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–VG&CE

February 1992

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- **Over 100 unique missions to choose from– Even design your own!**
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ELECTRONIC ARTS®

720805

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Arm your aircraft with an arsenal of modern weaponry including Sidewinders, Sparrows and long-range TOW anti-tank missiles!

F22 INTERCEPTOR™

ELECTRONIC ARTS®

F-117 NIGHT STORM™

SEGA

16 MEG

F-117 NIGHT STORM™

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

A NOTE FROM THE DESIGNER OF F-117: NIGHT STORM

The F-117A Stealth fighter is a covert operations aircraft, designed for surgical strikes against highly defended, high-value strategic and tactical targets. The aircraft is a weapons platform capable of delivering a 2,000 pound laser-guided bomb from 25,000 feet in total darkness onto a one meter target with complete accuracy. Due to it's unique shape and radar absorbent materials, it's radar cross-section appears the size of a baseball. It is such an incredibly unique aircraft, that when it does its job, no one really knows that it was ever there.

This poses no small problem with balancing gameplay and realism. We've taken a little artistic license with much of the actual plane's combat capabilities and flight characteristics. Hopefully, you will find these "enhancements" intriguing and fun.

Much of the Campaign game is historical; the training missions in the Nevada desert, the Panama scenario and, of course, the Gulf War missions. As for the other future scenarios, we wish they never become reality, but hope you'll enjoy putting this remarkable aircraft through it's paces anyway.

Though you'll have to acquire air-to-air combat skills to become the complete F-117A pilot, the core of the game is air-to-ground bombing. Remember that the GBU is a heavy bomb relative to the Mavericks. For a real challenge, try and complete the missions by using

only the less powerful Mavericks.

The Arcade game serves as a design counter-point to the Campaign game. In the Arcade mode, you can set up your targets and then go after them. You can also use this mode to hone your skills. Plain and simple, rack 'em up and mow 'em down.

The Campaign mode is the real core of the game. Here you'll meet a variety of characters (good guys and bad) and be presented with missions that will take some careful planning and thought, as well as fast reflexes.

One of the things that sets F-117 Night Storm apart from similar games is the use of the storybox, or "movie inset" window. It's through this area of the cockpit that much of the Campaign game's drama and action is conveyed. As a player, you'll have to keep one eye out for necessary clues and plot changes that will be critical to your success.

Stay alert, check your six often and keep a cool head at all times, but above all, have a good time flying this most spectacular aircraft.

Michael Kosaka

CONTENTS

THE CREATORS

Michael Kosaka

As a designer of F-117, Michael adds Stealth Pilot to his long list of favorite roles. In his seven years here at Electronic Arts (EA), he has graced us with his abilities as Skateboard Maintenance Officer (*Skate or Die*), Football Coach (*John Madden Football*), Sensei of the EA martial arts dojo (*Budokan*) and Senior Lawnboy (*PGA TOUR Golf*). In his spare time, Michael likes to eat chili verde burritos at 2 a.m., and skateboard down the shag halls here at EA. There he goes now!

Chris Ebert

Chris is an interesting programmer who began his keyboard tickling at the tender age of 23. His obvious talent led him to be snapped up by Mediagenic, where he saw the light and came to EA. When he isn't pulling 14-hour days behind the EA curtain, he participates in historical fun with the Society for Creative Anachronism, plays with his unusual collection of pirate ships, and plays four different recorders and the hammer dulcimer.

Chuck Sommerville

Chuck has been programming since age 17, and hasn't been able to stop. He joined EA after a 7-year stint with Epyx, breaking his vow never to work for the "Evil Empire" (EA). I guess if you add enough zeros onto the end of any check, even vows change. Chuck likes to scuba dive (they don't call him "Shark Bait" just cause he's pretty), create electronic sculptures, and skateboard in his spare time.

Brian Krause

Brian has been interested in computers since he was a kid. He started programming on the old Vic 20 at home as a hobby, then he graduated to the Commodore 64, and later to the Amiga. He finally started getting paid for his work when he got hired at Distinctive Software, Inc. in Burnaby, British Columbia. Working at DSI, Brian became the living, breathing proof that you don't have to hate going to work. DSI later became Electronic Arts Canada, and the rest is history.
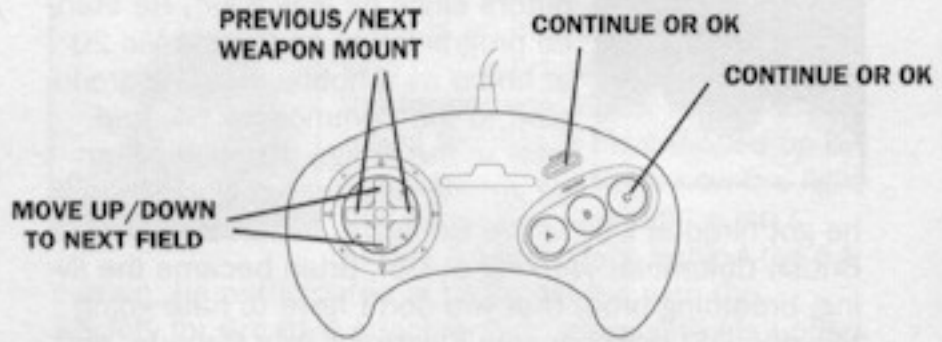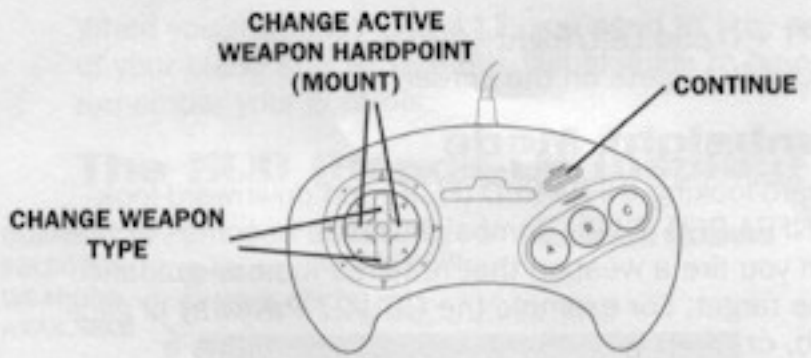
Starting the Game

1. Turn OFF the power switch on your Sega™ Genesis™. **Never insert or remove a game cartridge when the power is on.**

2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.

3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.

4. Turn ON the power switch. The Electronic Arts® logo appears (if you don't see it, begin again at step 1).
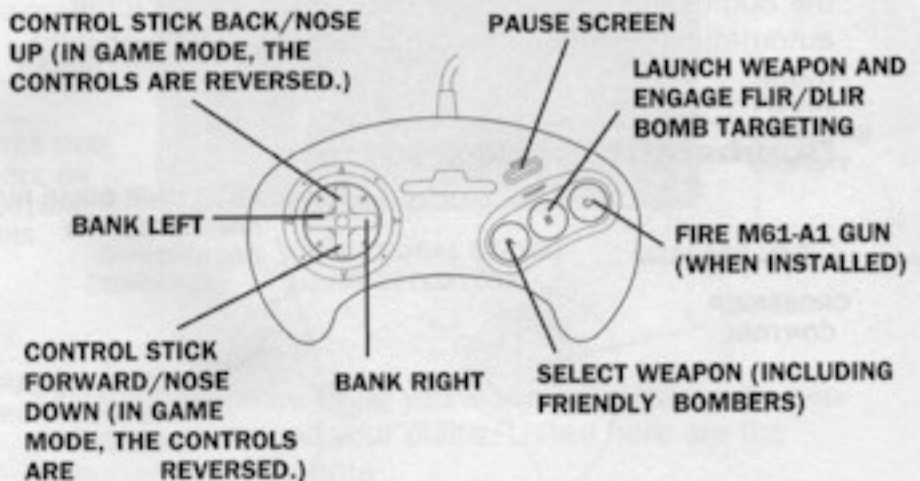
GENERAL CONTROLS

PREVIOUS/NEXT WEAPON MOUNT

CONTINUE OR OK

CONTINUE OR OK

MOVE UP/DOWN TO NEXT FIELD

Weapon Selection Screen

CHANGE ACTIVE WEAPON HARDPOINT (MOUNT)

CONTINUE

CHANGE WEAPON TYPE

FLIGHT CONTROLS

CONTROL STICK BACK/NOSE UP (IN GAME MODE, THE CONTROLS ARE REVERSED.)

PAUSE SCREEN

LAUNCH WEAPON AND ENGAGE FLIR/DLIR BOMB TARGETING

BANK LEFT

FIRE M61-A1 GUN (WHEN INSTALLED)

CONTROL STICK FORWARD/NOSE DOWN (IN GAME MODE, THE CONTROLS ARE REVERSED.)

BANK RIGHT

SELECT WEAPON (INCLUDING FRIENDLY BOMBERS)

START + A - Cycles through each objective in the NAV Status display

START + B - Auto target computer On/Off

START + C - Toggle between Aux View/Normal View

START + D-pad Left/Right - Cycles through all selectable targets on the screen

Bombsight Mode

Forward-looking INFRA-RED (FLIR) and downward-looking INFRA-RED (DLIR) Bombsight mode becomes active when you fire a weapon that requires manual guidance to the target. For example the GBU-27 Paveway III glide bomb, or when the current weapon selected is a Bomber Flight (bomber flights are only available in specific Campaign missions). Onscreen indicators display zoom factor and seconds until ordinance is released. Try to keep the target in the center of the screen on the bombsight until you see an impact. Your aircraft automatically switches to autopilot when in Bombsight mode.
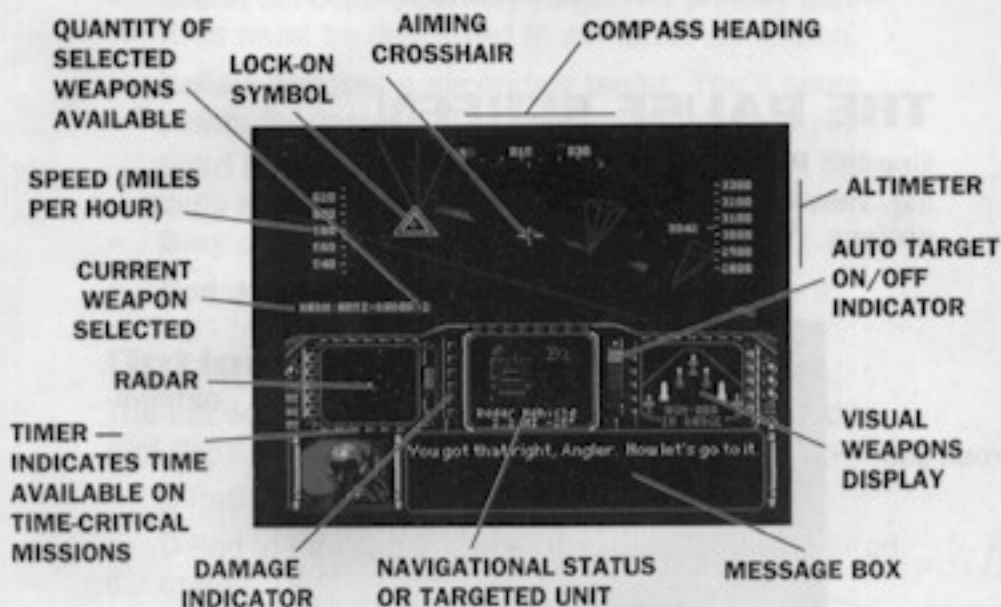
Bombsight Mode Controls

CROSSHAIR CONTROL

ABORT THE BOMB RUN AND RETURN TO COCKPIT

CYCLES THROUGH MAGNIFICATION LEVELS
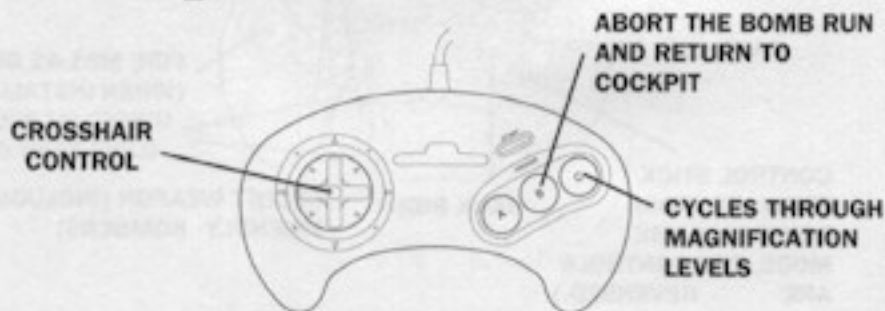
NOTE: If you return to cockpit view by pressing **B** before the bomb reaches its target, the bomb loses its laser lock and misses the target.

WHAT YOU SEE

When you're flying your F-117, you need to stay on top of your plane status. Use this visual guide to help you remember your controls.

The HUD (Heads-Up Display)

QUANTITY OF SELECTED WEAPONS AVAILABLE

LOCK-ON SYMBOL

AIMING CROSSHAIR

COMPASS HEADING

SPEED (MILES PER HOUR)

ALTIMETER

CURRENT WEAPON SELECTED

AUTO TARGET ON/OFF INDICATOR

RADAR

VISUAL WEAPONS DISPLAY

TIMER — INDICATES TIME AVAILABLE ON TIME-CRITICAL MISSIONS

DAMAGE INDICATOR

NAVIGATIONAL STATUS OR TARGETED UNIT

MESSAGE BOX

Occasionally while flying you'll see different things happening in or around your plane. Listed here are the important ones to note.

- In some views, you may see your wingman flying next to you. He won't effect your flight at all, and follows your lead.

- A light-colored cone sometimes moves in front or

around your plane. This is a radar signal being emitted from an enemy ground patrol. Maneuver around it to minimize your damage.

- When flying through hostile territory, keep an eye on your damage indicator at all times. The enemy can get off a lucky hit every now and then, so if you don't want to walk home, keep alert.

THE PAUSE SCREEN

Use the Pause Screen to find your location and heading, view the list of primary targets, and change game options.

YOUR MAP

OPTIONS
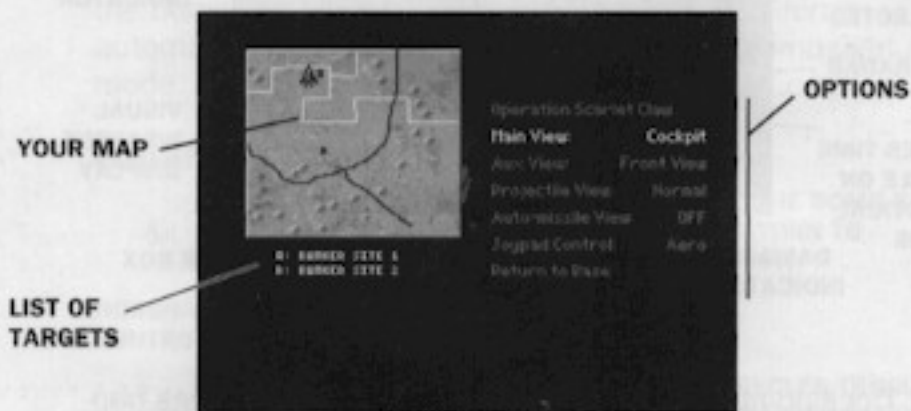
LIST OF TARGETS

Your Map

At anytime during Arcade or Campaign modes, press START to pause, view your map, and change play options.

On the map, the picture of the plane represents you and the direction you're heading.

List of Targets

Below the map is a list of targets. The color of the text describing a target determines the target's status:

- **Green** denotes a primary target. All primary objectives must be destroyed to complete a mission.
- **Yellow** denotes a secondary target. You'll score points for destroying secondary targets, but you don't have to destroy them to complete your mission.
- **Gray** denotes a destroyed target.
- **Red** denotes a friendly unit — don't destroy it!

Options

The list down the right side of the screen is your current flight setup.

- D-Pad up/down to move option to option.
- D-Pad left/right to change the currently highlighted option.

YOUR MISSION

Fly the world's premiere strike aircraft in tight combat missions from top-secret training grounds in Nevada, through the skies of downtown Baghdad, and into the MiG-infested skies of future global flash points: Cuba, Grenada, Lybia, Panama, Peru, Korea and Bosnia-Herzecovina.

You'll have to be cool and quick to earn the status of the World's Finest Stealth Fighter Pilot. Good luck.

ARCADE MODE

In Arcade mode, you have unlimited weapons and can determine the number of enemy air and ground units, the environment, length of your mission, and difficulty level. A score screen appears after your mission. Your score is based on the number of enemy units destroyed. Use Arcade mode to practice your flying and targeting of enemy units.

CAMPAIGN MODE

Campaign mode consists of 30 missions that must be completed in order. Before starting, the campaign, you may wish to change a callsign for yourself and a name for your plane. D-Pad Left/Right until you see a name you like then D-Pad Down and do the same to choose a name for your plane. When you're finished, press START. It begins with the Nevada Training missions and takes you though nine different theaters of combat. You have a finite number of weapons and a list of primary objects that must be destroyed to finish each mission and advance to the next. Your Campaign mode objective is to complete all 30 missions.

Crashing in Campaign mode can set you back a few missions, so fly with a tight head and watch the horizon.

WEAPONS

M61-A1 20 mm Cannon

Virtually the standard gun in all U.S. fighters, the M61-A1 has six barrels and fires 100 rounds per second. To fire it, line up your target and press C.

AIM-9P Sidewinder

The most remarkable missile program in history. This Infra-red air-to-air homing missile is a fire- and-forget. Note that you can get target lock, fire, switch to new target, and fire a second time without the first missile losing its tracking.

GBU-27 A/B Paveway III

A silicon-seeker head detects laser light from the target and controls the bomb's trajectory towards the laser light. Direct the Paveway's path through Bombsight mode. A direct hit destroys any target.

AGM-65E Maverick

This model of Maverick packs 13 pounds of shaped-charge explosives for maximum penetration. Use these fire-and-forget missiles for smaller targets. Larger structures require two hits from this Maverick.

AGM-65A Maverick

Sister of E-Model Maverick, this Maverick uses a pilot-guided system. Once you fire it, steer it to the target.

AGM-88A HARM

The HARM (High-speed Anti-Radiation Missile) is best used against enemy radar installations. Its long stand-off range (3 miles) makes it ideal for clearing radar-infested areas.

PASSWORDS

YL69X8

```
0 1 2 3 4 5 6 7 8 9
A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z ! # DEL END
```

At the Password screen:

- D-Pad any direction to move the cursor through the letters.
- Press **A** to return to the previous password selected.
- Press **B** to skip to the next letter.
- Press **C** to enter a letter and move to the next space.
- Press **START** to enter the password.

Campaign passwords are given at the end of each *scenario which* may consist of several missions.

Be sure to write your passwords down and keep them in a safe place.

THE F-117
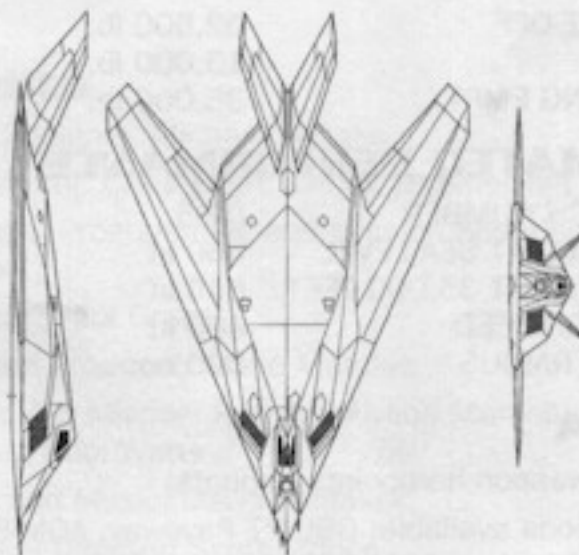
Dimensions

WINGSPAN	43 ft. 4 in.
OVERALL LENGTH	65 ft. 11 in.
BODY LENGTH	55 ft. 1 in.
HEIGHT	12 ft. 5 in.
WING/BODY AREA	1070 sq. ft.

POWER

TWO GENERAL ELECTRIC F404-F1D2 NON-AFTERBURNING ENGINES

THRUST 10,600 lb.
WEIGHT 1,820 lb.

WEIGHTS

MAX TAKE-OFF	52,500 lb.
FUEL	13,000 lb.
OPERATING EMPTY	35,000 lb.

ESTIMATED PERFORMANCE

MAX MACH NUMBER	0.95
MAX SPEED AT SEA LEVEL	560 kt
MAX SPEED AT 35,000 FEET	545 kt
CRUISING SPEED	460 kt
COMBAT RADIUS	500 nm

F-117A

- Two weapon hardpoints (mounts)
- Weapons available: GBU-27 Paveway, AGM-88A HARM (radar), AGM-65E Maverick (laser)

F-117C

- Five weapon hardpoints (mounts)
- Weapons available: air-to-ground: GBU-27 Paveway, AGM-88A HARM (radar-guided), AGM-65E
- Maverick (laser-guided), AGM-65A Maverick (pilot-guided) air-to-air: AIM-9P Sidewinder Other: M61-A1 20mm cannon.

F-117E

- Seven weapon hardpoints (mounts) air-to-ground: GBU-27 Paveway, AGM-88A HARM (radar-guided), AGM-65E
- Maverick (laser-guided), AGM-65A Maverick (pilot-guided) air-to-air: AIM-9P Sidewinder Other: M61-A1 20mm cannon

Credits

Game Designer: Michael Kosaka

Programmer: Chris Ebert, Chuck Sommerville

Additional Programming and Mission Scripting: Brian Krause

Producer: Paul Grace

Assistant Producer: Steve Matulac

Graphic Art: Michael Kosaka, Alyson Markell, Ivaylo Vaklinov, Paul Watts

Sound and Music: David Whitaker

Technical Director: Scott Cronce

Product Manager: Frank Gibeau, Simon Jeffery

Project Manager: Susan Manley

Package Design: E. J. Sarraille Design Group

Package Illustration: Thierry Thompson

Package Art Direction: Nancy Fong

Documentation Layout: Tom Peters

Testing Manager: Randy Delucchi

Lead Test: David Costa

Product Testing: Russell Byrd, etc.

Quality Assurance: Michael Yasko

Original Game Concept: Michael Kosaka

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