

**Thank you for purchasing *AeroWings 2: Air Strike***  
**Please take the time to read this manual before you start playing the game.**

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Over the years, fighter planes have evolved from propeller-driven to jet-driven aircraft. Nevertheless, what is demanded of a pilot has never changed. The ability to withstand G-force many times greater than your body weight. The eyesight and intuition to spot the enemy before they spot you. Cool and collected judgment under extreme conditions. Teamwork tempered with a spirit of independence. And above all, the will to endure strenuous training and ultimately succeed. As a prospective pilot, you too will face this awesome challenge. Get ready for an exciting adventure as you strive to become a fighter pilot!

## Game Controls

Aerowings 2: Air Strike is a 1 or 2 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

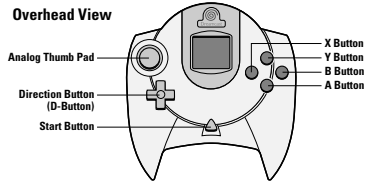
**Warning** - Never touch the Analog Thumb Pad or Triggers L/R while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

Aerowings 2  
Air Strike

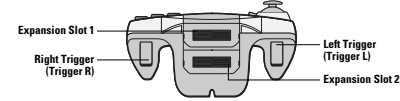
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### DREAMCAST CONTROLLER

#### Overhead View



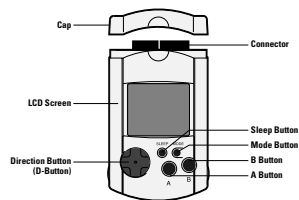
#### Forward View



Analog thumbpad	Up/down	Pushing it forward raises nose and pulling it back lowers nose
Digital d-pad	Right/left	Tilts plane in direction it is moved
	Up	Turns airbrake on/off
	Down	Turns land gear on/off and hook on/off
	Right	Switches view (in order)
	Left	Switches view (in reverse order)
A button		Throttles up (turns on afterburner at 100% throttle)
B button		Throttles down
X button		In Cockpit view: Turns on Pilot view
		In Behind/Front view: Turns on Target view
Y button		Fires missile/guns (game automatically selects weapon)
L/R triggers		Points nose in direction of trigger pulled. Controls landing gear when on ground. Pulling L and R triggers together when on ground applies landing gear brakes
Start button		Starts and pause/unpauses game

## Visual Memory Unit Specific Game (VMU)

VISUAL MEMORY UNIT (VMU)



### Save/Load

You can save/load system data.

Saving data for this game requires 8 blocks per system data file.

\* You can save replay data after the replay ends or in Replay theater (see pg 9).

### Movie

Under Preview, you can view movies showing other Crave products. Press the A button or Start button to end a movie. An additional Movie option will be added after you clear the

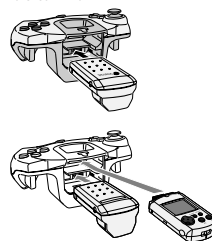
final FPM.

- While saving a VMU/VM Specific Game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment. Game contents can be saved using expansion slot 1 or 2 on control ports A – D.

## Jump Pack

When inserted into the Expansion Socket of a Sega Dreamcast Controller or other compatible peripheral equipment, this peripheral provides a vibration effect that can considerably enhance the game play experience. Always use expansion slot 2 when using the Jump Pack with the Sega Dreamcast Controller. If the Jump Pack is inserted into slot 1, it will not connect properly with the controller and may fall out or operate incorrectly during game play.

DREAMCAST JUMP PACK™



AeroWings2  
AN INSTANT

## ***Starting a Game***

### ***Playing for the First Time***

1. Press the **Start Button** when in the title screen, and then select **New Game**.
2. Select a level of difficulty. The view and control of your plane will change depending on your selection.

**STANDARD** – Normal setting for novice to intermediate players. In this mode, your plane is easier to control.

**ADVANCED** – This setting is for more advanced players. In this mode, your plane will be more difficult to control, just like a real one.

\*You can change the difficulty setting in the Option menu at any time.

3. Enter your name and gender.

- To save your settings, use the Save command in the Option menu
- Saving data requires a memory card (Visual Memory Unit).
- Never turn off your Sega Dreamcast or connect/disconnect memory cards, expansion units, controllers, or other peripherals while saving/loading.

**Do this if you selected "Normal":** See Basic flight controls on page for information on controlling your plane and viewing the heads-up display (HUD).

**Do this if you selected Advanced:** Select a game in the Game Select menu that appears. You can always select Training from the Game Select menu.

### ***Continuing a Game***

**You can continue a game that was previously saved.**

#### ***Load game***

Continues a game by loading its file. This command is available if there is a game file on the memory card.

#### ***Continue***

Continues game using the current settings. This command is available when you return to the start screen from the game.



## ***Basic Flight Controls***

Please read this section and play the “Training” game so that you can master basic flight controls.

### ***Raising/Lowering Nose***

Use the analog thumbpad (control stick) to raise and lower your plane’s nose (adjust pitch). The plane’s nose will rise while you pull back the analog thumb pad and lower while you push it forward.

### ***Changing Direction***

Turn your plane right or left by moving the analog thumb pad (control stick) in the direction you want to turn. When the plane starts to tilt, pulling the thumb pad down and to the right turns the plane right. Use the rudders when you want to make minor adjustments in your course. The nose will point in the direction of the trigger (L or R) that you pull. When on the ground, the L/R triggers change the direction of the landing gear, causing the plane to turn in the direction of the trigger pulled. Pulling the L/R triggers at the same time applies the landing gear brakes.

- Turning or pointing the nose up/down suddenly may cause your plane to stall and/or crash.

### ***Changing Air Speed***

Air speed is displayed in knots (kt.). 1 knot is about 1.8 km/hour or 1.12 mph. The “A” button raises throttle to increase speed. Pressing the “A” button while at 100% throttle turns on your afterburner (fighter planes only). The “B” button is for decelerating. Pressing up on the digital d-pad applies the airbrake to decelerate when landing (except on a T-3). You will crash your plane if you do not maintain sufficient air speed.

### ***G’s and In-Flight Problems***

Vertical acceleration can damage a plane and injure its pilot. A plane will normally undergo 1 G during regular level flight. During horizontal inverted flight, a plane undergoes -1 G. Sudden turns, climbs, and dives as well as great speeds will increase G’s. If G’s go too high, the pilot may lose consciousness due to the following conditions:

- **Blackout** – Occurs when a pilot undergoes high positive G’s (7 G’s or more). Breathing becomes difficult and visual field narrows.
- **Redout** – Occurs when pilot undergoes high negative G’s (-1.5 G’s or more). Visual field turns bright red.

## Viewing Your Flight Screen

### View at Beginning of Flight

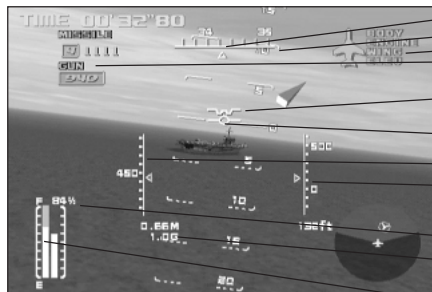
The view at the beginning of your flight differs by game mode. You can switch views by pressing left or right on the digital d-pad.

**View in Normal mode:** Behind

**View in Advanced mode:** Cockpit

### Heads-Up Display (HUD)

There are a number of gauges and numeric indicators that display the information you need during your flights.



- Heading scale
- Pitch scale
- Damage indicator
- Weapons indicator
- Whisky mark
- AOA  
*(displayed when in use)*
- Velocity vector
- Speed indicator
- Altimeter
- Flaps  
*(displayed when in use)*
- Engine thrust meter
- Mach speed and G's
- Vertical speed indicator  
*(displayed when in use)*
- Fuel gauge
- Pipper

### HUD:

**Heading scale** – Direction plane is facing.

36 is true north, 18 true south, 09 true east, and 27 true west.

**Pitch scale** – Vertical angle at which plane's nose is pointed. 0 is perfectly level.

**Damage indicator** – Location and status of plane damage.

**Green:** No damage **Yellow:** Light damage **Red:** Heavy damage

**Weapons indicator** – Remaining ammo in equipped weapons.

**Whisky mark** – Indicates exactly where nose is pointed.

**AOA (Angle of Attack)** – Angle of main wings and course (Appears during takeoff/landing in Advanced mode).

**Velocity vector** – Direction plane is heading.

**Speed indicator** – Plane's air speed in knots.

**Altimeter** – Altitude in feet.

**Fuel gauge** – Lowers as you use up fuel. Fuel consumption varies by plane and flight conditions.

**Flaps (auto-controlled)** – Airbrake, Landing gear status; Each one is displayed when in use.

**Engine thrust meter** – Engine output as a percentage. Meter starts at 60 since 60% indicates that the jet engine is idling. Displays A/B when afterburner is in use.

**Mach speed and G's** – Alternate measure of air speed and measure of gravity on pilot.

**Vertical speed indicator** – Displays how fast the plane is climbing/descending in units of 100 feet per minute (Appears during takeoff/landing in Advanced mode).

**Pipper** – The machine gun targeting reticule.

## Controlling Your Plane

### Simple HUD

A simplified HUD appears in views other than Cockpit in replay mode when you select Standard display from Flight view in the Option menu.

\* The damage indicator is the same as the one in the normal HUD.

**Top:** Knots (kt.)  
**Middle:** Altitude (ft.)  
**Bottom:** G's

**Top:** Gear status  
**Bottom:** Airbrake (Displayed when in use)  
 Weapons  
 Fuel gauge and engine thrust meter

### Display During Combat Training

During combat training, you will be provided with a various information messages necessary for firing on your targets.

**Pilot view/Target view** (automatically keeps enemy in center of view field)

When the enemy is nearby but still outside of your view field, a guide will appear to show you in which direction they are. Holding down the "X" button while this guide is displayed switches your view so that the target is in the center of your view field. Releasing the "X" button returns you to Pilot view. You can zoom in on the enemy when they are within your view field in pilot view.

**Guide**

While button is held down

- This is called Pilot view when in Cockpit view and Target view when in Behind/Front view (the above figure is an example of Pilot view).

**Display when firing**

Target distance – The target's position will be displayed within the box. The distance between you and your enemy will be displayed numerically.

**Seeker**

Indicates the target the missile will track.  
Locks on when it overlaps the target.

**GRAY** – Normal display

**WHITE** – Target in missile range

**ORANGE** – Target in gun range

**RETICLE** – Gun sight

**PIPPER** – Estimated aim position

**Other information when firing**

**SHOOT** – Order to fire missile.

Displayed when you are able to fire.

**LOCK ON** – Lock on warning

**MISSILE** – Enemy fired missile

**GUN** – Enemy shooting with guns

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AIRSTRIKE

**Radar and Pause Menu****Radar**

**Yellow/red** – Enemy/target

**Green/red dot** – Balloon target

**White circle** – Indicates object entered view field

**White** – Missile

**Light blue** – You

**Blue** – Squad mates/friendly aircraft

**Green box** – Landmarks (objects on ground)

**Red outline** – indicates that there are enemies outside of radar range.

**Pause Menu**

Pressing the Start button during a flight pauses the game. Pressing it again resumes the game.

**Cancel** – Returns to flight screen.

**Stop** – Ends flight.

**Retry** – Starts flight over from beginning.

**Display** – Turns on/off HUD

**Radar** – Turns on/off radar

Distance of Closest Marker	Range Radius
Within 2,000 m	2,000 m
Within 4,500 m	4,500 m
Over 4,500 m	10,000 m



## Replay Theater

### Replaying Flights

You can replay your most recent flight or replay data on a memory card. You can also edit camera work and BGM during replay, and then save the changes to a memory card.

Replay	Replays most recent flight or loaded data
Load replay data	Loads replay data from a memory card
Save replay data	Saves most recently played replay data

### Number of Blocks

The number of blocks required to save replay data depends on the flight time, what occurred during the flight, and any editing performed during replay. If you edit a replay in RT, and then resave the data, the number of blocks may change.

Saving replays in this game requires 4 blocks or more per replay data file (each flight).

Replay data up to 60 blocks (about 6 minutes) can be saved per flight.

\* If you save replay data that exceeds this limit, it may not play back properly.

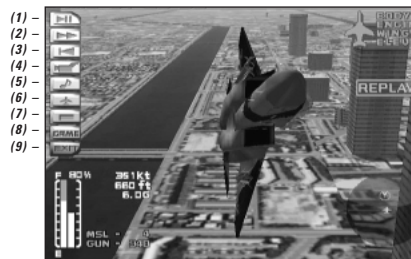
\* Flights lasting 3 seconds or less cannot be replayed.

You can view a replay of your flight as soon as it completes or later in the Replay Theater.

### Replay Controls

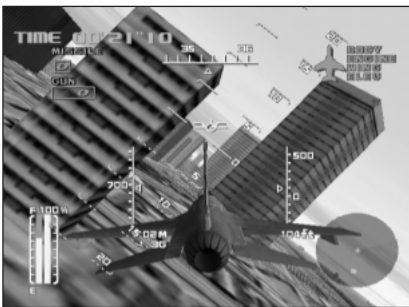
A set of controls will appear on the left side of the screen during replay.

- (1) Pause
- (2) Fast forward (while pressed)
- (3) Return to beginning
- (4) Switch view
- (5) Switch Background Music
- (6) Display dogfight (only available for combat replays)
- (7) Hide controls and info/letterbox screen
- (8) Resume game
- (9) Exit replay



- Button (4) displays a list of views. Select a view and then press the “A” button to switch to it.
- Button (5) switches between three background music selections. Switching the background music also restarts the replay from the beginning.
- When there are other aircraft (enemy and/or friendly), button (6) changes the aircraft displayed at center screen each time you press it.
- Pressing button (7) once hides the replay controls and onscreen information, giving a movie-like appearance to the replay. Pressing it again switches to a letterbox screen.
- Button (8) restarts the game from where you left off. This function does not record points and kills. Even if you exceed the prescribed number of points, you will not be able to clear a level.
- The initial view and background music will be whatever was in effect when the replay was saved.
- Flights shorter than 3 seconds cannot be replayed.

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AIRSTRIKE



## ***Personal Data***

### ***Personal Data***

You can review your combat record including your number of kills, flight time, carrier deck landings, and other information (excludes verses mode stats). Pressing the A button allows you to review records by plane.

## ***Training***

### ***Starting and Ending Training***

Flight training starts after a brief movie describing how to control your plane and view the HUD.

1. Movie describing plane control and HUD plays.
2. Flight training begins.

Press the Start button when you want to quit.

\* The description for plane control is for Normal mode.

\* Plane control during flight training functions as Normal mode.



## ***Fighter Pilot Mission Training***

As a prospective fighter pilot, you will undergo a 30-step training course.

### **Beginner's Courses**

### **Intermediate Courses**

### **Combat Courses**

### **New Plane Courses I and II**

### **Difficulty**

**Easy      Hard**

**AERO WINGS 2**  
AIRCRAFT



Once you clear a step, you can select the next one. After you complete all steps, you will be qualified to fly eight different planes. In the Free flight game (see pg 16), you can select the planes you acquired.

- Each time you complete a step, you can save your game to the VMU.

### **How to Clear a Step**

- Complete your mission within the prescribed time.
- Do not diverge widely from your mission.
- Get 60 points or more.

\* The key to clearing a step is remembering the instructions given to you during your briefing and acting quickly when controlling your plane.

## ***Fighter Pilot Mission Training Continued***

During each fighter pilot mission step you have the following options:

1. *Select a mission* – Review your training instructions. You can also select previously cleared missions.
2. *Listen to your briefing* – You will receive a description and instructions for your mission. The A button moves to the next description, the X button fast forwards the demo, and the Start button begins your flight.
3. *Start your flight* – Your flight training will begin.
4. *Replay your flight* – Your most recent flight replays. This is where you save your replay.
5. *Listen to your debriefing* – Your training results will be evaluated. You will clear the step if you receive enough points.

### ***Ending a Mission***

Your flight ends automatically once you complete your assigned mission. If you want to stop midway through your mission, press the Start button, and then select Stop in the Pause menu.



## ***Tactical Challenge***

You will participate in fifteen different competitions to test your ability as a pilot. You can select competitions in any order you want, but they get harder as the number gets higher.

Challenge	Description	Clear Condition
01 to 07 prescribed time	Target shooting competition	Destroy all targets within
08 to 10	Race and shoot competition	Seek and destroy all targets within the prescribed time
11 to 15	Aerial combat maneuver competition	Compete to see how many kills you can get within the time limit



After you clear all the challenges, you will be qualified to fly nine different planes. In the Free flight game (see pg 16), you can select the planes you acquired.

- You won't know if you will receive qualification to fly a new plane until after you clear a challenge.
- You can save cleared challenges when you save the game on your VMU.

### ***How to Clear a Challenge***

- Clear it in the shortest time possible.
- Don't perform unnecessary maneuvers.
- Don't get shot down.

Your ticket to success is keeping your eye on remaining ammo and fuel. You'll also need to learn to spot targets and enemies from as far away as possible.

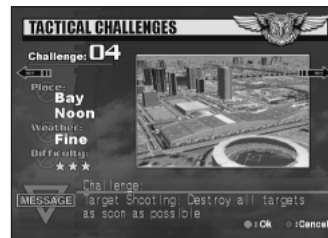
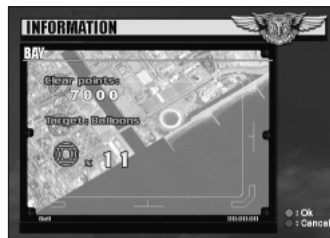
## Tactical Challenge Continued

### Flight log

1. *Select a challenge* – Review competition instructions and make a selection. You can also select previously cleared challenges.
2. *Select your fighter* – Select the fighter you want to use. The fighters you can select will change as you progress through the game.
3. *Listen to your instructions* – Review your objective, number of targets, and other information.
4. *Start your flight* – The competition begins!
5. *Replay your flight* – Your most recent flight replays. This is also where you can save your replay.
6. *Review your flight log* – Your score will be evaluated, and if you exceeded the prescribed number of points, you will clear the challenge.

### Ending a Challenge

Your flight ends automatically once you destroy all targets or time runs out. If you want to stop midway through a challenge, press the Start button, and then select Stop in the Pause menu.



## Free Flight

In this mode, you can fly and engage in dogfights under any settings you want. The following options are available to you in Free Flight mode:

1. *Select a challenge* – Review competition instructions and make a selection.
2. *Select your fighter* – Select the fighter you want to use. The fighters you can select will change as you progress through the game.
3. *Select your enemy* – Select the number, plane type, and level of your enemy(s). You can make these selections if the plane you selected was a fighter.
4. *Select positions* – Select the starting position of you and your enemy(s). If you are near an air base or carrier, you can start in mid-flight or a runway/deck takeoff.
5. *Start your flight* – The flight begins!
6. *Replay your flight* – Your most recent flight replays.
7. *Review your flight log* – Check your flight results.

If you engaged in a dogfight and saved your game in the Option menu, you can check your results in the Hangar menu. The flight map and number of planes vary depending on how the game progresses.

If you are able to successfully land a carrier-based plane on a carrier, these screens and the corresponding menu will change slightly to reflect your accomplishment.





## ***Selecting a Map and Plane***

Takeoff/landing and dogfight conditions will vary depending on the map and plane you select.

- Planes that allow dogfights

You can set up dogfights if the fighter plane you select displays missiles and ammo following “Weapons:” in its description.

- Map and takeoff/landing. You can elect to start from a takeoff position if there is a base or carrier nearby.

Map	Feature	Takeoff Selectable
Map 01 to 10	Base	Yes
Map 11 to 12	Carrier	Yes (If fighter is F-14, F/A-18, or F-4J)
Map 13 to 14	City	No
Map 15 to 19	Ocean	No

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AIRSIMULATOR

### ***Ending Free Flight***

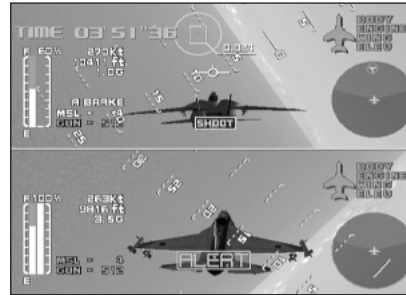
If you selected a dogfight, your flight will end as soon as the outcome is decided. If you are flying alone, you can stop your flight by pressing the Start button, and then selecting Stop in the Pause menu.

## US Play

In this game, the screen splits into two, allowing you and another player to engage in a dogfight. In the Option menu, you can set the screen to split vertically or horizontally.

*To begin VS Play perform the following Steps:*

1. Select VS mode from the game menu.
2. Select a VS map.  
(Five maps are available)
3. Select a plane. You must select planes equipped with weapons.
4. Select your initial flight position.
5. Select the time limit and plane durability.  
(Player 1 sets the time limit)



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AIRSTRIKE

### Ending VS Play

The dogfight ends when either player is shot down or the time limit expires. To stop during a dogfight, press the Start button, and then select Stop in the Pause menu.

## Options

You can set a variety of game options and save/load games in the Option menu.

### Key Configuration

Control type	Sets raising/lowering of nose when control stick (analog thumb pad) is pressed forward/pulled back.
Key type	Switches control to analog thumb pad or digital d-pad.
Response	Sets responsiveness of analog thumb pad (3 levels).
Custom	Sets button assignment. Assigns selected control to button that was pressed.

### Game Configuration

Option	Description	Setting in Normal Mode	Setting in Advanced Mode
<i>Flight</i>	Difficulty of flight control	Standard	Professional
<i>Blackout/Redout</i>	Effect of high G's on body	Off	On
<i>Auto gear down</i>	Automatic lowering of gears at low altitude and low speed	On	Off
<i>Auto gear brake</i>	Auto gear brake when on ground or minimum throttle	On	Off
<i>Auto rudder</i>	Automatic cancellation of effect that propeller torque has on a T-3.	On	
<i>Vibration</i>	Vibrating of Jump Pack	On	
<i>Sub titles</i>	Display of subtitles in flight	On	

### View Configuration

- Flight view – You can turn on/off views that are switched by pressing the digital d-pad left/right. The initial settings vary depending on the difficulty level you selected.

**Normal mode** – Cockpit, Behind, and Front views are on.

**Advanced mode** – Cockpit, Behind, Front, Left, Right, and Back views are on.

- The starting view is displayed within brackets ([View]). You can set Cockpit, Behind, or Front to the view at the start of your flight by pressing the X button. This view will always be on.

## Views

<i>Cockpit</i>	View from cockpit
<i>Behind</i>	View from behind plane
<i>Front</i>	Forward view from outside plane
<i>Left</i>	Forward view from outside plane (left side)
<i>Back</i>	Forward view from outside plane (back)
<i>Right</i>	Forward view from outside plane (right side)
<i>Nose</i>	Forward view from outside plane including nose
<i>Tail</i>	Forward view from outside plane including tail
<i>On board</i>	View from a camera outside of plane
<i>Near</i>	View from near plane
<i>Formation</i>	View showing you and other planes in your squadron
<i>Cameraman</i>	View captured by an airborne cameraman

## Other options

Option	Description	Normal Mode	Advanced Mode
<i>HUD in cockpit</i>	Displays HUD inside cockpit	Display	
<i>HUD outside</i>	Displays HUD outside cockpit	Display	
<i>AOA &amp; VARIO</i>	Shows angle of attack (AOA) and elevation angle (VARIO)	Off	On
<i>Flaps</i>	Shows flap position	Off	On
<i>Cockpit</i>	Shows cockpit frame	Off	On
<i>Radar</i>	Shows radar	On	
<i>Screen split</i>	Splits screen during VS Play (horizontal/vertical)	Horizontal	

## Sound Configuration

<i>Audio</i>	Sets stereo or mono
<i>Music volume</i>	Sets volume of Background Music
<i>Play Music</i>	Plays Background Music
<i>Play Effects</i>	Plays Sound Effects
<i>Play Voices</i>	Plays Voices

## ***Fighters Appearing in AeroWings 2: Air Strike***

This section introduces the planes that you can fly. You can view more detailed information in the Hangar screen.

### **T-3 prop trainer** (for beginners)

This is the first plane you fly in FPM.

You can also select it in FF. This plane is slow, making it easy for beginners to handle.



### **F-16A fighter**

This is one of the first planes you can select in TC and FF. It is a high-performance, all-weather fighter. You can select it on any map, but you cannot have it take off from a carrier.



### **F-86F fighter**

This is one of the first planes you can select in TC and FF. This was the main fighter of the early Japan Air Self Defense Force. Due to its superior maneuverability, this is a good dogfight-training plane for beginners.



## ***Additional Planes***

As the game progresses, the number of planes you can select will increase.

### **T-4 jet trainer** (for intermediate pilots)

You can select this plane starting from Step 6 of FPM.

You can also select it in FF, but since it has no weapons, it cannot be used in dogfights.



### **Fighter pilot mission Tactical challenge**

T-4, T-2, F-4EJ, F-15DJ, and F-15J  
F-104J, F-4J, F-1, F-4EJ KAI, F-2A, F-15A, F/A-18C, F-2B, and F-14A

You never know exactly when you will get a new plane. New planes also appear depending on how the game is progressing or when you have AeroWings series system data on your memory card.

#### ***What is a fighter?***

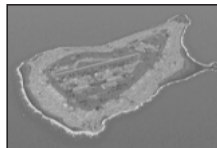
A fighter is a plane optimized for shooting down other aircraft. With their advanced technology and costly materials, they are very expensive to manufacture. One of these planes can easily cost more than \$11 million. The ability to fly at supersonic speed is crucial for fighters, but contrary to what many people think, fighters do not spend most of their time at their maximum speed of mach 2. This is because the planes of today have what are known as afterburners for adding additional thrust. Fighters can fly at supersonic speed while using their afterburners, but since this uses large amounts of fuel, they actually spend a relatively short time at such high speeds. High-performance fighters get their name from their ability to execute sharp turns, large arsenal, and aerodynamic design. On top of that, they have a data link with an early-warning system, the eyes and ears of the pilot. Normal radar scans a wide area by rotating an antenna right and left, but during air combat, the antenna remains pointed at the enemy so that the pilot can obtain even more detailed information. This state, known as lock on, enables missiles to be guided to their target and guns to be accurately aimed.

#### ***Flight Maps***

Here is a list and brief description of the maps available in this game.

##### ***Base I***

Island base in the South Seas.  
Status: Morning, evening, or rainstorm



##### ***Base N***

Training base for F-4s and F-15s.  
Status: Afternoon or nighttime



**Base S**

Training base for T3 training planes.  
Status: Afternoon or evening



**Base M**

Training base for T-2s.  
Status: Morning, evening, or cloudy



**CV**

Carrier. Allows takeoff/landing of carrier-based planes.  
Status: Afternoon or evening



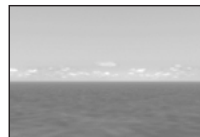
**Bay**

Urban coastal area.  
Status: Afternoon or night time



**Sea**

A flight over the sea in a variety of weather conditions.  
Status: Afternoon, evening, or moonlit night etc.



\* The maps you can select vary by mode.

\* In addition to these maps, others may appear depending on how the game is progressing.  
The different flight conditions on each map make flying even more exciting.

## ***FAQ (Frequently Asked Questions)***

Here are some frequently asked questions about basic fighter plane control and other related topics.

**Q.1** Why can't I find my enemy and why doesn't my radar show them during dogfights?

**A.1** The reason you can't see your enemy and they do not show up on radar is because they are in your radar's dead angle (behind your plane). Use Pilot view to visually confirm your enemy's location. Next, use a combat maneuver such as a low G yo-yo or scissors so that you end up behind the enemy. Be careful not to slow down during such maneuvers. Also, you should switch back to Cockpit view after confirming your enemy's location.

**Q.2** Why do I always lose speed and altitude when maneuvering?

**A.2** Keep your engine at maximum throttle during dogfights. Avoid maneuvers that dramatically lower speed such as loops, and when absolutely necessary, use your afterburner to make up for lost speed. Conversely, when you want to slow down, use your airbrake, throttle down, climb, or do a high G yo-yo. Maintain 400 to 500 knots for optimum turning performance.

**Q.3** Why do my missiles and guns always miss?

**A.3** Maybe you are firing them from a bad angle. Since you have a limited number of missiles, hold back until you are able to get behind your enemy for a clear shot. The rounds fired from your gun travel differently depending on how you are flying. Don't fire when your enemy enters the center of your HUD. Instead, you should wait until the pipper (see page6) overlaps the enemy before firing.

**Q.4** Why can't I make a good landing?

**A.4** Are you trying to do everything at once? You will find landing much easier if you adjust your altitude, heading, airspeed, and other parameters one by one.

**Q.5** Why do I run out of fuel so quickly?

**A.5** Are you using your afterburner too much? Afterburners boost thrust by spraying jet fuel into the jet engine's exhaust. As you can imagine, this consumes a great deal of fuel.

### ***Aerial maneuvers***

Fighters are made to attack enemies from behind, so your primary objectives in any dogfight is to maneuver behind your enemy and prevent them from doing the same to you.



Most recently developed missiles can attack an enemy from the front or behind, but firing from behind is still the surest way to score a hit. Here are some of the best maneuvers for getting behind your enemy.

**Scissors:** In this maneuver, you weave back and forth at a low speed to make your enemy pass ahead of you. Your enemy too will slow down and weave back and forth. The two planes weaving back and forth will look something like a pair of scissors, hence this maneuver's name.

**High G yo-yo:** If you fly too fast while pursuing an enemy, you risk passing in front of them (overshooting). When this happens, climb, reduce speed, and increase your rate of turn until you are behind the enemy. This maneuver is also called a high yo-yo or a high-speed yo-yo.

**Low G yo-yo:** If you are not flying fast enough and you are losing your enemy, descend and increase speed. This maneuver is also called a low yo-yo or a low-speed yo-yo.

**Split S:** In this maneuver, you roll upside down and then do a half-loop to reverse direction. Use it when you are above your enemy and you want to get behind them and when you want to quickly break away from them. Your altitude will drop dramatically, so make sure you are high enough and start out at a low speed.



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**Collaboration:** Japan Air Self-Defense Force

Some of the characters, training courses, and other elements appearing in this game are fictional.

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Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

### **HEALTH AND EPILEPSY WARNING**

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### **OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
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- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
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