Challenge Levels, your "Wizzo" display has additional options.

As an Ace, you are entitled to a greater choice of weapons and defenses.

**SIDEWINDER**
AIM-9M "Sidewinder", a heat-seeking air-to-air missile. Use at short range.

**AMRAAM**
AIM-120A "AMRAAM", a radar-guided air-to-air missile. Use at long range.

**MAVERICK**
AGM-65D "Maverick", a video-guided "smart" missile. Use on all ground targets.
Decoys

Press START to drop a Decoy!

When you get a missile warning, press START to drop a Decoy!

At Airman and Pilot Challenge levels, your decoys are good against all types of missiles.

IR Warning: Drop a Flare!

Your glowing flare will decoy heat-seeking missiles away from you!

WRN ENG: IR12

Combat Pilot/Ace Levels: "IR" warning means a heat-seeking missile is inbound!

Radar Warning: Drop Chaff!

Your chaff cartridge explodes into a cloud of tinsel that will confuse radar-homing missiles!

WRN ENG: IR12

Combat Pilot/Ace Levels: "R" warning means a radar-homing missile is after you!
Using the Radar: Your Threat Display

Your F-15

Targets:
- Headquarters Bunker
- Chemical weapons plant
- Nuclear plant
- Strategic bridge

HDG 000°

SAM Site
Launches Surface-to-Air Missiles!

ENEMY PLANES
Yellow are higher than you
Red are lower than you

SPD 0000kt

The Threat Display shows your F-15 in the center, and nearby enemies around it.

Throttle and Fuel

Fuel Gauge
The longer you fly, the faster the fuel goes down.

Throttle
This is the "gas pedal" that controls your speed.

Watch That Fuel Gauge!

Damage
Watch your Engine Damage Telltales to see how much damage you've taken.

If you take too much damage, you crash or explode!
ADVANCED TACTICS: LANDING

LANDING APPROACH: In the Combat Pilot and Ace Challenge Levels, you have no automatic landing capability. To land, approach your base below 10,000 ft (10K, in the red altitude zone) with level wings.

LANDING CONTROL: Use your control stick to steer the plane - try to keep the landing brackets centered on the crosshairs. Your throttle will automatically decrease.

A PERFECT LANDING IS WORTH 280,000 POINTS

MISSION OVER: DEBRIEFING

Your sortie over, you go to Debriefing, to recap your successes and add up your score. The map shows where you took out each target on your sortie.
**SCORING**

All scores are at Airman level. At higher Challenge Levels, targets are worth more!

- **Red enemy plane**: 20,000 points
- **Oil Rig**: 10,000 points
- **SAM Site**: 20,000 points
- **Airbase**: 20,000 points
- **Black Enemy Plane**: 20,000 points

**Primary and Secondary Targets**

**Primary Targets**: 100,000 points  
**Secondary Targets**: 50,000 points

- Headquarters Bunker
- Chemical/Biological Weapons Factory
- Strategic Bridge
- Scud Missile Launcher
- Armor (Tanks)
- Nuclear Weapons
- Research Plant

The Primary Target is always the first target you are directed to in a Sortie Area. After it is eliminated, you are directed to two Secondary Targets, one after another.

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**PROMOTIONS**

2nd Lieutenant  
(Your starting rank)

- **2nd Lieutenant**: 2,000,000 points

1st Lieutenant  
500,000 points

- **1st Lieutenant**: 500,000 points

Captain  
2,000,000 points

- **Captain**: 2,000,000 points

Major  
5,000,000 points

- **Major**: 5,000,000 points

Lt. Colonel  
10,000,000 points

- **Lt. Colonel**: 10,000,000 points

Colonel  
20,000,000 points

- **Colonel**: 20,000,000 points

General - The Top Rank!  
40,000,000 points

- **General**: 40,000,000 points

When a pilot flies sortie after sortie, his accumulated score keeps adding up. The higher the total score, the higher your pilot ranks!
A medal is awarded for achieving a high score in a single sortie. Each medal lists the score needed for the award, and the first Sortie Area in which it can be earned. For example, you can win only the Achievement Medal in the Libya Sortie Area, but in the H2/413 Area you could also win the Commendation, and in the Iraqi Border Area you could also win the Bronze Star.

You can win the Medal of Honor only if you score over 8,000,000 points in the Baghdad Sortie Area!
SAVING YOUR PILOT

F-15 STRIKE EAGLE lets you pilot fly again and again with a simple entry code system. First, record your pilot’s name on the Name Entry screen.

PLAYER ONE ENTER NAME

BILL S

Press the Control Pad to change letters. Press a button to Choose a letter. Select END to continue.

By saving your pilot and flying repeated sorties, your pilot accumulates more points and earns a higher rank!

RECORD YOUR CODES

If you’re planning to quit after a sortie, be sure to copy down the pilot code displayed after the debriefing and awards.

When you play again, choose SAVED PILOT and enter your name and saved code with the controller just as if you were spelling out a name.

THIS IS YOUR PILOT CODE

A490003F600402

WRITE IT DOWN

MAJOR BILL S FLIES AGAIN!
CREDITS

Project Leader: Tony Parks
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Game Programming: Roy Gibson, Jim Thomas, David Wagner
Music & Sounds: Ken Lagace
Manual Graphics & Design: Mike Gibson, Iris Idiokgi, Cheri Glover
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Package Design: Moshe Milich

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 tested and found to comply with the limits for a Class B computing device in accordance with the specifications 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 correct the interference by one or more of the following measures:

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

If necessary, the user should consult 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.


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