

INSTRUCTION BOOKLET



VIC TOKAI

***SUPER NINTENDO***  
ENTERTAINMENT SYSTEM

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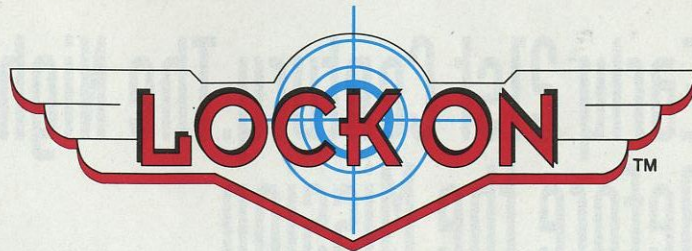


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# Early 21st Century. The Night Before the Mission

The year is 1990. The world market has slid into recession, and the countries of the world, beginning with the more advanced nations, have slashed their military budgets. After the collapse of the Soviet Union, civil wars and disturbances break out everywhere. Guns and ammunition, instead of going through normal military channels, are being diverted to the black market. Among these weapons are some of the latest jet aircraft, planes that showed overwhelming power in the Gulf War.

It looks as if the world is poised on the edge of the Third World War. Suddenly, fighter planes, country of origin unknown, violate the air space over an unknown country in the Middle East. Innumerable blips appear on radar screens. The head of the government of the unknown country asks for the intervention of UN Forces.

Gentlemen, your mission is to defeat all of the planes you see on your on-board radar. So, show your true colors, prevent the spread of this war, and stop the outbreak of World War Three.



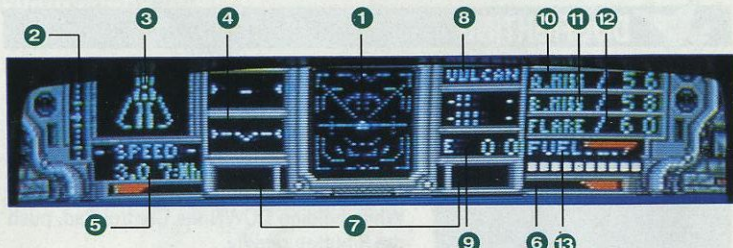






# Reading Instruments

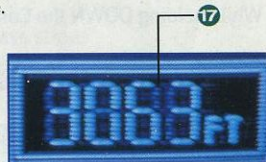
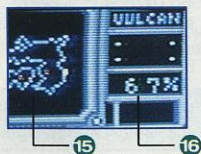
The on-board radar quickly detects approaching enemy fighters and missiles. This is the key to deciding what tactics will ensure victory.



- 1 Radar.....Shows location of enemy planes and missiles. Your plane is shown by the white triangle.
- 2 Altitude.....Shows the altitude of your fighter
- 3 Condition.....Registers when your fighter is hit. Damaged areas are shown in red. If your fighter is damaged in more than 4 places, your fighter is destroyed.
- 4 Bank Indicator.....Shows if your fighter is flying level, banking left or banking right.
- 5 Speed.....Shows the present rate of speed of your fighter.
- 6 Thrust.....Engine thrust is displayed.
- 7 Lock-on Alarm.....Alarm sounds when your fighter has been locked on by an enemy missile.
- 8 Vulcan Gun Ammunition.....Shows how much ammunition is left for the Vulcan gun.
- 9 Enemies shot down.....Displays how many enemy fighters have been shot down.
- 10 A Missiles remaining.....Shows the number of A Missiles left.
- 11 B Missiles remaining.....Shows the number of B Missiles left.
- 12 Flares.....Shows the number of flares remaining.
- 13 Fuel gauge.....Shows the amount of fuel remaining.
- 14 Lock on.....When the square is displayed, your missile aiming system is locked on to an enemy.

## BOMBING MISSIONS ONLY

- 15 Ground Radar.....Bomber radar. Shows the contour of the land, targets (in red) and your fighter (in white).
- 16 Bombing accuracy.....Shows the target destruction level during bombing mission. (No damage is shown as 100%)
- 17 Digital Altitude Meter.....Digital display shows altitude.



## GAME START/CONTINUE/GAME OVER



### GAME START

At the Title screen, push the Start Button. Mission 1 will start. There are air missions and ground missions. You can choose between 2 aircraft for each type of mission. You can also choose the kind of weapons appropriate to your mission.



### GAME OVER

If your fighter suffers damage in four places, or if you are hit by an enemy air-to-air missile, you lose one fighter. If you run out of fuel, you lose one fighter. You will also lose a fighter if you exhaust your weapon and ammunition supply or if your altitude drops to 0.

When you've lost all your fighters the game is over.



### CONTINUE

When you've lost all your fighters, the continue screen is displayed. If you want to continue, select YES within 10 seconds. There is a limit on the number of continues.

REPORT	
FIGHTER	TORNADO
TIME	2' 14
HIT RATE	31%
DAMAGE RATE	0%
EVALUATION	★★★

### BATTLE RESULTS SCREEN

After each Mission is cleared the screen shown at left will appear.

- ▶ Mission Elapsed Time  
The elapsed time of this mission is displayed.
- ▶ Hit Rate  
Shows the percentage of missiles player fired that hit their target
- ▶ Damage Rate  
This is computed with one of the player's planes as 100%
- ▶ Evaluation  
Player's performance is rated - one to five stars.



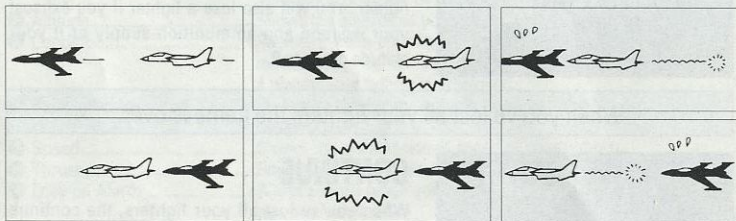
# Basic Dogfight Techniques

The techniques explained here are useful during dogfights. By combining these, you'll be able to maneuver your ship, wage war on the enemy, and trap your opponents.

## AFTERBURNER

The afterburner is used to quickly raise the speed of your fighter. Burns fuel rapidly.

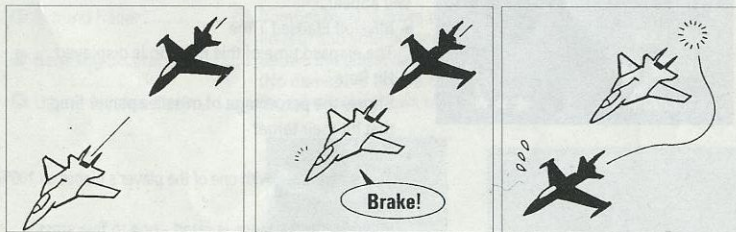
An effective strategy for chasing and shooting down an escaping enemy. To evade an enemy approaching from behind.



## AIR BRAKE

When flying high and fast, this will bring your speed down rapidly using air pressure.

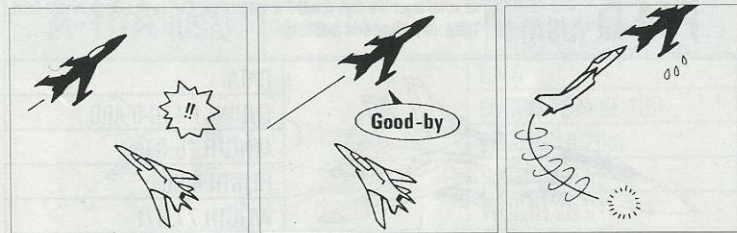
\* To evade an enemy approaching from the rear and get behind him.



## ROLL

Makes it possible to rapidly change forward direction

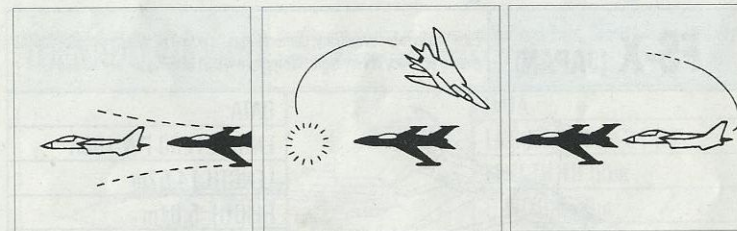
\* Used to rapidly change direction to attack an enemy alongside.



## LOOP

Climb quickly, and loop

You can use this technique to avoid an enemy you're running from, and get behind him.



### ► Avoiding Enemy Missiles

By using the button techniques (Roll, Loop, etc.) you can usually manage to avoid enemy missiles, but you can also, by carefully timing the release of flares, divert an enemy missile and increase your chances of success.





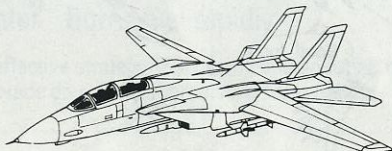
## AIRCRAFT

The latest aircraft designed for dogfighting. Pick the aircraft most suited to your mission, taking into account their speed and maneuverability and your strategy.

### F14-D Super Tomcat

#### F14-D (USA)

Its advantages are high speed and long range. Can carry a large missile load. Weapons payload limit is 9800 kg.



##### DATA

ENGINE F110-6-400

LENGTH 18.87m

HEIGHT 4.88m

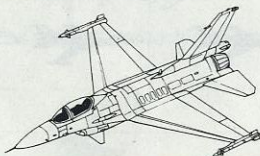
WEIGHT 27.87t

American Navy variable wing fighter. Usually assigned to squadrons in charge of air defense of aircraft carriers. It can track 24 targets simultaneously at long range, and attack 6 aircraft at the same time with its APG-71 radar and AIM-54C. Equipped with the latest Phoenix air-to-air missile weapons system.

### FS-X[F16SX-3]

#### FS-X (JAPAN)

Excelling in maneuverability, demonstrates its power in standard combat but its missile accuracy is very high. Weapons payload 5500 Kg.



##### DATA

ENGINE F200-PW-100A

LENGTH 14.52m

HEIGHT 5.01m

WEIGHT 16.05t

Replaces the F-1 as the Japanese Air Self-Defense Force's main support fighter. Based on the General Dynamics F-16, produced by a joint U.S.-Japan effort, it has special electronic radar, upgraded engine, and improved stealth capabilities. It also has the large size of its wings, the strength of its armaments, and improved maneuverability to recommend it.



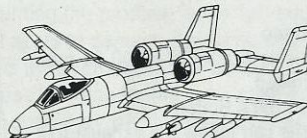
## BOMBERS

Used in Air-to-Ground missions. Select your bomber by carefully considering armament, speed, and turning ability.

### A-10A Thunderbolt II

#### A-10A (USA)

As an attack bomber, it has a tight turning radius. Equipped with powerful Gatling gun. Missile payload is small. Weapons payload 6800 Kg.



##### DATA

ENGINE TF34-6E-100

LENGTH 16.26m

HEIGHT 4.47m

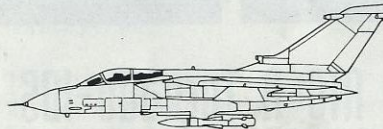
WEIGHT 20.91t

American Air Force bomber developed for the Vietnam War, it specializes in close support. With its heavy armaments it can remain over a battle zone long periods of time. It was developed for its maneuverability as well as its high survival rate in combat. Top speed of 722 km./hr. Unique appearance. Boasts a fixed large-bore 30mm Gatling Gun.

### TORNADO IDS

#### TORNADO IDS (NATO)

Bomber specializing in high-speed low-level flight. Capable of carrying large missiles. Weapons payload 9900 Kg.



##### DATA

ENGINE RB199-34-R4

LENGTH 18.06m

HEIGHT 5.73m

WEIGHT 23.27t

Standard bomber developed jointly by England, West Germany and Italy. Distinctive features are high-speed, low-level attack capabilities and deadly accuracy. It maintains its maneuverability during low-level flying and can follow the contours of the land at altitudes as low as 60 meters. Distinguished by accuracy at both high and low altitudes, and its sophisticated STOL capabilities. In addition, it is used by the English Air Force as an ambush bomber.



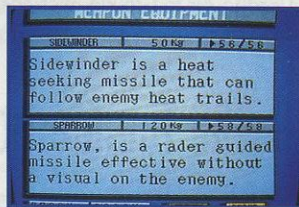
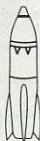


## A LOOK AT THE WEAPONS

You can change the A Missile and B Missile to match your choice of battle tactics. By selecting CHANGE at the Missile select screen you can load to the payload limit of your aircraft.

### Air to Air Use F14-D and FS-X

- ▶ M61 Vulcan gun ... Controlled by the Y Button  
Short range air-to-air weapon. Six barrels fire 4,000-6,000 20 mm. rounds per minute. Number of rounds limited.
- ▶ A Missile AIM-9 Sidewinder Controlled by the A Button  
Heat-seeking air-to-air missile. This missile can follow the exhaust trail of a jet engine. Useful when pursuing an enemy.
- ▶ B Missile AIM-7 Sparrow Controlled by B Button  
Semi-active radar homing missile. This missile is guided by locking on to a radar signal from your fighter. Medium Range missile.
- ▶ Flare shell Controlled by the X Button  
Flares can be used to divert an enemy missile. If timed well, an approaching enemy missile will lock on to flare, allowing you to escape.



### Air to Ground Use A10-A Tornado-IDS

- ▶ GAU-8/A Gatling Gun .....Controlled by the Y Button.  
Used only on the A10-A. Armor-piercing 30 mm gun. Number of rounds limited.
- ▶ A Missile BLU-27 Napalm Gun ..... Controlled with the A Button  
Burns everything over a wide target area using intense heat.
- ▶ B Missile AGM-65 Maverick Air-to-ground Missile Controlled by the B Button  
Highly accurate, powerful Air-to-ground missile.

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