ACE COMBAT® 04
shattered skies

EVERYONE
E
CONTENT RATED BY ESRB

namco®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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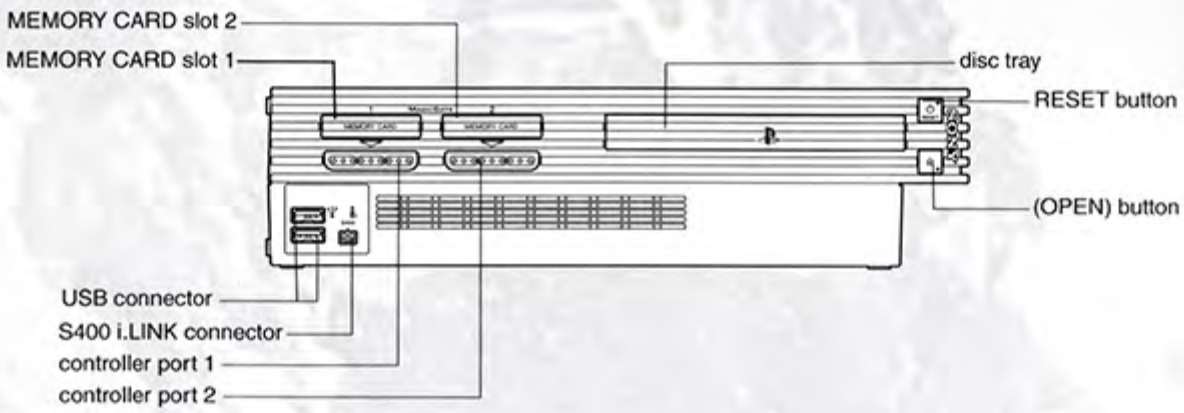
STARTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET Button. When the power indicator lights up, press the OPEN Button and the disc tray will open. Place the *ACECOMBAT®04 shatteredskies* disc on the disc tray with the label side facing up. Press the OPEN Button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same card, or from any memory card containing previously saved games.

At least 75KB of free space must be available on the memory card in order to save game data. If less than 75KB of free space exists, delete old data before saving.

Do not remove the memory card or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

For more information, see Saving and Loading on page 20.

CONTROLLER

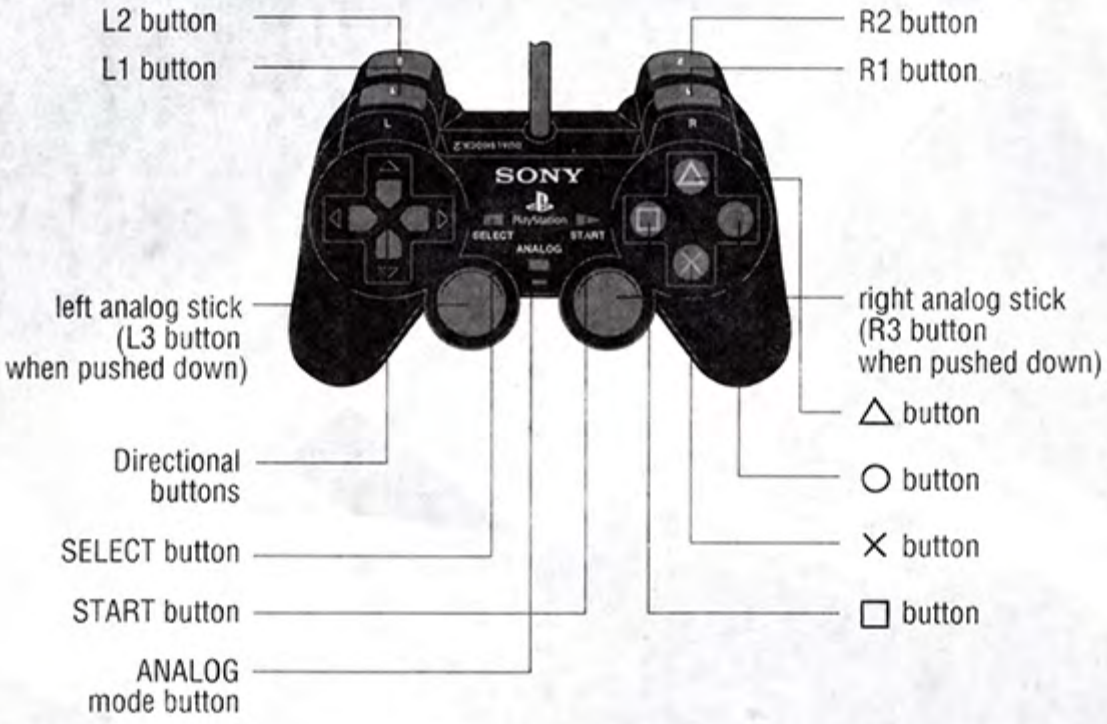
This game supports the DUALSHOCK™2 analog controller and the DUALSHOCK™ analog controller. For one player, the controller should be connected to controller port 1. For two players, the controllers should be connected to controller ports 1 and 2.

ACECOMBAT®04 shatteredskies is best enjoyed with the DUALSHOCK™2 analog controller. With this controller, both the Directional Buttons and the Left Analog Stick can be used for control; the ANALOG mode button and mode indicator are always set to ON.

VIBRATION FUNCTION

When VIBRATION in Options Mode is set to ON, the controller will vibrate in response to player movement.

DUALSHOCK™2 Controller Configuration



CONTROLS

ACECOMBAT®04 shatteredskies can be played in two different control modes: EASY and NORMAL. Each mode has a unique way of controlling the aircraft. This section sets out the control assignments for each mode. The default setting is NORMAL Mode.

- Use the CONTROLLER SETUP submenu in OPTIONS Mode to choose between two control modes (NORMAL and EASY) and turn controller vibration ON/OFF. (See page 9.)
- This game is best enjoyed with the DUALSHOCK™2 analog controller. With this controller, the ANALOG Mode Button and mode indicator are always set to ON, indicating that the controller is in Analog Mode.

COMMON CONTROLS

START Button	Start game
	Skip interludes and FMVs
Left Analog Stick	Select options
Directional Buttons	Select options
⊗ Button	Confirm/Proceed to next menu
△ Button	Cancel/Return to previous menu

MAKING MENU SELECTIONS

Note: The buttons you'll use are highlighted at the top of every menu screen.

- Move the Left Analog Stick or Directional Buttons down or up to select menu options. When an option is highlighted, an explanation will appear at the bottom of the screen.
- If an option has various settings, press Directional Buttons left or right to display the desired setting.
- Press the ⊗ Button to confirm a selection or set of selections and proceed to the next menu.
- Press the △ Button to negate a selection, or to close a menu and return to the previous screen.

CONTROLS

NORMAL MODE CONTROLS [default]

START Button	Display PAUSE Menu Skip Takeoff/Landing
SELECT Button	Toggle missile/special weapon
◎ Button	Fire missile/special weapon Hold down to track missile
⊗ Button	Fire Vulcan machine gun
△ Button	Change target In HUD view, hold (pressure sensitive) to change target size
▣ Button	Display map: hold (pressure sensitive) to toggle between three different scales
L1 Button	Throttle down Hold down for maximum deceleration
R1 Button	Throttle up Hold down for maximum acceleration
L2 Button	Yaw left
R2 Button	Yaw right
Left Analog Stick	UP: Pitch down (descend)
	DOWN: Pitch up (ascend)
	LEFT: Roll left
	RIGHT: Roll right
Right Analog Stick	UP: Adjust line of sight up
	DOWN: Adjust line of sight down
	LEFT: Adjust line of sight left
	RIGHT: Adjust line of sight right
R3 Button (press in Right Analog Stick)	Display rear view, then adjust as above
Directional Button	UP: Level off/Autopilot
	DOWN: Change point of view, press repeatedly to toggle between 1st person, 3rd person and HUD view

CONTROLS

EASY MODE CONTROLS

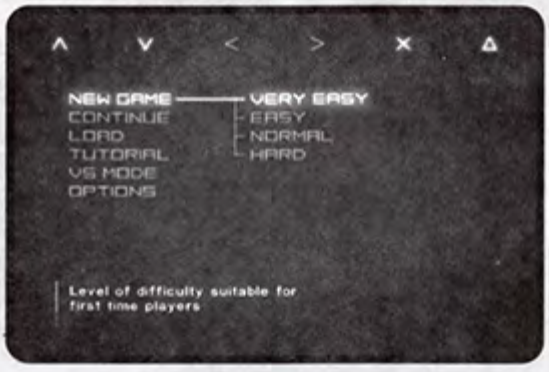
START Button	Display Pause Menu Skip Takeoff/Landing
SELECT Button	Toggle missile/special weapon
◉ Button	Fire missile/special weapon Hold down to track missile
⊗ Button	Fire Vulcan machine gun
△ Button	Change target In HUD view, hold (pressure sensitive) to change target size
▣ Button	Display map, hold (pressure sensitive) to toggle between three different maps
L1 Button	Throttle down Hold down for maximum deceleration
R1 Button	Throttle up Hold down for maximum acceleration
L2 Button	Not used
R2 Button	Not used
Left Analog Stick	UP: Pitch down (descend)
	DOWN: Pitch up (ascend)
	LEFT: Veer left
	RIGHT: Veer right
Right Analog Stick	UP: Underbelly camera view
	DOWN: Overhead camera view
	LEFT: Right wing camera view
	RIGHT: Left wing camera view
R3 Button (press in Right Analog Stick)	Display rear view (not available in HUD view) then adjust as above
Directional Buttons	UP: Level off/Autopilot
	DOWN: Change point of view, press repeatedly to toggle between 1st person, 3rd person and HUD view

GAME MODES

Press the START Button or ⊗ Button in the Title Screen to display the Mode Select Screen. From here you can start a game, practice with the tutorial, or set your game options.

NEW GAME

Select this mode to start a new game. Before beginning play, select your difficulty mode, ranging from VERY EASY to HARD. Choose the mode that best fits your experience level; for example, try a VERY EASY game if you are a first-time pilot. (For instructions on how to play, see page 11.)



CONTINUE

This mode is available once you load saved data from a memory card using the LOAD option (see below). Use it to continue a game from the point where you saved. (For memory card information, see page 2. For information on saving game data, see page 20.)

Note: Only memory cards inserted in MEMORY CARD slot 1 will be recognized.

LOAD

Select this mode to load saved data from a memory card inserted in MEMORY CARD slot 1. The memory card must contain a previous save from *ACECOMBAT®04 shatteredskies*.

GAME MODES

TUTORIAL

In this mode you can review basic game rules and practice controlling your aircraft. To train, select one of five stages, each taking you through a different mission: BASIC TRAINING, MISSILE TRAINING, GUN TRAINING, SP WEAPON TRAINING and PRACTICAL TRAINING.

During training, use the same controls as when playing a game. A controller image in the upper right corner will show you which buttons to press. For beginners, training is essential for learning the controls; for more experienced players, training between actual missions is integral to improving your skills and increasing your game scores.

VS MODE

In this mode, two players can pilot their favorite aircraft in head-to-head combat. Choose from five different missions, such as a race for points or a one-on-one dogfight. Each mission has a different set of objectives, rules, and including victory conditions.

Before starting the mission, choose your aircraft by selecting either 1P AIRCRAFT or 2P AIRCRAFT. Select a VICTORY COUNT as the amount of points needed to win. When ready, select START MISSION to begin.

GAME OPTIONS

OPTIONS

Access this mode to adjust various game settings and review your flight data.

CONTROLLER SETUP - Change the controller settings. Options include:

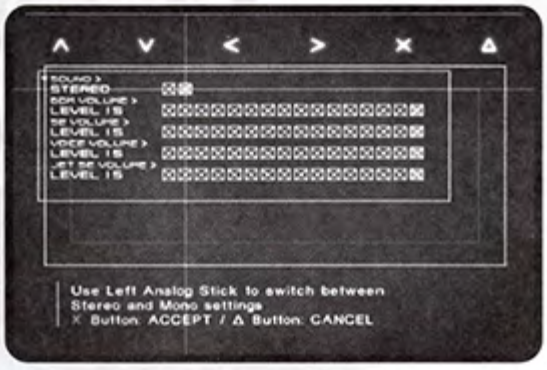
- PLAYER - Select the controller to which the changes will apply: PLAYER 01 or PLAYER 02. The default is PLAYER 01.
- CONTROL TYPE - Select your control mode: NORMAL or EASY. The default is NORMAL. (Both control mode settings are shown on page 5-6.)
- REVERSE - Toggle ON or OFF to set the Left Analog Stick controls for ascent and descent. The default is OFF.
- VIBRATION - Turn controller vibration ON or OFF. The default is ON.
- PILOT VIEW - Toggle the underbelly and overhead camera view NORMAL or REVERSE. The default is NORMAL.

SCREEN SETTINGS - Adjust the playing screen. Options include:

- SCREEN POSITION - Center the game screen on your TV.
- BRIGHTNESS - Intensify or dim the brightness of the display.
- SCREEN RATIO - With a standard television, select 4:3. With a wide-screen television, select 16:9.
- CAPTIONS - Set to ON or OFF. The ON setting displays every caption during the game; the OFF setting displays captions only for important messages.
- HUD UNIT - Select TYPE A or TYPE B for your heads-up display. TYPE A HUD shows all measurements utilizing the English Standard while TYPE B HUD shows all measurements in metric units.

GAME OPTIONS

SOUND SETTINGS - Change the speaker setting and sound volume. Options include:



- SOUND - Select MONO or STEREO depending on your speaker configuration.
- BGM VOLUME - Adjust the background music volume for the game.
- SE VOLUME - Adjust the sound effects volume for the game.
- VOICE VOLUME - Adjust the volume of voice messages in the game.
- JET SE VOLUME - Adjust the volume of your aircraft's jet engines.

PERSONAL DATA - Review flight data for the aircraft you own. Data includes:

- TOTAL FLIGHT TIME - Total air time for all aircraft.
- TARGETS DESTROYED - Successful hits, categorized by air and ground targets.
- FLIGHTS - Number of times an aircraft has flown a mission.
- USAGE - Percentage of use for each aircraft during the game.

PLAYING THE GAME

STRATEGY MAP

Use the Strategy Map to check the current situation and see what kind of combat is underway. Here you can see the battle conditions on the continent as a whole. The initial map shows the entire continent; next, a map of the combat area appears. Press the ⊗ Button after each message to proceed to the next.

Use the maps to get a grasp of what battles are currently occurring. It's also a good idea to check the range in which you can move, as well as your combat status during the mission. Make sure you understand what the current battle standings are before entering combat.

Press the START Button to proceed to the Detail Map.

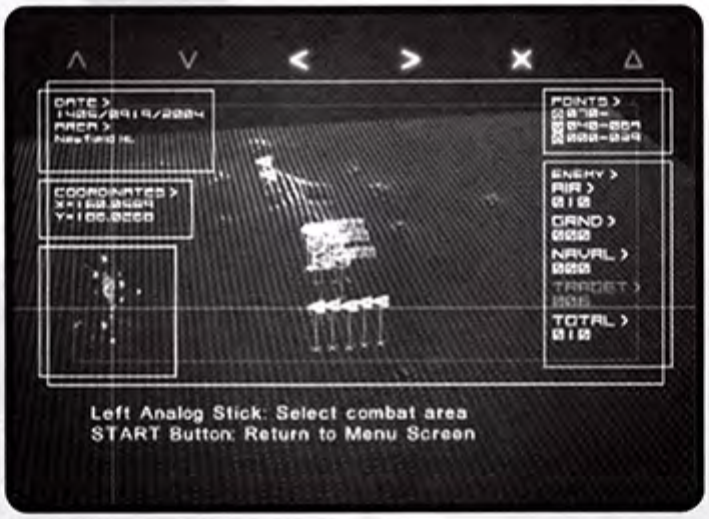
DETAIL MAP

In the Detail Map you can get a close look at combat. Use the Left Analog Stick or Directional Buttons to look around and review the status of each combat area.

The map also shows these enemy elements: AIR (air units), GRND (ground units), NAVAL (naval units), and TARGET (your objective).

Press the START Button to proceed to the Pre-Mission Select Screen.

MAP COORDINATES



POINTS

PRE-MISSION SELECT SCREEN

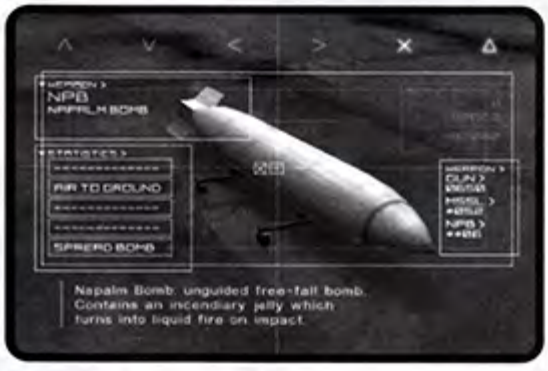
Use this opportunity to prepare yourself for the mission. You can buy and sell aircraft, confirm your options and save/load game data.

START MISSION - It's finally time to head out! When all your preparations are complete and you're ready to go, select this option!

BRIEFING - Review the Detail Map. This is your chance to reconfirm the mission requirements prior to combat. It's a good idea to double-check the operation details to make sure you follow orders.

BUY - Purchase aircraft or special weapons by choosing AIRCRAFT or WEAPON from the submenu. When the aircraft or weapon you want is displayed, press the ⊗ Button to purchase it.

- AIRCRAFT - When you've saved enough money, be sure to upgrade to a new aircraft to increase your combat power. Review the information, including price, on each aircraft profile in order to make an informed purchase.
- WEAPON - Each weapon is designed for a specific purpose. Keep your upcoming missions in mind when making your next weapon purchase. You'll want to go into combat with the most effective weapon available.



SELL - Sell off your fighters and special weapons. When the item you want to sell is displayed, press the ⊗ Button to unload it. You will receive payment for the sale, though it will be less than what you paid originally for the aircraft or weapon.

PLAYING THE GAME

OPTIONS – Modify your game settings. (See pages 9-10 for details.) Options include:

- CONTROLLER SETUP – Configure the controller settings.
- SCREEN SETTINGS – Modify the playing screen.
- SOUND SETTINGS – Adjust game sounds.
- TITLE – Return to the Title Screen.

SAVE – Save your progress in the game (see page 20 for details).

LOAD – Continue a saved game from the last mission played (see page 20 for details).

AIRCRAFT SELECT SCREEN

Review your aircraft, and select one to fly on the next mission. When the aircraft you want is selected, press the ◉ Button to view the aircraft at multiple angles.

SPECIAL WEAPON SELECT SCREEN

Choose a special weapon to use. When the weapon you want is selected, press the ◉ Button to view the weapon at multiple angles.

Special weapons have various uses and abilities. It is essential to choose the weapon that's best suited for the mission. Weapons are rated for the following purposes:

- AA (air-to-air) – Effective against aerial targets.
- AG (air-to-ground) – Effective against ground targets.
- HMG (homing) – Homing missiles that chase targets.
- MLT (multi-targeted) – Locks onto multiple targets simultaneously.
- SPB (spread bomb) – Causes damage over a large area.

GAME RULES

MISSION OBJECTIVES SCREEN

This screen displays the conditions to clear (accomplish) the mission. Depending on the mission, you may have to destroy certain targets, or score a certain amount of points in the time allotted. Be sure you understand the conditions to ensure a successful mission.

The following is a quick explanation of the requirements for clearing a mission, and the conditions for completing the game. Additional requirements and conditions may apply depending on the mission. Make sure you use the BRIEFING Screen to reconfirm all conditions for a particular mission before heading into combat.

MISSION CLEAR CONDITIONS

- Earn more than the minimum required points in the allotted time.
- Destroy particular targets.

GAME OVER CONDITIONS

- Total damage to the aircraft reaches 100%.
- Aircraft crashes on land, sea, or structures.
- Aircraft exits the combat area during the mission.
- Allotted time for the mission runs out.
- Mission objectives are not met.

CONDITIONS FOR TAKEOFF AND LANDING

You have the option to do a manual takeoff or landing when crossing the return line. (For details on how to takeoff and land, see page 18.)

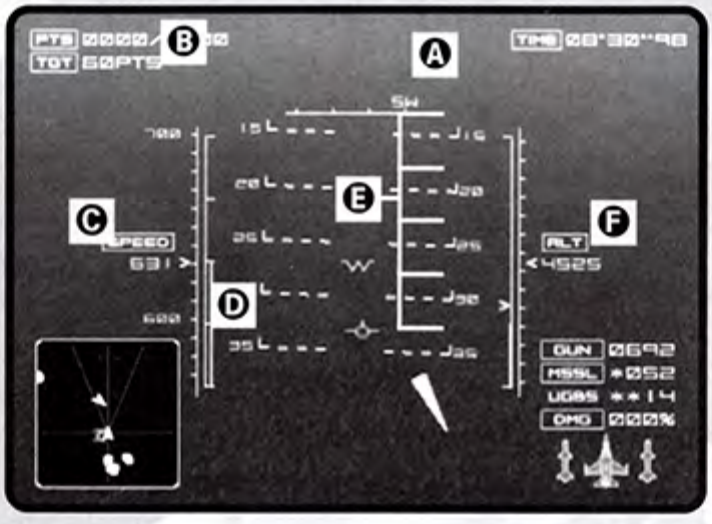
MISSION SCREEN

1st person screen

3rd person screen

HUD viewpoint screen

This section is an introduction on how to read the screen while piloting. While flying, you can toggle through three different viewpoints by pressing the Directional Button down. Here is a list of screen elements and their explanations:



Ⓐ DIRECTION - Shows the direction in which your aircraft is heading (N / NE / E / SE / S / SW / W / NW).

Ⓑ CURRENT POINTS / POINTS REQUIRED - Displays the number of points earned. Each defeated enemy increases your score. The number of points required to successfully complete that mission is also displayed. (This number does not appear in some stages.)

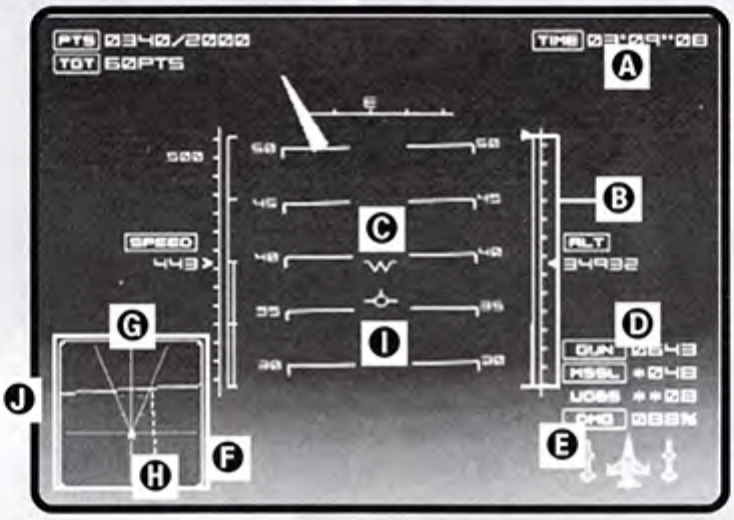
Ⓒ SPEED - The aircraft's speed is shown in miles. The option to switch the display between km/h and mph is also available.

Ⓓ ENGINE THROTTLE - Displays engine output. Press the R1 Button to accelerate and the display bar will increase. Press the L1 Button to decelerate and the display bar will decrease. Adjust pressure on the button to move the bar more rapidly.

Ⓔ PITCH SCALE - Displays your current pitch with respect to the horizon. Increments are five degrees. Negative pitch is displayed using a dotted line.

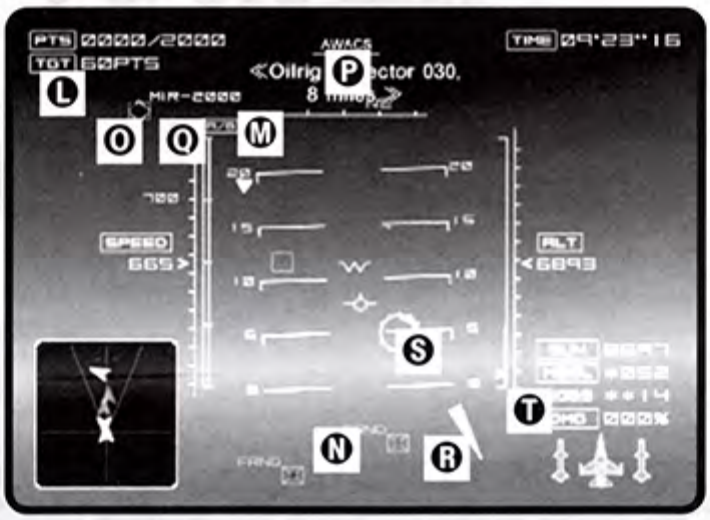
Ⓕ ALTITUDE - Altitude is displayed in feet. The option to switch the display to meters is available.

MISSION SCREEN



- **A** TIME REMAINING - Amount of time left in the mission.
- **B** DISTANCE SCALE - The arrows show the distance between you and the enemy; as you get closer, the arrow will move further down. The thick bar represents the missile range: if an arrow enters the bar, you can lock-on to that enemy.
- **C** WHISKEY MARK - Located at the center of the screen, this mark shows the aircraft's horizontal tilt.
- **D** AMMUNITION:
  - GUN - number of bullets remaining.
  - MSSL - number of missiles remaining.
  - UGBS - number of special weapons remaining.
- **E** DAMAGE - The total damage the plane has taken. The number increases when an enemy attack succeeds. When it reaches 100%, your mission has FAILED. Also, as you are hit, the color of the aircraft icon below the damage meter will change in this order: green - yellow - red - blinking red.
- **F** ENEMY SEARCH RADAR - Enemy search radar and overall map. The enemy search radar will automatically adjust between three radar scales (searching range) depending on the distance between you and the enemy. Enemies appear as red, yellow or white marks; allies are blue. Use the ■ Button to switch the enemy search radar to the overall map. Hold (pressure sensitive) the ■ Button to toggle between three different map scales.
- **G** CONE - When enemies come within this area, they will be visible on screen.
- **H** RETURNING LINE - Crossing the white dotted line takes you back to base for repair and resupply.
- **I** AIRCRAFT AXIS - This line always points towards the nose of the aircraft.
- **J** DEAD LINE - Crossing a red line results in a MISSION FAILED.

MISSION SCREEN



The following screen elements appear under special conditions:

L TARGET INFORMATION – Displays the number of points earned when the targeted enemy is destroyed.

M A/B – Afterburner: appears when maximum acceleration is achieved.

N FRND – Friends (allies).

O TARGET CONTAINER – Shows the type and distance of targets on screen.
- Airborne enemies: Green squares
- Ground enemies: Green hexagons
- Locked on: Red squares
- Allies: Blue squares

O MISSILE SEEKER – A reticle marker for locking missiles on to targets. This is not displayed unless the missile seeker overlaps the target.

P COMMUNICATION WINDOW – Captions will appear when you receive communications. Blue captions are communications from allies, and red captions are intercepted enemy communications.

Q DISTANCE TO ENEMY – How far your aircraft is from the Bogey.

R TARGET INDICATOR – Shows the direction of the enemy you are pursuing.

S SIGHT RETICLE – Displayed when the target is within gun range. Fire your machine gun after the enemy comes into the center of the reticle to make a clean hit.

T SPECIAL WEAPONS DISPLAY – Appears when special weapons are being used. Displays for the pipper (projected detonation area) will vary depending on what weapon is equipped.

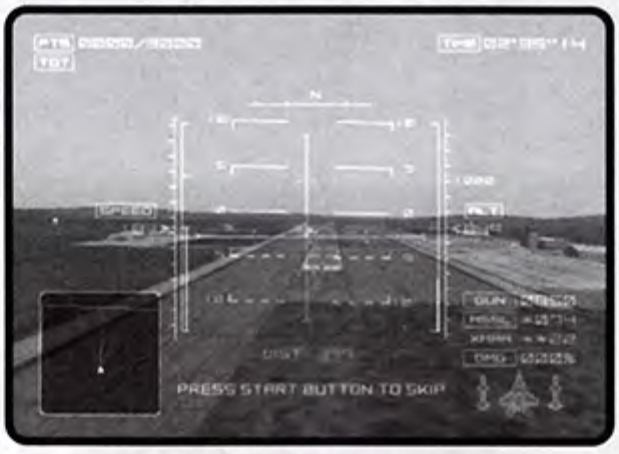
TAKEOFF AND LANDING

Upon crossing the return line, you will proceed to the Takeoff/Landing Screen. If you land successfully, all munitions (machine gun, missiles, and special weapons) will be fully loaded and all damage will be repaired. Choose CHANGE WEAPON to change the special weapon that is equipped. Selecting TAKEOFF takes you to the Takeoff Screen

A LOOK AT THE TAKEOFF/LANDING SCREEN

When landing manually, you must land on the runway or the aircraft carrier within a certain amount of time. However, even if you don't land in time, or fail the landing (i.e. crash), there is no penalty and you will just start over. You can skip takeoffs and landings by pressing the START Button.

DISTANCE - Distance to the ideal landing spot.



GLIDE SLOPE NEEDLE - Ideal vertical direction of the aircraft with respect to the runway for landing.

LOCALIZER NEEDLE - Ideal horizontal tilt of the aircraft with respect to the runway for landing.

HOW TO LAND

The glide slope needle and the localizer needle will appear during landing. To successfully land, fly so that the intersection of these two lines is at the center of the screen, and decelerate by holding down the L1 Button as you land.

HOW TO TAKEOFF

Accelerate by holding down the R1 Button. Takeoff is achieved by raising the nose after gaining enough speed. To take off from an aircraft carrier, press the R1 Button until the engine throttle is at maximum. The airplane will then rocket off the carrier.

OTHER GAME SCREENS

PAUSE MENU

Press the START Button during the mission to display the PAUSE Menu. The following options are available:

REPLAY - Watch an instant replay of the brief moments right before the START Button was pressed.

RETRY - Restart the mission from your last takeoff.

QUIT MISSION - End gameplay and return to the Pre-Mission Select Screen.

CAPTIONS - ON shows all captions, and OFF shows only the important captions.

HUD - Turn HUD ON/OFF.

REPLAY SCREEN

You can watch a replay when you complete or even fail a mission. Many camera angles are available, and you can use the Left Analog Stick or Directional Buttons to change the camera views. Press the START Button to skip the replay and move on to the Debriefing Screen.

DEBRIEFING SCREEN

The Debriefing Screen appears after a mission is completed. It records your maneuvers during that mission, and displays your results such as points and money earned. The money you earn is based on the number of points you received that exceed the required number for clearing that stage. Your rank improves according to what you've accomplished before clearing the stage. Its progression is C - B - A - S.

Pressing the ⊗ Button will sum things up, and a menu will pop up. Select NEXT to go to the next stage, RETRY to play that mission again, and SAVE to save what you've done so far. (See page 20 for information on saving.)

SAVING AND LOADING

SAVING GAME DATA

You can save after clearing a mission, or from the Pre-Mission Select Screen. Choose one of four slots on the memory card to save to. If the slot already contains saved data, the current save will overwrite it. Option settings such as controller settings and screen settings are saved along with the current mission progress.

LOADING GAME DATA

To load data, select LOAD in the Mode Select Screen or the Pre-Mission Select Screen, and then select the saved game you want to load.

FLIGHT TECHNIQUES

This section introduces techniques necessary for completing the missions. If you can't control the aircraft well should brush up on your skills after reading this section. Another good way to practice is by using the Tutorial Mode.

AIRCRAFT ABILITIES

The abilities of the various aircraft differ greatly depending on the following six traits. This is an important guide to choosing a fighter, so be sure to familiarize yourself with each trait. A successful battle starts with choosing the right aircraft.

SPEED - Top speed. The higher the maximum throttle, the higher the speed.

AIR-TO-AIR - The ability to attack aerial targets. The higher the value, the more effective it is in combat against aerial enemies.

AIR-TO-GROUND - The ability to attack ground targets. The higher the value, the more effective it is in combat against land-based enemies.

MOBILITY - The higher the mobility, the smaller the turning radius. (See page 23 for details on turning.)

STABILITY - The higher the stability, the less likely you are to stall at low speeds.

DEFENSE - The defensive value of the plane. The higher the value, the more damage the aircraft can sustain.

ASCENDING AND DESCENDING: PITCH UP/PITCH DOWN

Note that you must push the Left Analog Stick in the direction opposite the way you want to go (up/down) unless the REVERSE option is ON (see below).

ASCEND

DESCEND

Ascending and descending is done by raising or lowering the aircraft's nose (pitch). Pushing up on the Left Analog Stick lowers the nose to descend, and pushing down raises the nose to ascend.

Note:
Setting the REVERSE option to ON in the Controller Setup Screen reverses the ascent/descent controls. (See page 9.)

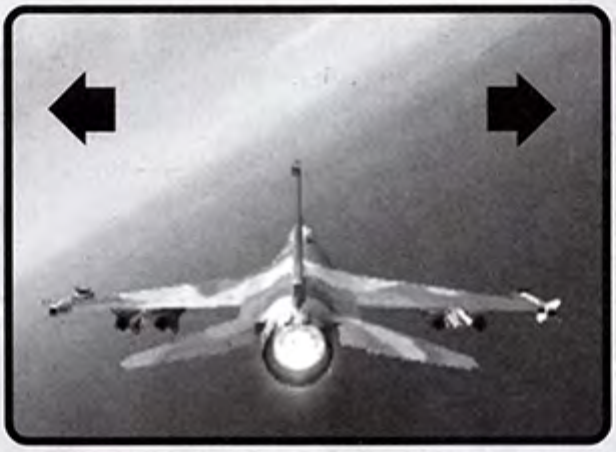
You may stall if you ascend at low speeds, or speed up when descending. Be especially careful when descending so that the aircraft doesn't accelerate too much and crash.

FLIGHT TECHNIQUES

TURNING: ROLLING AND YAWING

Tilt the aircraft to the right and push the Left Analog Stick down. The aircraft will start turning to the right. Push the Left Analog Stick left or right to roll.

LEFT YAW/
LEFT ROLL



RIGHT YAW/
RIGHT ROLL

There are two ways of turning. One is to "Yaw" so that the aircraft remains parallel to the ground and only changes heading. Yaws result in slow turns, so use them for precise adjustments. The other way to turn is to "Roll" so that the aircraft rolls to its side and then turns by raising or lowering its nose. Rolls are used to chase a target or to avoid enemy attacks. Usually, "turning" refers to a roll. You must be able to accomplish both types of turning during missions.

TURNING CONTROLS IN EASY MODE

In EASY Mode, you can turn (roll) by pushing the Left Analog Stick left or right in the direction you want to go to. The aircraft will move in the direction pressed (though [up/down] is the same as in NORMAL Mode).

Though the controls are simple in EASY Mode, Yaw is not available. Once you're familiar with the controls, move up from EASY Mode to NORMAL Mode and aim to be a true ace.

FLIGHT TECHNIQUES

SHAKING AN ENEMY OFF YOUR TAIL

If an enemy locks on or shoots a missile at you, the screen will turn red and there will be a WARNING or a MISSILE ALERT sign. When this occurs, immediately accelerate or turn to start evasive maneuvers until the message disappears.

GETTING BEHIND AN ENEMY

The ability to get behind and lock-on to an enemy, or get him off your tail is a must-have technique in battle. When you get behind an enemy, you'll have the upper hand in combat.

1. The first technique is to use a simple somersault to get behind the enemy. To execute this move, start off with a sharp ascent then follow through with a somersault to get behind the enemy. Until you become familiar with this maneuver, your first few attempts may cause disorientation and allow the enemy to escape.

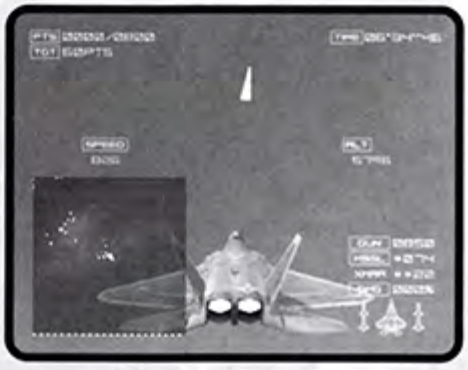
2. The second one is a tight fast turnaround. This is a technique that comes in handy when you fly past an enemy. To execute this move, decelerate and turn in a tight circle. However, be careful on how much you decelerate. If you slow down too much, the target may escape.

FLIGHT TECHNIQUES

USING MISSILES

In order to hit a target with missiles, you must lock-on to them first. The following steps cover proper missile usage.

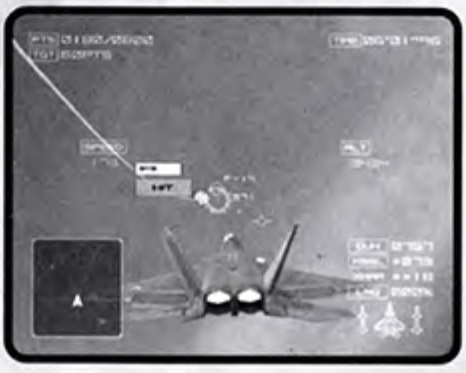
1. First, check enemy position using the enemy search radar.



2. Lock-on can be accomplished when the arrows enter the thick bar of the Distance Scale (see page 16). When an enemy appears, get close enough for a lock-on. If the target is also in flight, catch up by accelerating or by taking a strategic angle. Missiles are more accurate if you engage from behind, so try approaching enemies from the rear.

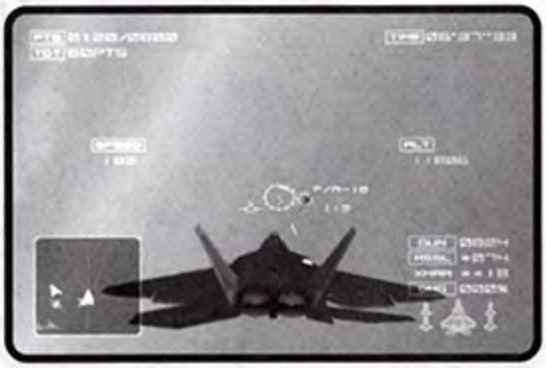
3. However, don't shoot immediately – the closer you are to the enemy, the less likely he is to evade the missile. Also, the homing abilities of missiles have limitations and often miss targets that cross your line of sight at high velocities or severe angles. Fire only after getting the enemy ideally situated.

4. Don't assume you've bagged a bogey just because you hit it with a missile. Though most land units and helicopters can be destroyed with one missile, aircraft and other larger targets require two direct hits for destruction. An important tip for clearing the missions is to keep in mind the number of missiles you've got for each type of target, and not waste any shots.



USING THE VULCAN MACHINE GUN

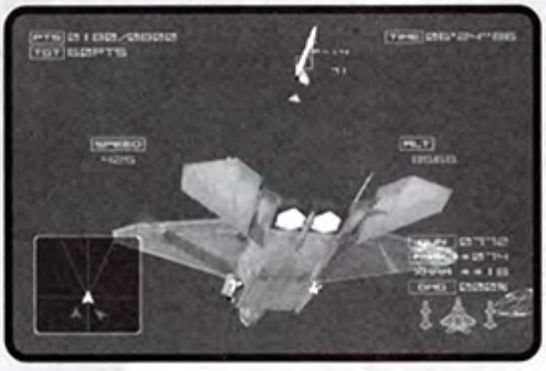
In comparison to other weapons, the machine gun has the most ammunition. However, bullets lack a guidance system, and their range is much shorter. Don't waste bullets just because they're in large supply. Use them to finish off your enemies.



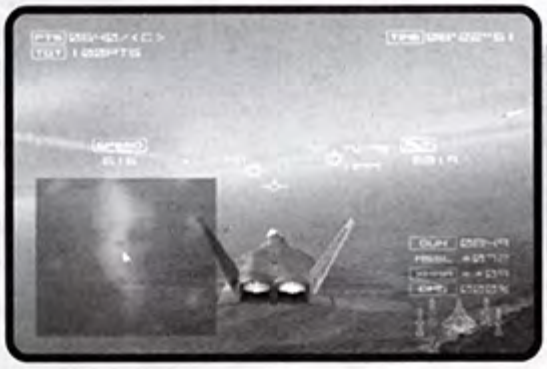
The machine gun is not very powerful, so it's necessary to hit targets with multiple bullets. An important trick is to get behind an enemy's tail, just as you would for a missile. When you get within gun range, the Sight Reticle (see page 17) will appear. To hit targets successfully, keep them inside of the Sight Reticle while you fire at them.

DON'T LET TARGETED ENEMIES ESCAPE!

If your piloting skills aren't so hot, you'll fail to pursue enemies effectively. Here's a little tip on how to chase enemies effectively.



The key to preventing enemies from escaping is to look at the Target Indicator (see page 17). The Target Indicator is an arrow that appears on-screen whenever your potential lock-on target goes off the screen. You can utilize this arrow to pursue an enemy without relying on radar.



FLIGHT TECHNIQUES

USING SPECIAL WEAPONS

Press the SELECT Button to toggle between Missiles and Special Weapons. Certain special weapons cannot be used when the aircraft is flying belly-up. Also, though they are very effective, the number of special weapons is limited so use them sparingly and wisely.

Free-fall bombs detonate over the area indicated by a pipper (see page 17). For an accurate hit, release (fire) when the pipper overlaps the target.

To increase your chances of a successful hit, drop to a lower altitude and get close to the target as you release the bomb. Follow this with a quick ascent and evade to higher altitudes in order to avoid attacks from land units.

There are special weapons that are better suited for aerial combat while others favor ground attacks. The following is a sampling of the special weapons available.

UNGUIDED BOMB: NAPALM BOMB – A basic special weapon. Release the bomb when the target and central point of the pipper overlap.

BOMBLET DISPENSER – This weapon releases many small bombs at one time, and the first and last bombs are marked with X's. Use them on enemy targets that are in a straight line.

PRECISION GUIDED BOMB – Although the pipper appears to be similar in shape to that of the free-fall bombs, it moves when it closes in on the target, and assists with lock-on.

ADVANCED AIR-TO-AIR MISSILE – A special weapon for air-to-air combat. Multiple Missile Seekers appear on screen, allowing you to attack more than one target at a time.

MESSAGES

Various messages will appear while you pilot your aircraft through missions and VS matches. The following are the most important messages. Be sure to be familiar with them all.

CAUTION	Warning!
CLEARED FOR TAKEOFF	Start takeoff procedures
DAMAGE	You've been hit
DESTROYED	Target destroyed
SHOOT	Shoot a missile!
HIT	Bulls-eye
RETURN TO BASE	Land on the runway
RETURN TO CARRIER	Land on the carrier
JAMMING	Radar is jammed
LANDING FAILED	Unsuccessful landing attempt
LANDING SUCCESSFUL	Successful landing attempt
MISS	Failed to hit
MISSILE ALERT	Missile closing in
MISSION ACCOMPLISHED	Successful mission
MISSION FAILED	Unsuccessful mission
MISSION START	Begin the mission
MISSION UPDATE	New mission objective
OFF COURSE	About to exit combat area
PRESS START BUTTON TO SKIP PILOT	Use autopilot for takeoff/landing
PULL DOWN	Descend
PULL UP	Ascend
RADAR CLEAR	Radar is back online
REQUEST LANDING	Request approval for landing
RESUME MISSION	Return to combat
SHOT DOWN	Bagged an enemy
STALL	Lost engine airflow
TURN LEFT	Instruction to turn
TURN RIGHT	Instruction to turn
WARNING	Enemy has lock-on

AIRCRAFT

The following are introductions to some of the aircraft featured in this game. Each aircraft has different abilities, generally: the more expensive the aircraft, the better its abilities. Be sure to get a good grasp of what types of aircraft are available.

F-5

Built upon the concept of a light supersonic fighter, it boasts high mobility, good cost effectiveness, and easy maintenance. Its mid-elevation (~13,000ft) maneuverability is superb and its all-around ability suits it for scouting. Another feature is that two engines makes stalling less likely.

ABILITY	BUY/SELL PRICE
SPEED	MOBILITY
AIR-TO-AIR	STABILITY
AIR-TO-GROUND	DEFENSE

F-4

The F-4 is a large two-engine fighter, created for all-weather carrier duty. It experienced high usage during the 70s and 80s, and is the basis of the image we have today of fighters. It boasts large ammunition load capacity, and also superb maneuverability.

ABILITY	BUY/SELL PRICE
SPEED	MOBILITY
AIR-TO-AIR	STABILITY
AIR-TO-GROUND	DEFENSE

AIRCRAFT

F-16 FIGHTING FALCON™

A single-engine supersonic fighter, its small size and light weight provide great maneuverability and combat support capabilities. It's considered to be a revolutionary fighter by many. Combining state-of-the-art technology and logic, this fighter continues to improve, and is currently utilized in front line battles.

ABILITY

SPEED

AIR-TO-AIR

AIR-TO-GROUND

BUY/SELL PRICE

MOBILITY

STABILITY

DEFENSE

F-14

Created for carrier-based duty, this fighter protects naval fleets from enemy air attacks. This aircraft boasts great maneuverability, acceleration, and ease of control during various speeds. The most unique feature of this fighter is the variable-geometry wings, which change angle according to the fighter's current speed.

ABILITY

SPEED

AIR-TO-AIR

AIR-TO-GROUND

BUY/SELL PRICE

MOBILITY

STABILITY

DEFENSE

AIRCRAFT

A-10

An air-to-ground attack plane made specifically for attacking land targets. Though lacking in speed, its high maneuverability at low altitude, large load capacity, and long-range ability are key points. It also boasts a high defense rating, to better withstand attacks from the ground.

ABILITY	BUY/SELL PRICE
SPEED	MOBILITY
AIR-TO-AIR	STABILITY
AIR-TO-GROUND	DEFENSE

MIR-2000

The best of the Mir series, the Mir-2000 is comparable to the F-16. This small fighter's wings are modeled on equilateral triangles, and a key point is that it lacks a horizontal tail plane. This allows the aircraft to cruise at speeds between Mach 1.0 and 1.2 with little change in flight characteristics.

ABILITY	BUY/SELL PRICE
SPEED	MOBILITY
AIR-TO-AIR	STABILITY
AIR-TO-GROUND	DEFENSE

AIRCRAFT

F-22 RAPTOR™

The F-22 Raptor is a new breed of aircraft, the worlds first stealth air-to-air fighter. It is also the first production aircraft with the ability to fly at supersonic speeds without the use of afterburners. The F-22 is deadly at long range, unmatched in close-in dogfights and has precision ground attack capabilities. It is not an exaggeration to say this aircraft will continue to be the strongest fighter well into the 21st century.

ABILITY	BUY/SELL PRICE
SPEED	MOBILITY
AIR-TO-AIR	STABILITY
AIR-TO-GROUND	DEFENSE

SU-37

This twin-engine, long-range air-superiority fighter is an improvement over the F-14 and F-15. It is more maneuverable and boasts a larger load capacity than its predecessor, the Su-27. This fighter features combat capabilities that are sure to strike fear in its enemies.

ABILITY	BUY/SELL PRICE
SPEED	MOBILITY
AIR-TO-AIR	STABILITY
AIR-TO-GROUND	DEFENSE

INTERVIEW

RECORDING NOTES: HYAKURI JAPANESE SELF DEFENSE BASE

In order to create a most realistic flight experience, our attention to detail extended to sound recording as well. For this we spent two days at Hyakuri Self Defense Air Base in Ibaragi prefecture.

RECORDING COMMENCES

The recording session began with early morning flight runs.

The apron (fighter parking area) was enveloped in bright waves from the heat of the jet engines. As the pilot climbed in and prepared for takeoff, we got in close enough to catch the scent of the jet engines – it smelled like kerosene. In order to record the complete gamut of engine sounds, from start up until idling, the mike was positioned at every single angle possible: front, back, left and right.

The F-4 was taken out of the storage hangar and final checks before takeoff were conducted.

RECORDING TAKEOFF AND LANDING

Finally, it's time for the takeoffs. Once again the mike was brought in close to the fighter, and positioned from multiple angles to capture the engine's sounds as it ramped up its output for takeoff. We also managed to capture the sounds of the engine nozzle while it was maneuvered around. Be sure to take a moment and listen to them in the game.

Of course, we didn't forget about landing either. After their training runs the returning fighters went into a flying formation that basically kept their engines idling. This enabled us to record unique sounds that differed from the powerful sounds of takeoff. We followed the F-4 from the apron to the runway, as it went through its guidance corridor.

RECORDING ENGINE OUTPUTS FOR EACH ENGINE

We also recorded the sounds of the afterburners for each engine individually. This was done because the propulsion of the afterburners is so great, that when both engines are engaged, the aircraft moves forward even when its brakes are fully engaged.

We also recorded various engine output levels for the F-15 from idling to maximum throttle.

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NOTES

NOTES

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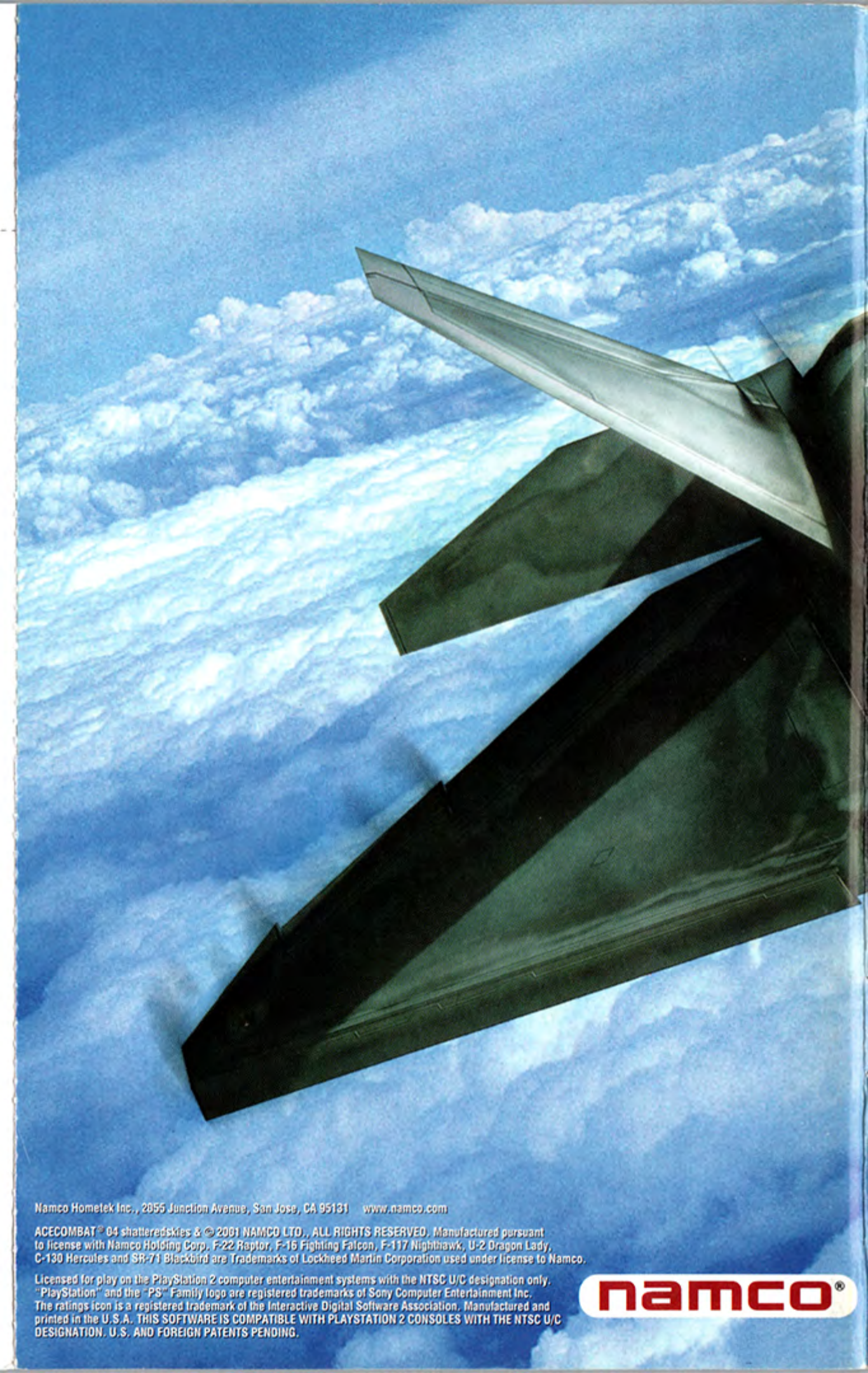

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