

SEGA
GENESIS
16-BIT CARTRIDGE

MiG-29

FIGHTER PILOT™



DOMARK™

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

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 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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LOADING INSTRUCTIONS

Starting up

1. Make sure the power switch is OFF.
2. Insert the game cartridge into the Console as described in your SEGA GENESIS manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF. Remove the cartridge and try again. Make sure all cables are connected and TV is on.
4. Press Start Button on GENESIS Control Pad 1.



CONGRATULATIONS!

You have just purchased **MiG-29 Fighter Pilot™** a premium quality **DOMARK** game for play on your **Sega™ Genesis™**. Get ready for hours of exceptional entertainment at home!

MIG-29: THE ULTIMATE FLYING EXPERIENCE

The **MiG-29** is without doubt the finest multi-role fighter in the world. From mid-air interception to attacking ground targets, the distinctive sound of its engines roaring overhead strikes fear and dread into the hearts of the enemy.

This immense tactical power is only realized, however, when the **MiG** is flown by pilots of the highest ability. This manual is your first step to becoming such a pilot.

First, you must familiarize yourself with the controls. To help in this there is a training mission with an on-screen picture of your Control Pad showing which buttons to press and when to press them.

Next learn to read your cockpit instrumentation. This includes a "*Head Up Display*" which allows you to see your height, speed, weapon selection and direction without ever taking your eyes off the action!

Finally enter the campaign itself. Five increasingly difficult missions take you from the start to the conclusion of the war. Make sure you pay attention to the Group Commander as he lists your mission objectives in the pre-flight briefing room. Then choose your weapons to suit the selected targets and jump into the cockpit to strike a blow for freedom!



SCENARIO

The Middle Eastern state of Arzaria under the command of General Hasouz has invaded the oil-rich principality of Sautar. Western concern hinges on the fact that General Hasouz now has control of a quarter of the World's oil production as well as having a springboard to attack the neighboring country of Yabal. If this were to happen sources close to the government say that the whole balance of power in the region would be over-turned.

The Secretary General of the United Nations has stated that the air forces of the Commonwealth of Soviet States will fly alongside NATO forces in an attempt to liberate Sautar.

The Russian built **MiG-29** will be the spearhead of the operation....

GAMEPLAY AND SCORING

Your ultimate aim is to complete each mission and to defeat General Hasouz. You will score points for each target you hit. Your current score is displayed on the "*Message Read-Out*" below the **Head Up Display** (see the cockpit section). Your final mission score is given to you in the *Mission Debriefing*. Use the log at the back of this manual to keep a record of your high-scores.

Scoring Bonuses and Penalties

Completion Bonus: Added if the primary objective is achieved.

Landing Bonus: Added if you don't use the "*Autoland*" function. If you refuel manually as well, you will receive an extra bonus.

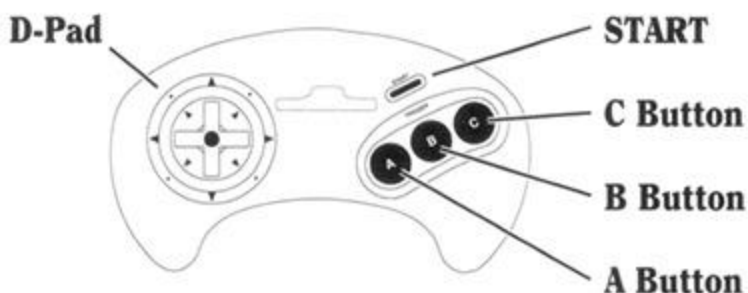
Important : *You can only refuel and autoland at friendly airfields.*

Survival Bonus: Awarded if you finish the mission with your plane intact. Not awarded if you end a mission by ejecting.

Collateral Penalty: Subtracted from any bonus if friendly buildings (control towers etc), **VC-10** tankers or **Subs** are destroyed.



MIG-29 CONTROLS



Basic Control

The **D-Pad** is your “*Flight-Stick*”. In an aircraft, pulling back on the flight-stick lifts the nose up and makes the aircraft rise. Pressing **DOWN** on the **D-Pad** is like pulling back on the flight-stick. Similarly, pressing **UP** on the **D-Pad** is like pushing the flight-stick forward which makes the plane go down. Pressing **LEFT** on the **D-Pad** will make your **MiG** bank to the left and pressing **RIGHT** will make you bank to the right. If you press the **A Button** and **UP-LEFT** or **UP-RIGHT** you will get left or right *Rudder Control*. This slides the **MiG** left or right without banking the wings – useful for final positioning on a target or when landing. It also steers the **MiG** left or right while it is moving on the runway.

The **A Button** is the action button. Its main use is in applying power, which is done by pressing the **A Button** along with **UP** on the **D-Pad**. As you do so you will see the bars move on the *Thrust Indicator*. Your **MiG** has a powerful *Afterburner* that is represented by the red section of the Indicator. This is especially useful during take-off and when escaping from a “*Hot*” target area. Remember the Afterburner burns fuel at an accelerated rate.



Six-Button Control

If you have a six-button controller it will be auto-detected if it is plugged-in when the system is switched on.

AFire Weapon	XThrust and Rudder Control
BWeapon	YDrop Chaff
CFunctions Menu	ZDrop Flares

START...Views Menu

ModeIn normal play this brings up the MAP screen, if the MAP is up it switches between MAP and Mission Info.

Menus

Menus give you access to your weapons and control systems. Your **MiG-29** has 3 menus which are accessed using the **B**, **C** and **START** buttons.

A Button

This is the “*A for Action*” button! When you are flying around it fires your selected weapon. When you are in a menu it selects the highlighted option. For example in the **C Menu** if you highlight “*Map*” and press the **A Button**, then the map will be accessed. If you are in the **B Menu** (the weapons), highlight **AA7** and press the **A Button**, then your selected weapon will be the **AA7**.

B Button

This button allows you to de-select weapons. Move the cursor up and down the menu using the **D-Pad** and press the **A Button** to *add*, or the **B Button** to *remove* weapons. See the “*Weapons*” section for more information on the weapons you have available.

C Button

The **C Button** gives you access to your **MiG's** flight systems, from choosing your next waypoint to lowering your wheels.



C Button Headings

Wheels

Pressing the “*A for Action*” button when you have highlighted *Wheels* will lift or lower your undercarriage. Remember to raise your undercarriage after you have taken off, and to lower it before you land!

W. Brakes (Wheel Brakes)

The tick means they are on, the cross means they are off. You will have to take your wheel brakes off in order to take off, and will need to put them on just as you have landed to slow you down.

A. Brakes (Air Brakes)

Their main use is in slowing the **MiG** down when you are flying. This comes in useful when approaching targets. Applying them when you are flying too slow, however, could cause your **MiG** to “stall” and lose control.

Drop Chaff

Chaff is made up of thousands of tiny pieces of tin foil, which when dropped behind your **MiG** can “confuse” radar guided missiles. Your flight computer will give you a warning when an enemy missile has been launched. This will be on the *Scorebar/Information* panel (see the cockpit layout section).

Drop Flares

The enemy has two types of missile. The first is the radar guided missile which can be “confused” by dropping chaff (see above). The second is the heat seeking missile which can be confused by dropping flares, small pods which burn at a very high temperature and so draws the heat seeking missile away from the heat of your engines.



Autostab (Autostablizer)

This brings you automatically to level flight and may come in handy if you lose control at any time. Autostab is especially useful for the beginner.

Radar Range

Allows the pilot to increase/decrease the distance that the radar scans.

Next Waypoint

Waypoints are computerized markers. These are set for you before the mission starts with each waypoint indicating a mission objective. When you enter the cockpit, you are set up for Waypoint 2, your first objective (Waypoint 1 is your home airfield). Once this has been completed select the Next Waypoint option to select Waypoint 3, the second objective. This establishes an order for the targets in a particular mission.

Auto Refuel

Only available in the Yellow Dragon mission where you will need to refuel from a **VC-10** tanker in mid-air.

Auto Land

Available when you are on final approach, this will land the **MiG-29** for you.

Map

The Map is perhaps the most important option available from your **MiG's** computer. It shows the geography of your mission and the location of airfields and enemy units. On the right are the waypoint selectors and on the left is the map itself. You can scroll around the map using the **D-Pad**. See the tips section for more information. Press **B Button** to move through the mission waypoints, press **A Button** to bring your view back to the aircraft.



Mission Info

During the pre-flight briefing, pilots write notes of their mission objectives on small pads. These are placed in transparent pockets on the thighs of their flight suits. Selecting Mission Info allows you to look down at these notes and check the mission plan.

Eject

Shot to bits? Engines on fire? Or do you just feel like going parachuting? Then this is the option for you! Always the last way out.

START Button

The **START Button** allows you to pause the game and gives access to some fantastic outside views of your **MiG-29** :

Panel

Removes your MiG's cockpit panel to give you a wider view of the outside world. Click on it again to replace your panel.

Tower View

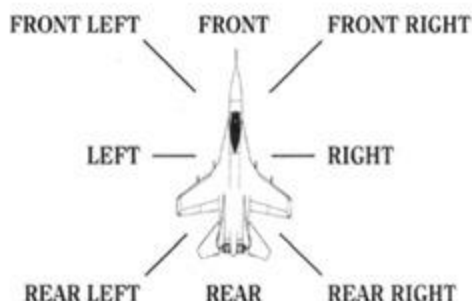
The view from the tower when you are taking off, and a remote rear view when you are flying.

Missile View

View the flight of your missile through a camera located in the warhead of your launched missile.

Outside Views (of your MiG)

Gives you access to these external views of your aircraft :





PRE-FLIGHT BRIEFING

Taking Off and Landing

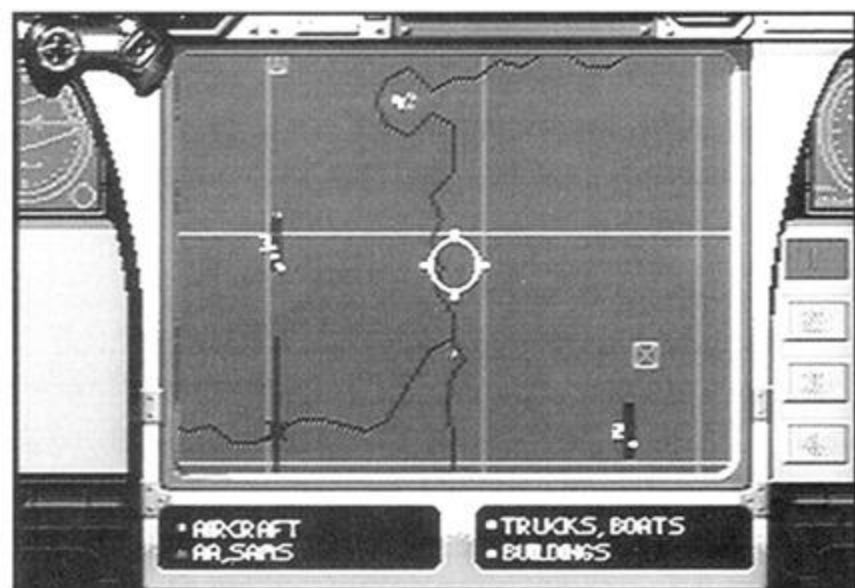
The best way to learn how to take off is by using the training mission. This will show you which buttons to press and when to press them by displaying a picture of the **D-Pad** and highlighting the appropriate button.

To take off, press the **C Button** and then select **W. Brakes**. These are your wheel brakes. Press the **A Button** to take them off (indicated by a cross) and go back to the cockpit. Then press the **A Button** and **UP** on the **D-Pad** to increase your thrust, keeping both buttons pressed. Watch the *Thrust Indicators* and keep applying thrust until you are at full power. Then stop pressing **UP** and **A Button**. You will now be rolling along the runway. When you hit a speed of 400kph (shown on the **HUD**) press **Down** on the **D-Pad**. This is like pulling back on your flight stick which will lift the **MiG's** nose and make you take off. When airborne remember to raise your Landing Gear and turn off your Afterburners by pressing **A Button** and **DOWN** on the **D-Pad** once.

When making a manual landing the general rule is to come in low, giving yourself enough distance to line your **MiG** up with the runway. Then lower your wheels and apply the airbrakes to slow down (you won't notice much of a speed change until you start to decrease thrust). For final positioning use your *Rudder Control*. Pull your nose up as you come in and keep your rate of climb indicator between the two white markers. As you touch down set your thrust to zero and apply *Wheel Brakes* to bring your **MiG** to a stop. You can also select **Auto Land** from the **C Button** menu, however you will not receive the *Landing Bonus*.



THE MAP

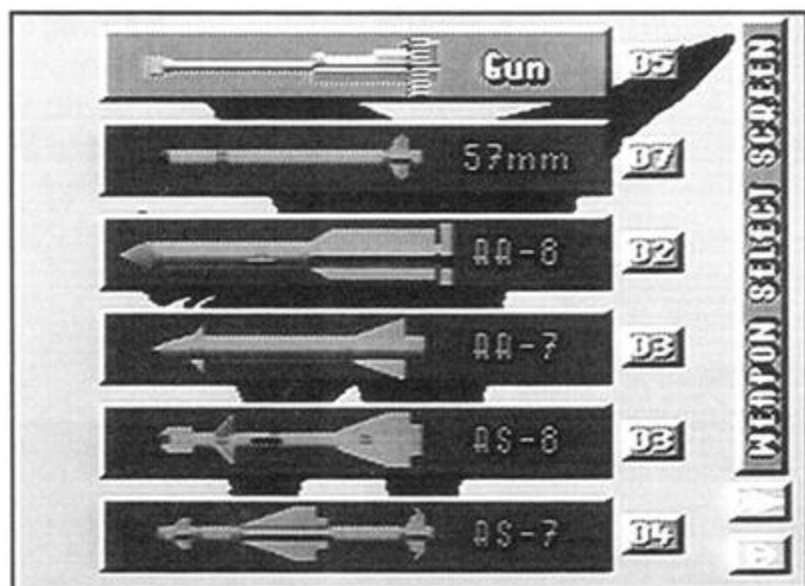


The map shows the geography of the area and the location of enemy targets. Each target is represented by a colored dot. For example, a yellow dot indicates a building. To the right of the map is the waypoint selector. Press **B Button** to highlight the waypoints, and then press the **START Button** to bring that point up on the main map area. At any time you can scan around the map area using the **D-Pad**. For more information on waypoints see the *Next Waypoint* listing in the *Controls* section.

The different colored dots represent various ground and air targets. Green dots represent enemy aircraft. Red dots are the ground-based air defenses, AAs and SAMs. Yellow dots are various types of buildings. White dots are ground and sea vehicles. Flashing white dots are SCUD missiles, seen in *Operation: Iron Hand*.



WEAPONS



When you first enter the weapons selection screen you will notice that your **MiG** has already been loaded up with high-tech weapons. This is what your armorer suggests that you take on the mission but does not necessarily represent the "ideal" choice. Remember, you are the pilot who will be risking life and limb in the cockpit. You know better than anyone which targets you will have to hit and which weapons you prefer to use. Move from weapon to weapon pressing up and down on the **D-Pad** and increase/decrease the quantity selected by pressing left and right on the **D-Pad**.

Missiles are attached to the underwing of the aircraft on *Hardpoints*, this restricts the combinations available. Each weapon is designed for a particular target....

Weapons description continues on page 13

INSTRUMENT DISPLAY

(Not seen in training mission.)

Waypoint Indicator

Your current waypoint appears as a red line on the heading indicator at the top of your "HUD". When in the middle of the indicator you are flying directly towards the waypoint.

Horizon Dial

Shows your "Angle of Attack", (whether your **MiG** is pointing up or down, and banking right or left).

Heading Compass Dial

A mechanical compass. The green line points toward your selected waypoint, and the white bar shows distance from the waypoint (max. distance is 25km.)

Waypoint Number

Shows currently selected waypoint.

Systems Indicator

Illuminates to indicate if *Landing Gear*, *Wheel Brakes* and *Air Brakes* are on.

Altimeter

Shows your height in hundreds (the dial) and thousands (the counter) of meters. One revolution of the dial is 1000 meters.

Heading Indicator

Shows your compass direction.

00 is North, **09** is East, **18** is South, and **27** is West.



Weapons Select/Available Indicator

Shows your selected weapon and how many units you have left.

Head Up Display

A computerized image reflected onto your cockpit window. Your **MiG's** "HUD" shows angle of attack, speed, height, selected weapon and heading indicator.

Score Bar/ Info Panel

Displays your current score and updates your **MiG's** current status.

Control Pad Directional Indicator

Indicates the direction you are pushing your **D-Pad**.

Warning Lights

The left row indicates, from top to bottom, damage to the *Undercarriage*, *Automatic System*, *Radar*, and *HUD*. The right row warns you of *Incoming Missiles*, *Stall*, *Low Fuel*, and *Autostab*.

Fuel Gauge

Shows how much fuel your tanks are holding.

Thrust Indicator

Indicates your engine thrust, represented by the moving green bars. Your **MiG** has a powerful *Afterburner* that is represented by the red section of the indicator.

Radar

Shows which targets are in your vicinity. Radar has three range settings, **8**, **16**, and **32** kilometers (see "Radar Range" in the Controls section). The radar begins at 32 kilometers.





Cannon: Best for “close” combat and when you have enough time to line yourself up on the target. **Advantages:** You’ve got plenty of ammo! **Disadvantages:** Unguided, and the short range means you have to get really close to score a hit!



S-270: High velocity unguided rockets. High destructive capability. **Advantages:** You can carry more than conventional missiles, and they are capable of doing the same job. **Disadvantages:** Like the cannon, the S-270’s are unguided so you have to be at close range to knock it out.



AS-7: Air to surface “guided” missile with an approximate

5 km range. With all guided missiles you will have to “lock-on” to your target with the target selector box (see the *Cockpit Section*). This will turn from white to red when the target is fully locked on. Launching any missile when the target selector box is white will give you roughly a 50% chance of a successful strike. If you wait until the box is red then you will have a greater than 90% chance of hitting the target.



AS-8: Air to surface “guided” missile with an approximate

11 km range. Like the AS-7, the AS-8 is perfect for taking out all kinds of ground targets, from runways to tanks, and it does have a considerably longer range.



AA-7: Air to Air “guided” missile with an approximate

5 km range. The Air to Air version of the AS-7. Perfect for destroying helicopter gunships and enemy aircraft



AA-8: Air to Air “guided” missile with an approximate

11 km range. See AA-7 for further information.



THE MISSIONS AND PASSWORDS

There are five missions in the campaign for you to complete. These become increasingly more difficult and follow the war from its start to its end. *Each mission can only be played when the preceding mission is completed.*

To advance to the next mission your total score (next to the password entry) must be greater than the score required. If you have finished a mission, but do not have enough points to access the next, you must go back to a previous mission to gain more points and complete any objectives you may have missed.

You will then be given a password. Enter this password to skip missions you have already finished. The first mission is the training mission. This is covered in more detail below.

TRAINING

This mission introduces you to flying the **MiG-29** and its Weapons Systems. It assumes that you have no combat flight experience.

The Control Pad icon in the top left of your screen shows what button(s) need to be pressed to:

- Take Off
- Navigate
- Ground Attack
- Air Combat
- Land

Follow the instructions carefully, from here on you are on your own!

Once you have mastered control of your **MiG**, you are ready to kick Arzarian butt starting with the Red Witch mission.



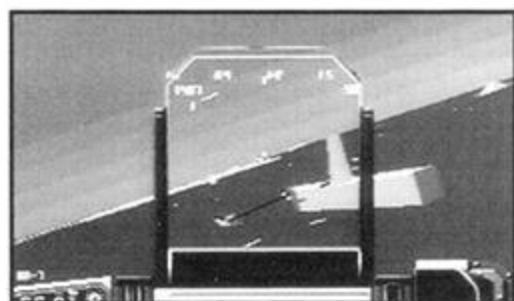
OPERATION: RED WITCH

In order to allow **NATO's Quick Response Force** to embark on a land offensive to recapture **Sautar**, the Arzarian Command Control and Communications system (**CCC**) has to be destroyed. It is housed in the dusty town of Al Tamas deep in enemy held territory. You must be careful to give priority to the many targets your weapons system will lock on to.

The greatest threat at the start of this mission is the Surface to Air Missiles (**SAM's**). Hitting their radar control will give you more time to take out the missiles themselves. With the missiles destroyed you will have an easier "run" to the combined tank and **SAM** battalion that defend the buildings at Al Tamas.

The main target, the **CCC** itself, is made up of four buildings in the center of town. It is vital that these buildings and no others be destroyed. Public opinion of the military operation could turn if there is any collateral damage.

OPERATION: BLUE SEA-SPRITE



The "*Chester*", a Dallas class **ICBM** submarine carrying a crack **QRF** commando group, has run aground and been captured by the Arzarian navy. Arzarian gunships have managed to

attach high-tensile steel cables to the sub and are towing it to the artificial harbor at Tabor. Your mission is to free the Chester and escort it back to safety. The mission will only be complete when the sub docks at friendly harbor. Be careful when firing on the Tugs towing the sub, a misplaced missile can destroy it!



“Spy in the Sky” satellites show that a fully operational Arzarian navy battle-group consisting of two frigates is heading to the area at full speed to give support to the towing gun-ships. This battle group will almost certainly be protected by helicopter patrols. The satellites also show an enemy frigate in dock at the harbor at Tabor. This makes the whole harbor area a valid military target.

Note: You must destroy all enemy gunboats to prevent them from attacking the sub once you’ve freed it. If the ICBM submarine is destroyed, the mission is a failure. Land at a friendly airfield and select the icon below the gold **MiG** icon. This will total your score and give you the icons to *refuel* and *rearm* (on the left) or *go back to mission select* (on the right). You will need to re-select this mission and start again.

OPERATION: YELLOW DRAGON

The tide of the battle is turning. **QRF** ground forces are advancing, over-running Arzarian front-lines and cutting their supply lines.

Now, however, a new danger exists. As our ground forces advance, they put themselves in danger from attack by medium range “*Freedom*” missiles. Military intelligence has given you the location of the launchers. They must be destroyed at all costs.

You start this mission “*On Station*”, flying at dusk. This means that you are already in your cockpit and flying. Check your instrumentation and you’ll notice that you are low on fuel, so refuel with the **VC-10** Tanker by positioning your nose-cone in the funnel it is dragging behind (if you have difficulty, remember that you can select “*Auto-Refuel*”, see the controls section).

In this mission you will have to go “*Head to Head*” with the infamous Capital Guard, General Hasouz’s elite and highly trained air force. The effectiveness of these pilots is greatly aided by a flying radar system installed in a nearby **AWACS** plane.



You will need to occupy an enemy airfield to create a staging post for further offensive operations. To do this you must have previously destroyed the *Hangar* and *Air Traffic Control Tower*. Next you must attack and destroy the “*Freedom*” missile silos. These silos are underground and can only be destroyed by firing at them when directly overhead.

OPERATION: WHITE PEGASUS

This piece of intelligence information is the most worrying:

Hasouz is close to having a nuclear capability!

The site is at Kharham on the edge of the Lahal desert, and is thought to be run by several disenchanted ex-Russian nuclear scientists. The new spirit of friendship between East and West has led the Russian leaders at the Kremlin to disclose that these scientists were experts in Fast Breeder Technology, precisely the sort of reactor used to make nuclear warheads.

The site at Kharham is the most heavily defended in the desert. Two **AWACS** aircraft, masking each-others' positions by using Electronic Counter Measures (**ECM**), patrol the area updating the last remnants of the Capital Guard with your precise location. Once again, these enemy aircraft are based at a nearby airfield.

The reactor itself is supplied by a new railway and road route. Trucks and trains carry unprocessed uranium ore into the site and will soon be transporting nuclear war-heads out. The reactor itself can be put out of action, but if the main building is hit then the containment wall will be breached resulting in an ecologically disastrous radiation leak, and perhaps a nuclear explosion....

This must be avoided at all costs!



OPERATION: IRON HAND



The modern weapon of terror is without a doubt the **SCUD** missile. Primitive, unwieldy and inaccurate it is the perfect weapon for a despot like General Hasouz. Aim it at a military target and it may well miss and land in a civilian area,

injuring, perhaps killing, innocent people. This must not be allowed to happen.

Your mission as a **MiG-29** pilot is to search out and destroy 31 Scuds. These are scattered throughout the desert. Some are standing on launch pads, others are lying on the ground – these cannot be targeted. This means that they will appear on your Mission Map, but not on your radar. You may even see some Scuds on the backs of trucks being transported nearer to the front-line.

Your map is the best guide to locating the Scuds. As they are a mission objective they will appear as flashing yellow dots.



SCORING TABLE

CCC Building	5000
Missile Silo	5000
Power Station	2000
Reactor Buildings	2000
Scud	1500
Truck with Scud	1500
AA Gun	1000
AWACS Plane	1000
Bridge	1000
Control Tower	1000
Cooling Tower	1000
Gun Boats	1000
Hangar	1000
Oil Rig	1000
Radar Base	1000
SAM Site	1000
Truck	1000
Train	500
Tugs	500
Helicopter	200
Mirage Jet	200



TIPS

- Always follow each mission objective in the order that is laid out on the *Mission Information* screen.
- The Mission Info screen will also tell you when an objective is completed. Once you have identified the next mission target, enter the **C Button** menu and select the *Map* option. Here you can select the next waypoint and identify hostile forces on your route. Try to destroy as many of these as possible to minimize the chance of being hit by enemy fire on your way back to base.
- If attacking a heavily defended area try to pick off perimeter targets before attacking the central area. Flying straight to the center will mean that you are at more risk from ground fire. By taking out perimeter targets you will have a safer route in, as well as an escape route out if things get a little too rough!
- Beware! The Arzarian forces know where your airfield is! They may take advantage of this by waiting for you to return to base and attack you as you prepare to land. Keep checking your radar, and if necessary increase the radar range to get a larger view of the area surrounding your airfield. This will give you more time to attack any hostile fighters or helicopter gunships.
- There is no reason why you should have to take-off and finish a mission in one go. Instead it may be advisable to return to your airfield to refuel and re-arm. In re-arming you have the chance to change your weapon selection. This is especially handy if the next mission objective is different from the first. It will also repair damage that you have suffered.

GOOD LUCK !

All that's left to say is that we hope you enjoy playing **MiG-29**. Good luck in your attempts to defeat General Hasouz !



This image shows a full page of handwriting practice paper. It features multiple sets of horizontal dashed lines spaced evenly down the page, providing a guide for letter height and placement. The background is white, and there are no other markings or text present.



CREDITS

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Documentation Matthew Woodley, Matthew Miller,
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Package and
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HANDLING THE SEGA™ GENESIS™ CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: 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.

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Address all correspondence regarding this DOMARK game to:

TENGEN Inc., Warranty Department, P.O. Box 360782, Milpitas, CA 95036-0782

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TENGEN Inc., 675 Sycamore Drive, Attn: Customer Service, Milpitas, CA 95035-0782

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PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game.

Should you have any further problems or questions about playing this Domark game, please call a *Tengen game counselor* at **(408) 433-3999** Monday through Friday from 8:30AM-5:00PM Pacific Time.



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