

This is what you we trained for

You are a Marine aviator, call sign "Strike Fighter", piloting a heavily armed F-18 Hornet into hostile territory. The enemy is nowerfully armed F-18 Hornet into hostile territory. You are a Marine aviator, call sign "Strike Fighter", piloting a heave armed F-18 Hornet into hostile territory. The enemy is powerfully armed F-18 Hornet into hostile territory are air you." It encounter Michael and ready for the fight. In the air you." It encounter the fight. armed F-18 Hornet into hostile territory. The enemy is powerfully fortified and ready for the fight. In the air you"II take fire from the ground, you"II take fire from the ground. fortified and ready for the fight. In the air you if encounter file is and Bear Bombers while from the ground, you'll take fire duncher and ship-based anti-aircraft duncher's and ship-based anti-aircraft guns of the same missile I auncher's and ship-based anti-aircraft duncher's anti-aircraft duncher's and ship-based anti-aircraft duncher's anti-aircraft duncher duncher's anti-aircraft duncher dunch and Bear Bombers while from the ground, you'll take fire from SU7 Sam Missile Launcher's and ship-based anti-aircraft SU7 Sam Missile Launcher's August Launcher's and Sur Launcher's August Launcher August Launcher's August Launc SUT Sam Missile Launcher's and ship-based anti-aircraft guns. MIA?

The Fight's on! Will you be a Top Gun or MIA?

Game Features Include:

- Three 29",31-KHz, High resolution Nanao Monitors deliver a 170-degree field of vision(Deluxe model only)
- True stereo sound delivered through two in-dash stereo speakers and an in-seat sub-woofer let you hear and feel the power!
- Three challenging levels, (Training, Dessert Fire and Red Rock) offer incredible game-play depth. The two mission levels, (Desert Fire and Red Rock) if successfully concluded, give players mission selection choices making each game a new adventure!
- Challenging bonus stages. See if you can hook up to a C130 aerial refueler or, catch the arresting cable on the deck of a pitching carrier deck, though to be the most difficult maneuver an aviator can
- Detailed heads up display data includes: AC Altitude. AC Damage. Remaining missiles and 20mm ammunition levels.

Player Controls include:

- · Altitude Control Stick Controls AC's up/down and left/right altitudes.
- Gun Trigger-Fires 20mm Vulcan Cannon.
- · Missile Launch Switch-Fires air-to air and air-to ground fire-and-forget missiles.
- View Change Switch-Select the heads up display cockpit interior or rear of AC view.
- Rudder Pedals-Controls AC heading.
- · Throttle-Controls AC speed.
- Air Brake Switch-Decelerates AC quickly.
- View Stick-Move stick to see above, behind, and to the sides of AC.



Standard: 64"L x 38" W x 74", 620 lbs



74"L x 82" W x 76", 1,200 lbs

EUROPE LIMITED.

strial Estate, Leigh Close, New Malden

www.sega-amusements.co.uk

