

Nintendo®

GAME BOY[®] color

CGB-B18E-USA



F16[®]

Thunder Strike[®]

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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Thank you for purchasing F-18 THUNDERSTRIKE® for the Nintendo® Game Boy® *COLOR* Systems.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

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INTRODUCTION

Confirmed reports of renewed hostile activity in the vicinity of the Balkans have compelled the Secretary of Defense to initiate immediate retaliatory and defensive action.

All F-18 fighter pilots currently on active duty in the region are instructed to report directly to their commanding officers for reassignment. A series of aerial assault missions will commence within the next 48 hours.

You are required to thoroughly familiarize yourself with the details of each operation contained in this document. Refer to it whenever necessary.

These orders countermand all others issued prior to this date.

INTRODUCTION

F-18 Thunderstrike offer two unique modes of play. The first is Simulator Mode which allows you to control all aspects of the mission. With the second, Arcade Mode, the on-board computer flight system will aid in your takeoff, enemy targeting, and landing procedures.

Simulator Mode:

In Simulator Mode, you can control all of the flight aspects of your F-18. All functions for your aircraft are set to manual control. After takeoff, you will have to manually display your Long Range Radar and acquire your targets. Once you have targeted the desired bogey, you will need to return to the Cockpit screen, match the heading and altitude of the target to your heading and altitude, select your weapon of choice, and terminate your adversary with extreme prejudice. When it is time to land, again you will be in full control. Adjust your heading and altitude to that of the carrier, watch your center position, and reduce thrust to land safely on the deck.

Arcade Mode:

In Arcade Mode, your on-board computer will automatically launch you from the deck, acquire and target bogeys, and place you in position for landing. Once airborne, all you need to do is pilot the flight controls, choose your weapon, and attack the enemy.

F-18 SPECIFICATIONS

Performance

- ***Maximum Speed Without External Load:***
Mach 1.8
- ***Powerplant:***
Two 16,000lb thrust GE F404-400 augmented turbofans
- ***Cruising Speed:***
400-550 knots (741-1019 km/h)
- ***Ceiling:***
50,000 ft.
- ***Fuel Load (internal):***
11,000 lbs.

Armament

- Unlimited rounds of M61A-1 machine gun fire for wing-mounted 20mm cannon

F-18 SPECIFICATIONS

- AIM-7 Sparrow radar-guided air-to-air missiles
- AIM-9 Sidewinder infrared air-to-air missiles

Equipment

- HUD for Enemy Targeting
- Long-Range Radar Display
- Weapons Status LED Console
- Heading Indicator for 360 degrees
- Artificial Horizon indication
- Cockpit Computer Display Console

Enemy Aircraft

In each mission your primary targets will be Soviet-made MiG-27s, MiG-29s, and Troop Transports. As the missions progress, the number of opposing aircraft will vary.

ADVANCED PILOTS ONLY

Experienced F-18 pilots familiar with this theater of operations' systems and procedures, may refer to the instructions below for an immediate start on Mission 1 in ***Simulator Mode***. Novices are ordered to study the entire text of this flight manual. Exceptions will not be granted or tolerated.

Takeoff...

- Press ***START*** to display the Select Options Screen -Choose Simulator
- Press the **A Button** to display the Mission Objective Screen.
- Press ***START*** to display the Takeoff Screen.
- Hold DOWN the **B Button** and press UP on the **Control Pad** to increase engine thrust until the on-screen message "READY FOR TAKEOFF" appears.

Combat...

- * Once in flight, press ***START*** to display the Long-Range Radar Grid.

ADVANCED PILOTS ONLY

- Once on the Long-Range Radar Grid Screen, press ***SELECT*** to "target" the enemy blip.
- Press ***START*** to return to the Cockpit Control Screen.
- Press DOWN on the **Control Pad** to increase the F-18's attitude thus increasing the aircraft's altitude.
- Hold DOWN on the **B Button** and press UP on the **Control Pad** to increase thrust and climb faster.
- When the F-18's altitude matches that of the "targeted" enemies displayed altitude, push Up on the **Control Pad** until the horizon appears level. Hold DOWN the **B Button** and press DOWN on the **Control Pad** to decrease thrust back to 50%.
- Press ***START*** to display Long-Range Radar Grid Screen.
- Press LEFT or RIGHT on the **Control Pad** to "steer" the F-18 icon into the vicinity of the targeted enemy aircraft.

ADVANCED PILOTS ONLY

- Press ***START*** to return to the Cockpit Control Screen.
- Press ***SELECT*** to change to the desired weapons.
- Using the **Control Pad**, maneuver the enemy aircraft into the center position of the HUD.
- Press the **A Button** to fire the selected weapon. (Please refer to the Weapons System section of this flight manual regarding specific attributes of the F-18's weapons.)

Landing...

- Press LEFT or RIGHT on the **Control Pad** to match the F-18's heading to within +/- 10 degrees of the carrier deck.
- Press UP on the **Control Pad** to decrease F-18's attitude thus decreasing the aircraft's altitude.
- Push DOWN on the **Control Pad** until the horizon appears level and the F-18's altitude is just below 500 ft.

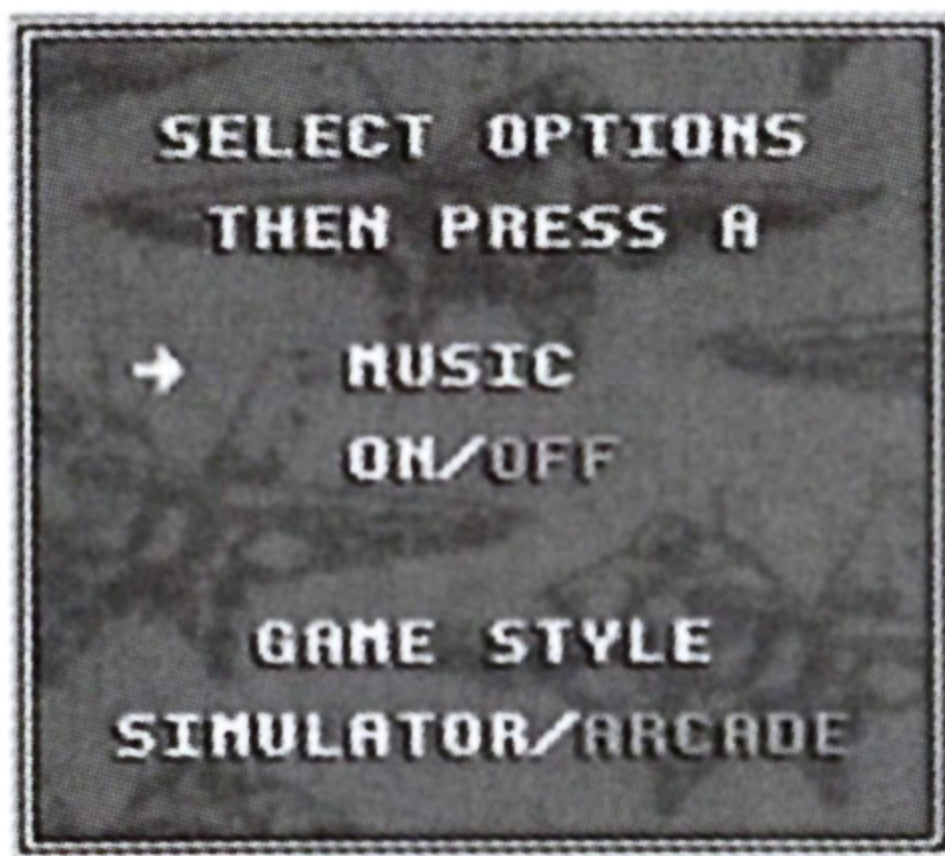
ADVANCED PILOTS ONLY

- Hold DOWN the **B Button** while pressing DOWN on the **Control Pad** to decrease thrust to 25%.
- Once the F-18 has entered the landing groove, press LEFT or RIGHT on the **Control Pad** to adjust for cross-winds during landing.
- If needed, hold Down the **B Button** and press UP or DOWN on the **Control Pad** to increase or decrease thrust while making the approach to the carrier deck. During landing, the F-18's altitude will be adjusted by controlling the amount of engine thrust.
- Hold DOWN the **B Button** while pressing DOWN on the **Control Pad** when the landing tone is heard to decrease thrust and land safely on the carrier deck.

GETTING STARTED

To get started with F-18 THUNDERSTRIKE® , please begin with the following:

1. Make sure your Nintendo® Game Boy® *COLOR* System is turned off, then plug the F-18 THUNDERSTRIKE Game Pak into the Nintendo® Game Boy® *COLOR* System.
2. Turn on your Game Boy® *COLOR*. In a few moments the F-18 THUNDERSTRIKE® Legal Screen will appear. Press **START** until the Select Options Screen appears.



- Press UP/DOWN on the **Control Pad** to select either Music or Game Style settings.
- Press RIGHT and LEFT on the **Control Pad** to change the current setting.
- Press the **A Button** to approve the Music and Game Style settings, and advance to the Mission Objective Screen.

MISSION OBJECTIVES

You will be assigned to fly a number of different sorties, each with varying rounds of weaponry, pounds of fuel, and enemy bogeys.

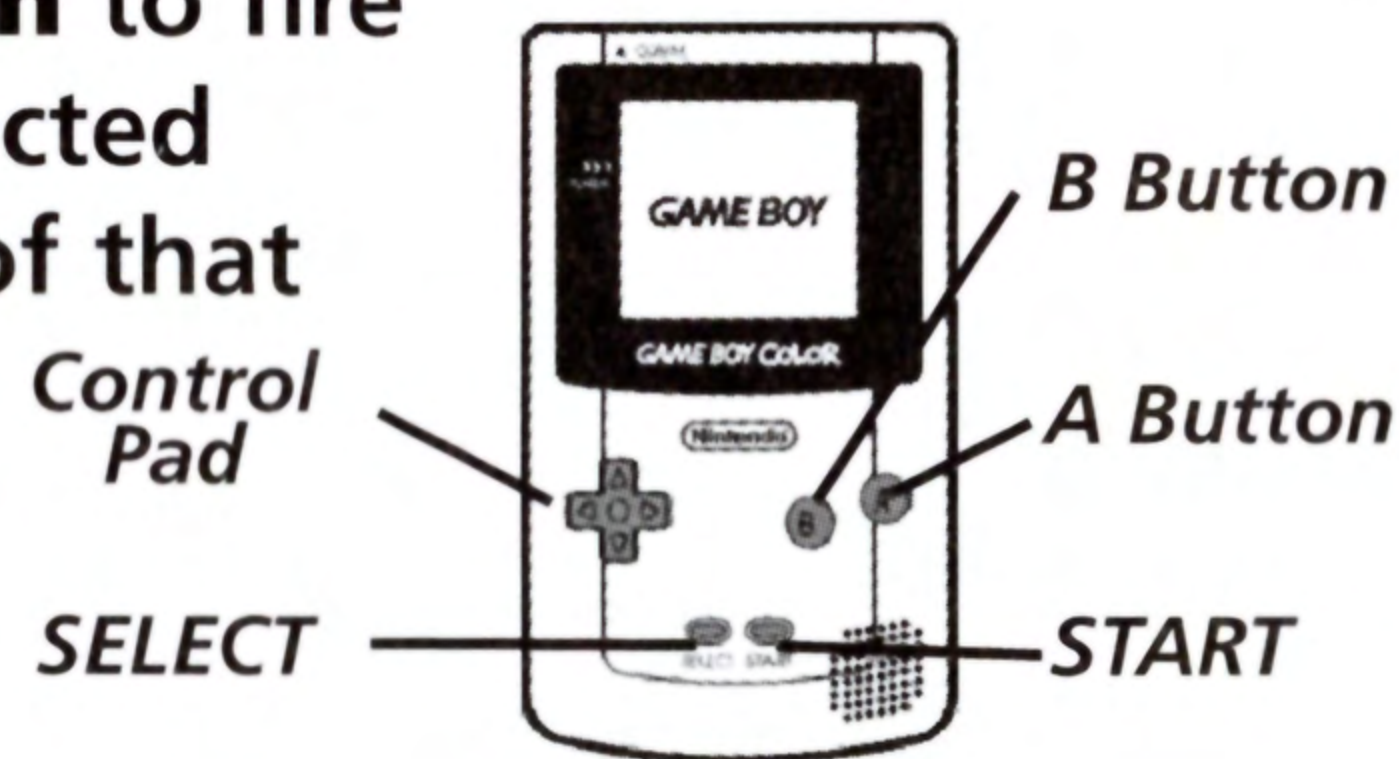
In all cases you are required to successfully takeoff, engage and destroy all enemy aircraft, and return safely to your carrier. At the outset of each mission, you will be given the following information:



BASIC FLIGHT CONTROLS

The basic flight controls of your McDonnell Douglas/Northrop F-18 Hornet are as follows:

- **To Bank Right or Left** – Press LEFT on the **Control Pad** to bank the F-18 toward the left. Press RIGHT on the **Control Pad** to bank the F-18 toward the right.
- **To Climb** – Press DOWN on the **Control Pad** to increase the nose attitude of the F-18.
- **To Dive** – Press UP on the **Control Pad** to decrease the nose attitude of the F-18.
- **To Fire a Weapon** – Press the **A Button** to fire the currently select armament. (The selected armament will only fire if one or more of that armament remain on board)
- **To Select Weapons** – Press **SELECT** to cycle through the aircraft's weapons.



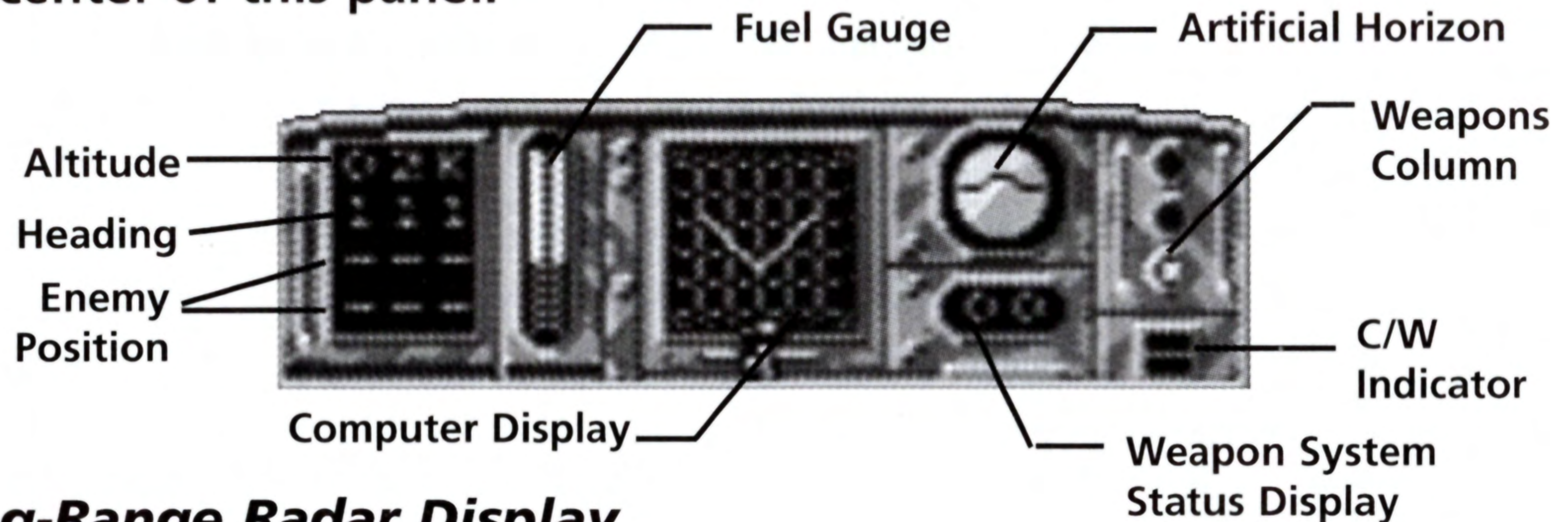
BASIC FLIGHT CONTROLS

- ***To Increase the Throttle*** – Press and hold DOWN the **B Button** while simultaneously pressing UP on the **Control Pad**.
- ***To Decrease the Throttle*** – Press and hold DOWN the **B Button** while simultaneously pressing DOWN on the **Control Pad**.
- **To Move between the Cockpit Control Screen and the Long-Range Radar Grid Screen** - Press **START**.
- ***To Pause from the Cockpit Control Screen*** – Press **START** to display the Long-Range Radar Grid Screen, then press the **A Button**.
- ***To Pause the Game during Takeoff & Landing*** – Press the **A Button**.
- ***To Un-pause the Game*** – Press the **A Button** once again while the game is paused.

Note: You can throttle up from 0-99%. Beyond 99%, the aircraft's afterburners are engaged. Afterburners are always accompanied by a unique high-frequency sound; they also consume huge amounts of valuable fuel very quickly and thus should be engaged only when necessary.

COCKPIT CONTROL PANEL

All readings, information, and calculations are accessed from the Cockpit Control Panel. The Cockpit Computer Display is located in the center of this panel.



Long-Range Radar Display

This display shows the status of the enemy as seen from a top view looking down. The "V" shaped indicator represents your forward view. The enemy aircraft will appear as a blip on this display when it is within combat range of your F-18.

COCKPIT CONTROL PANEL

ECM Display (Electronic Counter Measures)

This display shows the relative distance of an approaching enemy missile from your aircraft. As the oncoming enemy missile nears, the radar blip will move closer to the on-screen F-18 icon. When the radar blip overlaps the on-screen F-18 icon, the missile will impact your aircraft.

DDD (Detailed Data Display)

This display represents a straight-ahead view, your line of sight being parallel to the earth's surface. The radar blip shows the position of the enemy aircraft in relation to your front view.

CLD (Computer Landing Display)

This display represents your aircraft's altitude and horizontal position relative to your carrier deck. This display appears when your F-18 has entered the landing groove during final approach.

COCKPIT CONTROL PANEL

Weapons System Status Display

The three indicator lights of the Weapons System Status Display represent the status of your on board weapons.

- The top light indicates the condition of your 20mm machine gun.
- The second light indicates the arming status of your AIM-7 Sparrow missiles.
- The bottom light indicates the arming status of your AIM-9 Sidewinders.

Pressing ***SELECT*** enables you to check the status of any of these weapons. This information is shown in the Weapons System Status Display. If the AIM-7 or AIM-9 indicator light is selected, the Weapons System Status Display will show you how many of these missiles you have left on board. When a particular weapons system

COCKPIT CONTROL PANEL

is depleted, the Weapons System Status Display will read "0" and that weapon can no longer be fired.

If you continually fire the 20mm machine gun, the message "OK" in the Weapons System Status Display will be replaced by the word "HOT." Automatic safety measures will then go into effect, and you will be unable to fire the machine gun again until it cools off and "OK" reappears.

NOTE: For information on the use of weapons see Weapons Systems on Page 24

Artificial Horizon

This cockpit indicator shows your F-18's horizontal position in relation to the horizon.

COCKPIT CONTROL PANEL

C/W Indicator

The caution/warning indicator light activates when your aircraft is in danger: i.e., if there is a missile closing in on your aircraft, your altitude is below 50ft., or you're about to crash and need to eject.

Fuel Gauge

This indicator displays the remaining fuel on board. The gauge fills up from bottom to top. As the aircraft uses the on board fuel, the fuel level bars within the gauge will decrease in height from top to bottom.

Altitude

This display shows your vertical position, measured in feet above sea level, 0-999. After 999 ft., the display will read 1K to 50K (K=1000 ft.).

COCKPIT CONTROL PANEL

Heading

This indicator displays your F-18's direction from 0-359° (0°= North, 90°= East, 180°= South, and 270°= West). Note that the Heading Display will be replaced by the Engine Thrust Percentage Indicator when the **B Button** is pressed during throttle engagement.

Enemy Position Indicator

This display reports the altitude and heading of an oncoming enemy aircraft if it has first been targeted on the Long-Range Radar Grid.

(see page 22)

TAKEOFF

On Takeoff, begin with the following procedure:

To Throttle Up...

Press Up on the **Control Pad** and press the **B Button** simultaneously to increase the thrust of your aircraft's General Electric F404-400 augmented turbofans. Continue this procedure until the thrust level reaches 99%. Continue holding and the afterburners will engage. Once your aircraft begins to move, release the **Control Pad** and the **B Button**. You will automatically clear the carrier and take off.

SQUADRONS

As squadron commander you initially have a total of 3 aircraft under your control.

- For every 5000 points you score you add another aircraft to your squadron.
- When you lose all of your aircraft, your tour of duty is over.

LONG-RANGE RADAR GRID



The advantage of the Long-Range Radar Grid is the satellite view it provides, giving you the ability to see the enemy at a distance and to maneuver toward his quadrant. On this screen you can bank your aircraft the same way as in normal flight mode by pressing LEFT or RIGHT on the **Control Pad**.

Pressing **START** brings up the Long-Range Radar Grid. Press **START** again to return to the Cockpit Screen.

- **To Move across Quadrants**

Using the **Control Pad**, pressing RIGHT and LEFT will bank your plane in those directions, respectively.

- **To Change Speed as You Fly across the Grid**

Increase and decrease thrust as described previously. Pressing UP

LONG-RANGE RADAR GRID

or DOWN on the **Control Pad** while simultaneously pressing the **B Button** will increase or decrease your speed, respectively.

- **To Approach an Aircraft**

Move toward it using the **Control Pad**.

- **To "Target" an Aircraft**

Press **SELECT** until the signature of the plane you're looking for is shown at the bottom of the screen. The four possible signatures are: MiG-27, MiG-29, A-6 INTRUDER, and TRANSPORT

- **To Pause/Un-pause** (while on the Long-Range Radar Grid) Press the **A Button**.

Note: When moving toward the edge of the screen, continue in the same direction and you will "wrap around" to the other side. Once you've destroyed an enemy aircraft it can no longer be targeted. You then must return to the grid to target the next aircraft.

WEAPONS SYSTEMS

Your F-18 is outfitted with three types of weapons. To Toggle between weapons press ***SELECT***. To fire weapons press the **A Button**.

- 20mm Machine Gun
- AIM-7 Sparrow Missiles
- AIM-9 Sidewinder Missiles

When a weapon is selected the Head-Up Display (HUD) appears in the center of your cockpit window, and takes the form of a specific type of sight, as described below:

20mm Machine Gun

The machine gun is engaged when the TOP light of the Weapons System Status Display is illuminated. When the gun is active, the HUD is a cross hair sight.

WEAPONS SYSTEMS

Maneuver the enemy aircraft into the center of the cross hair by banking your F-18 and raising and lowering your nose angle. Then press the A Button for a direct hit. You may fire repeatedly, but exercise caution. The 20mm is subject to overheating and will automatically shut down if it reaches extreme temperatures.

Should overheating occur, the message "OK" in the Weapons System Status Display will be replaced by the word "HOT." Wait until the gun has cooled off and "OK" reappears before you resume firing. An enemy aircraft must be hit 8 times by the machine gun before it can be downed.

AIM-7 Sparrow Missiles

These radar-guided locking missiles are selected when the MIDDLE Weapons System Status Display light is lit. After an AIM-7 is fired,

WEAPONS SYSTEMS

you can bank your plane to maneuver the enemy aircraft into the missile's path. The AIM-7's will be fired alternately from below the left and right wings of your F-18. The Sparrow Missile sight is displayed on the HUD as a circle.

AIM-9 Sidewinder Missiles

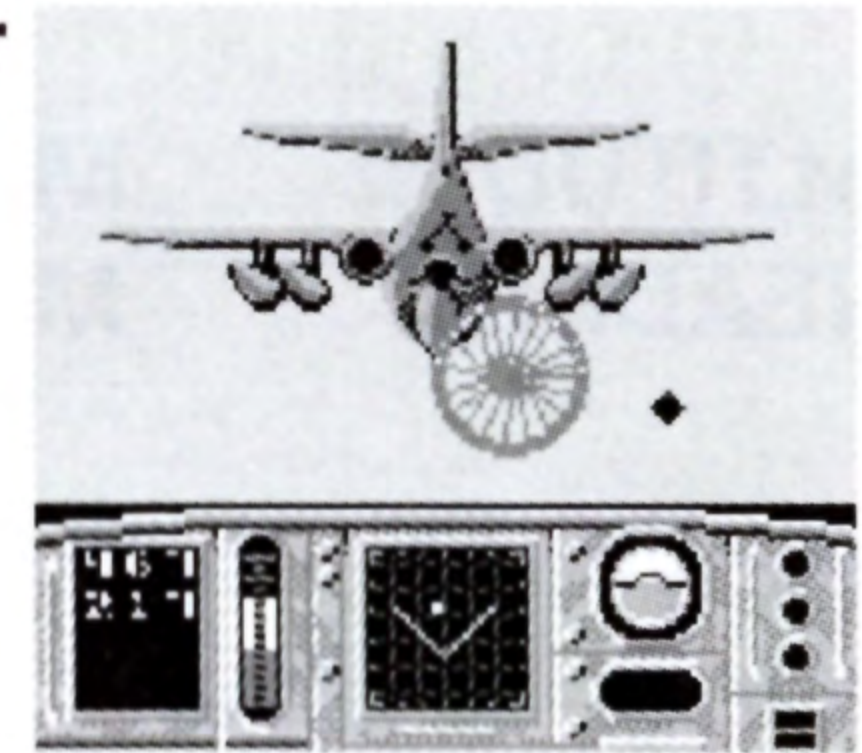
These long-range infrared missiles are selected when the BOTTOM Weapons System Status Display light is lit. They are represented on the HUD by a square sight.

When using AIM-9 missiles, the square sight on the HUD will automatically begin to move toward the enemy aircraft when it is in front of your F-18. As this occurs you will hear a repeating tone. When the sight is over the enemy aircraft, a steady tone will result, which means that the system has locked onto the target. Firing at this point guarantees a kill.

REFUELING

When the fuel gauge is low, it is time to prepare for refueling.

The A-6 Intruder is the only aircraft authorized for Allied refueling. To locate it, switch to the Long-Range Radar Grid and press **SELECT** until the Intruder's signature is displayed at the bottom of the screen. The blip in brackets will be the Intruder.



Press **START** to return to the cockpit and begin maneuvers to bring the Intruder into refueling range. Match your F-18's altitude and heading with those of the Intruder, which are displayed in the Enemy Position Indicator.

REFUELING

Match the Intruder's altitude and heading within the following parameters:

- ALTITUDE: Match exactly
- HEADING: Match within + or - 10°

Once your F-18 is in the correct position, the Intruder will appear. Move your plane's refueling nozzle toward the Intruder's hose using the **Control Pad**.

The nature of a refueling connection necessarily places both aircraft in a vulnerable state. As a result, refueling is strictly timed. This time period is displayed as a 2-digit number on the left side of the cockpit in the Weapons System Status Display. The timer can be viewed only when the refueling screen is accessed.

REFUELING

While refueling, you may press **START** to return to the Cockpit Screen and the normal flying mode. If at any time your plane's nozzle is disconnected from the A-6, you must again attempt a rendezvous with the Intruder's hose.

Each time you have properly connected with the Intruder, your fuel level will increase by approximately 20%. If your F-18 has been completely filled, you will automatically exit this mode.

Re-connections are permitted as long as refueling time is available. Once this time has expired, Allied defenses can no longer guarantee protection, and the A-6 will leave the area. Access will be impossible.

Note: Security and fuel conservation mandates require limited use of the A-6. As a result, the Intruder will only be airborne on select missions.

COMBAT

After takeoff, you may engage the enemy by bringing up the Long-Range Radar Grid. Once on this screen, press **SELECT** to identify the bogeys. Press **START** to return to the Cockpit Screen.

The enemy's altitude and heading will now appear in the Enemy Position Indicator immediately below your altitude and heading. To engage the enemy, fly to within 1K feet of the enemy's altitude and match his heading within + or - 10°. To climb quickly to the enemy's altitude, push your aircraft into a steep climb by pressing DOWN on the **Control Pad**. Then engage the throttle by pressing the **B Button** and UP on the **Control Pad**.

If you have matched the enemy's coordinates, but the aircraft does not appear within a few seconds, press **START** to return to the Long-Range Radar Grid and make sure you're still within his quadrant. If not, use the **Control Pad** to enter that quadrant; then press **START** to return to the Cockpit Screen.

COMBAT

When engaging the enemy in combat, you may change your F-18's nose angle and bank the aircraft in order to bring it into the center of your sight. When using the machine gun, you need to hit the enemy aircraft repeatedly, for a total of 8 times. When the AIM-7's are deployed, bank your aircraft to bring the enemy into the path of the outgoing missile. Using an AIM-9 will almost guarantee a kill as long as it's fired while the enemy is within your sight and a solid tone is heard. It is possible, however, for an enemy to avoid it.

When an enemy has gotten on your tail, he may at any time fire his own missile at you. When this occurs, the Cockpit Computer Display will show the ECM Computer Screen and your C/W Indicator will begin to flash. The blip on the computer display shows the path of the oncoming missile.

COMBAT

To outmaneuver a missile, you must fly a series of defensive maneuvers: extreme banking, extreme altitude changes, along with barrel rolls and aileron rolls (see Glossary on page 42 for definitions).

When you're out of danger, the C/W Indicator light will cease flashing; the ECM Computer Display will disappear from the Cockpit Computer Display and will be replaced by the Long-Range Radar Display. During avoidance measures, you may still perform offensive maneuvers to destroy enemy aircraft.

When an enemy is in front of you, he may at any time fire a front-view missile at your F-18. Your C/W Indicator light will begin to flash; you will see the missile approaching on the screen. To avoid this missile, bank right or left or angle the nose of the aircraft up or down until the missile has moved off the screen. When the missile is close, it explodes every time. If it explodes on-screen, catastrophic

COMBAT

turbine failure will occur and your aircraft will fall toward the water, causing you to lose a squadron member and forcing you to repeat the previous mission. To avoid this repetition, it is recommended you eject from the F-18.

If the explosion occurs off-screen, your plane will be unharmed. The front-view missiles approach quickly, so you must act fast to outmaneuver them.

In later missions, an enemy SAM (surface-to-air missile) may home in on you. If this occurs, the C/W Indicator light will flash and your computer's ECM screen will display the missile's distance from your craft. Outmaneuver with the same techniques used for rear missile evasion.

Note: The more you vary your F-18's defensive maneuvers, the sooner you'll evade an oncoming missile.

EJECTION

When your F-18 has been hit by an enemy missile or it is flying below an altitude of 50 ft., the Weapons System Status Display will show the message "EJECT." Also, the C/W Indicator light will flash and a warning Klaxon will sound. To eject, press the **A Button** and the **B Button** simultaneously. You will now eject from your F-18.

If you crash during combat and eject, you will resume at the beginning of the current mission. If you crash during combat and do not eject, you must resume at the outset of the previous mission.

Should you crash and eject during landing, you must begin the landing procedures all over again. However, you will still lose a squadron member. Crash and don't eject during landing, and you will be forced to repeat the previous mission.

LANDING SEQUENCE

Once your assault procedures have been completed, you will be commanded to return immediately to your carrier.

First, the message "LAND" will appear in the Weapons System Status Display. At this time, you will be given the carrier's heading. Your carrier's position is always displayed in the Enemy Position Indicator on the Cockpit Control Panel. Its altitude is fixed at 60 ft. above sea level, but its heading from you will vary based upon your position in the air. To get into a landing position, match the carrier's altitude and heading within the following parameters:

- **ALTITUDE:** Decrease altitude to below 500 ft.
- **HEADING:** Match within + or - 10°
- **ENGINE THRUST:** Throttle back to below 30%

LANDING SEQUENCE

When you're in the correct position, the Computer Landing Display Screen will appear in the Cockpit Computer Display. Your aircraft will now enter the landing groove and you will be able to view the carrier head-on before touchdown.

On this display, two information blips will appear. The top blip shows your position relative to the carrier based on your altitude and distance. As your F-18 approaches the carrier, the blip will move toward the bottom left edge of the display. The bottom blip shows your position to the ground relative to the center position of the carrier deck.

To successfully land, the top blip of the display should appear along the bottom edge of the landing groove, and the bottom blip of the display should appear in the center of the 5 boxes.

To change your altitude while landing, press the **B Button** and press

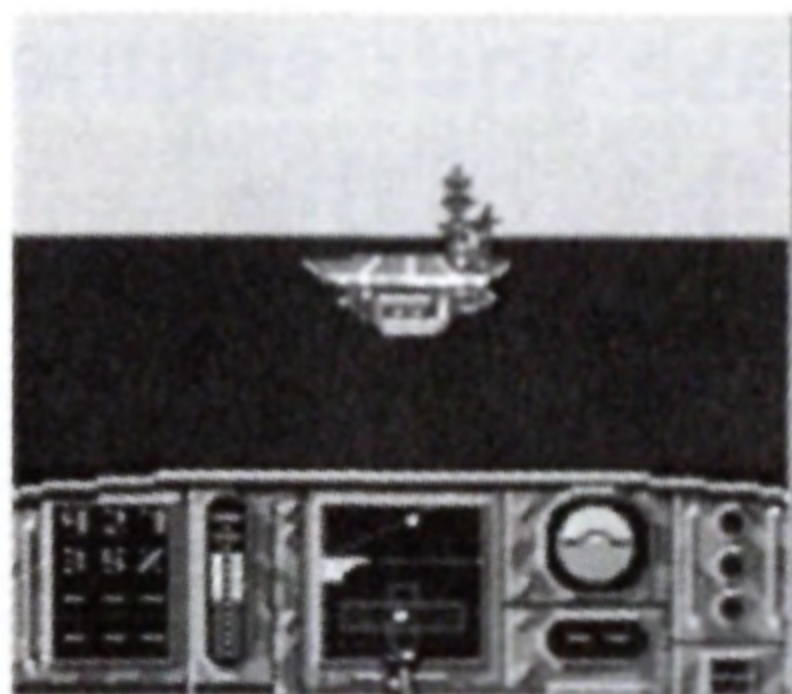
LANDING SEQUENCE

UP or DOWN on the **Control Pad** to increase or decrease your engine thrust, respectively. Thus, to decrease your altitude to that of the carrier, press the **B Button** and press DOWN on the **Control Pad**.

Throughout the landing procedure, your F-18 will be subject to present wind conditions and may drift slightly. When approaching the base, the aircraft may be tossed about by cross-winds that will move it away from the center of the carrier. To compensate for winds, press RIGHT or LEFT on the **Control Pad** to once again center the carrier deck.

Your aircraft will also drift vertically as it approaches the carrier. Near-level flight can be achieved by virtue of a 30%-35% thrust; additional compensations can be obtained by continually increasing and decreasing thrust.

LANDING SEQUENCE



When the carrier deck fills the screen and you are immediately over it, a repeated tone will sound, warning you to decrease thrust and begin landing on the carrier deck.

Failure to decrease thrust at an altitude of 100 ft. or higher will result in an aborting landing, and you will be forced to make a second pass at the carrier.

Remember that throughout the landing procedure you will be continuously burning fuel. As a result, you are limited to a finite number of passes at the runway. Before a mission can be deemed successful, a safe landing must be executed. Be absolutely certain you have enough fuel upon entering this crucial phase, refueling at this point will not be possible.

LANDING SEQUENCE

The following procedure is recommended to land safely:

Before approaching the carrier, set your heading first. Then fly level with your altitude at approximately 500 ft. and your thrust at 26%. Once these parameters are set, press DOWN on the **Control Pad** and you will enter the landing groove at approximately 500ft. The aircraft should now slowly fall to a safe landing altitude of 60-70 ft. above sea level.

NOTE: During landing, the F-18's heading display will be replaced with the thrust %

SCORING

As you fly each mission, you accumulate a score in the following manner:

- Successful landing: 100-1000 points
- Missiles remaining after landing: 50 points per missile
- Fuel remaining on board after landing: 10 points per increment

TIPS AND HINTS

- To avoid enemy missiles, adopt an eccentric flight pattern. Dive, bank, and climb quickly.
- To reduce the amount of fuel used during flight, avoid using the afterburners except for emergencies. Also, keep your engine thrust below 99%.
- When entering combat, thrust back to 50% for maneuverability.
- When firing machine gun, use short bursts to avoid overheating.
- When landing, press the **Control Pad** lightly to avoid overshooting your carrier's parameters.
- Refuel before destroying the last enemy on a mission to ensure enough fuel for landing.
- To easily set your heading to within + or - 10° of a targeted blip, just bank your aircraft slightly from level flight. The F-18 will angle and quickly level itself again. This technique enables you to adjust your heading by small increments for more precise targeting.

GLOSSARY

Aileron Roll – Rotation of aircraft across its center without altitude change.

AIM – Air Interception Missile.

Bank – Lateral incline of aircraft.

Barrel Roll – Wide 360° rotation of aircraft, end over end, in a large looping path.

HUD – Head-Up Display. Appears on cockpit window and displays information such as weapons sights.

Landing Groove – Optimum approach for a landing aircraft.

MiG – Soviet jet fighters originating from the design bureau of Artem Mikoyan and Mikhail Guryevich.

Sparrow – AIM-7 radar-guided long-range missile.

Sidewinder – AIM-9 infrared long-range missile.

Sortie – One mission undertaken by a single aircraft.

NOTES

NOTES

WARRANTY INFORMATION

Majesco Sales Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826 0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sale slip or similar proof of purchase (LPC code) within the 90-day warranty period to :

Majesco Sales, Inc.
160 Raritan Center Parkway (Suite 1)
Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept.. at the phone number noted earlier. If the Majesco Sales Dept.. is unable to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MAJESCO SALES, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Majesco Sales, Inc.

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