

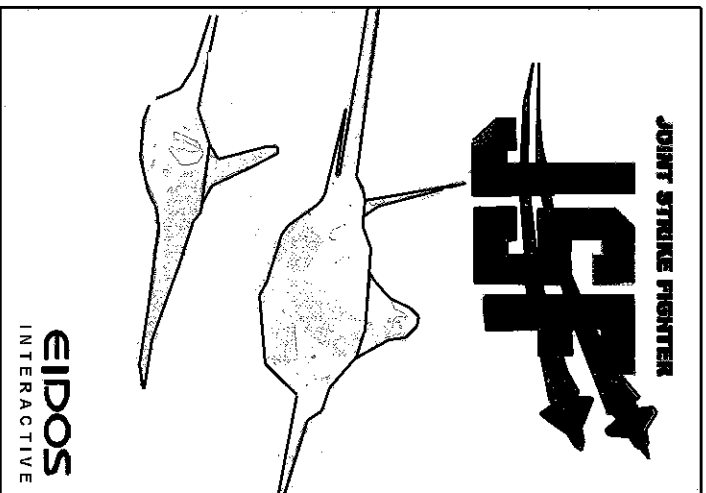
JOINT STRIKE FIGHTER



Be the first to fly the prototypes for the Pentagon's new multi-role jet fighter in Joint Strike Fighter™. Using the latest in weapon and stealth technology, Lockheed Martin and Boeing have been chosen by the Pentagon to design prototype aircrafts to service the US Air Force, US Navy and US Marine Corps in the 21st century. The result is the Joint Strike Fighter. EIDOS brings you this top secret technology in the fastest, most advanced flight simulation to date.

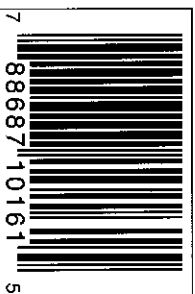
KEY FEATURES:

- The first and only game to feature the two prototypes for the Pentagon's new Joint Strike Fighter.
- Four massive and dynamic campaigns packed with ground targets, and surface-to-air installations.
- 10 million square miles of modeled map data — the largest and most realistic terrain ever seen in a simulator.
- Featuring the latest high-tech weaponry, such as the AGM-154 Joint Stand Off Weapon and the Lockheed Martin Wind Corrected Munitions Dispenser.
- Advanced graphics engine provides totally immersive 3D environment in 16-bit color with no pixelation — without sacrificing frame rate.



SYSTEM REQUIREMENTS:

Windows™ 95 • Pentium™ 133 • 16 MB RAM • 4X CD-ROM • SVGA graphics card
Sound Blaster™ or other major sound cards



EIDOS
I N T E R A C T I V E
www.eidosinteractive.com