

Nintendo

GAME BOY[®]

KONAMI[®]

DMG-GN-USA-1

TOP GUN[®]

GUTS &

GLORY[™]

INSTRUCTION MANUAL

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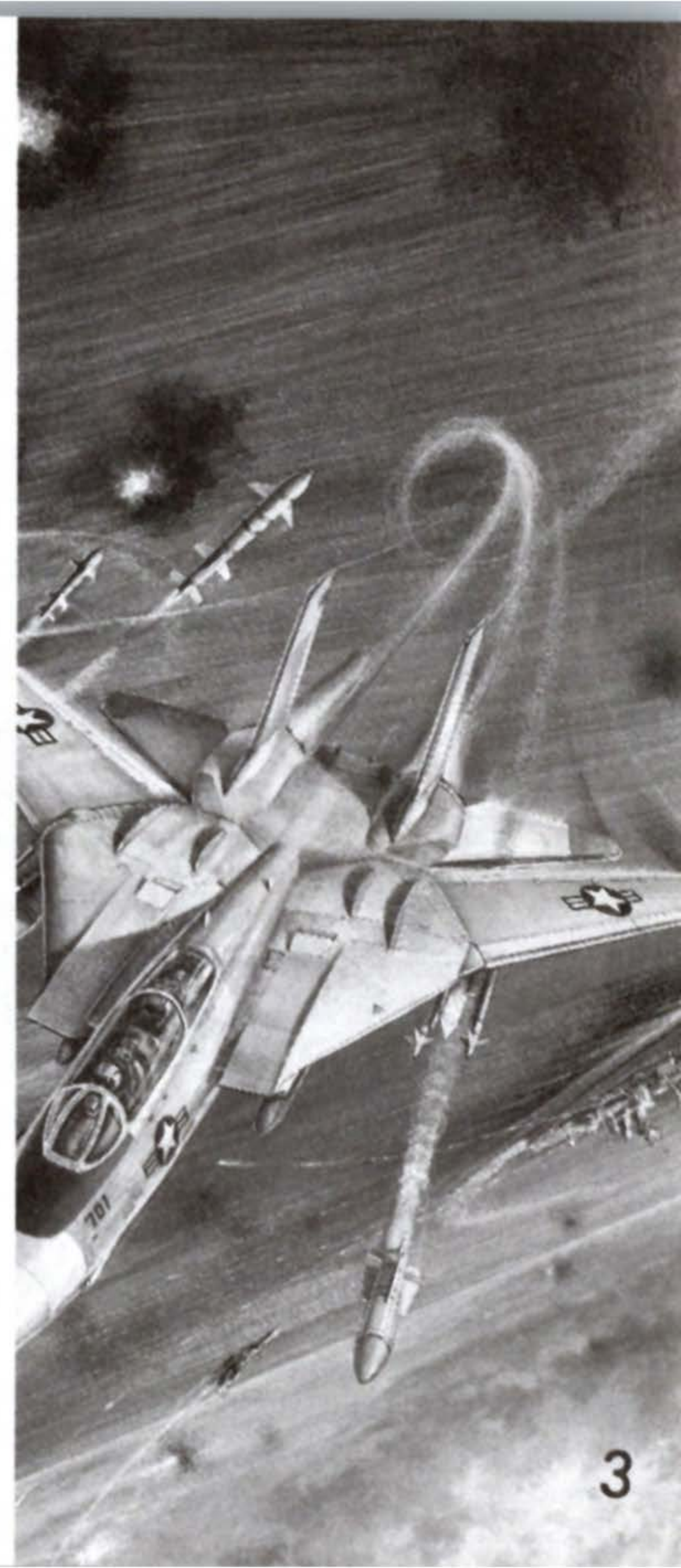
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CONGRATULATIONS, YOUR SHIP HAS ARRIVED.

Before catapulting off a carrier, Fighter Weapons School suggests you first learn how to fly. So read on, hot dog.

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TRIAL BY FIRE

Six a.m. Dawn patrol. The sun creeps into your cockpit like a sleepy giant. Suddenly, warning buzzers jolt your senses. Multiple bogeys blister across the screen at an alarming rate. And they're making a beeline for your carrier. You break right and punch the afterburners. A small scream escapes you as the G force slams you back into your ejection chair. On-board computers estimate 24 seconds till enemy engagement. No time to think. As the blips on your radar screen draw closer, you swallow hard and hope you were taught well at NAS Miramar.

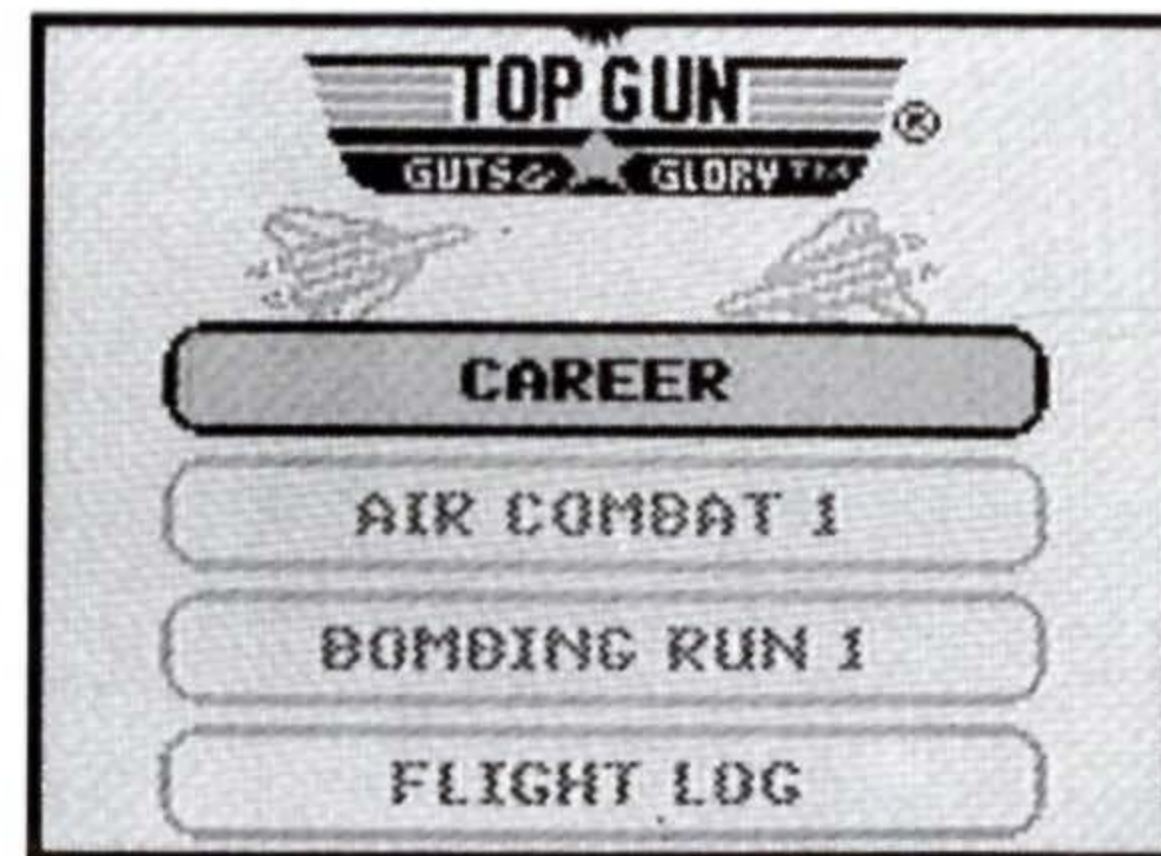
Take a deep breath and remember your mission: you're packing a wingload of battleship busting Mark-82 bombs and Sidewinder missiles with the enemy's name all over them. You click on the Missile Lock as the bogeys break towards you. You've only got one shot, then it's their turn.



PREPPING YOUR PLANE

To begin, place the Game Pak into the Game Boy and turn on the power. "Nintendo" will appear, followed by "Konami." Press the START BUTTON to advance to the Title screen.

This is where you choose between missions. Press the CONTROL PAD Up or Down to select, then press the START BUTTON.



Flight Log (Registration/Password)

This is where you register your password and call sign. Push the SELECT BUTTON to choose either. Move the CONTROL PAD Up, Down, Left, and Right to enter. Use the registration number that the game has previously given you. When you've finished signing in both, move the cursor to END and push the A BUTTON.

Air Combat

Choose between five increasingly lethal Air Combat assignments by moving the CONTROL PAD Left or Right. Use your missiles when you have Missile Lock or switch to guns when you're close to the bogey.

Bombing Run

Five treacherous bombing missions that only get harder. Search, descend, and sink destroyers but keep your eyes toward the sky for enemy air support. Choose by moving the CONTROL PAD Left or Right.

Career Option

Volunteer for this ace level and you'll be assigned to 10 covert sorties that include Air Combat and Bombing Runs, each getting more and more dangerous. This is dogfighting at its dirtiest so you better practice first. After each successful mission you'll be honored with either a medal or promotion. That is, if you don't get roasted by an enemy missile.

GETTING OFFENSIVE

You've selected your mission. Now it's time to pick your war bird by moving the CONTROL PAD Left or Right. Choose between four unique aircraft, each with its own strengths and physical limitations:

Plane	Maneuverability	Power	Max Altitude	Blackout Probability
MIG 29	Very Good	Superior	Fair	High
F16	Superior	Fair	Very Good	Very High
F117A	Fair	Good	Superior	Low
F14	Very Good	Very Good	Very Good	Medium

Missile Select

Arm your aircraft with either Heat Seeking or Radar Guided missiles by moving your CONTROL PAD Left or Right. With Heat Seeking Missiles you can 'fire and forget', whereas with Radar Guided missiles you have to maintain Missile Lock on the enemy to increase the chances of a kill. Choose between an arsenal of 20 Heat Seeking, 30 Radar Guided or Max supply of either for practice.

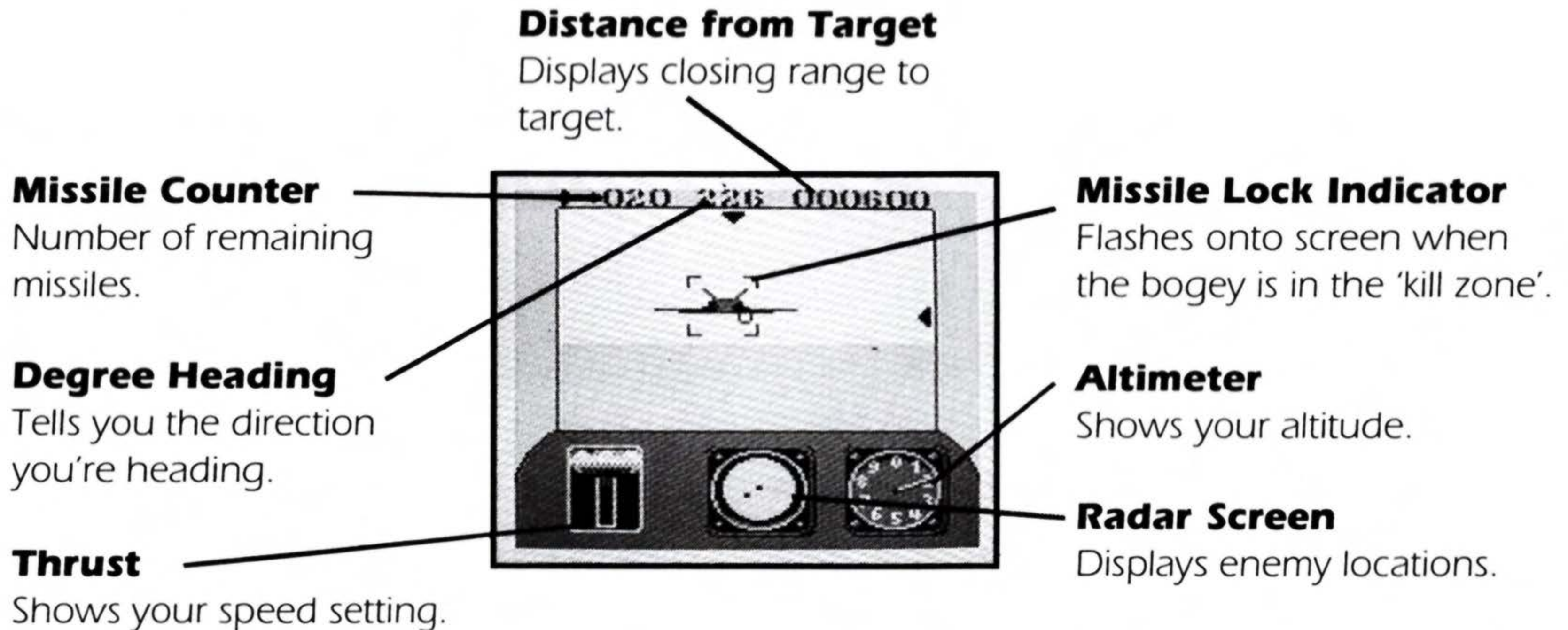
Skill Level

Decide if you want to fly the Amateur, Average, or Ace skill level by moving the CONTROL PAD Left or Right.

Control Mode

Here you determine whether you want authentic Normal Controls or Reversed Controls (climbing and descending functions are reversed). Choose which one best suits your need to toast your enemies' tails. Then push the START BUTTON.

THE INSTRUMENTS OF WAR



NOTE: When you fly below 5,000 feet or enemy aircraft have you in their Missile Lock, a high pitched alarm will warn you. Do your best to escape or you'll be just another notch on an adversary's nose cone.

FLIGHT INSTRUMENTATION

CONTROL PAD

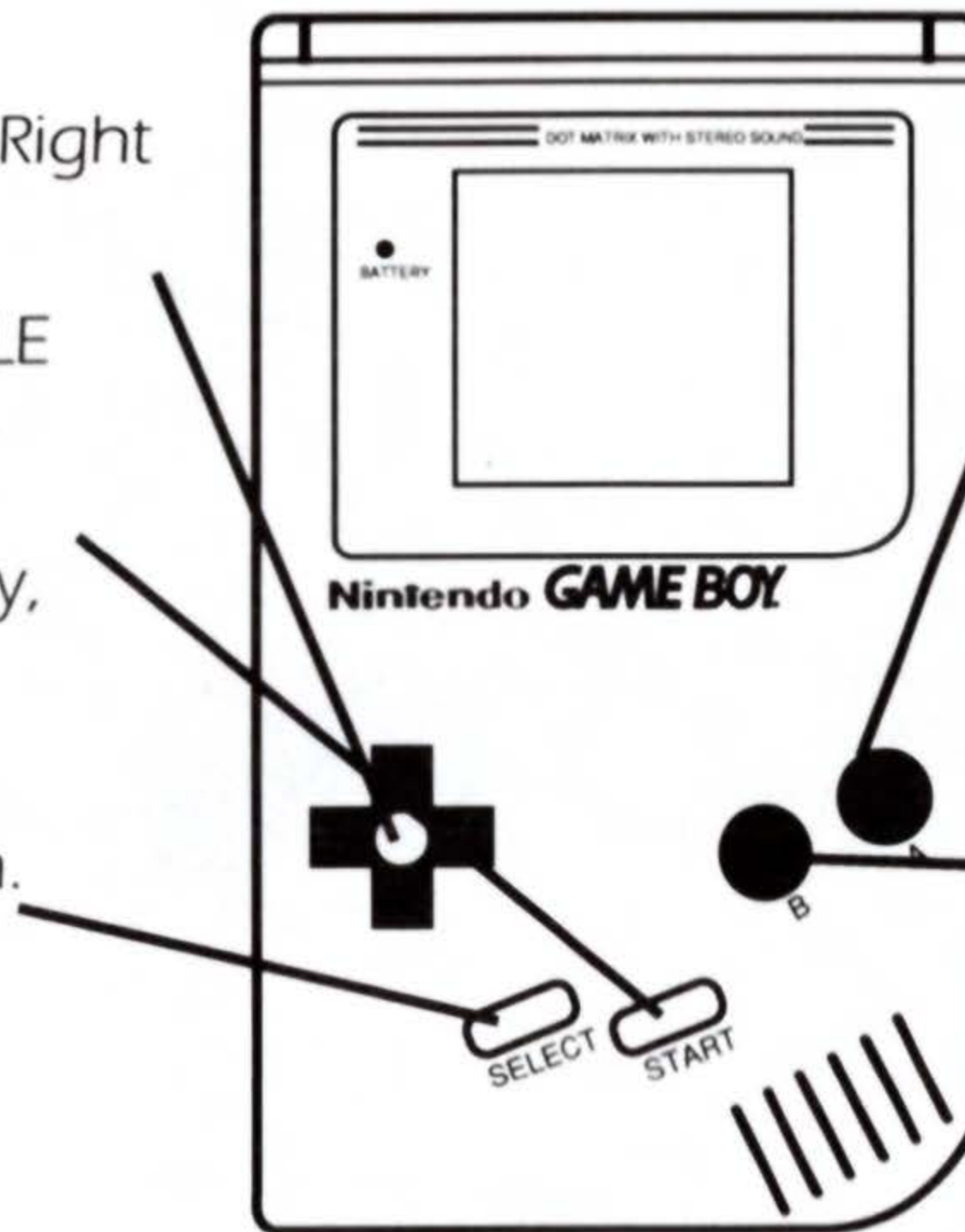
Press Up, Down, Left or Right to maneuver your jet.

START BUTTON/THROTTLE

Press for three different speeds - bottom for Air Brakes, middle for Military, and top for Afterburner.

SELECT BUTTON

Press to pause the action.



A BUTTON

Press to fire 35mm Cannon.

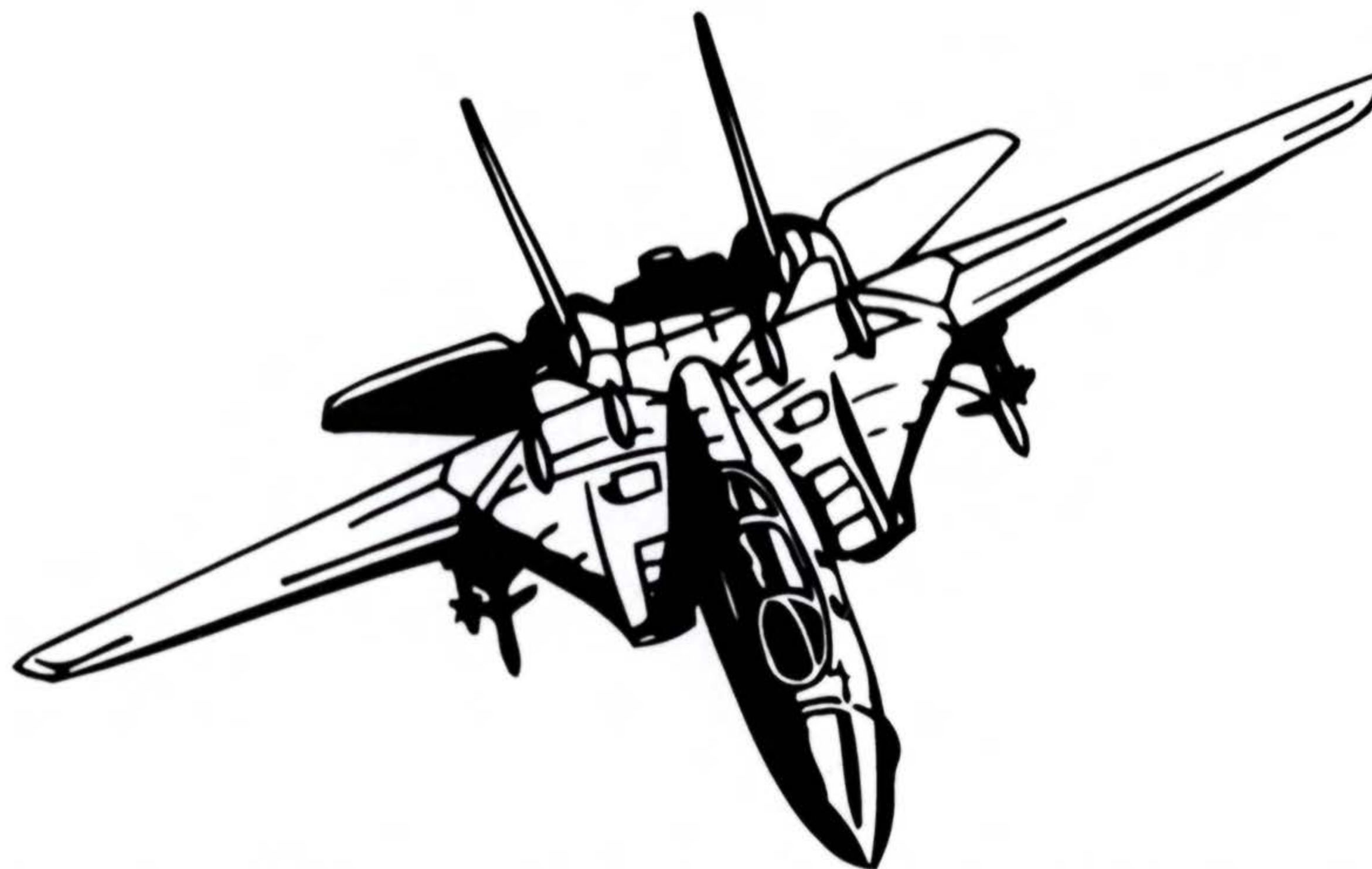
B BUTTON

Press to fire missiles.

HINTS FOR MORE HITS

Here's a few tips to increase your air survival rate:

- Use your Air Breaks for sharper turns.
- When you're close to bogeys, switch to guns and save your missiles.
- In the Career mode you can only choose one aircraft at the very beginning. So pick the one you feel best handles air combat and bombing runs.



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