

SEGA[®]

AIR ATTACK



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Simulated air attack on a flying bomber.



Player has control of all maneuvering of his plane while chasing the bomber.



Handle control operates to left or right and forward or backward.



The target bomber is a three dimensional plane that explodes when hit and drops off the screen.



Firing is controlled by bursts.



Adjustable sound system.



Moulded adjustable seat.



Printed Decola cabinet finish.



Area of target hit, adjustable, giving poor players a better chance.



Movable background sky scene.



Only one free game per cash play.



Free game score adjustable from 8 to 12 points.



Visible Timer adjustable : 50 cycle area : 45 to 84 seconds.
60 cycle area : 37 to 70 seconds.

SPECIFICATIONS

Height : 70" Width : 28" Depth : 48" Export packing : 86 cft.

MANUFACTURED BY

SEGA[®] enterprises Ltd.

TOKYO INT'L AIRPORT P.O. BOX 63, TOKYO, JAPAN CABLE : SEGASTAR TOKYO