ADVISORY
READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly seen in our daily environment. These seizures may be triggered by watching certain kinds of television pictures or playing certain video games. Players who have never had any previous seizures may nonetheless have an undiagnosed epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: a blank stare, muscle twitching, other incoherent movements, loss of awareness, or any unusual sensations.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV.

Do not use a rear or front projection television with your NES. If you use your NES with any projection television, the screen may be permanently damaged if the game is played with stationary patterns or images projected on the screen. The projection screen may be permanently damaged if the game is played with stationary patterns or images projected on the screen. The projection screen may be permanently damaged if the game is played with stationary patterns or images projected on the screen.

This advisory is issued as a result of the Nintendo having reviewed the product and the technology used in it; however, the information in this advisory is intended to be used as a guide only. Always check with your television manufacturer for further information.

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F-117A STEALTH FIGHTER PILOT'S MANUAL

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GETTING STARTED

You are about to begin your first mission in the F-117A Stealth Fighter, the most extraordinary aircraft ever built. Your first mission is to attack and destroy targets in Libya, which has been supporting terrorist attacks against peaceful nations.

Before you begin, make sure you do the following:
1. Make sure the power switch is OFF.
2. Insert the F-117A Stealth Fighter cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM manual.
3. Turn the power switch to ON.

YOUR FIRST MISSION

When you see the Main Menu you are ready to begin your first mission. Here you can make some choices about the type of game you will play. If you do not wish to make any changes to the choices you see on the screen, press START to see your Mission Briefing. If you wish to make any changes, press the DOWN arrow on your controller to reach the proper category, then press SELECT to see your options. The Main Menu includes the following categories:

Mode of Play: You begin with the one-player option.

Theater Selection: Your first mission is in Libya. You must successfully complete this mission before new theaters can be made available to you.

Enemy Skill Level: Your opponents are GREEN for your first mission.

Weapons Selection: You begin with the STANDARD package of 12 air-to-air Sidewinders and 12 Maverick air-to-ground missiles.
ONE OR TWO PLAYERS

You can fly your F-117A solo or with a friend. The second player is the Weapons System Officer (“Wizzo”), and each player has a controller. The WSO uses controller A:

- Button A fires 20mm Vulcan cannon.
- Button B launches missiles.
- START button launches decoys.
- Control Pad Up/Down changes throttle.
- Control Pad Right/Left selects air-to-air or air-to-ground missiles.

FLYING YOUR F-117A

- press ↑ to dive
- press ← left to roll left
- press → right to roll right
- press ↓ bottom to climb
STEALTH PILOT, PREPARE FOR TAKEOFF!

GOOD LUCK!

YOU ARE CLEARED FOR TAKEOFF...

CONTROLS: Press START to take off.

WHOOOM!!

ROAR

CONTROL PAD: The controller is your "joystick."
- Press the LEFT or RIGHT button to roll.
- Press UP to dive.
- Press DOWN to climb.

BUTTON A: Fires your 20mm Vulcan cannon.

BUTTON B: Launches a missile.

START: Releases decoys.

SELECT: INS screen

SELECT + UP or DOWN: Increase or Decrease Speed.

SELECT + BUTTON A: Weapons / Damage

SELECT + BUTTON B: Map / Radar
EXAMPLES OF PLAY

BANDIT AT 12 O’CLOCK—
FIRE VULCAN CANNON!

LOCK ON GROUND TARGET—
FIRE A MISSILE!

THEATERS OF OPERATIONS
LIBYA 1986
MIDDLE EAST 1989
GULF WAR 1991
CUBA 1995
KOREA 1996
NORTH CAPE 1998
SECRET MISSIONS ???

Each theater is different...
To win you have to succeed in all of them...

These are the theaters in which you will be assigned missions. Your first assignment is LIBYA 1986. Once you accomplish your mission here, you will be able to choose your next mission, in the MIDDLE EAST 1989.

Successful completion of your missions in all six theaters may result in special assignments to highly classified missions—but only the very best F-117A Stealth Fighter pilots will qualify!
LIBYA 1986

The White House has decided to punish the Libyan strongman, Colonel Mu'ammar al-Qadhafi, for his repeated support of terrorist activities against innocent civilians from the U.S.A. and other nations.

BA DA BOM!!

MIDDLE EAST 1989

An Iraqi-backed invasion of Israel is underway, supported by Syrian and Jordanian forces. The Israelis have called upon the U.S. and NATO for support.
**Gulf War 1991**

Iraqi military dictator Saddam Hussein's legions have overrun tiny Kuwait in a surprise invasion. Economic and diplomatic pressure have failed to convince him to withdraw, and now United Nations forces, led by the United States, will be used to help him make the right decision.

**Cuba 1995**

Following a wave of Cuban-sponsored terrorist and guerrilla attacks against U.S. and Latin American targets, for which the Cuban government has boldly claimed credit, the Pentagon has been instructed to launch airstrikes at terrorist bases and support facilities within that Caribbean island.
Since the breakup of the Soviet empire, the major military powers around the globe have vastly reduced their size of their armed forces. Taking advantage of this trend, the rulers of North Korea have decided that there is no time like the present to unite the Korean peninsula for once and for all — under a Communist dictatorship.

Renegade generals of the former USSR military are fed up with their country's experiment in democracy. Acquiring strong conventional and nuclear weapons, they have declared a Soviet republic. The Russian government has asked the U.N. and the U.S. to help neutralize these weapons, before they can be used to blackmail both Russia and the rest of Europe.
SECRET MISSIONS???

--- Top Secret ---

TO: F-117A STEALTH PILOTS
FROM: THE PENTAGON
SUBJECT: SECRET MISSIONS

THE JOINT CHIEFS OF STAFF
HAVE DIRECTED THAT ALL INFORMATION
CONCERNING POSSIBLE SECRET MISSIONS
BE CLASSIFIED AT THIS TIME.

SHOULD PILOTS BE REQUIRED
FOR SECRET MISSIONS, ONLY THOSE
WHO HAVE HAD SUCCESS
IN ALL OTHER THEATERS
WILL BE SELECTED.

FINDING YOUR TARGET

Press SELECT to see the INS (Inertial Navigation Systems) Screen.

Press the Up and Down arrows
to choose your destination. The
Navigation Arrow will point
in the direction of your choice.
You may steer the F-117A
yourself, or engage the
Autopilot. You may also
choose to eject.
This is the cockpit of your F-117A Stealth Fighter. Keep this diagram handy until you have a good understanding of all your instruments.
**Using Your Autopilot**

When you see "AUTO" here, autopilot is engaged.

You can fly your F-117A manually to your target, or you can let the AUTOPILOT do it for you. To engage the autopilot, push SELECT and START at the same time.

**Fly To Your Target**

If you choose TARGET, the flashing Navigation Arrow at the top of your Flight Screen shows you which way to steer to go toward your target. If the autopilot is engaged, your F-117A will fly toward your Primary Target, and if the Primary Target has been destroyed, toward the nearest Secondary Target.

**Base**

If you choose BASE, the flashing Navigation Arrow will steer you toward your Home Base. Once you've destroyed the Primary and Secondary Targets, the Arrow will always point toward your base. The autopilot, if engaged, will do the same.
**ENEMY TARGETS AND DEFENSES**

**TARGETS:**
- Missile Boat
- SAM Site
- Airbase
- HQ Bunker
- Radar Station

**ENEMY PLANES:**
- Yellow are HIGHER than you
- Red are LOWER than you

**Your F-117A:**
- Arms Factory
- Tank Unit

The radar screen shows your F-117A in the center, and the location of air and ground targets around it.

---

**YOUR F-117A WEAPONS**

Descend to around 20,000 feet to fire your AGMs.

- **AAM** (Air-to-Air Missiles)
- **AGM** (Air-to-Ground Missiles)

**Note:**
- AAM = Air-to-air missile
- AGM = Air-to-ground missile

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CHAFF AND FLARES
RELEASE CHAFF AND FLARES TO DECOY ENEMY MISSILES!

CONTROLS: Press START to decoy enemy missiles!

RADAR AND YOUR STEALTHOMETER

YOU'LL DO BETTER IF YOU TRY TO AVOID ENEMY RADAR SIGNALS!

Your Stealthometer (EMV gauge) indicates how visible your F-117A is to enemy radar. The top bar shows how effective the radar is -- and the bottom bar shows how visible you are. If you fly slower, lower and further from the radar, you are less visible. If the two bars meet, you are being tracked by the radar, and the TRAK warning light goes on.

Watch out -- if the TRAK warning changes to LOCK, you are about to have a missile launched against you!
THROTTLE AND FUEL

Keep an eye on your fuel gauge— the faster you fly, the more fuel your F-117A consumes. Your throttle controls your speed— the higher it registers, the faster you will fly.

DAMAGE INDICATOR

Your Damage Indicator shows where your F-117A has suffered critical damage.

LANDING YOUR F-117A

Your Autopilot takes you back to base. You can then land manually. You must fly at 8,000 feet or less to land.
DEBRIEFING

After your Stealth mission is complete, you will be given a debriefing. Here you will be informed whether or not you hit your Primary and Secondary targets, what other ground targets you hit, and how many enemy planes you shot down. You will also be told if you received any bonuses.

SCORING

All scores are for Green level. At higher levels, all targets are worth more points.

PRIMARY AND SECONDARY TARGETS

PRIMARY TARGET: 10,000 points  SECONDARY TARGET: 5,000 points

MILITARY TARGETS

- Nuke Site
- Missile
- Tank Unit
- Airbase
- Storage

OTHER TARGETS

- Oil Driller
- Naval Base
- Nuke Well
- Army Location
- Oil Rig

All targets are worth 3,000 points each. Enemy Aircraft are worth 1,000 points each.

Note: Your F-117A is a very expensive airplane, and the U.S. Government is not happy when one of its pilots come home without his Stealth Fighter. Because of this, you should not expect a medal or promotion if you bail out during a mission.
**PROMOTIONS**

- 2nd Lieutenant
  - (Starting rank)
  - 50,000 points

- 1st Lieutenant
  - 100,000 points

- Captain
  - 200,000 points

- Major
  - 500,000 points

- Lt. Colonel
  - 1,000,000 points

- Colonel
  - 2,000,000 points

- General
  - 4,000,000 points

Every time you fly a mission, your overall score increases. The higher your score, the higher you rank. Only the best pilots make it all the way to General.

**MEDALS AND RIBBONS**

The Air Force and your country may reward you with ribbons and medals to honor your feats of valor and your achievements as a combat pilot. No medal can be won more than once, but it is possible to win more than one medal for a mission.

Ribbons are worn for service. Medals are worn for destroying enemy targets, as listed below.

**MEDALS FOR VALOR**

In each of the theaters listed below, destroy your primary and secondary target, and score the minimum number of points.

<table>
<thead>
<tr>
<th>Medal</th>
<th>Points</th>
<th>Theater</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air Force Commendation Medal</td>
<td>30,000</td>
<td>Vietnam</td>
</tr>
<tr>
<td>Air Medal</td>
<td>10,000</td>
<td>Korean War, Cold War</td>
</tr>
<tr>
<td>Distinguished Flying Cross</td>
<td>17,500</td>
<td>Korea</td>
</tr>
<tr>
<td>Silver Star</td>
<td>16,500</td>
<td>Korea, WWII</td>
</tr>
<tr>
<td>Distinguished Service Medal</td>
<td>12,000</td>
<td>Korea, WWII</td>
</tr>
<tr>
<td>Air Force Cross</td>
<td>15,000</td>
<td>Vietnam, WWII</td>
</tr>
</tbody>
</table>

**Images:**
- Air Force Commendation Medal
- Air Medal
- Distinguished Flying Cross
- Silver Star
- Distinguished Service Medal
- Air Force Cross

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THE NATION'S HIGHEST AWARD

THE CONGRESSIONAL MEDAL OF HONOR

SECRET MISSIONS: If you are good enough to win all 10 of these ribbons and medals, you can expect that you will be called upon to carry out several top-secret missions.

If you are successful in all your missions, and if you score 325,000 points in the final Secret Mission — you will earn the Congressional Medal of Honor!

SOMETIMES IT GETS TOO TOUGH FOR EVEN THE BEST PILOTS. IF YOU THINK YOUR F-117A CAN'T MAKE IT BACK TO BASE, BAIL OUT!

IF YOU'RE LUCKY, A CHOPPER WILL PICK YOU UP!
**SAVING YOUR PILOT**

Whenever you have received a medal, you can save your pilot by simply recording your pilot’s name on the Name Entry screen. Follow the directions on the screen. By saving your pilot and flying more missions, you can accumulate more points to earn a higher rank!

**RECORD YOUR SAVE CODE**

If you want to end a playing session, copy your 8-digit pilot code after the debriefing and award screens and put it in a safe place.

Next time you play, choose SAVED PILOT and enter your name and saved code just as you wrote them down when you saved them.
CREDITS
Producer: Tony Parks
Game Designer: B.C. Milligan, James G. Thomas
Game Graphics: Juan Sanchez
Game Programming: James G. Thomas and Chris Taormina, with Dave Wagner,
Steve Fujita and Peter Petty
Music & Sounds: Ken Laage with Scott Patterson
Manual Graphics & Design: Joe Morel with Iris Ikokogi
Packaging Design: Moth Millich

COMPLIANCE WITH FCC REGULATIONS
This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the criteria cited in Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/TV technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

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