

AIRFORCE DELTA STRIKE™



KONAMI

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.

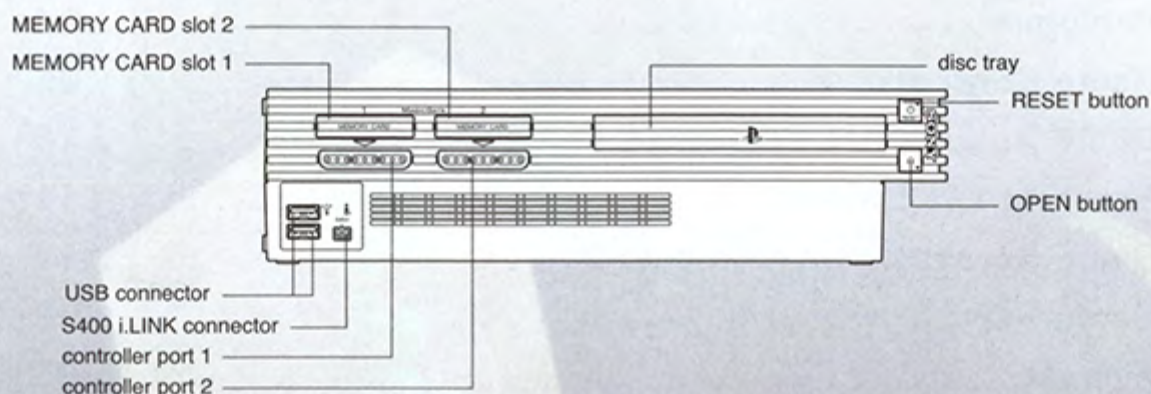
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its 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 **Airforce Delta Strike™** 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.

GETTING STARTED

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



The game can be played using the DUALSHOCK® analog controller, DUALSHOCK®2 analog controller, or a standard controller. Button commands are the same for all controllers. When playing a one-player game, insert the controller into the PlayStation®2 controller port 1. The game cannot be switched between analog mode and digital mode. The mode indicator is always red, regardless of whether the vibration function has been turned on or off.

PROLOGUE

Accompanied by a vicious strike from orbit, the Orbital Citizen's Community (the O.C.C.) declared war on earth. Employing their vastly superior technology, they soon gained footholds across the planet.

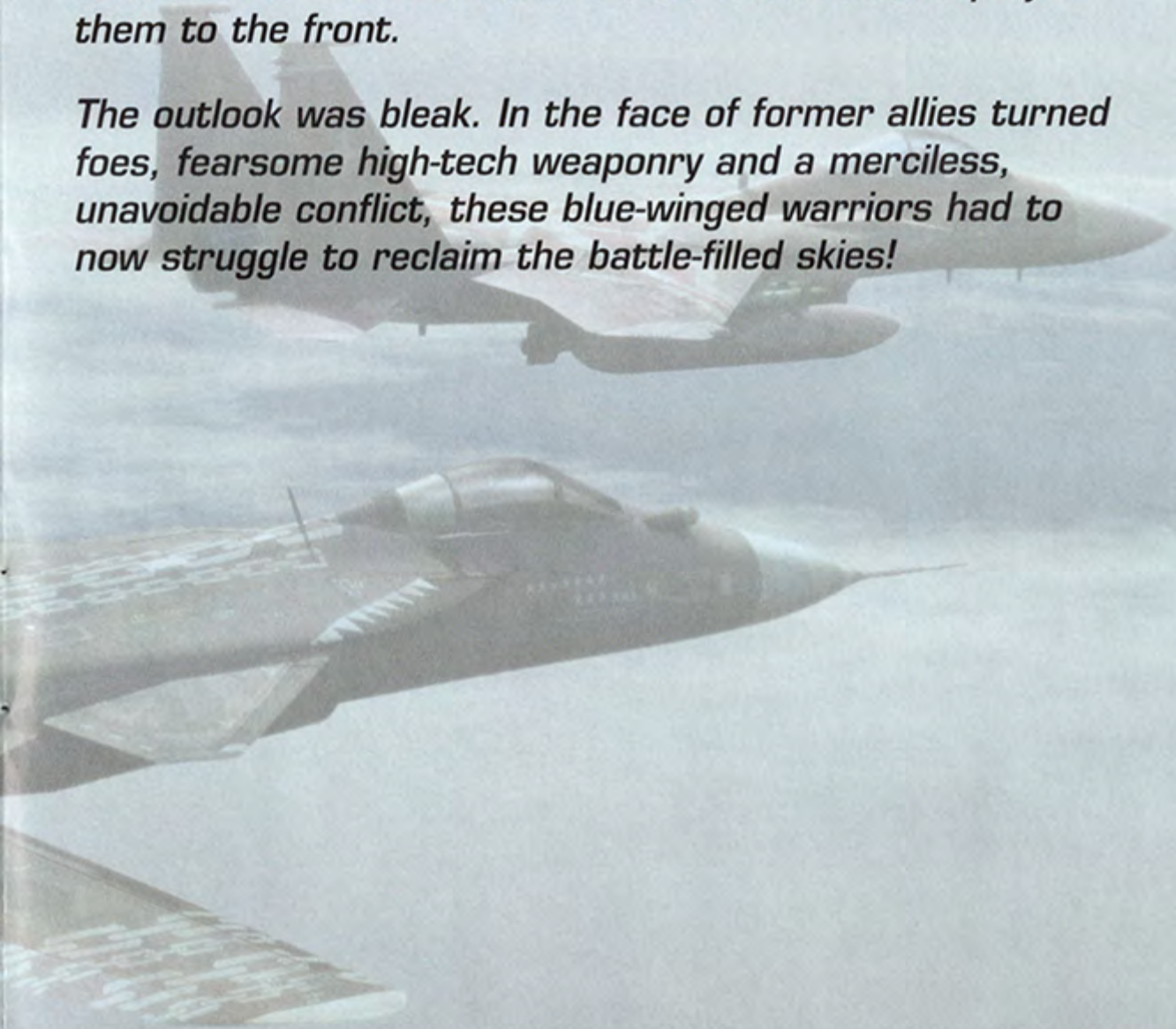
Maintaining their main force by pushing the armies of conquered nations to the front lines, the O.C.C. repeatedly defeated the hastily-formed Earth Defense Alliance Force (the E.D.A.F.), and rapidly secured approximately eight percent of earth's surface.

However, this rapid expansion also served to overextend the O.C.C. supply lines, and they were forced to slow their advance. The E.D.A.F. opted to use this lull in the conflict to bolster their forces, in the hope of then being able to offer a more concerted resistance.

With the emphasis on quantity over quality, they gathered any that were willing to fight, including problem soldiers, militia and even mercenaries. Along with the reserve forces (deploying them had never even been considered before), these extra recruits were signed up and sent to the front.

The 4th Composite Squadron of the 27th Fighter Wing—otherwise known as the Delta Squadron—was no exception. A known problem unit, unable to boast of much aside from having avoided disbandment for so long, they too received new recruits and new orders that deployed them to the front.

The outlook was bleak. In the face of former allies turned foes, fearsome high-tech weaponry and a merciless, unavoidable conflict, these blue-winged warriors had to now struggle to reclaim the battle-filled skies!



GAME CONTROLS

Control Types

This game features three different types of controls—Novice, Expert and Ace. Each has three different preset button configurations to choose from.

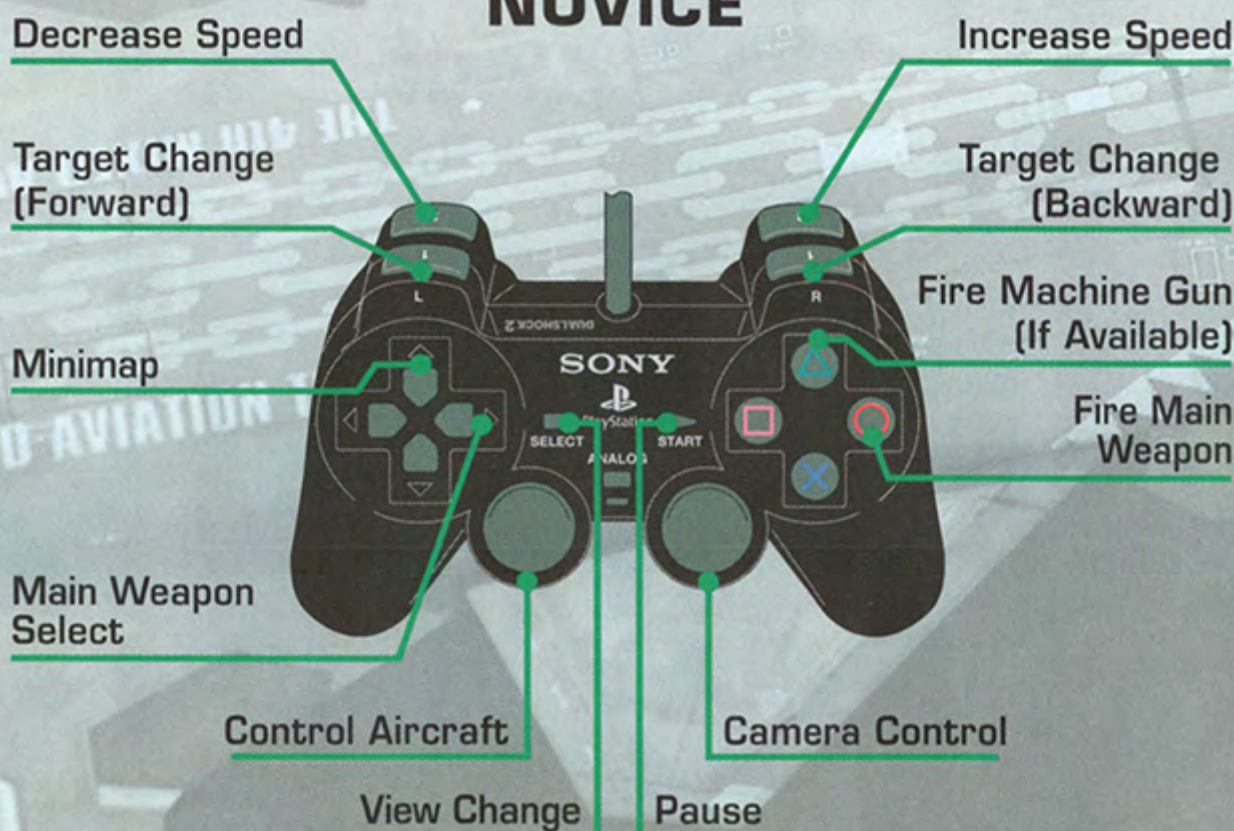
When you first start the game, the control type is set to Novice. The control type can be changed under "Controller Settings" on the Config screen.

You can also create your own button configuration under "Controller Settings" on the "Config" screen.

Vibration

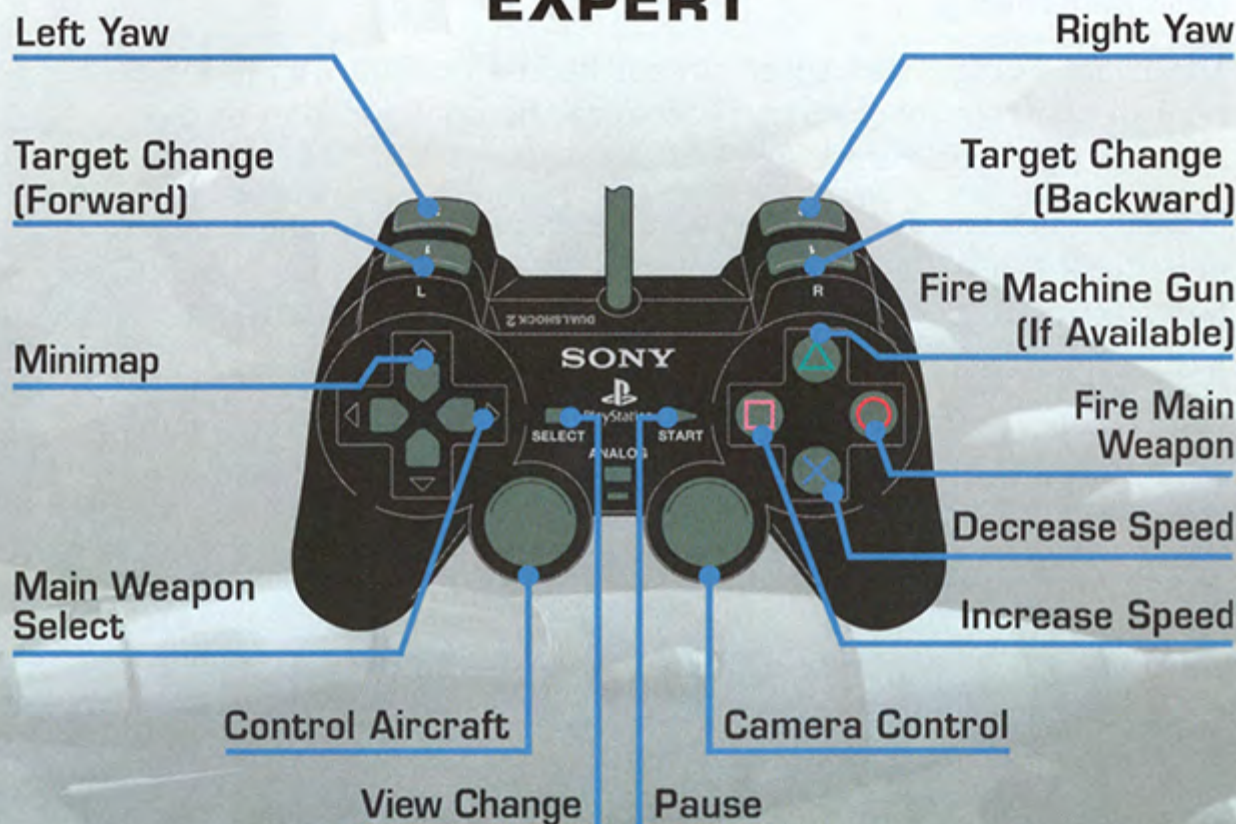
This game supports the DUALSHOCK®2 analog controller, and Flight Force vibration functions. Vibration can be turned ON or OFF under "Controller Settings" on the Config screen.

NOVICE

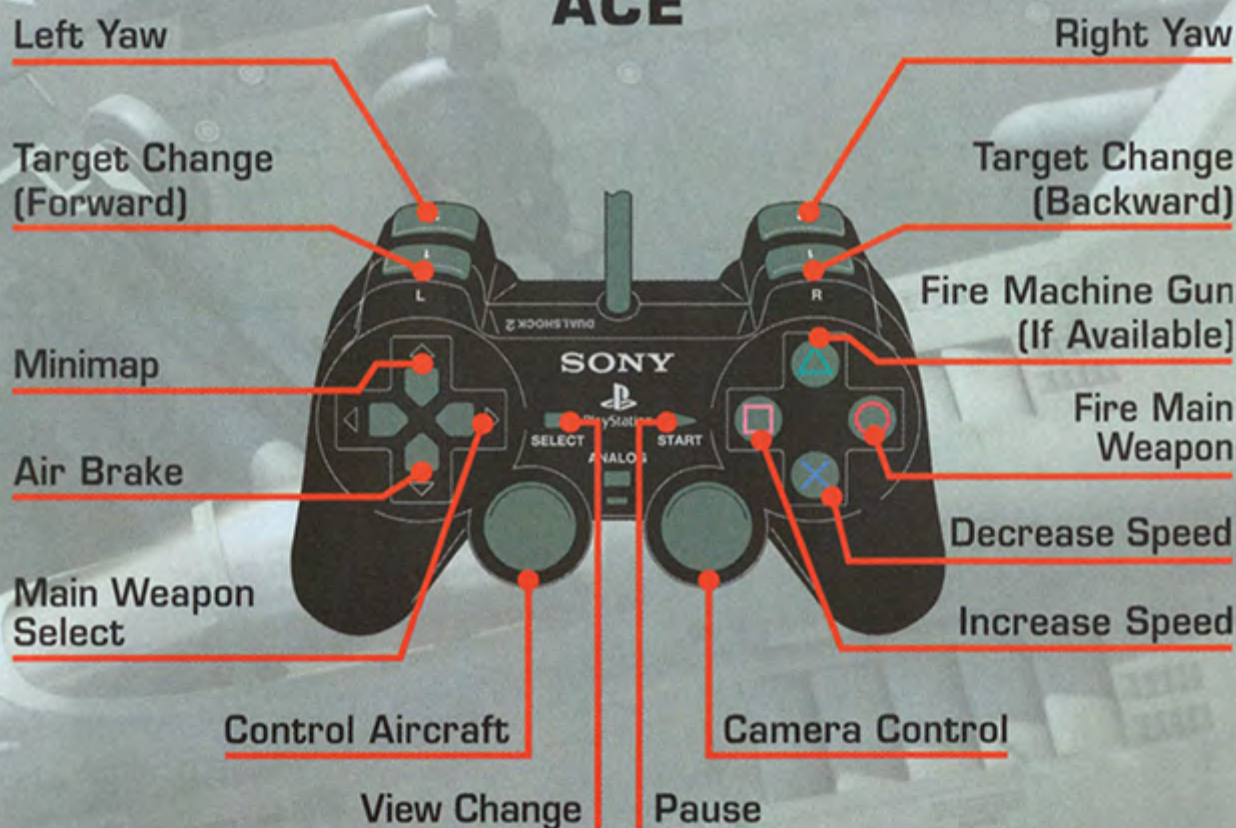


GAME CONTROLS

EXPERT



ACE



GAME CONTROLS

Using the Logitech® Flight Force™ Joystick (sold separately)

The Flight Force™ has three preset button configurations for each type of control. You cannot customize the configuration of the buttons on these controllers.

Please utilize the AC adaptor when using Force Feedback. If you do not utilize the AC adaptor, the vibration settings under "Config" will be ignored.

After connecting the Flight Force™, it requires calibration. Having connected it, move the main handle first from the upper left to bottom right, and then all the way left to right. Also move the throttle control forward and backwards. Taking care of this right away will allow your game to proceed more smoothly.

Please connect the Flight Force™ directly to the PlayStation®2 console's USB connector. Do not use a USB hub. A supported control device inserted into the USB connector will take precedence of control over a regular controller.

When using the Flight Force™, the game must be paused with the controller inserted into controller port 1.



GAME CONTROLS

EXPERT



ACE



GAME RULES

The following conditions lead to failure of a mission. Specific missions may also impose further conditions that must be fulfilled. Be sure to pay attention to each briefing, and to the instructions of your operator during the mission.

The mission will fail if:

- Your aircraft's damage gauge reaches zero.
- You crash into the ground, the ocean, a building or some other obstruction.
- You leave the mission range without receiving specific orders to do so.
- You take longer than the allowed mission time.
- A target that you are meant to be protecting is destroyed.

The following conditions lead to Game Over:

- Failing the first mission.
- Failing to carry out a mission designated vital within the specified time limit.

STARTING THE GAME

- 1) Set up the PlayStation®2 console correctly. Turn on the MAIN POWER switch and press the ON/RESET button.
 - 2) Press the OPEN button to open the disc tray and then insert the "Airforce Delta Strike™" game disc.
 - 3) Insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1.
 - 4) Press the OPEN button again to close the disc tray. After a moment, the Konami logo, Konami Studio, and licensee logos will appear, followed by a video and the title screen.
- * A memory card (8MB)(for PlayStation®2) is required to save the game. At least 100KB of free space is required to save the game. For details on using a memory card (8MB)(for PlayStation®2), please see the console user manual.

Memory Card (8MB)(for PlayStation®2)

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

STARTING THE GAME

TITLE SCREEN MENU

Pressing the START button on the title screen will display the title screen menu.

Use up and down on the left analog stick to highlight a selection, and press the **X** button to confirm it.



NEW GAME

Start a game from the beginning.

Select this option when playing the game for the first time, or when you wish to start again from the beginning.

LOAD GAME

Load a previously saved file, and then select an option from the main menu.

CONFIG

Alter various game settings, including control settings.

MAIN MENU

CONTINUE

Restart the game from the previously saved position.

FREE MISSION - Pg.40

Replay any mission that you have cleared at least once during the main game.



AIRCRAFT VIEWER - Pg.41

View all the playable aircraft that you have obtained, along with various other types of aircraft that appear in the game.

CHARACTER PROFILES - Pg.41

View profiles of the characters that appear during the game.

MOVIE VIEWER - Pg.41

Watch any movie that you have seen during the game.

REPLAY VIEWER - Pg.41

View a saved replay.

STARTING THE GAME

SYSTEM SAVE

Save system data. You cannot save your progress through the game from this option—only your Config settings, Free Mission scores and other such system data.

SYSTEM LOAD

Load system data. You cannot load your progress through the game from this option—only your Config settings, Free Mission scores and other such system data.

CONFIG - Pg.34

Alter various game settings.

BACK TO TITLE MENU

Return to the title menu.

* Some of these options may not be available when you first play the game.



GAME SCREEN

There are three possible views during combat: the HUD View, the Exterior View and the Cockpit View. The Exterior View is the standard setting.



HUD View



Exterior View



Cockpit View

HUD View:

(A) Vector Velocimeter:

Placed on the center of the aircraft's horizon, displays the current direction of travel.

(B) Missile Range:

The area in which it is possible to lock onto a target. It may still be impossible to lock onto a target within this range if it is very far away.

(C) Speedometer: The current speed of your aircraft. You can switch between km/h (kilometers) and Kt (knots) under "Options."

(D) Altimeter: Your current altitude from the ground. You can switch between meters and feet under "Options."

(E) Compass: Indicates the direction in which the nose of your craft is pointing. You can switch between it being displayed as N-E-S-W or in degrees under "Options."



GAME SCREEN

(F) Timer: The time limit for the mission.

(G) Damage Gauge: Displays the damage your aircraft has sustained. If this gauge runs out, the aircraft is too severely damaged to use, and must be repaired.

(H) Missiles Left: Displays the number of missiles you have remaining. When a missile can be fired, the missile mark will be filled in. After firing a missile, you cannot fire until this mark is filled in again.

(I) Your Aircraft: Indicates the aircraft you are currently piloting.

(J) Engine Output: Indicates the current output of your aircraft's engine.

(K) Enemy Designator: Indicates the direction of the enemy. Is not displayed if it is within missile range.

(L) Message Indicator: Concisely displays important information.

Locked On: Flashes red when an enemy has locked onto you. Flashes normally when you lock onto an enemy.

Hit: Flashes red when an enemy hits you. Flashes normally when you hit an enemy.

(M) Radar: Displays the surroundings of your aircraft. The radar will switch automatically between S, M and L (short, middle and long), depending on your position in relation to the enemy. Any enemy within radar range will be displayed, barring special circumstances (hard for radar to detect, bad weather, etc.). The currently selected or locked-onto enemy will flash in the radar.

READING THE RADAR

Each of the various marks on the radar (the square and triangular shapes) has its own meaning.

COLOR

Red: Target (an enemy that must be defeated as part of the mission).

Yellow: Enemy (any enemy other than a target).

Blue: Ally/Allied Unit.

Green: Must not be destroyed.

White: Missile.



GAME SCREEN

SHAPE

Triangle: An aircraft. Only displayed when the radar is on S range. The line coming out of the triangle indicates the direction in which the aircraft is traveling.

Square: A building on the ground, and all aircraft when the radar is above S range. Flashing white squares represent missiles.

TARGET DESIGNATOR

Depending on your mission, three types of triangles will appear on the radar. Each symbol will represent the closest object to your aircraft.

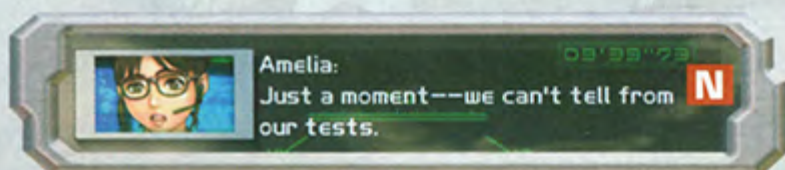
Red: The closest non-aircraft target.

Orange: The closest aircraft target.

Blue: The closest ally/allied unit.

(N) Character Window:

Displays the character talking to you during a transmission.



(O) Pitch Lines: Shows the direction and extent of the aircraft's tilt. A positive angle (pointing up) is displayed with a solid line and a negative angle (pointing down) is displayed with a broken line.

(P) Aircraft Information: Displays various information pertaining to your aircraft.

AIRBRAKE: Displayed when the air brakes are engaged.

BRAKE: Displayed when using speed brakes in space.

AOA: Displays your Angle of Attack.

M: Displays speed relative to the speed of sound (Mach).

RS: Displays a comparison of your aircraft's speed with that of the enemy aircraft.

(Q) Target Container: Displayed when an enemy is within a certain distance, and is on the screen. There are six different containers, which change depending on the circumstance.



GAME SCREEN

ABOUT CONTAINER MARKS

- (1) When locked on.
- (2) When within missile range.
- (3) When inside the screen but outside of missile range.

The container is displayed red when you have locked on.

(R) Gun Sight: Appears after reaching a certain distance between your aircraft and an enemy to which you are locked on. Keeping the enemy in the center of the target will make it easier for your machine guns to hit it.

(1) Gun Sight: Target for machine guns. The closer to the center of the target an enemy is, the more likely it will be hit.

(2) Gun Course: Displays the course machine gun fire will take through the air.

(S) Rocket Sight: A sighting device for rockets.

(T) Peeper: Seeker for air-to-ground bombs.

Non-guided Type: Displays the predicated impact point. If your aircraft is inclined too sharply then an X will appear and you will be unable to launch a bomb.

Guided Type: These bombs can lock on. When you come within lock-on range the Peeper will do so automatically. When you are not locked on, the launching process is the same as the non-guided type.



GAME SCREEN

Exterior View

(A) Speedometer:

The current speed of your aircraft. You can switch between km/h (kilometers) and Kt (knots) under "Options."

(B) Altimeter: Your current altitude from the ground. You can switch between meters and feet under "Options."

(C) Timer: The time limit for the mission.

(D) Damage Gauge: Displays the damage your aircraft has sustained. If this gauge runs out, the aircraft is too severely damaged to use, and must be repaired.

(E) Missiles Left: Displays the number of missiles you have remaining. When a missile can be fired, the missile mark will be filled in. After firing a missile, you cannot fire until this mark is filled in again.

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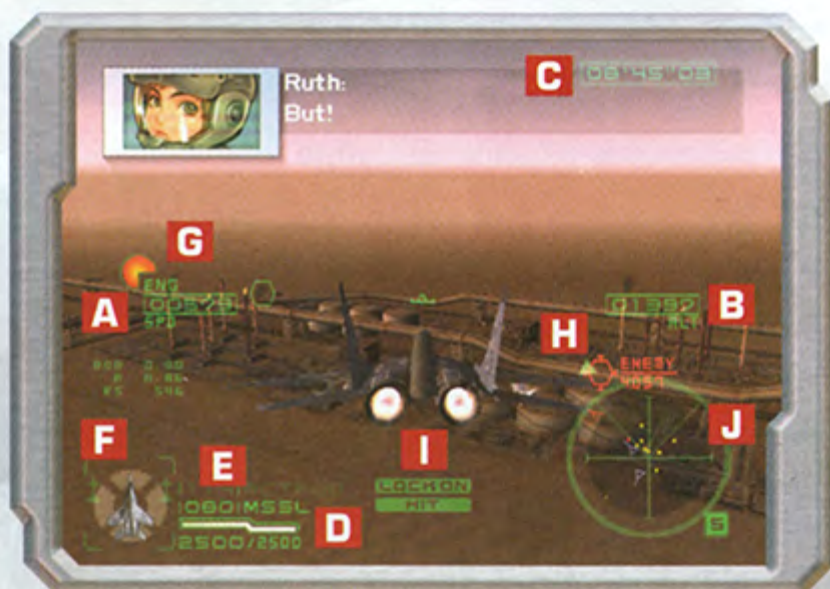
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GAME SCREEN

Space-Only Instruments

(A) Space Compass: Displays your angle in space. A vertical line points to 0 degrees, so this is also useful for figuring out your aircraft's inclination.

(B) Mission Range Altimeter: Displays the high and low boundaries of the mission range.

(C) Obstruction Sensor: This sensor responds if your aircraft is close to some kind of obstruction, and flashes red to indicate its direction.



Warning and Status Messages

CAUTION: Use caution.

PULL DOWN: Lower the nose of your aircraft.

PULL UP: Raise the nose of your aircraft.

STALL: You have stalled.

MSSL ALERT: A missile is closing in.

OUT OF OPERATION AREA: You are about to leave the mission range.

BINGO!: You have hit the target.

SHOT DOWN: You have shot down the enemy.

MISSION FAILED: You could not complete the mission successfully.

MISSION ACCOMPLISHED: You completed the mission successfully.

MISSION OVER: The mission has ended.

GAME SCREEN

Debriefing

Upon clearing a mission, the Debriefing screen is displayed. Here, you can check mission performance and collect any payment for your kills or for completing the mission.

Technical Bonuses

Depending on the weapon used, you might receive technical bonuses for shooting down enemies. The use of certain highly-specialized weapons may reduce the amount of money that you receive.

Machine Guns: The reward is doubled.

Rockets: The reward is tripled.

Air-to-ground Bombs: The reward is tripled.

Replay

After a mission ends you can watch a replay of the action. Selecting the Replay Save button during Replay mode allows you to save that replay. Saved replays can then be watched with the Replay Viewer.

A maximum of eight replays can be saved.

The Replay Screen

Pressing either the  button or the Replay Mode screen button will hide the control window.

Pressing the face button during Replay mode will hide all on-screen messages.

The camera type button will change the camera pattern.

The SAVE button will take you to the Replay Save screen.

Pressing the exit button, or the START button, will end Replay mode.



MODE: RESULTS		FINISH TIME: 01'35"55	
DESTROYED ENEMY		DESTROYED NUMBER	
TYPE-BB: PLOE	10000	FIGHTER	100
TYPE-BB: PLOE	10000	OTHER AC	06
TYPE-BB: PLOE	10000	GROUND	00
TYPE-BB: PLOE	10000	TOTAL	06
MISSION REWARD		10000	
TOTAL REWARD	4	50000	
TOTAL CREDIT		90000	



GAME SCREEN

Replay Save Screen

Here you can save your replay. You can save a maximum of eight replays. Once you have eight saved, you will have to select and overwrite an old replay in order to save a new one.



GAME PLAY

GAMEPLAY

Progress through the game generally follows the same overall pattern.

Briefing Room

If you go to the Briefing Room from the Airbase menu, a list of the missions you can participate in will appear. Selecting the mission you wish to join will then allow you to view its briefing. After the briefing, the route to the mission point will appear on the World Map. Then select the character you wish to use and an aircraft to take off in. You are now ready to launch.



World Map Screen

The location of bases, your next target, and completed missions will be displayed on the World Map.

Selecting a route and pressing the confirmation button will allow you to move around the map. Head toward the mission location.



3D Combat Screen

Carry out the specifics of the mission within the time limit by flying your aircraft within the 3D mission range. The purpose and targets of each mission will be explained in the briefing and during the game, so pay close attention to your operator at all times.



Once the combat is over, return to base. After the mission debriefing, you are free to participate in any other currently-required missions. More missions will become available as time passes, and as you complete other missions successfully. Some missions carry certain restrictions—for instance, certain characters may not be able to undertake them. Although you are generally free to select any mission you want, sometimes HQ will designate a mission to be of vital importance to the conflict. Under these circumstances, it is best to put completing this mission ahead of all others, as failure to complete it quickly can lead to Game Over.

AIRBASE

AIRBASE MENU

You can do various things from this screen, including gathering information and selecting a mission to join.

Operations Room

Get the latest updates on the battle situation. It is worth checking every once in a while, to see the difference your missions are making.



Shop

Buy new aircraft and sell unwanted ones. The aircraft available depend on your character. You can also purchase special weapons.

Quarters

View information on your character, including combat record and medals received. There is also a command here that lets you move time forward.

Briefing Room

Select a mission to participate in. The available missions change with the passage of time. The overall status of the conflict can also effect which missions are available.

Hangar

Repair and modify your aircraft. You will also need to come here when you wish to take off.

Meeting Room

Coming here will allow you to gather information from the other squadron members.

Runway

Squadron members often hang out here.

Option

Save or load game progress, alter various game settings, or return to the Main Menu.

* After the game progresses and your missions move out into space, this menu will change slightly. The Operations Room will become the Bridge, and the Runway option will disappear.

OPERATIONS ROOM

Get the latest information on the conflict. You can check on both the E.D.A.F. and the O.C.C. forces, which will aid in your selection of a mission.

The following commands are available.

- **Conflict Info:** Get the latest information on the battle situation.
- **Talk:** Talk to a character.
- **Leave:** Return to the Airbase menu.



SHOP

Buy a new aircraft for your character, sell an old one, or purchase special weapons. The types of aircraft for sale will improve as you progress through the game and undertake more missions. You cannot sell the aircraft that each character starts out with.



After buying a special weapon, you will only lose it if your aircraft is destroyed. You cannot sell special weapons after you have bought them. Each aircraft can only equip specific special weapons, and after purchasing them, Harry will make the preparations.

- Buy Aircraft: Purchase a new aircraft.
- Sell Aircraft: Sell an aircraft that you currently own.
- Buy Special Weapons: Purchase a special weapon for your aircraft.
- Talk: Talk to Harry.
- Leave: Return to the Airbase menu.

Shop Screen

(A) Aircraft Name: The name of the selected aircraft.

(B) List of Aircraft: A list of the aircraft you can buy.

(C) Aircraft Number: The game reference number for the aircraft.

(D) Weapons List: The weapons and ammo that the aircraft is equipped with.

1) Primary Weapon: If equipped with machine guns, "GUN" is displayed. If not equipped with anything, "-" is displayed.

2) Secondary Weapon: A major armament, such as rockets or missiles, will be displayed here.

3) Special Weapon: Displays the type of special weapon equipped. If none is equipped, "-" is displayed.

(E) Aircraft Type/Capabilities: The type of aircraft (Fighter, Attacker, Multi-role, V/STOL).



SHOP

(F) Life: The amount of damage the aircraft can sustain.

(G) Stealth Level: The stealth level of the aircraft.

(H) Performance: A chart of the aircraft's performance in various areas.

Anti-air Attack:

Performance against air targets.

Anti-ground Attack:

Performance against ground targets.

Speed: The speed of the aircraft.

Thrust: The thrust of the aircraft.

Mobility: The turning ability of the aircraft.

Defense: The resilience of the aircraft.

(I) Price: The price of the aircraft, and your current funds. If a figure is in red, you don't have enough money and cannot make the purchase.

* The R2 button will make some windows disappear.

Space and Special Equipment

After the game progresses and your missions move out into space, aside from a few exceptions all aircraft will be fitted with space boosters. While this booster gives the same armaments to every aircraft, these armaments are only of average strength. If you purchase a special space booster, you can equip each aircraft with the weapons it used when on earth. While this means that some aircraft may lose their machine guns, or lose attack power due to using missiles, it will also give you access again to the more powerful explosive weapons.



QUARTERS

Take a well-earned rest, or look over your character's combat record or medals received.

- **Combat History:** Look over the combat record of your character.
- **Medals:** View the medals that your character has been awarded.
- **Rest:** Take a rest and allow time to pass.
- **Leave:** Return to the Airbase menu.

Combat History Screen

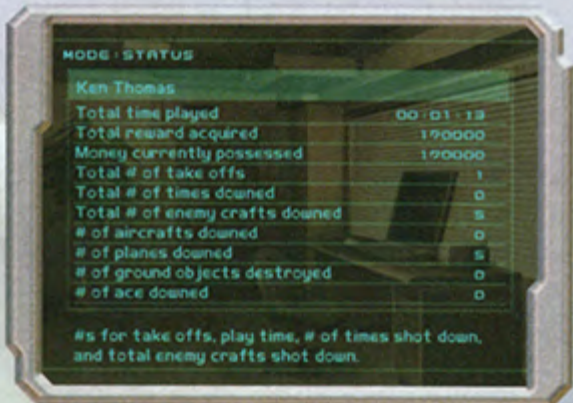
Displays the combat history of your current character.

* Combat History only reflects the battles in which you actually controlled that character. Even if that character appears as a pilot while you are controlling someone else, nothing they do during that time will have an effect on their Combat History.

* The information displayed under Combat History is specific to that character.

Medal Screen

An overview of the medals that your character has received.



BRIEFING ROOM

Here you can check out the current missions or hear the details of a specific mission and carry it out.

Use up and down to highlight a mission and press the confirmation button to select it.

The briefing will then begin.

- Briefing: Listen to a mission's briefing and then take part in that mission.
- Talk: Talk to a character.
- Leave: Return to the Airbase menu.

Briefing Selection Screen

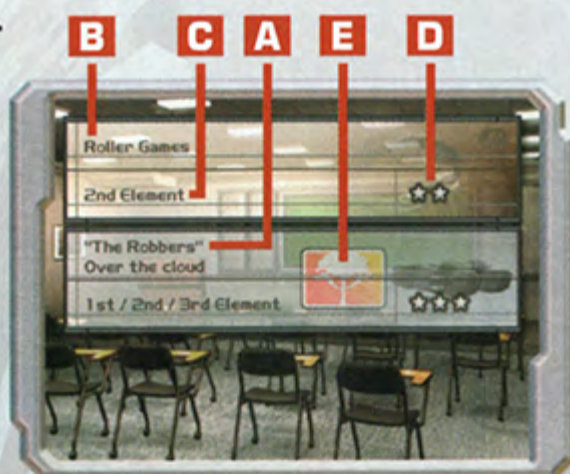
(A) Operation Name: If the operation has a name, it is displayed here.

(B) Mission Name: The name of the mission.

(C) Characters: The members and elements that can take part in this mission.

(D) Mission Difficulty: The difficulty of the mission is represented by from one to five stars to help guide you in choosing a mission.

(E) Vital Mission: If this has been designated by HQ as a mission vital to the war effort, you will see this mark. It is best to complete these missions as quickly as possible.



HANGAR

Repair and modify your aircraft. You will also launch from here when you set out on a mission.

- **Take off:** After selecting a mission, launch onto the World Map.
- **Repair Aircraft:** Repair damaged and crashed aircraft.
- **Modify Aircraft:** Change the coloring of the aircraft or raise the stealth level of certain aircraft by applying a Ferrite coating.
- **Equip:** Only available in space, this option allows you to switch between the standard and special space booster.
- **Talk:** Talk to a character.
- **Leave:** Return to the Airbase menu.



Take Off Screen

Launch and begin your selected mission. After selecting the aircraft you wish to pilot, you will head out onto the World Map.



Aircraft Repairs

On the Aircraft Repairs screen, you can repair any aircraft that have been damaged during a mission.

The initial aircraft that each character possesses will be repaired automatically. However, any additional aircraft that you purchase will retain any damage sustained until you have them repaired. If an aircraft is destroyed, you will also lose any special weapons it was equipped with, and all modifications that were made to it.



HANGAR

Aircraft Modifications

On the Aircraft Modifications screen, as well as altering the color of your aircraft, you can also apply a Ferrite coating, which will raise its stealth level.

After selecting the aircraft you wish to modify, a list of possible modifications will be displayed. Select the one you want to carry out.



* Ferrite coating can only be applied to jets or aircraft that start with a stealth level of zero.

* It is only possible to raise the stealth level of an aircraft with an initial stealth level of zero by one.

Equip

Only available in space, this option allows you to switch between the standard and special space booster.

Standard Booster: A booster designed for use in space. Although it comes equipped with weapons, they are fairly weak. This Standard Booster is the standard equipment for space combat.

Special Booster: A booster designed for use in space. Although the number of weapons equipped may sometimes be lacking, it allows use of certain special attacks—the same special weapons that an aircraft can use when flying on earth. Seeing as this booster reflects the aircraft's original abilities, equipping it may lead to the loss of machine guns.

MEETING ROOM

Use this room to gather information from the other members of the squadron.

You may pick up some useful information by talking to your comrades.

- **Talk:** Talk to a character.
- **Leave:** Return to the Airbase menu.



RUNWAY

Use the runway to gather information from the other members of the squadron.

You may pick up some useful information by talking to your comrades.

- **Talk:** Talk to a character.
- **Leave:** Return to the Airbase menu.



OPTIONS

Save or load game progress, and alter various game settings.

- **GAME DATA SAVE:** Save your progress through the game.
- **GAME DATA LOAD:** Load a previously-saved game.
- **CONFIG:** Alter various game settings.
- **RETURN TO THE MAIN MENU:** Return to the main menu. Be aware that any unsaved data will be lost.



Save and Load Screen

"Airforce Delta Strike™" allows you to save data in up to five different slots.



- (A) **Character Name:** The name of the character you were controlling at the time of the game save. If no character was selected when the game was saved, then no name will be displayed.
- (B) **Phase/Turn:** The phase and turn during which the game was saved. The turn will not be displayed on any saves during Phase 1 and from Phase 10 onwards.
- (C) **Save Time:** The saved total gameplay time.

Start of a Phase

From Phase 2 onwards, a progress save will be made the first time you return to the base after the start of a new phase.

If you happen to be in the base from the beginning of the phase, then a progress save will be made as soon as the phase changes.

CONFIG

The following options are available under "Config."

- Game Settings
- Controller Settings
- Sound Settings

Game Settings

Alter the following in-game settings.

- **HUD Color:** Alter the color in which the HUD is displayed. Choose between two colors, green or orange.
- **HUD Units:** Select the units in which altitude and speed will be displayed on the HUD. Choose between m, km/h (meters) and ft, kt (feet).
- **HUD Compass Display:** Select the compass display style on the HUD. Choose between N-E-S-W and degrees.
- **Default View:** Select the default view coming into the 3D screen. Choose from HUD, Cockpit or Rear.
- **Initialize:** Return all game settings to their defaults.
- **Exit:** Return to the previous screen.

Controller Settings

Alter various settings relating to the controller and controls.

- **Control Type:** Choose between Novice, Expert and Ace.
- **Reverse Pitch:** Change the way in which your aircraft responds when the left analog stick is pulled back or pushed forward. Normally (when Pitch Reverse is OFF), when the left analog stick is pulled back (down), the aircraft will go upwards. When Pitch Reverse is ON, however, pushing the left analog stick forward (up) will make the aircraft go upwards. Choose between On or Off.



CONFIG

- **Button Settings:** Set the buttons for the currently-connected control device. Choose from type A, B, C and Custom. (Custom can only be selected when using a standard controller.)
- **Vibration:** Alter the vibration settings for the controller or stick. Choose between On or Off.
- **Initialize:** Return all controller settings to their defaults.
- **Exit:** Return to the previous screen.

Controller Settings Screen

On this screen, you can assign functions to each controller button. You can select from three preset button types. Also, when using a standard controller, you can customize the button configuration.

Customizing the buttons requires the following process.

- Select the function that you wish to change and press the confirmation button.
 - With the function now selected, select the location you wish to assign it to and press the confirmation button again.
 - The function will switch to the new location.
- * If you switch controllers, only the button settings will be remembered.
- * You cannot change the control type on this screen.



CONFIG

Sound Settings

On this screen you can alter various sound settings.

- **BGM Volume:** Adjust the volume of the background music played during the game between "0" and "5." ("0" is mute.)
- **SE Volume:** Adjust the volume of the sound effects played during the game between "0" and "5." ("0" is mute.)
- **Voice Volume:** Adjust the volume of the voices during the game between "0" and "5." ("0" is mute.)
- **Sound Setting:** Select the sound output. Choose between stereo, monaural, or Dolby Pro Logic II.
- **Output Setting:** Change this setting to match your output device. Choose between speakers or headphones.
- **Dolby Digital:** Only the movie scene will play in Dolby Digital 5.1. If you have a sound system with Dolby Digital, select "ON". Connect your console to a sound system with a digital optical cable.
- **Initialize:** Return all controller settings to their defaults.
- **Exit:** Return to the previous screen.



* This game is presented in Dolby® Digital Pro Logic® II. See page 46 for the sound setting details.

WORLD MAP

This screen allows you to move from the Airbase to the location of the next mission. As well as bases, the next mission location and movement routes, previous mission locations remain displayed on the map.



Turns and Phases

The Concept of Turns and Phases

Phases represent a large chunk of time. Turns divide phases into smaller sections. A single phase is comprised of ten turns. After ten turns, the next phase begins.

When the phase changes, HQ will look over the missions and propose new ones, taking current circumstances into account. You may receive an order at the start of a phase to bring certain missions to a close. Just make sure you complete these missions at some point during that phase. Also, HQ will require any missions deemed to be vital to the war effort to be completed during that phase. Be sure to keep an eye on your remaining time. If you fail to complete the mission within the time limit, you will be automatically returned to base.

- Entering a base or a mission location on the World Map uses up one turn.
- If you are shot down, you will be automatically returned to base. This will also use up one turn.
- As the game progresses, the turn number may stop being displayed.

Repair and Resupply

Damage to your aircraft and expended ammo can only be recovered after you return to base. Sometimes you will be forced to fight numerous battles during an operation. Consider the amount of time remaining in the phase carefully when deciding if you will return to base or carry on fighting.

WORLD MAP

Moving on the Map

Press the directional button toward the location to where you wish to move, and that movement route will begin to flash. Press the confirmation button to then move along the flashing route. When numerous routes extend from the same point, pressing the directional buttons multiple times will switch between the possible routes.

The location of a completed mission will then become a waypoint, and cannot be entered again. The next mission location bears the mark of the O.C.C. army, and when you reach that location, "Mission Point" will appear at the top of the screen. Pressing the confirmation button will then start the mission.



Map Screen

(A) Character Window: A portrait of your currently-selected character.

(B) Aircraft Status: The status of the aircraft you are currently piloting.

- **Aircraft Name:** The name of the aircraft you are currently piloting.
- **Primary Weapon:** If the aircraft has a primary weapon or not.
- **Secondary Weapon:** The type of secondary weapon, and ammo remaining.
- **Special Weapon:** The type of special weapon, and ammo remaining.
- **Life:** The amount of damage the aircraft has sustained.

(C) Area Info: The area number and name of your current location.

(D) Phase and Turn: The current phase and turn number.

(E) Operation Name: If the operation has a name it is displayed here, along with the mission name.



WORLD MAP

Icons



Base: An E.D.A.F. base.



Mission Point: The location of the next mission.



Completed Mission Point: The location of a previously completed mission.

Restarting a Phase

If you continuously fail missions, move around aimlessly without going to the next mission point or fail to complete a required mission in time, you may be faced with Game Over.

If this happens, you can restart from the beginning of that phase. If you do restart in this fashion, your pilot's Combat History and your progress through the game will also return to how they were when the phase started.

FREE MISSION

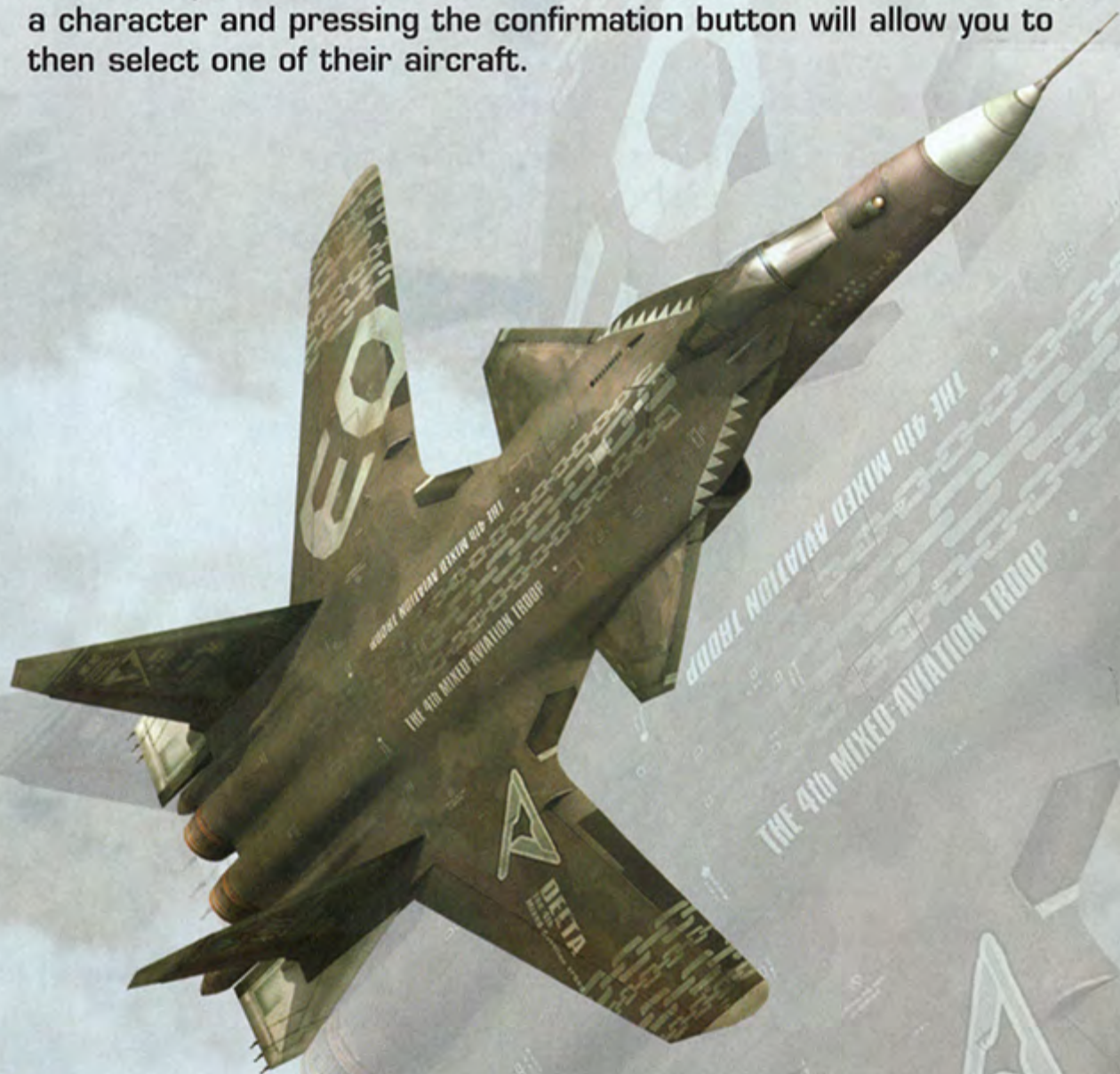
Here, you can replay any mission that you have completed in the main game.

Under the operation name and mission name, the fastest clear time and the aircraft used to achieve it are displayed.



Playing a Free Mission

- Select the mission you wish to play and press the confirmation button.
- Select the situation for the character you wish to use.
- Select the aircraft you wish to fly. Pressing the  button here will also allow you access to the aircraft of other characters. Selecting a character and pressing the confirmation button will allow you to then select one of their aircraft.



VIEWER

Aircraft Viewer

View all the aircraft you have obtained during the game, along with various other types of aircraft that appear.

- Select the character or category of aircraft that you want to view.
- Select the aircraft that you want to view.



Controls when viewing.

- **○ button:** Go back one screen.
- **△ button:** Fire primary weapon (if equipped).
- **□ button:** Fire special weapon.
- **× button:** Fire secondary weapons.
- **R1 button:** Alter texture on aircraft body.
- **SELECT button:** Display control help.
- **right analog stick:** Move camera.
- **R2 button:** Hide windows

Character Profiles

View profiles of the characters that appear during the game.



Movie Viewer

Watch any movie that you have seen during the game. Select the movie you wish to view and confirm to begin playback.



Replay Viewer

View a saved replay. Select the replay you wish to view and confirm to begin playback. Pressing the START button at any point during a replay will stop playback.



CHARACTERS



Ken Thomas

A former pilot for the E.D.A.F. Space Station "Seeker." Losing his girlfriend in the conflict, he joins the Delta Squadron with his mind set on revenge. His fervor for battle is often mistaken for a death wish by those around him, but he is really only trying to escape from his grief.



John Randal

Always returns to base, even if alone, and able to survive the fiercest of fights. His kill score means everything to him. His lone-cowboy antics and constant disregard of orders led to his transfer to the Delta Squadron. Supreme confidence in his abilities makes him very proud, and quite the attention-seeker.



Ruth Valentine

The Delta Squadron's 3rd Element Leader. An elite pilot who made First Lieutenant at the age of only twenty-two. Requests to be assigned to the frontline Delta Squadron in order to prove herself—not just against other pilots, but also against her renowned father, who also commanded on the front lines. Vowing to her father that none under her command will die in battle, she puts the safety of her allies above kill scores.



Jamie Jones

The Delta Squadron's 1st Element Leader. A slightly strange pilot, who—perhaps searching for a hint of romanticism in a jet-dominated age—continues to fly a propeller plane. While he is certainly a skilled pilot, his stubborn attitude lands him a transfer to the Delta Squadron.

CHARACTERS



Rick Campbell

A speed maniac, he only has eyes for speed and lift. Every aircraft he uses is a pure speed machine. His tastes are the exact opposite of his Element Leader, Jamie, which leads to frequent, overblown fights between them.



Holst Prendre

The Delta Squadron's 2nd Element Leader. A highly-experienced pilot, and an expert at air-to-ground fighting. While he is incredibly strict and often speaks sharply, he is also adept at watching over those around him and is something of a father figure to those in the Delta Squadron.



Alex Levine

A hard worker, rich in human experience and a keen V/STOL pilot. While the Delta Squadron as a whole often gets assigned the oddball missions, Alex often stands out as getting it particularly rough. Maybe due to differing personalities, he clashes often with the rookie Brian.



Brian Douglas

He is a rookie just out of the pilot educational program. He is well bred but knows little about the world. He has a strong sense of duty and is an idealist.

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DOLBY® SOUND SETTINGS

SOUND SETTINGS

This game features "Dolby Pro Logic II" encoded content during gameplay, and "Dolby Digital 5.1" and "Dolby Pro Logic II" during movie scenes. Please select the best sound mode compatible with your sound system. "DIGITAL OUT (OPTICAL)" should be activated on the PlayStation®2 system settings when using a digital optical cable.

* If you do not have a sound system with Dolby Digital, Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic decoding, then select either "Monaural" or "Stereo".

"Dolby Pro Logic II"

If you have a sound system with Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic decoding, select "Dolby Pro Logic II" from the sound options to experience the excitement of surround sound during gameplay, including movie scenes. Connect your game console to a sound system with either a digital optical cable or an analog cable.

"Dolby Digital 5.1"

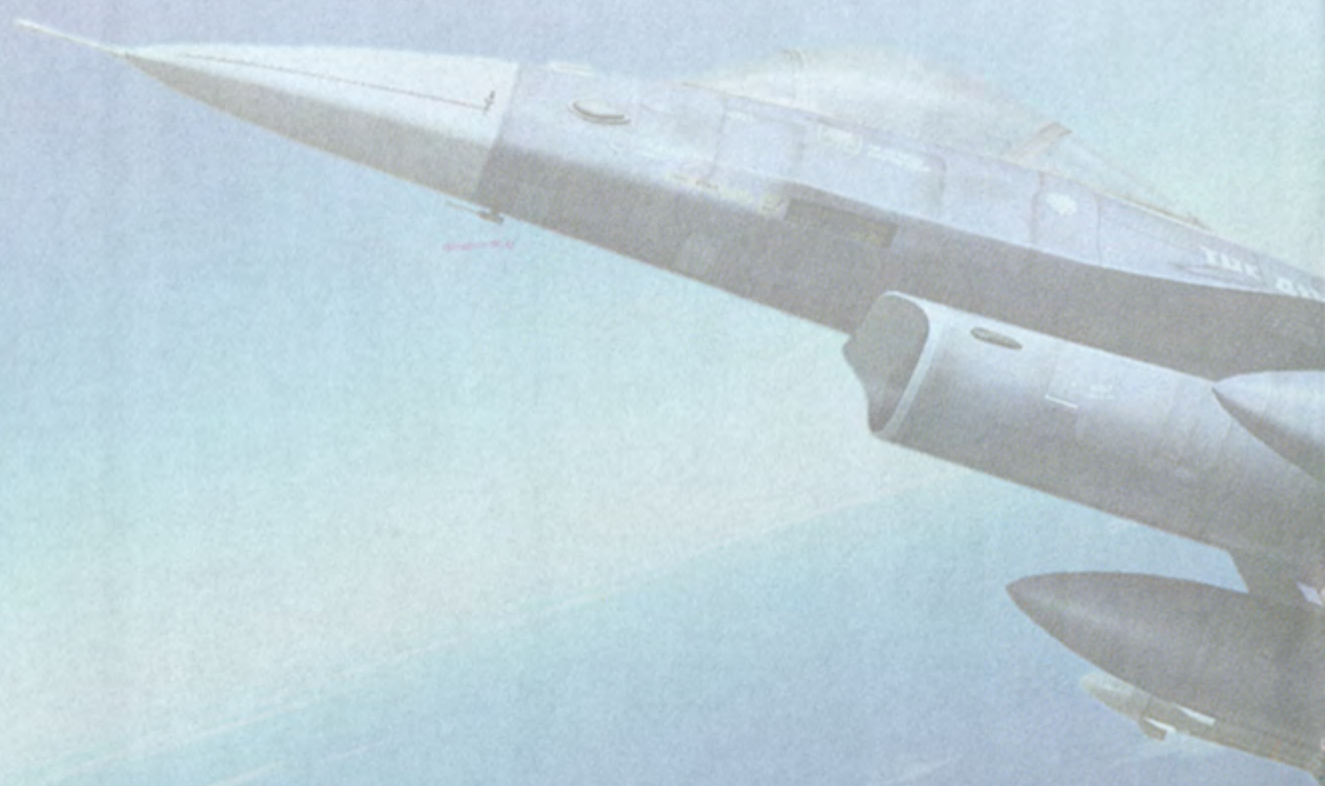
If you have a sound system with Dolby Digital or Dolby Pro Logic IIx decoding, select "Dolby Pro Logic II" and "Dolby Digital 5.1 ON" from the sound options. The movie scenes will play back in Dolby Digital 5.1, and depending on the features of your sound system, the sound during the gameplay will playback in Dolby Pro Logic IIx, Dolby Pro Logic II, or Dolby Pro Logic. Connect your game console to a sound system with a digital optical cable.

* This game uses both Dolby Digital and PCM audio. Some decoders will switch between both audio formats automatically, and others will not. Please refer to your sound system's instruction manual to determine if it is necessary to activate an "auto-detect" feature.

NOTES



NOTES



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Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

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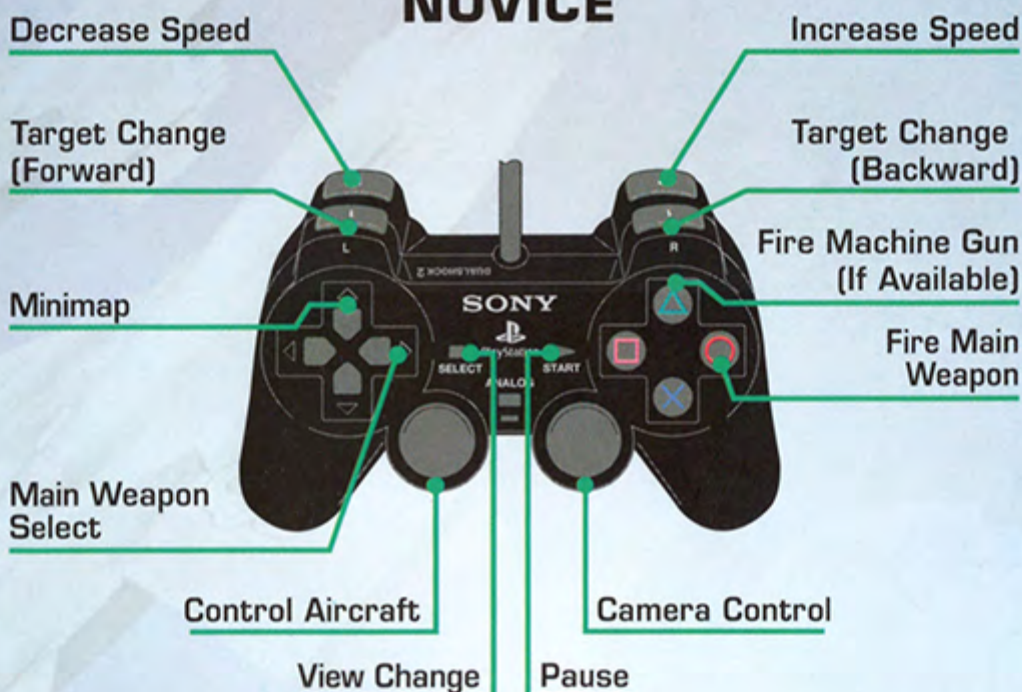
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GAME CONTROLS

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EXPERT

