

AIRFORCE DELTA

TM



SEGA®



KONAMI

®



T-9501N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

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

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

AIRFORCE DELTA

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CHAPTER 01 • PROLOGUE

02

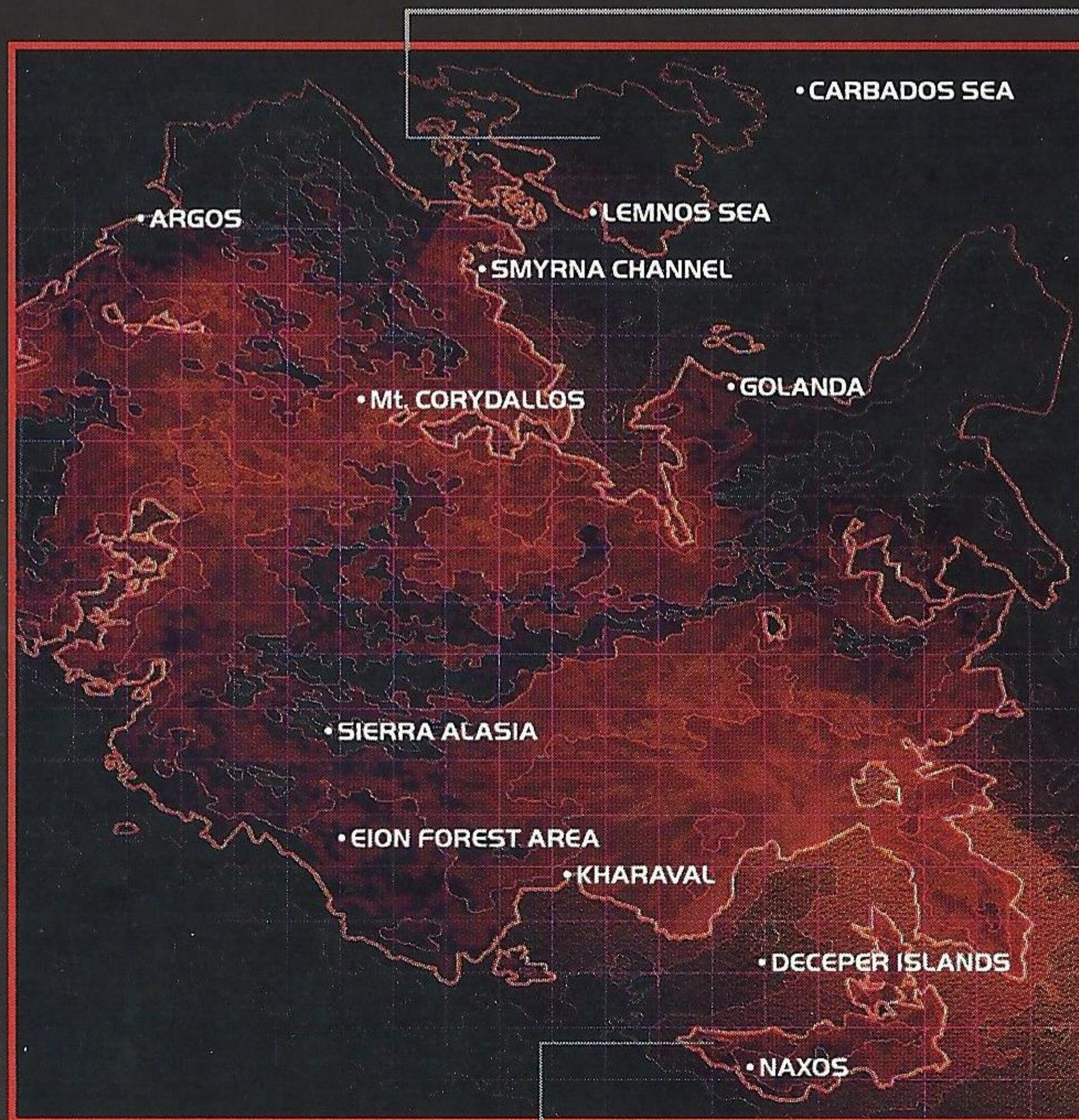
The Federated Republic of Zabayral, which did not maintain an army, was broken up by the rise of ethnic tension in the wake of the Cold War. People who formerly lived in harmony drew new borders through their country according to religious faith, and began viewing each other as enemies.

There was never an army in this nation. Its people prospered from the nation's rich mineral reserves, and they preferred to leave messy work to others. They always relied upon their wealth to protect them, calling upon mercenary forces to carry out national defense. But the division of the nation was swift; people who had been countrymen only yesterday became enemies virtually overnight.

Nine years later, a revolution led by forces seeking national unification broke out in the Klonne Republic, lying to the north. The revolution gave rise to a civil war that quickly spread to the territory comprised by the former Federated Republic of Zabayral. The national unification forces have gained steady ground, and are now preparing to invade the last remaining independent republic, Laconia.

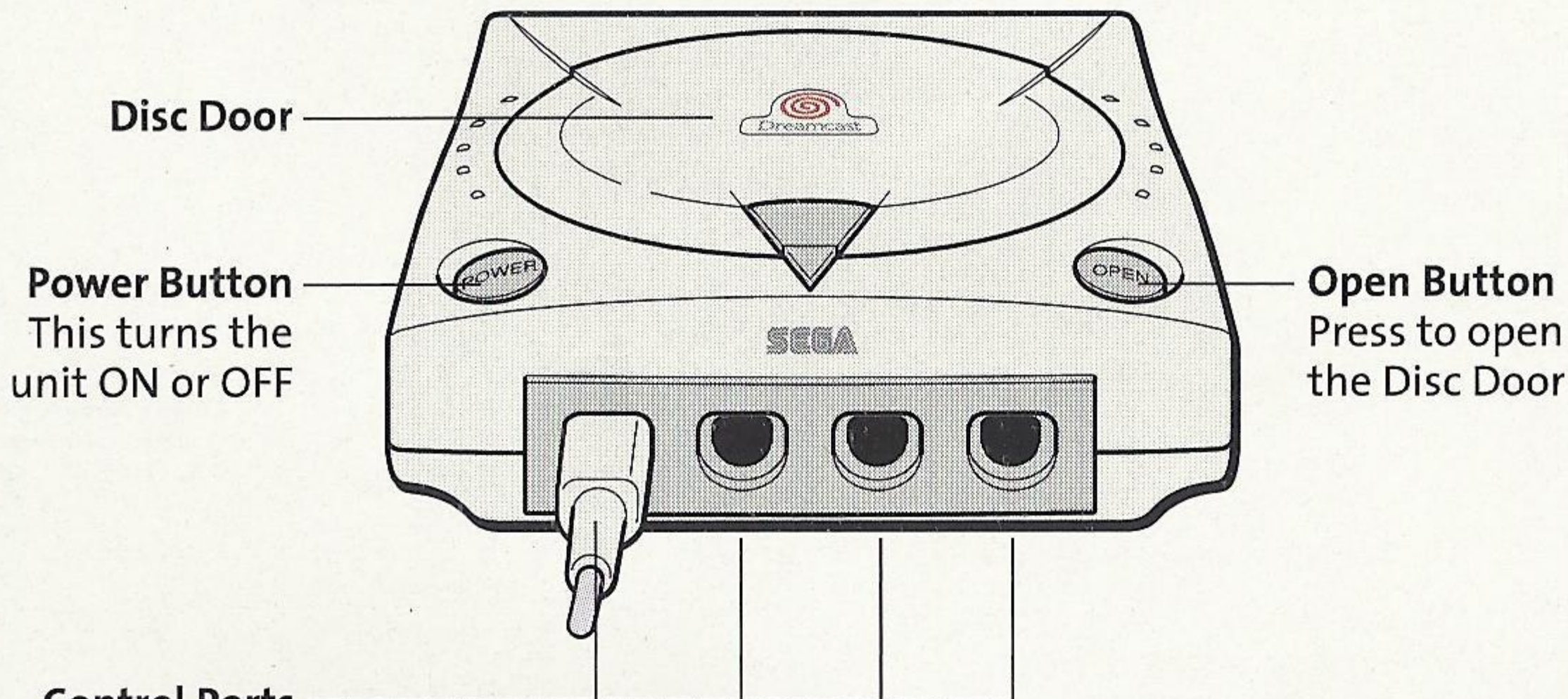
Air Force Delta, the foreign mercenary defense organization employed by the Republic of Laconia, has begun recruiting new pilots in response to the crisis.

03



LACONIA

DREAMCAST HARDWARE UNIT



Use these ports to connect the Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use each port to connect controllers for players 1 to 4 respectively.

NOTE: Control Port can also be referred to as **Port**.

CHAPTER 03 • USING THE CONTROLLER

05

NOVICE CONTROL

clockwise from the **R Trigger Button**

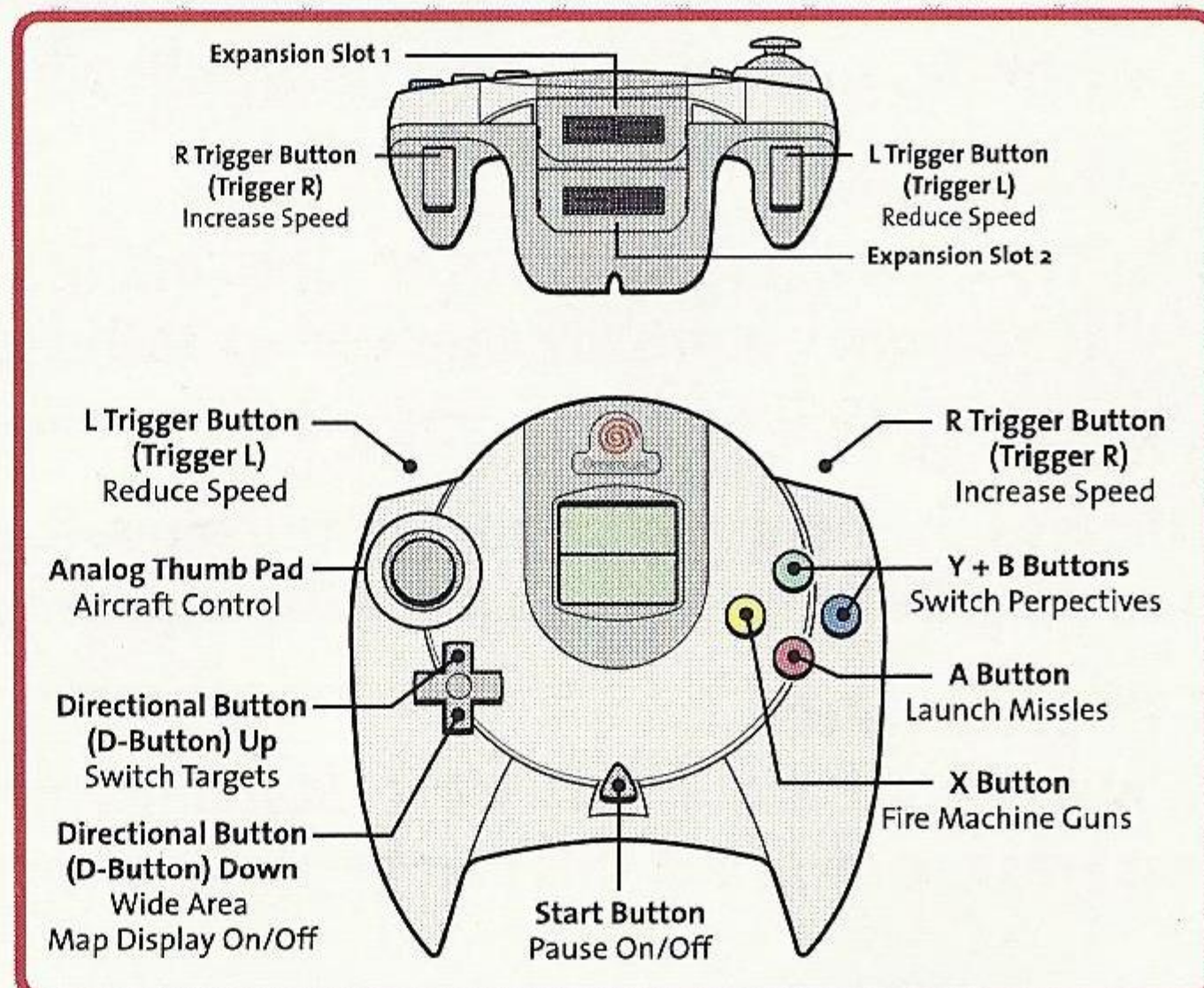
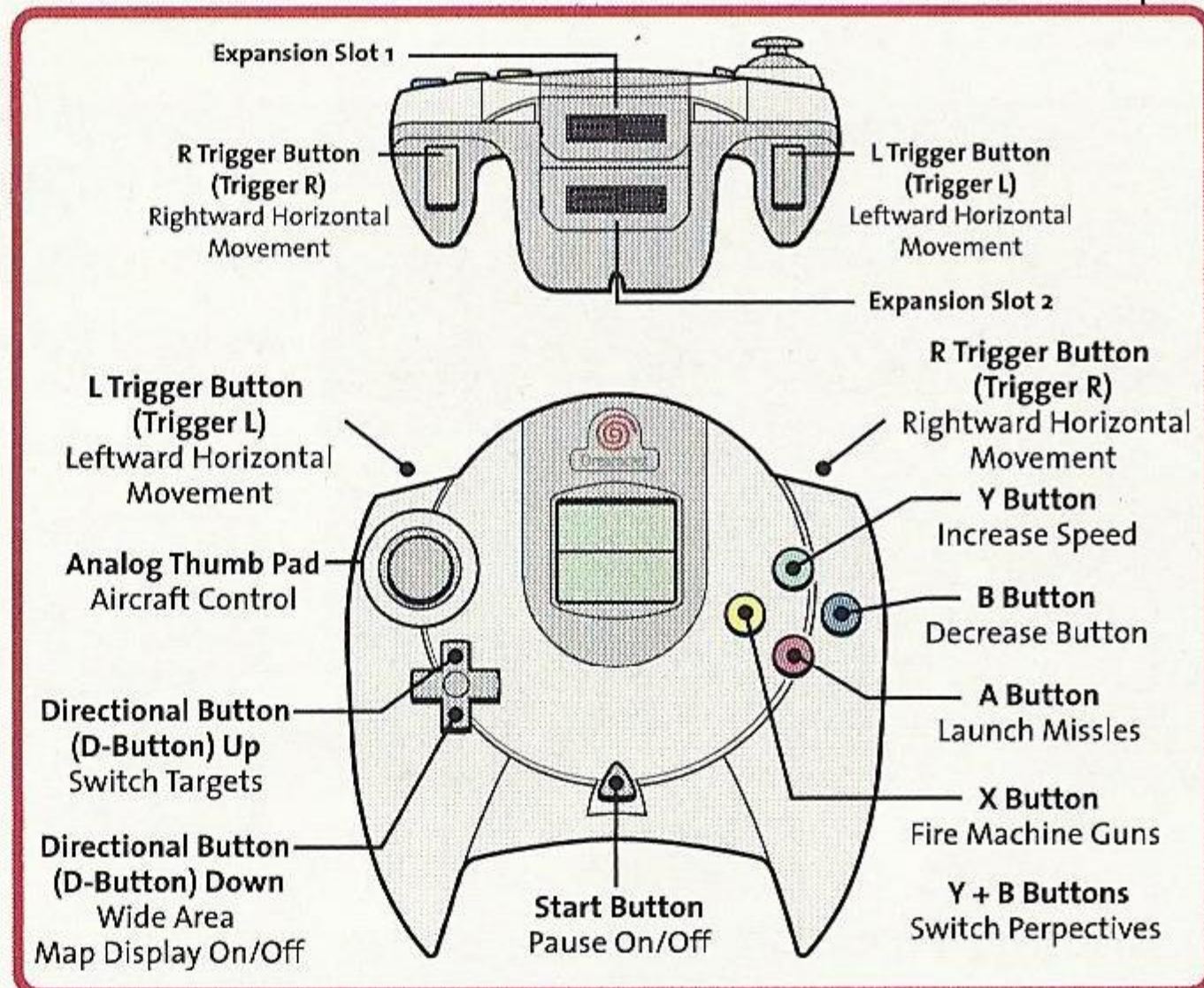
Caution when using the controller:

Be careful not to press or move the Analog Thumb Pad and/or Triggers L/R when switching on electrical power to the unit. Disturbing the Thumb Pad or Triggers will interfere with correct positioning, and is likely to cause game errors. This software is for single player use only. Before switching on electrical power, be sure that the controller peripheral is connected to Control Port A of the Dreamcast unit.

EXPERT CONTROL

clockwise from the **R Trigger Button**

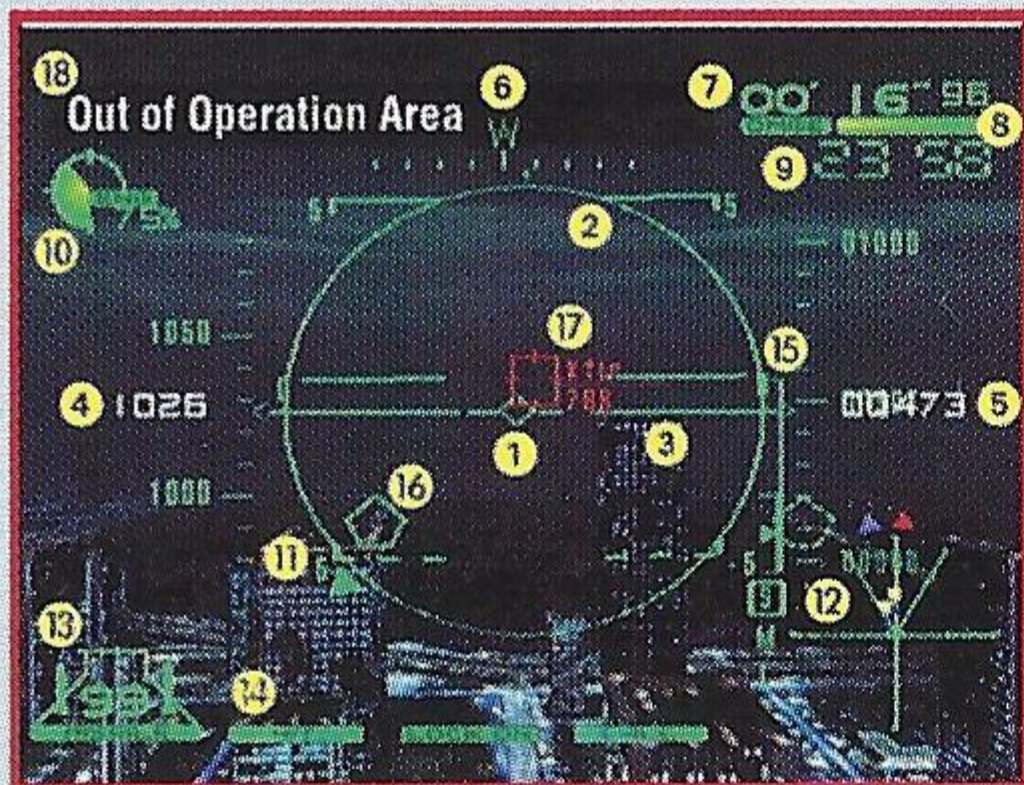
This game allows both Novice and Expert play, but the default setting is for Novice. To change to Expert after the achievement of proficiency, go into "Controller" in Options. You can also re-assign button settings here.



CHAPTER 04 • GAME SCREEN

06

COCKPIT VIEW



1) Speed Vector Meter

Positioned at the center of the aircraft horizon, this meter indicates the nose direction in which your aircraft is about to proceed.

2) Missile Range

Indicates the current range in which lock-on targeting can be performed. However, lock-on targeting cannot be accomplished in cases where the distance to the target is too far, even if it appears to be in range.

3) Aircraft Horizon

Shows the horizon reference for the aircraft. Together with the pitch contrast line, this provides aircraft roll angle (left/right tilt) and pitch angle (up/down tilt).

4) Speedometer

Displays the current speed of the aircraft. Standard display is in km/h (kilometers), but this can be optionally changed to kt/h (knots).

5) Altimeter

Indicates the height (altitude) of the aircraft above the ground. Standard display is in meters, but this can be optionally changed to feet.

6) Direction Meter

Shows the direction of the nose. Standard display is NEWS (north, east west, south), but this can be optionally changed to degrees.



CHAPTER 04 • GAME SCREEN

07

7) Timer

Displays the time limit for accomplishment of the mission. Depending on the mission, time elapsed is shown.

**8) Damage Meter**

Indicates the level of damage sustained by the aircraft. When the gauge runs down to zero, the aircraft crashes and is lost.

**9) Clock**

Displayed only when needed for a particular mission.

**10) Engine Thrust Meter**

Indicates engine output.

**11) Enemy Designator**

Shows the direction of the enemy being pursued.

**12) Radar**

Shows the surroundings of your aircraft. Depending on the position of enemy aircraft, display automatically changes among S, M, and L (short, medium, and long). All enemy craft normally appear on radar unless special conditions (bad weather, radar-resistance of enemy craft, etc.) are in effect.

**Radar Blips**

Each kind of blip (square or triangle) that appears on radar has a particular meaning.

CHAPTER 04 • GAME SCREEN

08

Colors

Red: Target (enemy which must be eliminated in order to accomplish the mission)

Yellow: Enemy (non-target enemy)

Blue: Friend

Green: team which must not be attacked



Shapes

Triangle: Indicates an airplane. The triangle appears larger when the enemy craft is at a higher altitude than your own, while it appears smaller if the enemy is at a lower altitude.

Square (large): Item on the ground, or miscellaneous object.

Square (small): Indicates a missile. Those launched from your own plane appear white, while those launched by enemy planes appear yellow.

Target Designator

Depending on the mission, three types of triangles will be displayed on radar. These triangles represent the objects that are nearest your aircraft.

Orange: The nearest aircraft that is a target.

Red: Targets other than the nearest aircraft.

Blue: The nearest friendly aircraft.

13) Missile Counter

Shows the number of remaining missiles on board. A missile is in launch mode when the missile symbol above the number is lit. If the missile symbol is not lit, this means that a missile is currently being prepared for launch, and cannot yet be launched.



CHAPTER 04 • GAME SCREEN

09

14) Message Indicators

Indicators appear below the screen when necessary. There are four different types of indicators.

Missile: This is constantly displayed beneath the Missile Counter, and flashes when an enemy missile is approaching.

Hit: Flashes when your missile has successfully hit an enemy.

Lock-on: Flashes green when you have locked on to an enemy craft, or red when an enemy has locked on to your aircraft.

Call: Lights up when some form of communication is being received, and flashes thereafter. Turns off when the communication has been completed.

15) Lock-on Range Radar

Displays the distance between your aircraft and the selected target container (explained later). When the distance to your aircraft becomes closer, the triangle descends. When the triangle enters a thick portion of the line, lock-on is enabled (distance is close enough for lock-on).

16) Pitch Contrast Line

Moves according to the tilt of the aircraft, and shows the extent and direction in which the aircraft is tilting. A positive angle (upward pitch) is indicated by a solid line, while a negative angle (downward pitch) is indicated by a broken line.



CHAPTER 04 • GAME SCREEN

10

17) Target Container

An enemy is marked when it comes within a certain distance and appears on the screen. There are three types of marks, which change according to relevant conditions.

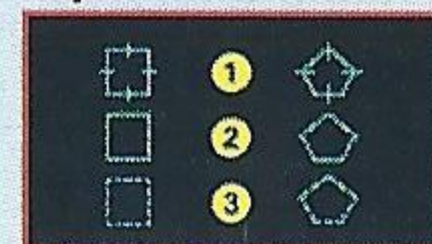
Marks

The shape of the mark changes depending on the type of target. Squares indicate aircraft, while pentagons indicate objects on the ground.

- (1) Lock-on is in effect
- (2) Within missile range
- (3) On screen, but not yet in missile range

The color changes to red when your aircraft locks on to an enemy.

Airplane Ground Object



18) Message Caption

Displayed when some form of communication reaches your aircraft.

19) Gun Sight

Appears when the distance to a locked-on enemy declines to a certain point. Enemies are easy to hit with machine gun fire when positioned at the center of the sight.



CHAPTER 04 • GAME SCREEN

11

Enlarged View

1) Gun Course

Shows the projected line of machine gun fire.

2) Gun Sight

Sights the machine guns. Enemies are easy to hit when positioned at the center of the sight. A distance meter also appears, showing the distance to enemies in the vicinity.



REAR VIEW

1) Speedometer

2) Altimeter

3) Timer

4) Damage Meter

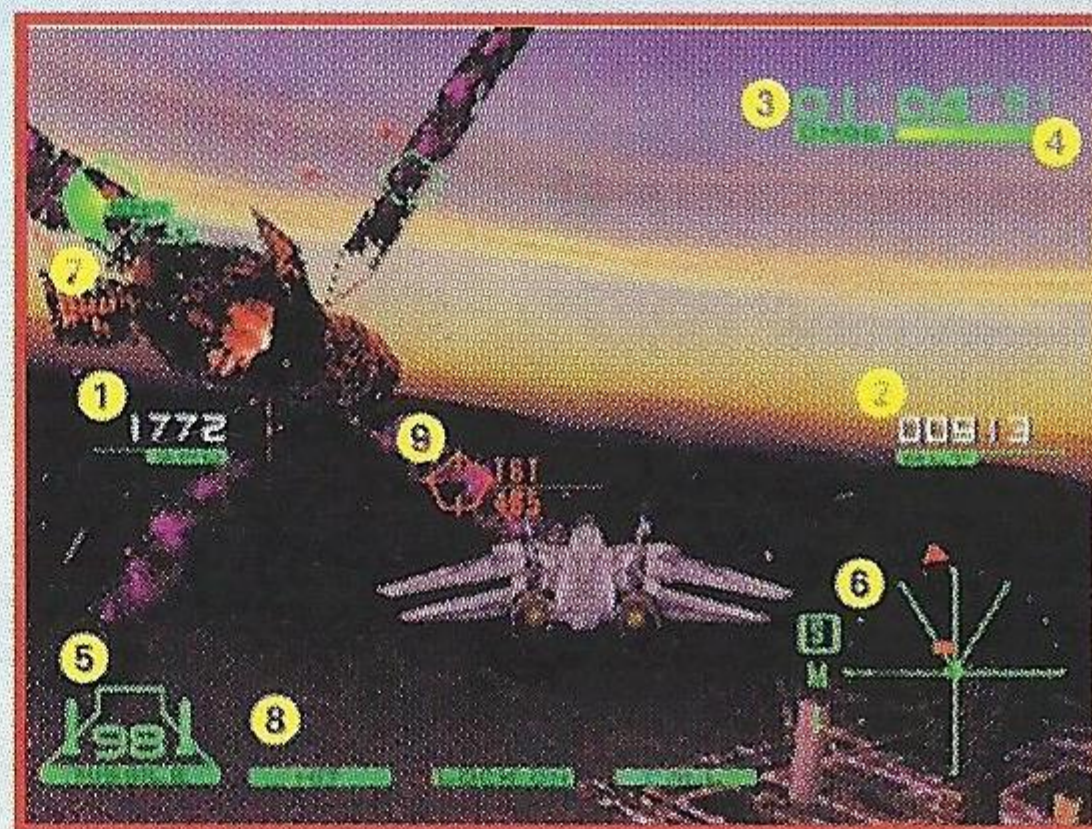
5) Missile Counter

6) Radar

7) Engine Thrust Meter

8) Message Indicator

9) Target Container



Clock and message captions are displayed when appropriate.

CHAPTER 04 • GAME SCREEN

12

Other warnings and condition-related messages:

Caution

Pull Down (Lower the nose of the aircraft)

Stall

Out of Operation Area

Bingo!! (Target hit)

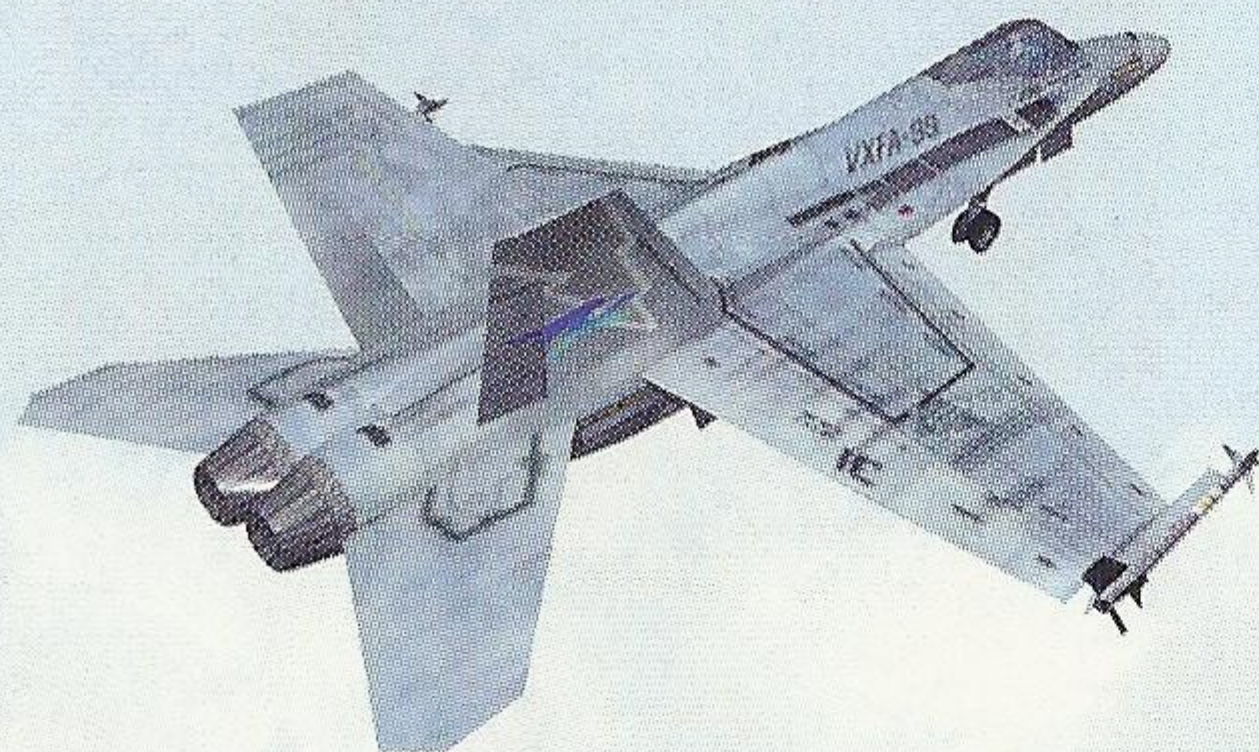
Break Now!

Mission Failed

Mission Accomplished

Shoot Down!!

Rules



CHAPTER 04 • GAME SCREEN

13

You have failed in your mission when any of the four conditions cited below occurs. Depending on the particular mission, however, there may be added conditions for accomplishment. Be sure to check the Briefing Screen.

- 1: Damage Meter falls to 0
- 2: Crash or collision, either on land or at sea
- 3: Moving outside the operation airspace
- 4: Exceeding the operation time



Replay

At the end of a mission, the progress of the game can be replayed. Pressing the Start Button allows the replay to be skipped. The Debriefing Screen appears following a successful mission, showing the scores achieved during the mission and the corresponding credits earned.

- Downing an enemy plane using machine guns only earns a technical bonus, resulting in the doubling of compensation.

Mission Score

A:Next

Destroyed Number	
Fighter	00
Other Aircraft	01
Ground	17
Total	18

Clear Time 06'11"61

Arms Ratio			
	Hit/	Total	Ratio
Gun	2339/	6933	33.737%
Missile	17/	37	45.945%

Time Bonus	0
Total Reward	0
Total Credit	9,106,000

Mission Score		A : Next B : Back	
Destroyed Enemy List		Clear Time 05'11"61	
Type	Time	Reward	
 C-5B	01'41"36	75,000	
OIL TANK	01'47"13	-50,000	
OIL TANK	01'58"91	-50,000	
OIL TANK	01'59"41	-50,000	
GUN POD	02'12"08	70,000	
GUN POD	02'12"54	70,000	
 GUN POD	02'18"21	70,000	
Time Bonus		0	
Total Reward		0	
Total Credit		9,106,000	

CHAPTER 05 • STARTING THE GAME

14



EXPLAINS STARTUP

Set the GD-ROM correctly in the Sega Dreamcast™ main unit, and switch on power. If the Start Button is pressed during title display, the Menu will appear. From the Menu, please make selections using the Analog Thumb Pad, and confirm selections using the Start Button or A Button.

New Game

Starts the game. Select the level of difficulty (Very Easy, Easy, Hard, Very Hard), and confirm using the Start Button or A Button.

Load Game

Loads data from a previously saved game. Confirm data selection using the A Button. Next, choose your mission and confirm. Selections are made with the Analog Thumb Pad, and confirm with the A Button. Once cleared, a mission can be selected as often as the player wishes.



CAUTION:

When playing Air Force Delta, always insert the Visual Memory Unit (VMU) containing saved game data BEFORE turning on the power.

CHAPTER 06 • MAIN MENU

15

DESCRIBES VARIOUS SELECTIONS

This screen allows the selection of Briefing, Shop, Options, Load, and Save.



Load

Loads previously saved game data. Select the data, and confirm with the A Button.

Save

Saves the current play data. Select the file in which data is to be saved, and confirm with the A Button.

- A Visual Memory Unit (VMU) (sold separately), is required in order to save files. At least 14 empty blocks are needed on the Visual Memory Unit (VMU) in order to execute a save.
- Be sure not to turn off power or remove the Visual Memory Unit (VMU) or Controller during saving or loading.

CHAPTER 07 • BRIEFING

16

MISSION CONTENT

Selection of Briefing from the Main Menu screen brings up the Briefing screen. This displays an explanation of the mission and targets. Next, "Take Off" is displayed; push the A Button. This calls up the Aircraft Select screen from which you may choose your aircraft.



Select Briefing from the Main Menu.



Explanation appears detailing the mission and targets.

CHAPTER 08 • SHOP

17

PURCHASES AND SALES OF AIRCRAFT

Select "Buy" to purchase a new fighter plane, or "Sell" to make a sale. Use the Analog Thumb Pad to select the aircraft to be bought or sold, and confirm with the A Button. The variety of fighter planes available increases as the game progresses. Note that your original F-5E cannot be sold.

Credit: Money you may spend

Price: Price of the aircraft

Model: Type of aircraft

Performance: Aircraft are defined by the performance ratings below. The longer the gauge, the higher the performance. Aircraft equipped with stealth capabilities are marked "Stealth".

Speed

Indicates maximum speed of the aircraft.

Power

Indicates aircraft acceleration capability.

Defense

Indicates aircraft durability.

Mobility

Indicates overall ability of the aircraft with respect to turning, braking, etc.



CHAPTER 09 • OPTIONS

18

VARIOUS SETTINGS

Head-Up Display (HUD) Settings

Allows game settings.

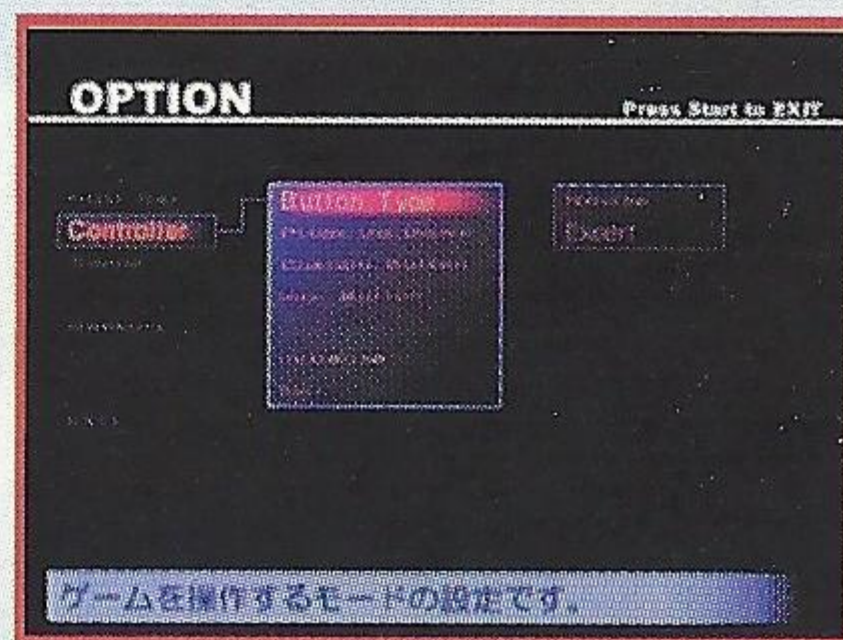
- 1) **Color** – Sets the color of the HUD to either green or orange.
- 2) **Highlight** – Highlights target colors.
- 3) **Direction** – Selects either NEWS (north, east, west, south) or degrees for HUD direction display.
- 4) **Range Units** – Selects either [m, km/h] or [ft, kt/h] for units of distance and speed.
- 5) **Captions** – Sets the display of captions during the game to either On or Off.
- 6) **Initialize** – Returns game settings to initial state.
- 7) **Exit** – Returns to Option selection.



Controller

Allows controller settings.

- 1) **Button Type** – Selects either Novice or Expert handling.
- 2) **Pitch Up/Down** – Sets up/down action of the Analog Thumb Pad.
- 3) **Custom Buttons** – Assigns button functions. (Note that Trigger L/R settings can't be changed.)
- 4) **Init. Button** – Returns custom button settings to initial state.
- 5) **Initialize** – Returns controller settings to initial state.
- 6) **Exit** – Returns to Option selection.



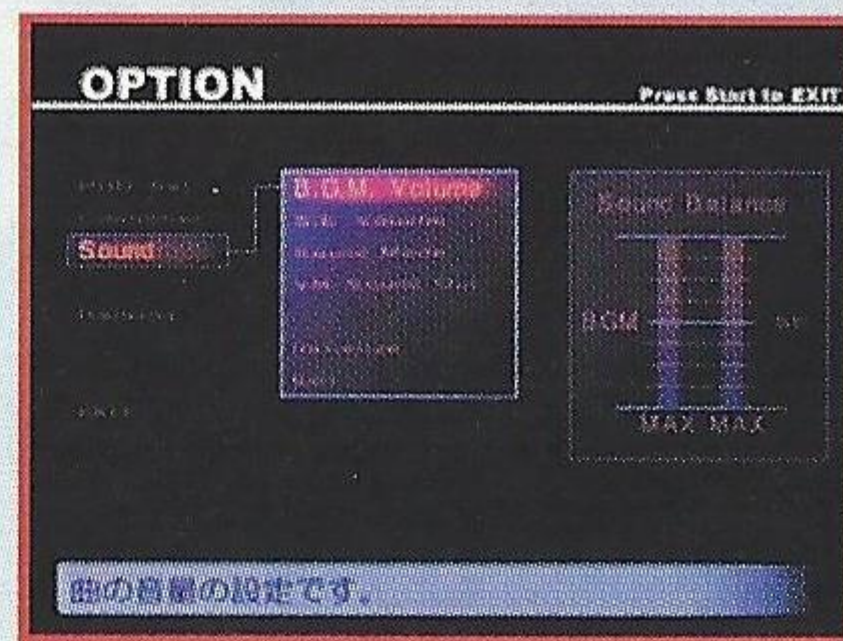
CHAPTER 09 • OPTIONS

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Sound

Allows sound settings.

- 1) **BGM Volume** – Analog Thumb Pad used to set game music volume.
- 2) **SE Volume** – Analog Thumb Pad used to set game sound effects volume.
- 3) **Mission BGM** – Sets game music either On or Off.
- 4) **Sound Mode** – Selects either Stereo or Monaural sound output.
- 5) **VM Sound Out** – Selects whether to output sound effects from the Visual Memory Unit (VMU).
- 6) **Initialize** – Returns sound settings to initial state.
- 7) **Exit** – Returns to Option selection.



Rankings

Allows viewing of record rankings arranged by level of difficulty.



Exit

Ends Option selection.

Caution when ending the game:

After finishing play but before turning off the power, please open the disc door and remove the disc after it has stopped spinning. Only then should the power be turned off. The disc will continue to spin if the power is turned off first, and damage may occur to the disc when it is removed.

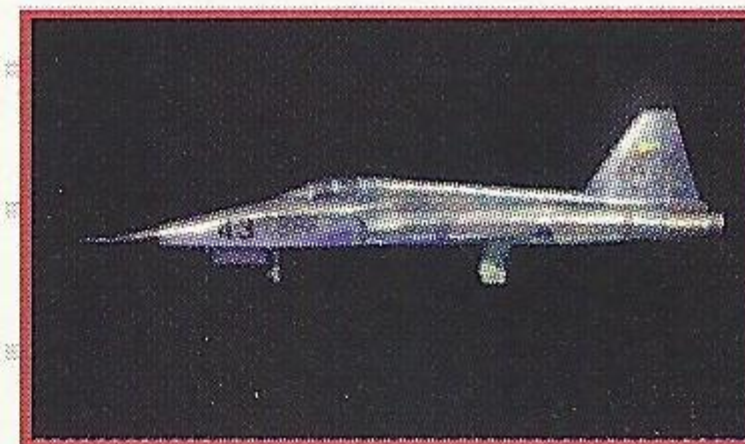
CHAPTER 10 • GUIDE TO THE AIRCRAFT I

20

GENERAL OVERVIEW OF THE AVAILABLE AIRCRAFT

**I. F-5E TIGER II**

This lightweight fighter features stable handling and a simple, highly reliable structure. Currently used by the air forces of over 20 countries, its avionics continue to be modernized.



CHAPTER 10 • GUIDE TO THE AIRCRAFT I

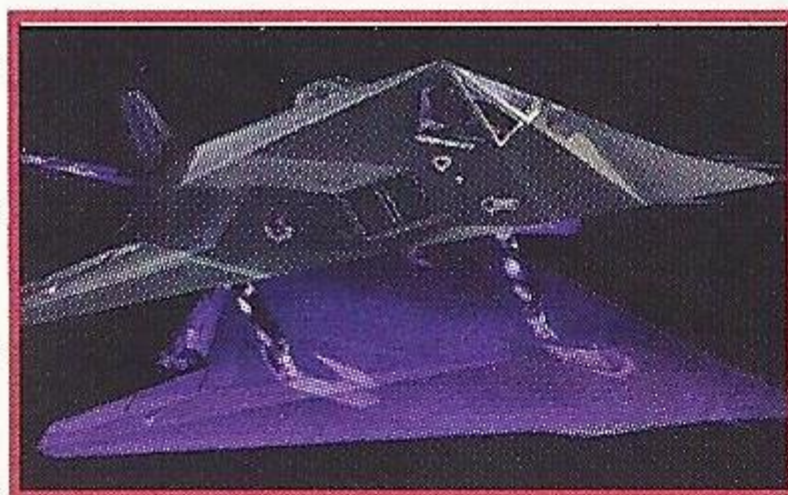
21

**2. F-4E PHANTOM II**

Formerly used by the Western Block countries as the mainstay carrier-based fighter. Its superior aerodynamics and large payload give it a continued role today, primarily in air command and air defense.

3. A-10 THUNDERBOLT II

The two turbofan engines mounted on the fuselage give this surface attack plane a distinctive appearance. Its 30mm cartridge guns and large scale weapons capacity provide unrivaled firepower.

**4. F-117A NIGHTHAWK**

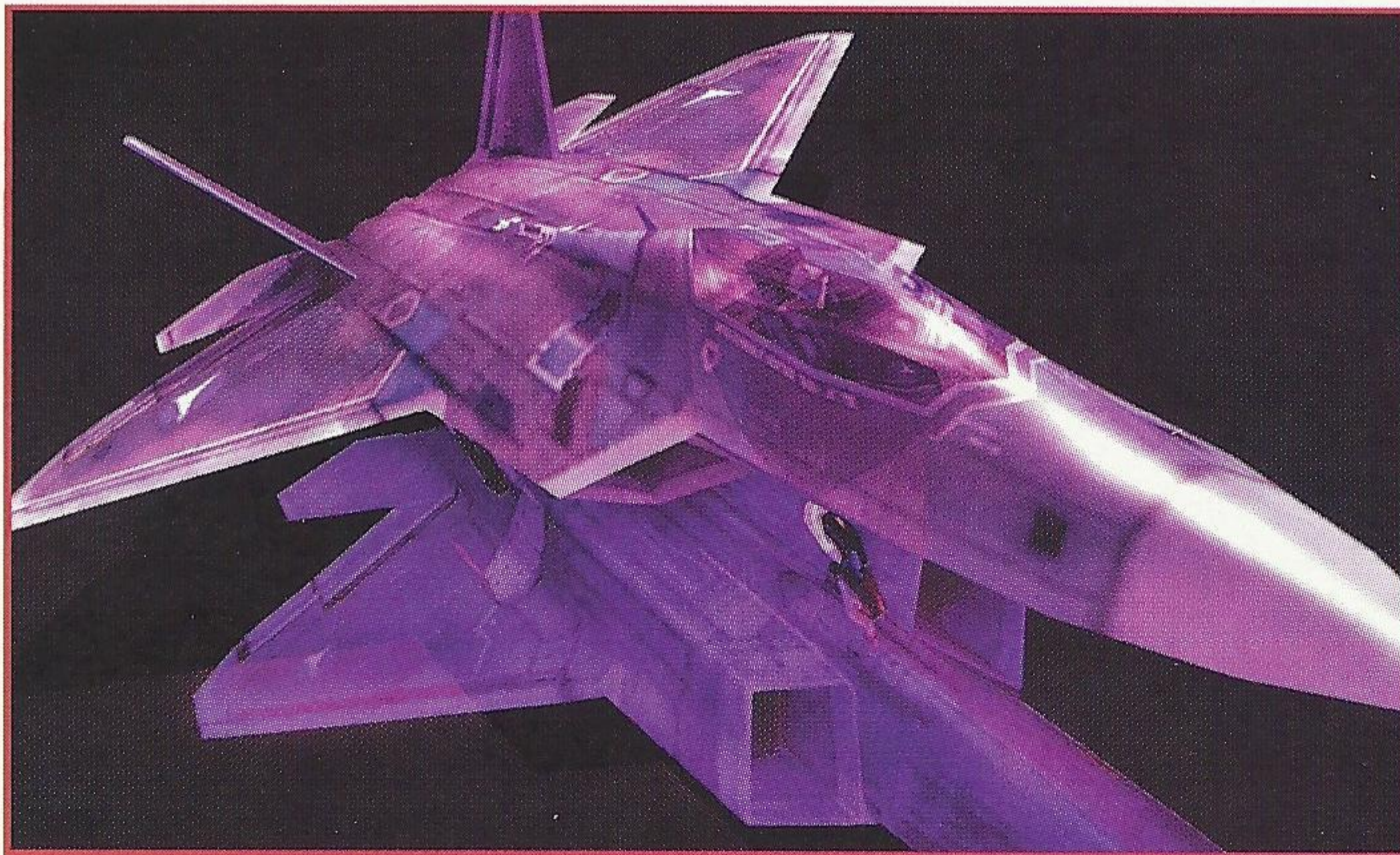
The world's first stealth fighter, developed under a cloak of secrecy. Its peculiarly angular form sacrifices agility, but makes up for this by means of stealth capabilities.

5. F-14D TOMCAT

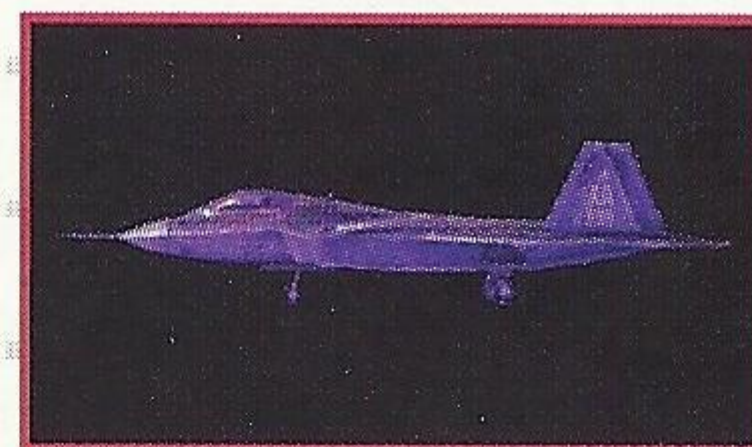
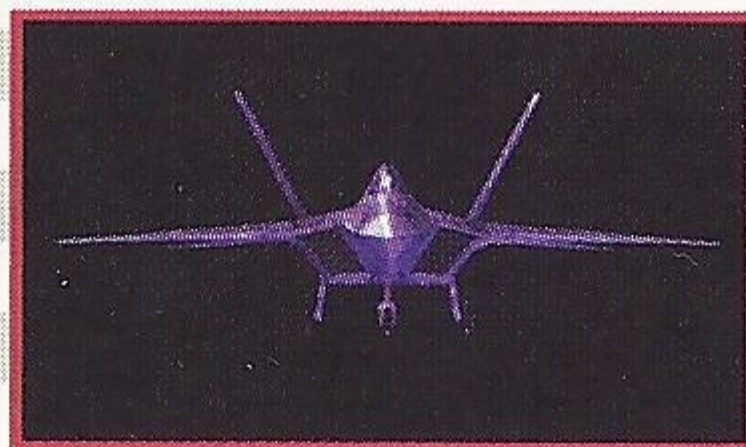
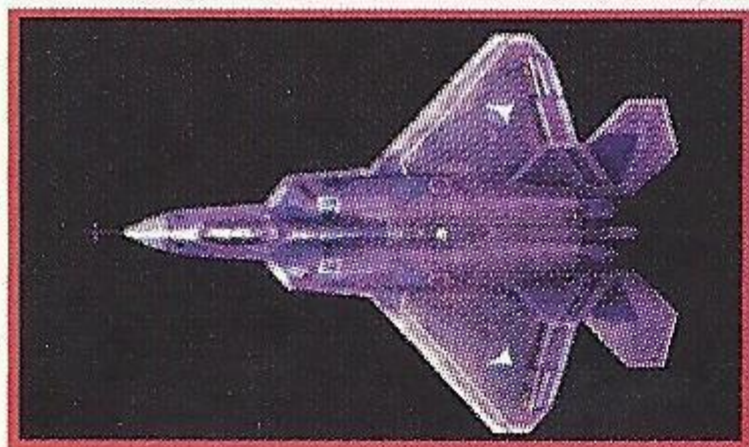
Main carrier-based VG wing fighter for the US Navy. With multi-purpose attack capabilities, a long radius of activity, and superior handling, it was the premier fighter in the world during the 1980s. Unfortunately, it is now being steadily retired.



GENERAL OVERVIEW OF THE AVAILABLE AIRCRAFT

**1. F-22 RAPTOR**

Chosen as the next-generation fighter replacing the F-15 according to the ATF plan by the US Air Force. Highly maneuverable and stealth equipped, this state-of-the-art aircraft should dominate the skies for years to come.



CHAPTER 11 • GUIDE TO THE AIRCRAFT 2

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2. MIG-21 FISHBED

Featuring good handling and maneuverability stemming from small size and light weight, over 10,000 of these best-selling fighters have been delivered around the world. They continue to play a leading role in developing countries.

3. MIG-29 FULCRUM

Along with the Su-27, this lightweight fighter was designed to counter the F-15 and F-16. With strong maneuverability based on small size and an aerodynamic shape, it appears to be more than a match for its Western rivals.



4. F-16 FIGHTING FALCON

This lightweight tactical fighter is representative of current Western single engine single seaters. Its blended wing body and other features incorporate the latest available technology.

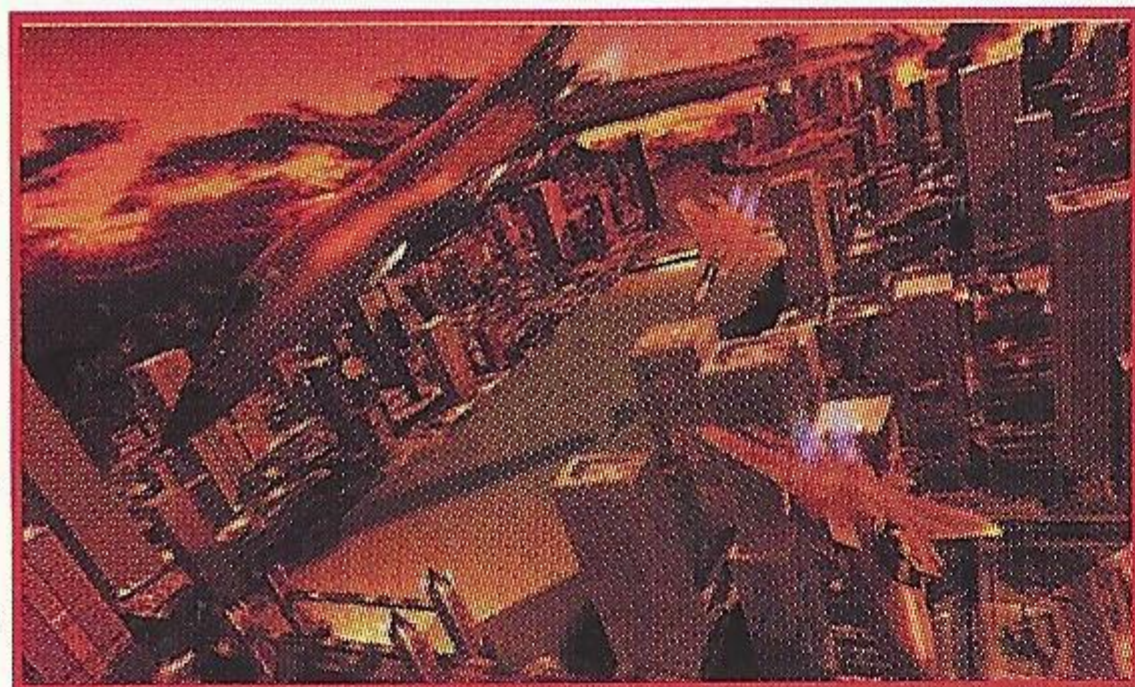
5. S-37 BERKUT

This new prototype fighter takes advantage of a three-surface shape, secretly developed in Russia. The maneuverability provided by its unusual forward-slanting wings make it the world's strongest dogfighter.



CHAPTER 12 • MISSIONS

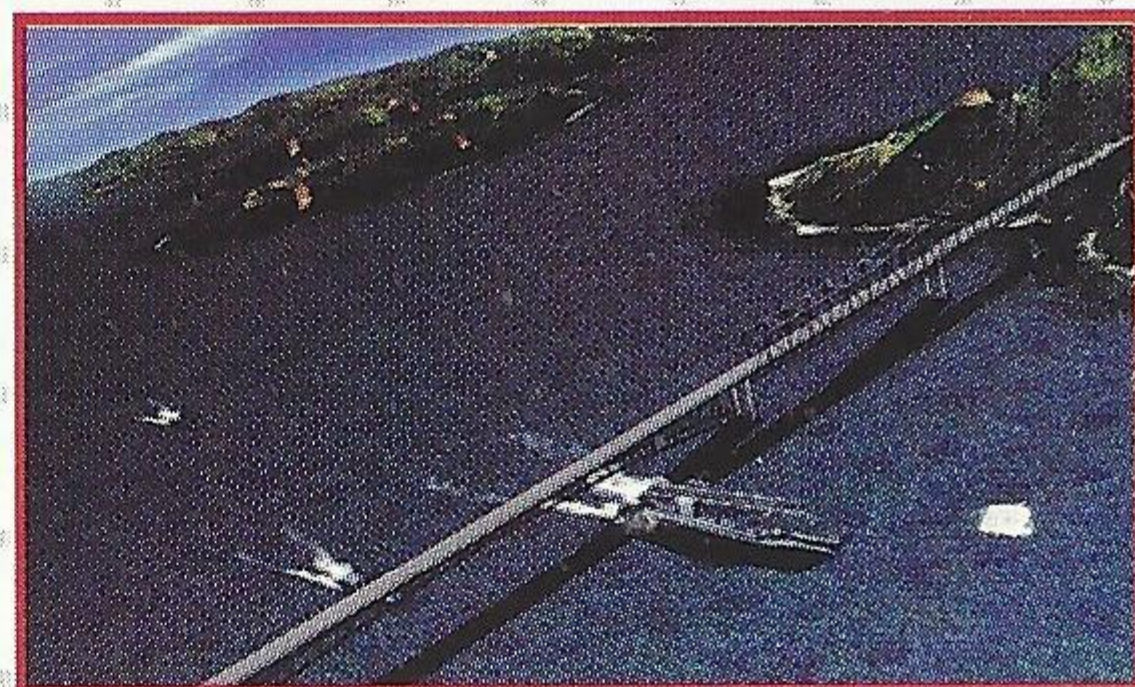
24

AN INTRODUCTION TO THE INITIAL MISSIONS FOR DEBUT
INTO BATTLE**MISSION 01**

What is thought to be a squadron of large bombers from Zabayral has penetrated Laconian airspace. Your mission is to completely destroy the enemy B1 bombers that have invaded the skies over the city of Naxos.

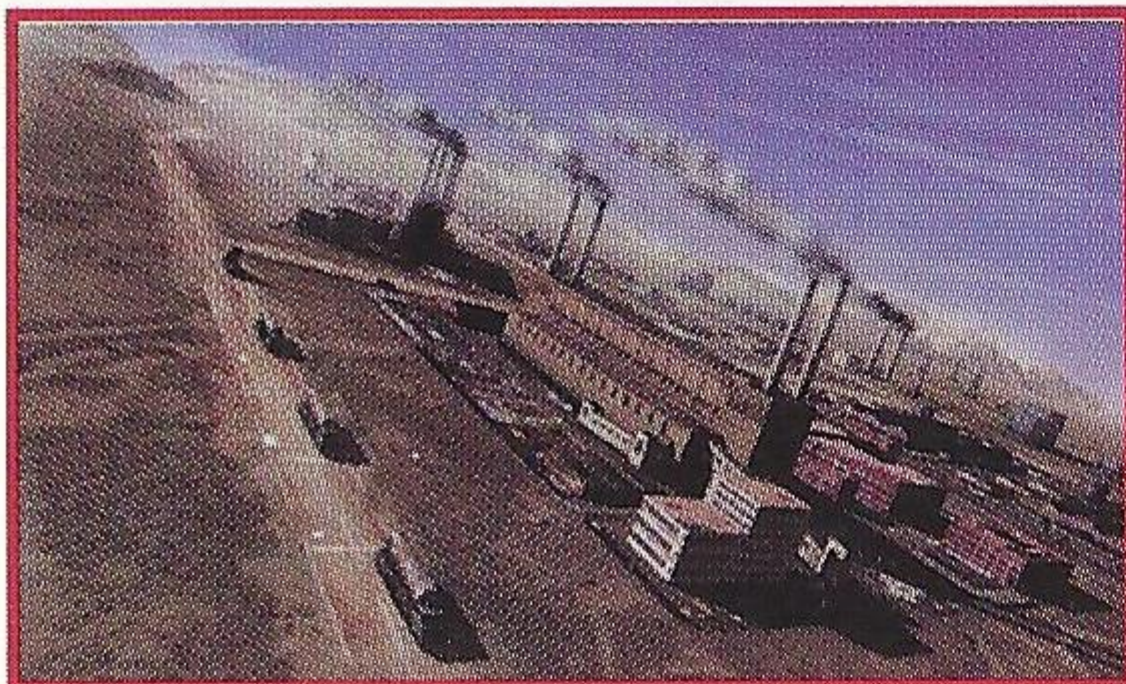
MISSION 02

Your forces have received word that the main enemy fleet is massing in the Despard Islands (located in the seas controlled by Laconia) in preparation for an invasion. Completely destroy the ships currently converging from all directions.



CHAPTER 12 • MISSIONS

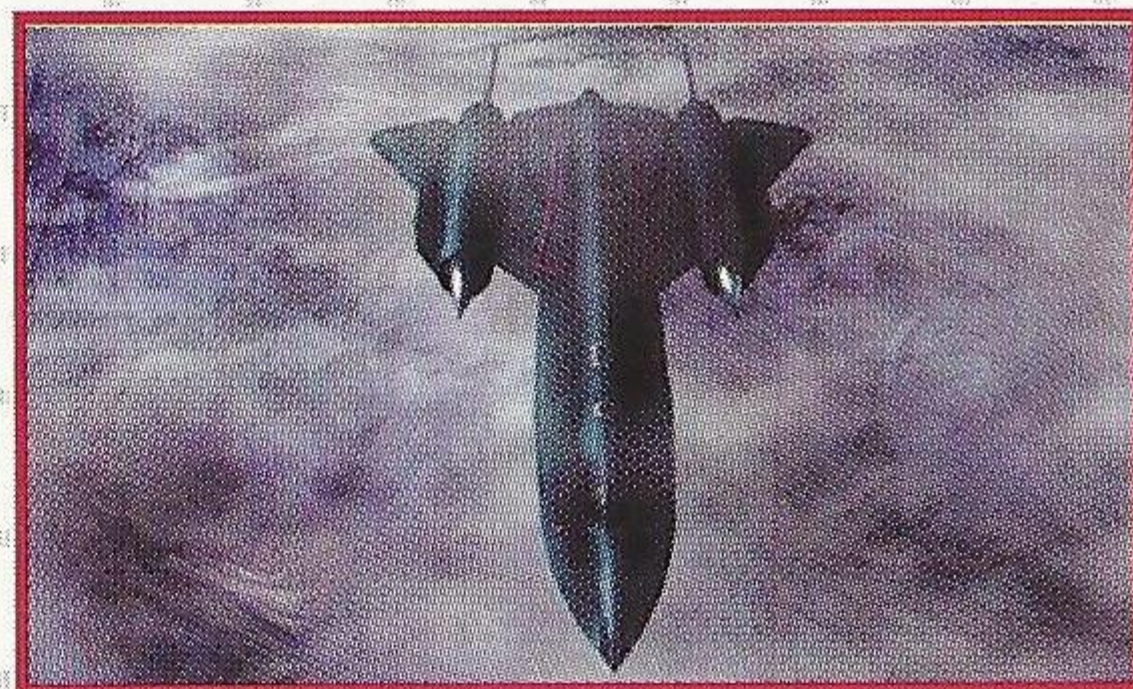
25

**MISSION 03**

The largest military supply base for your army has been captured by forces from Zabayral. Your mission is to render the factories unusable by the enemy. Attack and destroy land-based facilities and fuel tanker trucks.

MISSION 04

Your mission is to shoot down an enemy SR-71 high-velocity reconnaissance plane that has been confirmed to be flying over the mountainous terrain near the border. Time your attack to coincide with the spy plane's slowdown for mid-flight refueling.

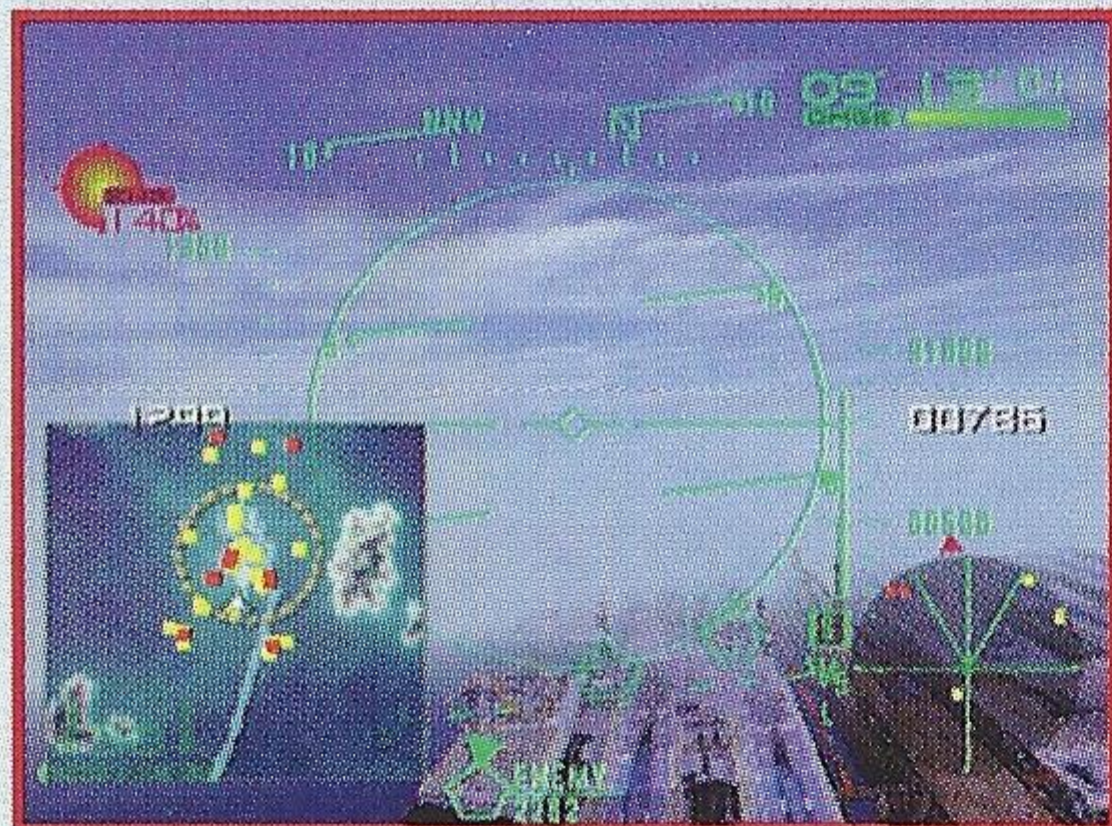


CHAPTER 13 • TECHNIQUES AND HINTS

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When Flying

1. If you get lost, push the D-Pad down to display a map.
2. The red arrows on the periphery of your radar indicate the positions of clear targets.

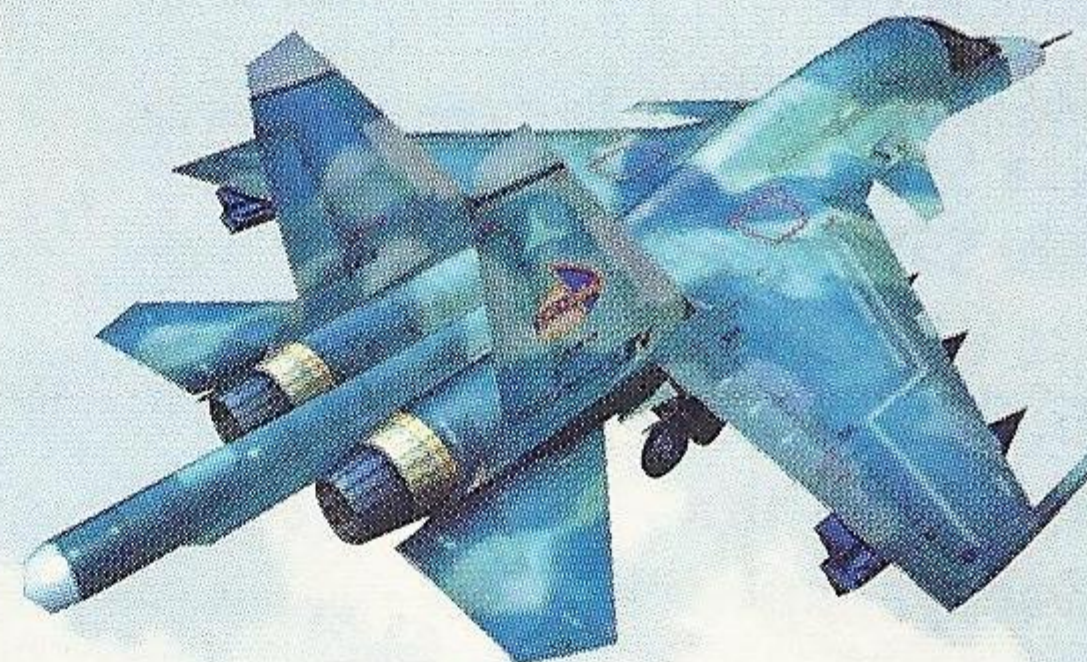
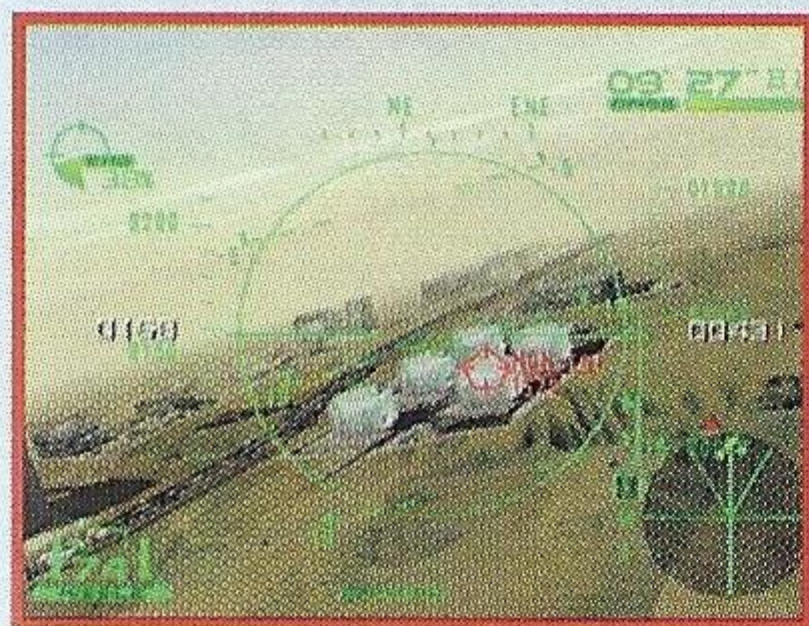


CHAPTER 13 • TECHNIQUES AND HINTS

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When Engaged

1. Launch missiles after the target container has turned red.
2. Machine guns are most effective when the gun sight appears on the HUD.
3. When multiple target containers are displayed on the screen, pressing the D-Pad up can be used to switch targets.



CHAPTER 14 • CREDITS

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Craig Howe

CHAPTER 15 • WARRANTY

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