

A dramatic, low-angle photograph of an F-15 fighter jet in flight. The jet is the central focus, angled upwards towards the top left of the frame. Its wings are spread wide, and several air-to-air missiles are mounted on the wing pylons. The cockpit canopy is visible, showing the pilot's helmet. The background consists of a dark, overcast sky with some lighter, wispy clouds. The overall tone is serious and military.

F-15

City War
INSTRUCTION MANUAL

IT'S A WAR OUT THERE AND IT'S HAPPENING IN YOUR OWN BACKYARD.
NOW IT'S UP TO YOU TO DEFEND OUR CITY. YOU AND
YOUR ALL-OUT FIGHTING MACHINE—AN F-15
WITH SUPERSONIC SPEED AND
AN UNLIMITED SUPPLY OF
AMMO. YOU'VE ONLY
GOT TWO CHOICES.
PROTECT IT
OR DIE!

YOU'RE PUMPED.



The adrenaline is rushing. Things are getting out of control. Choppers. Jets. Gun boats. Tanks. Giant robots. And they're coming at you non-stop through five hair-raising stages of battle. This is real-life action where you can blast-em with machine guns or fire missiles at your adversaries head on. Prepare to:

- ▶ Ambush tanks that are out to destroy your city streets
- ▶ Decimate gun boats and choppers from high above the deep blue
- ▶ Maneuver through the trenches as you dodge tanks and hostile robots
- ▶ Blow up missile silos as you launch your ocean assault
- ▶ Blast tanks and jets as you struggle to retain control in the deep, dark cave
- ▶ And the fighting isn't over until you wipe out the enemy's command vessel at the end of each and every stage.

Now turn on the power and prove that you're a hero.

UNLEASH THE POWER.

1. Make sure the power switch on your control desk is OFF.
2. Insert F-15 City War game cartridge.
3. Turn the power switch ON. You're in command.

Initiate Action

Press the START button to activate one of your five available F-15s. The game action won't stop until every last one is shot down.

YOU'RE IN CONTROL.

Before you take-off you should know your control pad like the back of your hand.

CONTROL PAD:

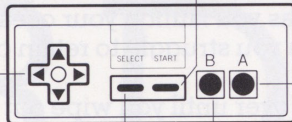
Moves your F-15 up,
down, left, right.
You're a maneuvering
machine.

START:

To start a new game/to pause while
playing the game.

BUTTON A:

To launch missiles.



SELECT:

To continue game.

BUTTON B:

To fire machine guns.

SCORING HIGH.

F-15 CITY WAR

STAGE 1 END

NO OF HIT 148
BONUS 20000
SCORE 014800
HISCORE 050000

With five F-15s and endless ammunition, you've got the opportunity to score high.

At the end of each stage, the number of hostile enemies you've shot down will be calculated and your score will be displayed on screen.

Thank you for purchasing F-15 City War. We hope it will provide you with many hours of fun and excitement.

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 specifications in Subpart J of 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 computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television 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.

This Booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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FREE GAMES!

Last Name

State

Age

Action: 10 9 8 7 6 5 4 3 2 1

Overall Rating: 10 9 8 7 6 5 4 3 2 1



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Address all correspondence to: American Video Entertainment, Inc. 1348 Ridder Park Drive, San Jose, CA 95131