A.S.P.
AIR STRIKE PATROL

INSTRUCTION MANUAL

SeTa
SETA U.S.A., INC.

DYNAMIC GROWTH

SUPER NINTENDO
ENTERTAINMENT SYSTEM

A.S.P.
AIR STRIKE PATROL

Zaraki forces rolled over Sweit! With firm control over Sweit's territory they set their eyes on oil rich, Saudi Ababeia. Despite continued U.N. negotiations Zarak refuses to withdraw. With world outrage mounting, the U.N. sets a time limit for Zarak to retreat. Zarak ignores the U.N. ultimatum and reinforces its conquest. Strange behavior, even for a desert dictatorship. Could there be a Superpower providing covert aide? Regardless, there's no alternative left except interdiction.

You are the commander of U.N. Air Forces. It's your responsibility to implement Operation Corrado and cripple the enemy to end the war quickly.

Good luck.

Note: This game is based on fiction. The names that appear in this game have nothing to do with any existing entities.

LICENSED BY

Nintendo

TABLE OF CONTENTS

Read through this section to learn how to jump right into the action.

- From the Title screen press the Control Pad to highlight Start.

- Press the Start button to advance to the Option screen.

- Press the Control Pad to highlight Game Start.

- Press the Start button to advance to the Mission Briefing screen. The Mission Briefing screen will give you your objective and the date it must be achieved by.
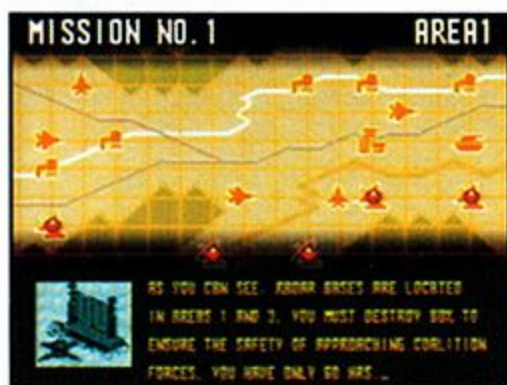
- Press the A button to advance to the Briefing. At the Briefing you will learn the details of your missions and review the maps of your area of operations.
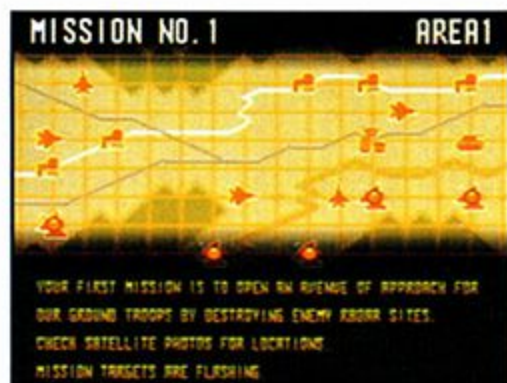
- Press the A button to advance to the M.I.P. screen.

- Press the Control Pad to highlight fight, the Combat Icon, and press the A button to advance to the Preflight check.

- Press the A button to begin the game.

The Configuration screen allows you to tailor the game to your playing style.
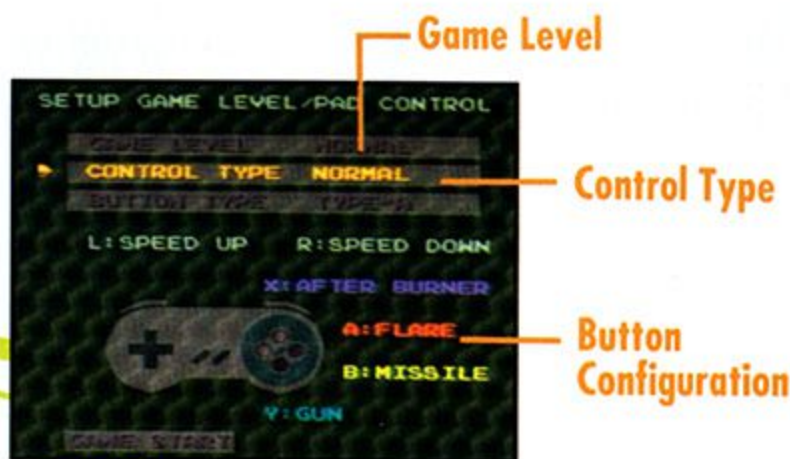
Game Level

Control Type

Button Configuration

- From the Title screen press the Control Pad to highlight Start.
- Press the Start button to advance to the Configuration screen.
- Press the Control Pad Up/Down to highlight the option you wish to change.
- Press the Control Pad Left/Right to change the value of the highlighted option.
- Highlight Game Start and press the Start button to begin the game.

Note: *While in the M.I.P. mode pressing the Start button will allow you to change the configuration of your control.*

Game Level:	Choose from Easy, Normal, and Hard.
Control Type:	Allows you to change the controls.
Button configuration:	Allows you to change the button configuration.

Attack this section to learn all about flying.

Air Strike Patrol has three control configurations to keep all you jet jocks happy.

L Button

Y Button

X Button

R Button

Control Pad

Start

Select

A Button

B Button
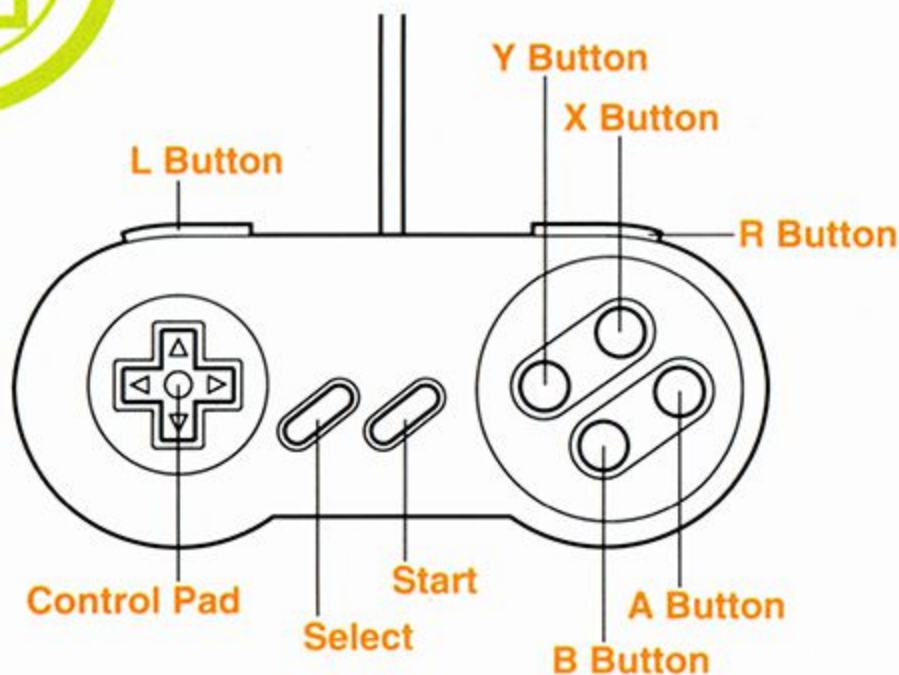
	Y	X	A	B
CONFIG A	Gun	After Burner	Flare	Missle
CONFIG B	Missle	After Burner	Flare	Gun
CONFIG C	Flare	After Burner	Missle	Gun

Normal mode

Allows you to move the aircraft from your view (i.e. left is always left no matter what direction you're flying).

Control Pad   Press Control Pad Left/Right to move aircraft. Press L/R Button, to increase/decrease speed.

Cockpit A

Cockpit mode places you in the cockpit. All control inputs will simulate actual aircraft controls.

Control Pad   Press Control Pad Left/Right to move aircraft. Press Control Pad Up/Down to increase/decrease speed.

Cockpit B

Control Pad   Press Control Pad Left/Right to move aircraft. Press L/R Button to increase/decrease speed.

L ___ R
Normal

R ___ L
Cockpit A & B
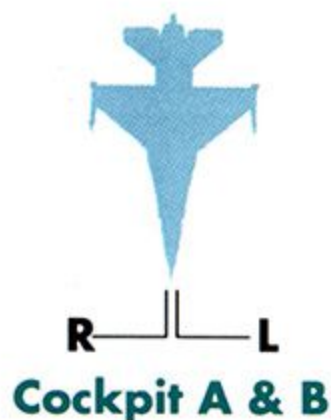
In Air Strike Patrol you have two types of aircraft to pilot. Each one is different. Study the following section to learn about the planes you'll be flying, so you can pick the right one for the job.

Note: *This section is informational. MIP, plane section contains details on selecting a plane.*

F-15E STRIKE EAGLE
Fighter-bomber

The F-15 is considered the world's best air-superiority fighter in the world. Designed with the Air Force experience from air-to-air combat in Vietnam, the Eagle first flew in 1972. An enhanced version, the F-15C, entered service in 1979. Israeli F-15s downed 58 Migs over Lebanon with no losses in 1982. In the right hands the Eagle is a deadly opponent. Due to the Eagle's success, the Air Force ordered a two-seat fighter-bomber configuration; the F-15E. Packed with the latest electronics, the Strike Eagle rules the sky and commands the ground.

A-10 THUNDERBOLT II
Close Air Support

From day one the A-10 was designed to fly low and slow in the thick of the action. Close air support missions call for an aircraft with survivability. The A-10 is tough. All vital systems from the engines to the control lines are duplicated. Pilots are protected by a titanium-armor "bathtub" built to take hits from 23mm cannons! The A-10 is also armed to the teeth. In the nose is a huge 30mm tank-busting rotary cannon, the Avenger, that fires depleted uranium slugs. Depleted uranium is very dense so it packs a lot of punch and is perfect for shredding tanks. In addition to the Avenger, the A-10 can carry eight tons of bombs, missiles, and electronics.

Learn 'em, love 'em, use 'em!

	A-10	F-15
M61 Vulcan		X
GAU-8 Avenger	X	
AIM-9 Sidewinder		X
AGM-65 Maverick	X	X
Mk. 82 500lbs bomb	X	X
Rockeye	X	
Flare	X	X
After Burner		X

CANNONS:

M61 Vulcan
This is a 20mm air-to-air cannon installed in the F-15. Good for close in work with enemy aircraft.
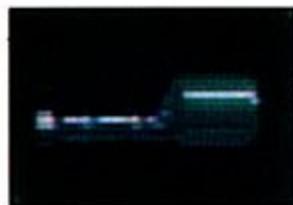
GAU-8 Avenger
This is the 30mm air-to-ground cannon in the A-10. It's made for busting vehicles. It won't work against aircraft or buildings.

MISSILES:

AIM-9 Sidewinder
This is an air-to-air missile found on the F15. It homes in on the heat signature of enemy aircraft. One hit will easily destroy an enemy plane.

AGM-65 Maverick
These air-to-ground missiles are loaded on both the F-15 and the A-10. Mavericks lock onto ground targets. One Maverick will destroy an enemy target.

BOMBS:
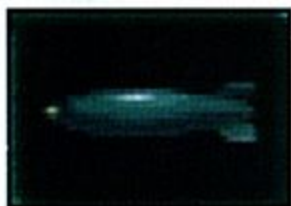
Mk. 82 500lbs bomb

General purpose bombs for use on ground targets.

Rockeye-23

A powerful air-to-ground cluster bomb. The Rockeye-23 spreads small bombs across a wide area to ensure maximum devastation. It's a lot of bang for the buck!

Note: *You'll only have access to this powerful weapon if your score is high enough.*

MISCELLANEOUS:

Flare

Flares distract enemy missiles. Drop them from your plane to help dodge missiles.

After Burner

After burners dump jet fuel into your engine. This makes you go very fast, but it also sucks down the gas. Use it only when you need extra boost. Only the F-15 has after burners.

It's vital to the success of your mission that you master all the tools of a commander. Remember, your radio is your window to the world. If you don't master its use you won't be able to communicate with your troops or hear news reports! Read on for a crash course!

Area of Operations:		The letters in white indicate your current Areas of Operation.
Date:		Indicates the current time and date.
Command Icons:		Select from four choices- Intelligence, Status, Planes, and Combat.
Plane:		Indicates type and configuration of currently selected plane.
Data window:		Display pertinent data.
Communications window:		Displays messages and information. Remember, you're in communication with the big boys in Washington and your troops! Don't ignore either of them.

INTELLIGENCE:

Selecting intelligence will allow you to communicate with G2 and review your latest intelligence data on the Area of Operations and the enemy disposition.

Press the Control Pad to highlight the Intelligence Icon.

Press the A button to advance to the Intelligence screen.

Press the Control Pad to highlight the Area of Operations you wish to view.

Note: Only the pertinent Areas of Operation (your current AO's are in white) have been down loaded to your H.Q. Press the A button to view the selected area.

Use this screen to locate your targets.

STATUS:

Selecting Status allows you to communicate with the operations section and evaluate your progress in achieving your mission.

Press the Control Pad to highlight the Status icon.

Press the A button to advance to the Status screen.

M.D.R.:	Indicates your Marginal Destruction Rate.
A.S.P. RATE:	Indicates the current rate of destruction.
Time Limit:	Date mission must be completed by.
Max Sorties:	Indicates remaining number of sorties.
Time Left:	Indicates the remaining number of hours left.

Press the A button to advance to the Status Summary screen. This screen summarizes your status by points. The next screen shows your summary in graphic form.

Hint: *Try to maintain a good F.E.P. balance.*
(See page 27: Debriefing for more information)

PLANE:

Select Plane to communicate with the hangar and choose aircraft and weapons.

Press the Control Pad to highlight the Plane icon.

Press the A button to advance to the Plane & Weapon selection screen.
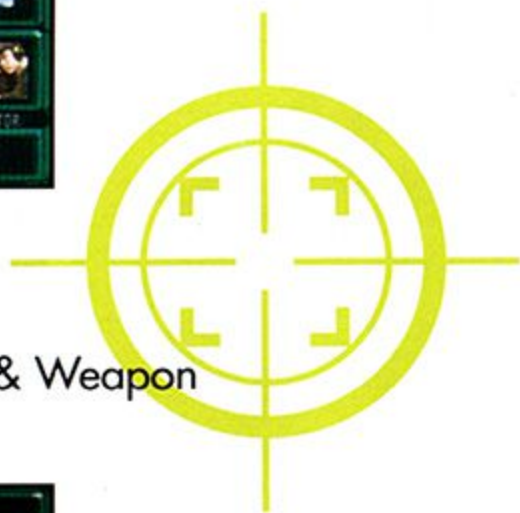
Press the Control Pad Up/Down to highlight the plane you wish to fly. **Note:** *Plane data will be displayed in both the Communications and Data windows. Read it and choose the best aircraft and weapons for the mission.*

Press the A button to select the highlighted plane. Press the B or X button to return to the MIP screen.

COMBAT:

Select Combat to slug it out with the enemy!

Press the Control Pad to highlight the Combat Icon.
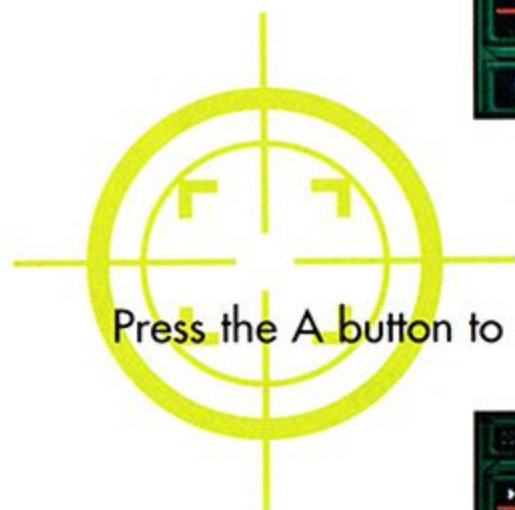
Press the A button to advance to the Pre-flight check.

Again press the A button to slug it out.

Air Strike Patrol will save your game so you can continue play later, at the point you last saved the game. Follow the directions below to continue a saved game.
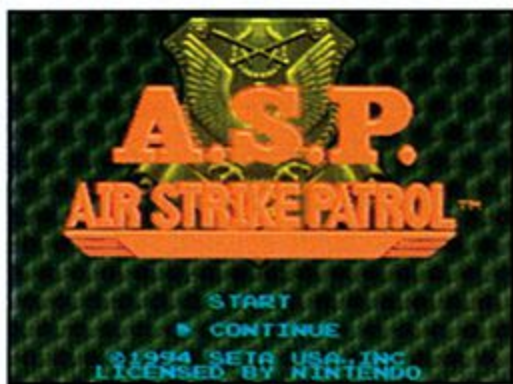
- From the Menu screen press the Control pad Up/Down to highlight Continue.

- Press the A button to load the saved game and continue play.

- Only one game can be saved at a time.

- If no game is saved you will automatically advance to the configuration screen.

The Options screen allows you several choices during game play.

From the Command screen press the Start button to advance to the Options screen.
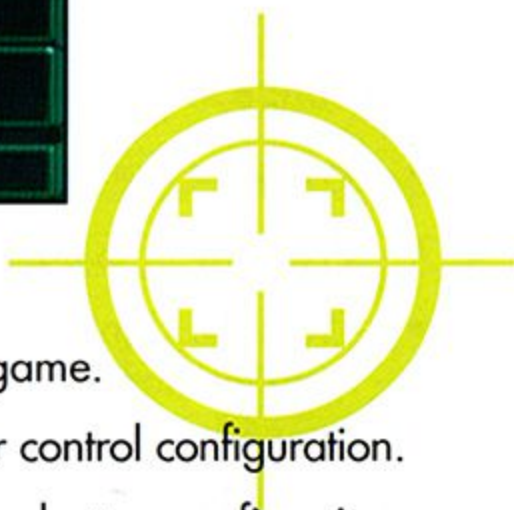
Save Game: Allows you to save your game.

Control type: Allows you to change your control configuration.

Button Type: Allows you to change your button configurtion.

Sound Mode: Allows you to choose from stereo or mono and to turn the music off or on during game play.

To save a game

- Press the Control Pad to highlight Save Game.

- Press the A button to advance to the Save screen.

- Press the Control Pad to highlight Yes.

- Press the A button to save the game.
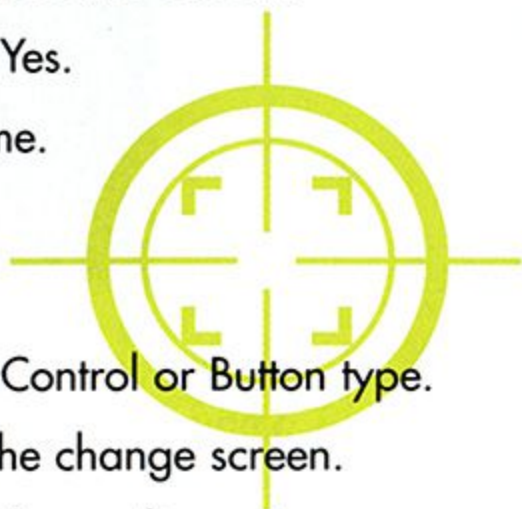
To change configuration

- Press the Control Pad to highlight Control or Button type.

- Press the A button to advance to the change screen.

- Press the Control Pad to highlight the configuration you desire.

- Press the A button to select the highlighted configuration.

To change the sound

- Press the Control Pad to highlight Sound Mode.

- Press the A button to advance to the Soundscreen.

- Press the Control Pad to highlight the feature you wish to change.

- Press the A button to select.

Your H.U.D. gives you vital information during game play. Use it to your best advantage.

C-RADAR
Lock-On
Ordnace
Damage

Fuel

Color Radio Direction and and Ranging: Indicates the direction and distance of the nearest enemy aircraft.

> **DARK** - No enemy aircraft in area
>
> **BLUE** - Enemy aircraft detected at long range
>
> **YELLOW** - Enemy aircraft detected at medium range
>
> **RED** - Enemy aircraft closing in for a kill

Ordnance: Indicates the remaining number of bombs and missiles.

Damage: Indicates your current level of damage.

Fuel: Indicates your current level of fuel.

Lock-on: Indicates that your Maverick or Sidewinder missle has locked onto an enemy target.

> **YELLOW** - An enemy aircraft (Sidewinder only)
>
> **BLUE** - An enemy ground vehicle
>
> **RED** - An allied or civilian vehicle

Tactical Map: Press the Start button during combat to display the Tactical Map.

HOMEWARD BOUND

To end a sortie you must return to base. To return to base fly into the clouds that surround the area of operations. An air traffic control will take over and you'll automatically return to base.

Return to base when:

- you are low on fuel.
- your aircraft is damaged.
- all your targets have been destroyed.

After returning from a sortie you will go through a debriefing session. Debriefing will allow you to evaluate your performance and its effect on the war.

Air Strike Patrol is more than a shooting game. To win you have to defeat the enemy on the battlefield and in the political and economic arena as well. The F.E.P. points measure your level of success.
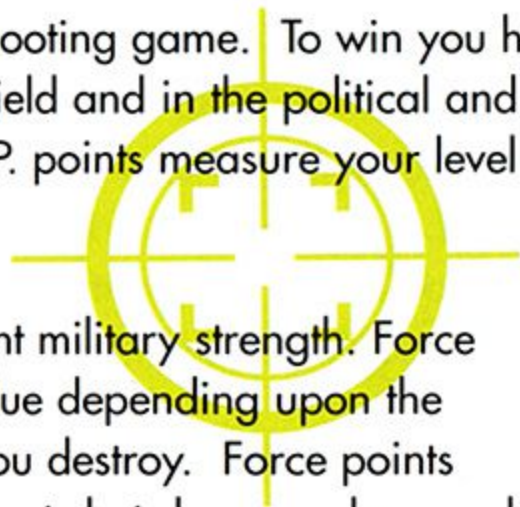
FORCE: Indicates your current military strength. Force points change in value depending upon the number of targets you destroy. Force points decrease when you get shot down or damaged.

ECONOMY: Indicates your financial strength. War isn't cheap and each sortie costs money. Use your gun or cannon to destroy enemies and increase the efficiency of your missions. Destroying Allied forces and damage to your aircraft decreases your Economy points. Be careful.

POLITICS: Indicates the support for the war. Bombing civilian targets decreases your political points. Watch out for collateral damage. Increase your Political points by preforming perfect missions.

These points are important. You are evaluated by the average of these three areas. As such, you must achieve a balance to realize better results.

Your ultimate goal is to have high and balanced F.E.P. points. Attack the enemy efficiently without destroying civilian or allied forces and you can achieve this goal. Who knows, you might even be able to run for President when you retire....

Sortie Results screen:

This screen lets you know how you performed on your mission. Remember, experience is the mother of success! For more details select Points with the Control Pad and press the A button to advance to the Sortie Points screen.
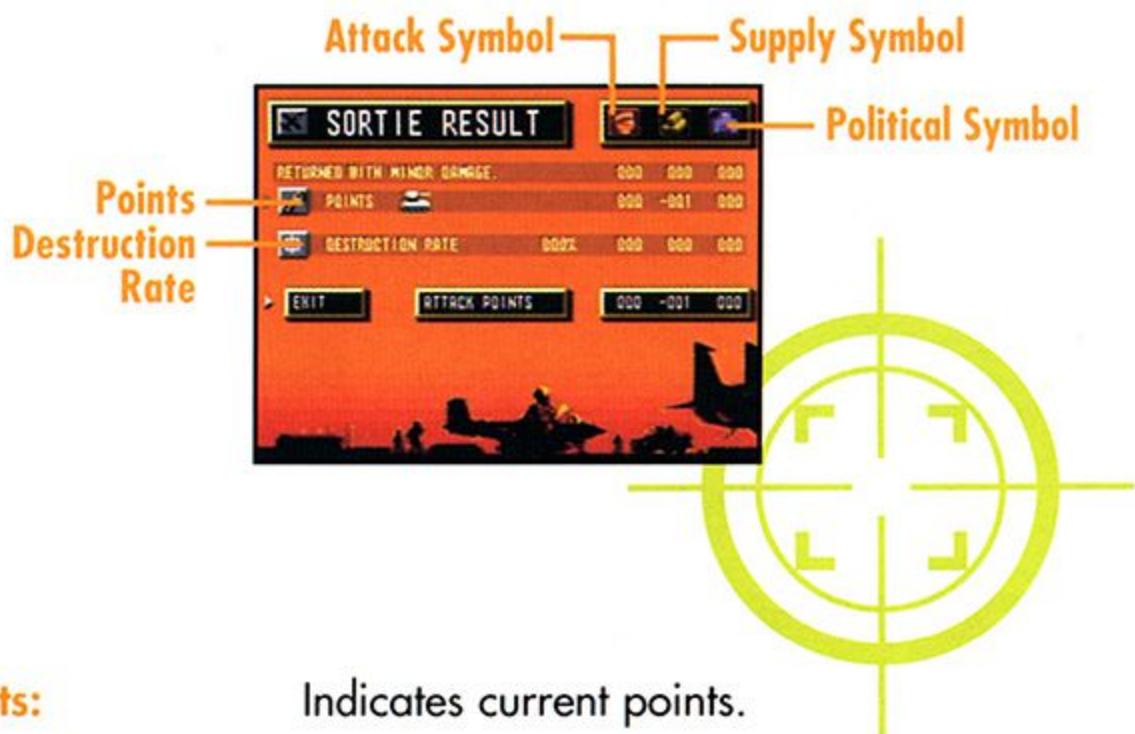
Points:	Indicates current points.
Destruction rate:	Indicates current destruction rate.
Attack symbol:	Indicates current attack rating.
Supply symbol:	Indicates current supply rating.
Political symbol:	Indicates current support for the war.

Sortie Points screen: This screen will give you a breakdown of your sortie points.

Weapons
Ammunition
Operation Cost
Repairs

```
    ▣ SORTIE POINTS
 WEAPONS      F-15 SIDEWINDER AIR-TO-AIR MISSILE
 AMMUNITION                              x9
 OPERATION COST                        $500
 REPAIRS                               $512
 ▸ EXIT     SORTIE COST      TOTAL    x1 021
```

Weapons: Indicates cost of weapons used.

Ammunitions: Indicates cost of munitions expended.

Operation cost: Indicates operations cost of your sortie.

Repair: Indicates the costs to repair damage to your aircraft.

Strategy screen: This screen shows you the strategic implications of your sortie. Evaluate the targets destroyed vs. the casualties you've suffered with this data.
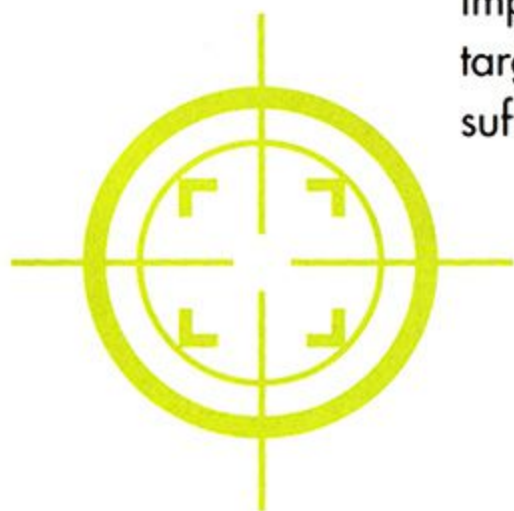
Damage Points
Attack Points

STRATEGY

	DAMAGE POINTS	OPT	000	000	000
	ATTACK POINTS	240PT	012	010	007
EXIT	STRATEGY POINTS		012	010	007

Damage points: Indicates damage to U.N. forces and civilians. The U.N. must rebuild damage to civilians.

Attack points: Indicates damage inflicted on enemy forces.
- Press the Control Pad Up/Down to high light Damage or Attack.
- Press the A button to advance to a detailed breakdown of your points.

Damage Points screen: This screen will give you the details of the damage you suffered on this sortie.

U.N. Forces
Civilian Forces

DAMAGE POINTS

U.N. FORCES		x0
	000PT	
CIVILIAN		x0
	000PT	
EXIT	DAMAGE POINTS 000PT	x0

U.N. Forces: Indicates damage suffered by U.N. forces.

Civilian: Indicates damaged suffered by civilians.

**Attack Points screen:**   This screen gives you the details of all the enemy targets you destroyed.

Result screen: This screen gives you a final summary of your sortie.

Sortie Time
Attack Points
Strategy Points

Sortie time: Indicates duration of sortie.

Attack points: Indicates attack points of sortie.

Strategy points: Indicates strategic points earned on mission.

Air Strike Patrol is rich with details. As such, it's important that you evaluate all your data to increase your performance. The following section provides insights that will increase your battle field performance.

Damage to aircraft

When an aircraft takes damage, the damage meter decrements, changing from blue to yellow, then to red. When the meter turns yellow you will begin to be penalized.

Target Destruction Rate

The T.D.R. indicates the number of targets that were destroyed in the mission area. Try to achieve at least a 20% target destruction rate per sortie.

Sortie Efficiency

This figure is based on your cost to destroy one point worth of the enemy's facilities and weapons. Try to achieve at least two enemy tank symbols per sortie.

TIP

- Destroy enemy facilities with missiles. Destroy enemy vehicles with guns.

- Damage to your aircraft hammers your sortie efficiency. Don't get hit.

Damage points
- Damage to allied forces decreases your E points.
- Damage to civilians decreases your P points.
- Conclusion: Be accurate!

Attack points
Attack points show the damage inflicted on the enemy.
- The MIG-29 is the highest value air target.
- The T-80 is the highest value ground target.
- SCUD missiles are also big money choices.
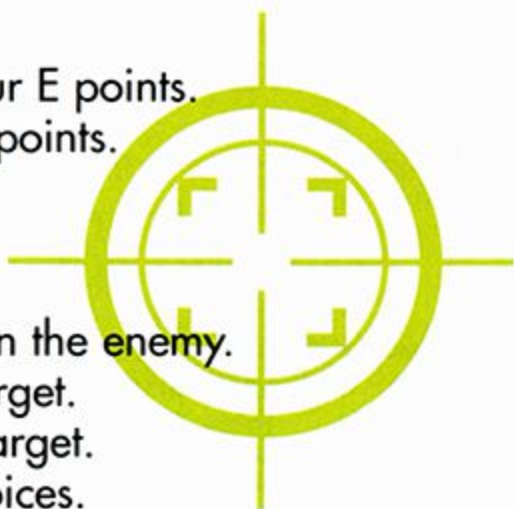
These numbers reflect the total of the Sortie and Strategy evaluations. Keep the number balanced and rolling up.

The scope of your mission is far greater than a single sortie. The following data are items that can't be evaluated on a sortie by sortie basis.

Special
- Superior performance is evaluated with this number.

Lapsed time
- The faster you complete your mission, the higher your points.
- Don't forget to destroy as many enemies as possible.

Destruction Rate
- The higher the number, the faster you're destroying enemies.

Allied Attacks
- You're not fighting this war by yourself. The allied forces can support you and improve your position.

Total Mission Balance
- Indicates the balance that has changed from the start of the mission to the completion.

Mission Result Balance
- Indicates the balance of the misson.

Mission Completion Balance
- Indicates how you performed in the mission.

- Don't waste missiles, but use them all up on each sortie.

- Stay in battle as long as possible. Destroy as much as you can and you might end up a hero.

- Shoot down more than 5 enemy planes or bomb more than 50% of an area's targets and you'll make the news.

- Always fly a plane that's right for each of Operation Corrado's eight missions!

- Take out Migs and Anti-Aircraft sites.

- Return to base by flying into the clouds.

- Flying into the clouds indicates that you are moving away from the action.

- Fly slowly when dropping bombs to ensure accuracy.

- Return to base before your plane is shot down! A captured pilot doesn't look good on GNN!

- Drop flares when there's a missile on your tail.

- Maintain a good balance of F.E.P. points.

- Use the A-10 for mission 2. The low fuel consumption is perfect for SCUD hunts.

- Start off mission 4 with an F-15 to clear the enemy armor. Finish up with an A-10.

- Watch out for collateral damage in mission 5. The enemy H.Q. is next to civilian housing!

- Take out enemy Anti-Aircraft with Mavericks and then use cluster bombs to destroy the factories in Mission 6.

- A novice player should use the Mk-82 (A-10). Press the bombing button as soon as the sight locks onto the enemy target.

- To increase your available munitions you must increase your E factor points by flying sorties in a more efficient manner.

- To obtain more powerful weapons, increase your F factor points by destroying more enemy targets.

General Strategy:

If any site or target is covered by anti-aircraft (most are) destroy that first. Use the maverick missile with its lock-on; it is ideal for that. The site's AA counts toward mission completion. Keep an eye on your threat indicator on the way home to avoid being shot down. After returning to base, examine the area map to verify the success of your mission.

Mission 1

Blind the enemy so they can't see you coming. There are 10 radar sites. Use both the A-10 and F-15 to familiarize yourself with their capabilities against vehicles and structures. Try to completely destroy every radar site you attack.

Mission 2

Scud missiles are impacting on civilian centers — stop them. Each scud group consists of 5 launchers, but they are randomly scattered over two target areas with many dummy sites. Examine the area map carefully before starting each mission. Optimize your search pattern and use the A-10 to maximize your flight range.

Mission 3

Halt the Zaraki Forces by destroying the pumping stations, cutting their fuel supply. The pumping stations are best eliminated using a dual approach. Take out the AA first using the F-15 with its maverick missiles followed by the A-10 with its Mk-82's to destroy the pumping stations.

Mission 4

Gain air superiority by destroying theirs — in the air and on the ground. The air bases are defended by MiG 29s and AA. Take out at least 5 MiGs using an F-15 with Sidewinders; then send in an A-10 with cluster bombs (if available) to clean up the air bases.

Mission 5

The Zaraki ground forces have gone berserk, destroying the wells, pumping stations and refineries — ecoterrorism at its worst. So the infantry staging areas are your next target. Eliminate the enemy at the gulf harbor first, then the rest of that mission area to cut the flow of oil into the gulf. Pinpoint precision is required to avoid destroying the facilities you're trying to save.

Mission 6

Chemical warfare is illegal - not that the Zarakies care. They have eight chemical warfare factories and you have only four sorties to destroy them. Nor do you have much time. Destroy the AA first, then carpet the buildings with cluster bombs.

Mission 7

The elite Zaraki Red Guard must be destroyed! Fly your A-10 through the enemy capitol and use your GAU-8 cannon to devastate their armor! Using the GAU-8 will allow you to take out their armor more accurately without hurting friendly forces or civilians.

Mission 8

All intelligence regarding this mission is highly classified. You will be briefed on a need to know basis.

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1. DO NOT return your defective Game Pak to the retailer.

2. Notify the SETA Consumer Service Department of the problem requiring warranty service by calling (702)795-7996. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

3. If the SETA service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Record this number on the outside packaging of your defective PAK, and return it, freight prepaid, at your risk of loss or damage, together with your sales slip or similiar dated proof-of-purchase, within the 90-day warranty period to:

SETA U.S.A., Inc.
SETA Service Department
105 East Reno Avenue, Suite 22
Las Vegas, Nevada 89119

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

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If the PAK develops a problem after the 90-day warranty period, you may contact the SETA Consumer Service Department at the phone number noted previously. If the SETA service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid, at your risk of loss or damage, to SETA, enclosing a check or money order for $15.00 payable to SETA U.S.A., Inc. SETA will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

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AIR STRIKE PATROL STAFF

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Chuck "Packrat" Vowel
Traci "Chipmunk" McCarty
Carol "Cal Kitty" Harris
Craig "Stretch McGee" Lundskog
Rolf "Scouts Out" Hintzke
Robert "Ninja Man" Barr
Jay "Maple" Saka

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K. Tamura	M. Ohno
T. Tsuboi	S. Fujii

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