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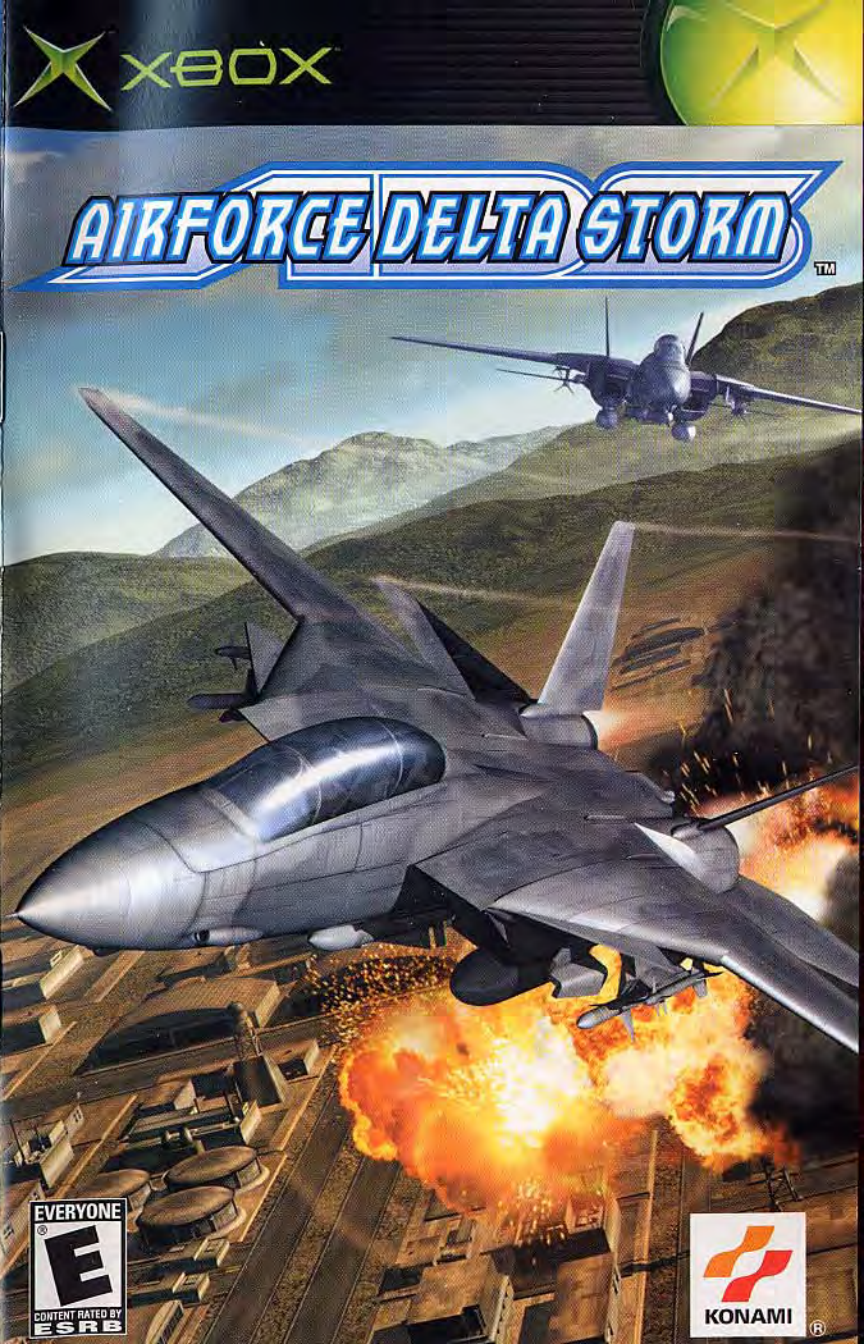
XBOX

AIRFORCE DELTA STORM™



EVERYONE

E

CONTENT RATED BY ESRB

KONAMI®

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: Lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms–children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer of the manufacturer to determine if video games can be played on your set.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

AIRFORCE DELTA STORM

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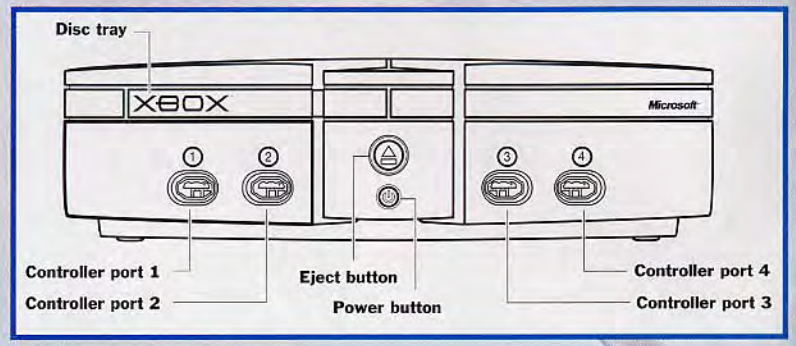
CONTROLS

Using the Xbox™ Video Game System



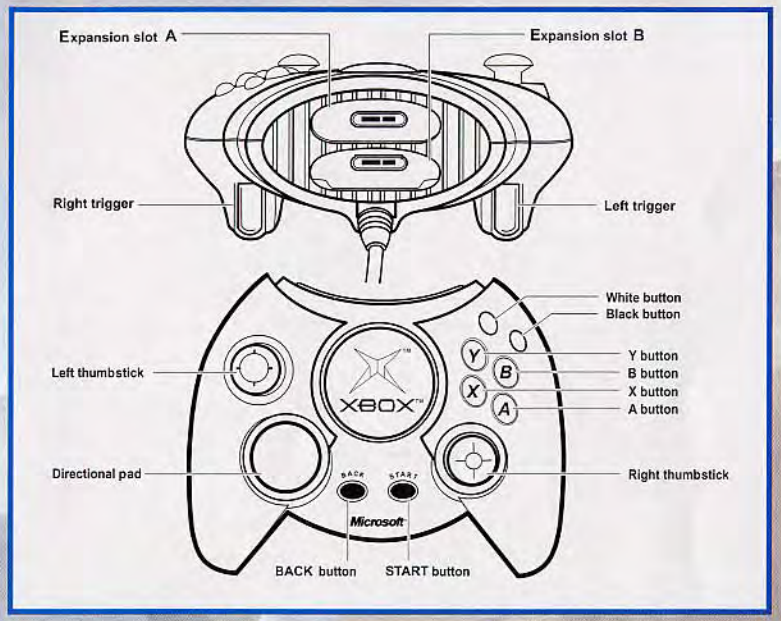
1. Set up your Xbox video game system according to the instructions in its Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **AirForce Delta Storm™** disc on the disc tray with the label side facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **AirForce Delta Storm™**.

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

CONTROLS

Using the Xbox Controller



1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox controller to play **AirForce Delta Storm™**

PROLOGUE: THE YEAR IS 20X1 AD

At the end of the 20th century, the analysis of the human genome was completed, leading to great advances for humankind, including the ability to cure even the most severe diseases. Life spans lengthened, and for a brief time the Earth was like the Garden of Eden.

However, the exploding population soon depleted the world's resources, and serious food shortages began appearing. In one country where shortages of food and fuel caused mass starvation, a coup d'etat occurs. The new revolutionary government declares the birth of the "United Front," an organization dedicated to the equal division of all the earth's resources. The ideology of sharing all humankind's resources was supported by countries who lacked resources, and nearly all of these countries declared their allegiance to the cause.

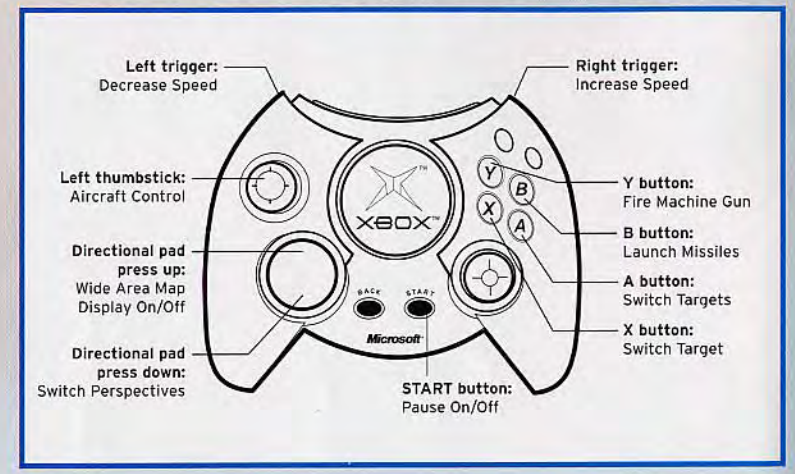
The United Front gathered an army that came to be known as the "United Forces." Initially it made great advances, but then the countries possessing abundant resources formed another Alliance to protect themselves. Soon, all countries were swept up into the conflict, and the world became polarized between those who possessed material resources and those who were facing starvation. It was not long before the war of words turned into one of bombs and missiles.

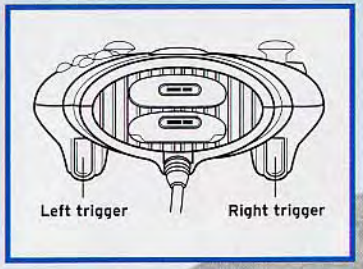
Now, in the year 20X1, on the Alexxy Peninsula, the struggle between the two sides has taken a new turn...

NOVICE, EXPERT AND ACE CONTROLS

This game has three control options, Novice, Expert and Ace. The default setting is Novice.

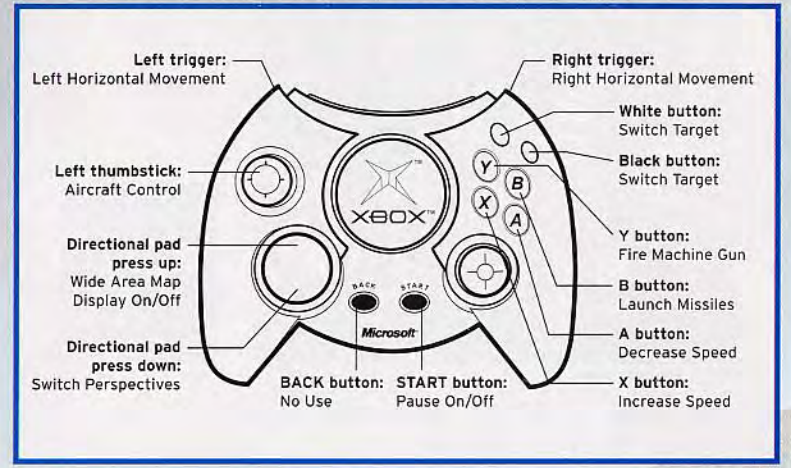
CONTROLLER CONFIGURATION: NOVICE CONTROL





NOVICE, EXPERT AND ACE CONTROLS

CONTROLLER CONFIGURATION: EXPERT CONTROL



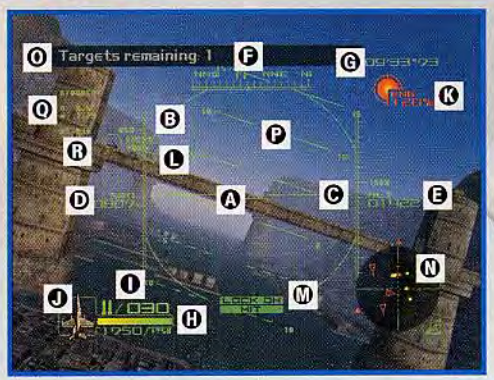
ACE CONTROL

Ace Controls are basically the same as Expert Controls. The air brake may be engaged by pressing the BACK button. In addition, in this mode the engine output will not change when the Increase Speed or Decrease Speed buttons are released.

GAME SCREEN

There are two game screens used during battle, a Cockpit view from the pilot's seat and a Back view from behind your own aircraft.

Cockpit View:



Ⓐ Vector Gauge: Positioned in the center of the aircraft's horizon line, this gauge indicates aircraft direction.

Ⓑ Missile Range: Shows the range in which a lock-on can be made on a target. Enemies within detection range may still be too far away to be locked-on.

Ⓒ Aircraft Horizon Line: Shows the aircraft's orientation to the ground. By viewing this line together with the pitch line, you can tell your aircraft's angle of roll (left/right) and pitch (up/down).

Ⓓ Speedometer: Indicates the aircraft's current speed. Select km/h (kilometers/hour) or Kt (knots) on the Options screen.

Ⓔ Altimeter: Indicates the aircraft's current altitude. Select either meters or feet on the Options screen.

Ⓕ Directional Gyro: Shows the position of the aircraft's nose. Select N/S/E/W or angular display on the Options screen.

Ⓖ Timer: Shows the time limit for the mission.

Ⓗ Damage Gauge: Shows how damaged the aircraft is. The aircraft is lost when the gauge reaches 0.

GAME SCREEN

Ⓘ Missiles Remaining: Indicates the number of missiles you have left. The inside of the missile symbol will be filled in when a missile can be launched and will be empty when a missile is not ready.

Ⓙ Plane Marker: Shows the type of plane you are currently flying.

Ⓚ Engine Output Gauge: Displays engine output.

Ⓛ Enemy Designator: Shows the direction of the enemy you are engaged with. Not shown when enemy is in missile range.

Ⓜ Message Indicator: Conveys necessary information.

Lock On: Flashes red when an enemy has locked onto your aircraft. Flashes when you have locked onto an enemy aircraft.

Hit: Flashes red when your aircraft is hit. Flashes when you hit the enemy aircraft.

Ⓝ Radar: Shows the area around your aircraft. Your radar display will switch between S, M, and L (short, medium, or long-range) depending on the position of the enemy. Your radar will show enemies within range except under special circumstances, such as poor weather or stealth aircraft. Enemy aircraft which are locked-on or selected will flash in the radar.

ABOUT RADAR SYMBOLS

Each of the symbols shown on the radar (such as squares and triangles) has a specific meaning.

COLOR

Red: Target (enemy that must be destroyed to complete the mission).

Yellow: Enemy (other than target).

Blue: Allies and friendly forces.

Green: Objects that must not be destroyed.

White: Missiles.

SHAPE

Triangles: Indicates aircraft. Visible only when radar is in short-range mode. The line coming out of the triangle indicates flying direction.

Square: Indicates objects on land and aircraft when the radar is not in short-range mode. Flashing white squares represent missiles.

TARGET DESIGNATORS

Depending on the mission, three types of triangles will be shown on the border of the radar. Each symbol will represent the closest object to your aircraft.

Red: Indicates the closest non-aircraft target.

Orange: Indicates the closest aircraft target.

Blue: Indicates your closest ally.

O Message Caption: Displayed automatically when a message arrives.

P Pitch Line: Shows the direction and extent of the aircraft's tilt. Positive angles (facing upward) are shown with a solid line, and negative angles (facing downward) are shown with a broken line.

Q Aircraft Information: Shows information regarding the aircraft.

Airbrake: Displayed when the aircraft's airbrake is engaged.

A: Shows the AOA (angle of attack).

M: Shows speed in terms of mach.

RS: Shows the relative speed of your own and enemy planes.

R Target Containers: Displayed when the enemy comes within a certain distance and appears on-screen. There are six types of markers that change according to situation.

ABOUT CONTAINER MARKERS

1 Locked-on.

2 Within missile range.

3 On-screen, but outside of missile range.

Containers flash red when locked-on.

S Gunsights: Appear when an enemy that is locked-on comes within a certain distance. Center the enemy within the gunsight to aim your machine guns.

1 Sight for your aircraft's machine gun. The closer to the center of the gunsight the enemy is, the better the chances of a perfect shot.

2 Round Tracking: A line indicating the direction machine gun rounds will be fired in.

Back View:

A Speedometer: Indicates the aircraft's current speed. Select km/h (kilometers) or Kt (knots) on the Options screen.

B Altimeter: Indicates the aircraft's current altitude. Select either meters or feet on the Options screen.

C Timer: Shows the time limit for the mission.

D Damage Gauge: Shows how damaged the aircraft is. The aircraft is lost when the gauge reaches 0.

E Missiles Remaining: Indicates the number of missiles you have remaining. The inside of the missile symbol will be filled in when a missile can be launched; when a missile is not ready to be launched it will be empty.

F Plane Marker: Displays the type of plane you are currently flying.

G Engine Output Gauge: Displays engine output.

H Enemy Designator: Shows the direction of the enemy you have engaged.

I Message Indicator:

Lock On: Flashes red when an enemy has locked onto your aircraft. Flashes when you have locked onto an enemy aircraft.

Hit: Flashes red when your aircraft is hit. Flashes when you hit the enemy aircraft.

J Radar: Shows the area around your aircraft. Your radar display will switch between S, M, and L (short, medium, or long-range) depending on the position of the enemy. Radar will show all enemies within range except under special circumstances, such as poor weather, stealth aircraft, etc. Enemy aircraft which are locked-on or selected will flash in the radar.

- For more details about the radar, see the Cockpit view page.
- Messages may be displayed in other situations as well.

GAME SCREEN

WARNINGS AND STATUS MESSAGES

Caution: Caution.

Pull Down: Pull the aircraft's nose down.

Pull Up: Pull the aircraft's nose up.

Stall: Your aircraft has stalled.

Mssl Alert: A missile is incoming.

Out of Mission Area: You are about to leave the mission area.

Bingo!: Direct hit!

Shot Down: You have shot the enemy plane down.

Mission Failed: The mission has failed.

Mission Accomplished: The mission has been successfully accomplished.

RULES

Missions result in failure under the following circumstances:

- Your damage gauge reaches 0.
- Your aircraft falls to the ground or sea, or collides with something.
- You leave the area of operation.
- The time limit expires.

Some missions may fail under other circumstances as well, so read each mission briefing carefully.

Debriefing

The Debriefing screen is displayed when you successfully complete a mission. Here you can view the number of enemies you dispatched and receive your reward.

- When you shoot down enemy aircraft with your machine gun, you will receive a double reward for that enemy based on a technical bonus.

GAME SCREEN

Replay

After a mission ends (following the debriefing if the mission is successful), you can view a replay of the mission. Use the A button or the START button to end the replay and return to the menu.

You can change the camera view during the replay.

STARTING THE GAME

Insert the game disc into the Xbox, then turn the unit on. When the game title is displayed, press the START button to display the menu. Use the left thumbstick or the directional pad to make selections, then press the START button or the A button to input your selection.

New Game

Select this command to play a quick game or to begin a new storyline.

Load Game

Select this command to load a saved storyline. Choose the game you wish to load, then press the A button.

Free Mission

Select this command to replay a storyline mission that you have already played. The shortest clear-time and the type of aircraft originally used are displayed on the left.

Options

Change game settings.

Load System

Load data for each setting and the free missions.

Save System

Save data for each setting and the free missions.

GAMEPLAY

On the Briefing screen you can hear about new missions to take part in. You can also purchase better fighters at the Airbase to improve your fighting abilities.

Briefing Screen (Airbase menu)

When you select a mission from those available in the Airbase, a briefing on that mission will begin. After you learn about the purpose of the mission, the flight path to the mission objective will be shown on the World Map. Select your aircraft and you will depart for the mission.

World Map Screen

The mission objective, as well as other strategic points, is displayed on the World Map screen. You must defeat the enemies that block your way to accomplishing your mission's goal. Use the left thumbstick or the directional pad to move your aircraft to a strategic point or objective.

3D Battle Screen

Pilot your aircraft through the 3D mission area and engage in aerial combat or air-to-ground attacks to fulfill the mission requirements within the time allotted. You must destroy all the red targets on the radar to clear each mission.

Fulfilling your mission goals will allow you to participate in new missions. Return to the Airbase to see briefings on each new mission.

AIRBASE MENU

On the Airbase menu, you can choose from "Briefing," "Shop," "System," or "Take Off" options. Use the left thumbstick or the directional pad to select an option, then press the A button to enter your choice. Press the B button to cancel or return to the previous screen.

Briefing
Listen to an explanation of the selected mission. (See p. 17)

Shop
Buy and sell aircraft. (See p. 18)

System
Change system settings, or save and load games.

Take Off
Select your aircraft and take off on your mission.

BRIEFINGS

The Briefing screen appears when you select "Briefing" on the Airbase menu screen.

Select a briefing you have not read to view the explanation for new missions.

When you have finished reading the briefing, the query "Take Off?" will be displayed. Select "Yes" and press the A button to switch to the Aircraft Selection screen.

Briefing (Step 1)
The Briefing screen appears when you select Briefing on the Airbase menu screen.

Select white missions to view new briefings you have not read. Once a mission is selected, open the new mission on the world map.

Select red missions for missions you have not cleared. Once a mission is selected, open the mission point on the world map.

The blue missions are missions that have been cleared.

Briefing (Step 2)
An explanation of the mission and a map of the mission area will be displayed. The blue point shows your present position. The red points show strategic areas. Select your aircraft and head for the red points.

SHOP

Select "Buy" to purchase a new fighter, or "Sell" to sell one you already own. Move the left thumbstick or the directional pad up and down to select an aircraft to buy or sell, then press the A button to input your selection.

More aircraft become available as the game progresses.

You may not sell the A-7E Corsair II that you begin the game with.

Shop

A Sort Select: You can sort the aircraft according to different parameters. Use the left and right triggers to change parameters.

B Model Name: Name of the aircraft and aircraft number in AirForce Delta Storm.

C Ranking: Ranking in the parameter selected in Sort Select.

D Credit: Current money.

E Price: Price of the selected aircraft.

F Capabilities: Detailed aircraft capabilities are described below. The longer the gauge, the stronger the selected aircraft is in that area.

Attack: Shows missile strength.

Defense: Shows the sturdiness of the aircraft.

Speed: Shows the aircraft's top speed.

Power: Shows the aircraft's acceleration.

Mobility: Shows the aircraft's overall mobility, including turning and braking speeds.

HP: Shows the amount of damage the aircraft can sustain.

Missiles: Shows the number of missiles the aircraft can hold.

Ability: "Stealth" is shown for aircraft with stealth abilities.

Range: Shows the aircraft's flying range on the World Map.

WORLD MAP

The World Map screen is used to pilot your aircraft from the Airbase to your mission objective. On the map are mission points, showing the enemy forces that you must attack, and battle points, where the enemy controls the air. Use the left thumbstick or the directional pad to move your fighter to the mission point, then press the A button to switch to 3D fighting mode. Use the White button to indicate the Options screen.

The timing of enemy force redeployment varies according to the range of your aircraft. Missile depletion or damage to your aircraft may force you to return to base temporarily.

World Map

A Aircraft Status: Aircraft name, HP, and missiles remaining.

B Range: A value showing the aircraft's flying range. When Range reaches 0, the redeployment counter for the enemy forces decreases by 1.

C Kill No.: Indicates the number of enemy aircraft you have shot down. A high kill number carries certain benefits.

D Credit: Money currently possessed.

E Player Aircraft Icon: Shows the player's aircraft. Move this to the mission objective.

F Airbase Name/Mission Point: Displays the name of your Airbase and the mission title from the briefing.

G Enemy Counter: Shows the time until the enemy redeploys. When Range reaches 0, the counter decreases by 1, and when the counter reaches 0 enemy redeployment is completed.

H Communication Screen: Mission details and briefing requirements are displayed.

I Map View: Hold down the Black button while moving the left thumbstick or the directional pad to view hidden portions of the World Map. You can see your location by pressing the L trigger or R trigger while you are pressing the Black button.

WORLD MAP

Icons

Airbase
This is where you view briefings, buy and sell aircraft, and save and load games.

Mission Objective
This is the location of the mission goal as explained in the briefing.

Area where the enemy controls the air
You must fight your way through these enemy-controlled battle points to reach the mission objective.

Battle points where friendly forces control the air.
Here you can avoid battles and continue on in your route. However, the enemy will re-deploy if the counter reaches 0.

Secret Points
There are strategic points and Airbases that only appear once you fulfill certain conditions.

OPTIONS

Adjust game settings.

HUD: Make changes to the Heads-Up Display settings.

Color
Set the HUD's color. Select between green or orange.

Direction
Set the direction display for the HUD. Select between N/S/E/W or degrees.

Range Units
Set the range units for the HUD. Select between "m, km/h" or "ft, Kt."

View Type
Set the perspective to Cockpit view or Back view (from behind your own aircraft).

Initialize
Return game settings to their default values.

Sound: Adjust sound settings.

BGM Volume
Move the left thumbstick or the directional pad left or right to adjust the volume of the game's background music.

Sound Effects Volume
Move the left thumbstick or the directional pad left or right to adjust the volume of the game's sound effects.

Mission Music
Turn the music during the missions On/Off.

Output Type
Select the sound output from Speaker or Headphone.

Initialize
Return sound settings to their default values.

OPTIONS

Controller: Adjust controller settings.

Pitch Up/Down
Move the left thumbstick up or down to set pitch response.

Vibration
Turn vibration settings On/Off.

Button Type
Select between Novice, Expert, or Ace control settings. Novice is for beginners, while Expert and Ace settings are for experienced players. Use the Custom button on the right side to alter the button configuration.

Init. Button
Return button configuration to the default arrangement.

Initialize
Return controller settings to their default values.

- Use the "Custom" button on the right side to alter button configuration.

GUIDE TO THE AIRCRAFT

S-37 Berkut

This large test fighter is one of the best aircraft in the world when it comes to one-on-one aerial combat. The 3-surface, swept-forward wings help the aircraft attain a high degree of maneuverability.

J 35 Draken

This aircraft is a double-delta fighter developed by the neutral country Sweden in the mid-20th century. Large wing surfaces result in low wing load, giving a high degree of maneuverability to this aircraft.

A-7 Corsair II

In order to reduce development costs, the design for this carrier-based attack craft was based on the supersonic F-8 Crusader. The all-around nature of the aircraft's design makes it a basic reference point for other fighter models.

AV-8B Harrier II

This is the second generation of the world's first V/STOL (Vertical and/or Short Take-Off and Landing) attack fighter, the Harrier. The Harrier II fixed flaws in the original design such as insufficient weaponry and fuel-loading capabilities. Cutting-edge technology has been implemented to enable entirely new operational capabilities for a V/STOL aircraft.

MiG-27 Froger J

This aircraft is the result of re-engineering the MiG-23B into a specialty air-to-ground attack fighter. Elements such as an extended combat radius and increased armaments ensure this aircraft's reputation as a serious tactical fighter.

EF2000 Typhoon

After many years of hard work, joint European developers finally succeeded in combining their technologies to give birth to this air superiority fighter. Although small, it is extremely maneuverable and boasts combat capabilities superior to even the F-15.

Chengdu Jianji-10

This aircraft gained attention as one fully developed by China. This tailless canard delta fighter possesses a large wing surface and an air intake on the bottom of the fuselage. Small and light, its silhouette is reminiscent of that of the phantom Lavi.

Su-23U Furnace

This large, nose-cone fighter developed in the 1960's possesses a T-shaped tail. The massive output from the triple-base engine overwhelmed all its contemporaries.

F-120C Nightcamel

Developed in secret along with the F-117, this distinctive, box-like fighter was in the first generation of stealth aircraft. The radical design of this V-shaped wing fighter enables it to fulfill its primary objective of high-speed attacking.

F/A-18C Hornet

This fighter/attack aircraft was designed as a support craft for the carrier-based F-14. This versatile carrier-based aircraft serves as the core aerial combat strength of the US Marines and Navy. The advanced E/F model evolves the plane's capabilities to even further heights.

F-14D Tomcat

This carrier-based long-distance multi-purpose attack aircraft has a variable sweep wing that adds to its high performance. Its high cost, however, placed it out of reach of many countries.

F/A-24A Acorn, F-25C Warbler

The X-32 that emerged as the winner of the Joint Strike Fighter competition took on the name of F/A-24 and boasted stealth and vertical take-off and landing capabilities. This jack-of-all-trades proved a master of none, though, and only a few were produced. Its flaws were fixed, and performance enhanced, and it was re-christened the F-25. New operational capabilities brought about by its tailless construction and its ability to communicate by data link with other types of aircraft brought about a revolution in the next generation of strategic aircraft.

F-15E Strike Eagle

The F-15E, based on the F-15, was developed to take over the attack-bomber role of the F-111. Over 60% of the aircraft was redesigned (including additional ordinance and increased strategic capabilities), making for a dramatic rise in performance for this "iron eagle", which continues to hunt its prey.

Su-27 Flanker

After years of trial and error, TsAGI (Russia's Central Aero-hydrodynamics Institute) finally succeeded in developing this long-distance air superiority fighter based on the form of its existing next-generation fighter. The beauty of its appearance is matched only by its aerodynamic performance and heavy weapons capabilities. Its unparalleled prowess in dogfights has spurred the development of many derivative models.

MISSIONS

Mission 1

United Forces landing troops are converging on the Lodey Coast and are about to attempt a landing. You must destroy the landing party that is about to reach the coast.

Mission 2

There is an unidentified force thought to be a United Forces fleet converging on the Castalia Sea. Your mission is to hook up with the friendly fleet and annihilate the enemy fleet.

Mission 3

We have discovered an enemy fortress on a bridge in the upstream portion of the Cayenne River, near the foothills of Mt. Megalith. Your mission is to cut off the United Forces supply route on the Cayenne River. Attack and destroy the fortress and seal off their transport routes on the river.

Mission 4

A large United Forces transport carrier has been confirmed near the mouth of the Cayenne River. It is suspected that they are deploying in preparation for a parachute attack on our base in the vicinity. You must intercept and destroy the transport carrier. Prevent the paratroopers from occupying the base.

TECHNIQUES AND HINTS

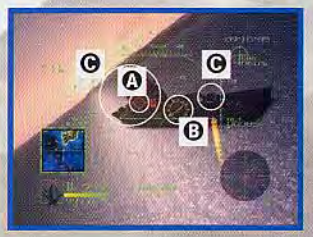
Here are just a few techniques and hints to help you make progress in the game.

In Flight

Ⓐ If you lose your bearings, press up on the directional pad to display the map.

Ⓑ The red and orange arrows on the edge of the radar indicate the positions of clear targets.

In Battle



Ⓐ Fire missiles at target containers after they become red. However, remember that you cannot reload missiles without returning to your Airbase. Use your missiles wisely.

Ⓑ Machine guns are most effective when the gunsights are displayed in the HUD.

Ⓒ When multiple target containers are displayed, use the X and A buttons when in Novice Mode or the Black and White buttons when in Expert or Ace Mode to switch targets.

Moving on the World Map

Ⓐ In order to replenish used missiles or to repair damage aircraft, sometimes you will be forced to return to your Airbase. Make sure not to reach your mission objective with only a few missiles and low HP.

Ⓑ Even when you clear an area of enemies and achieve air superiority, there are places where the enemy may make inroads again (points where numbers are displayed). The counter decreases every time you move, and when it reaches 0 battle points will be re-taken by the enemy, making it impossible for you to pass through.

Ⓒ There are many hidden objects on the map. Try searching in various places.

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