

 PSP.



AFTER BURNER

BLACK FALCON™



RATING PENDING
RP
CONTENT RATED BY
ESRB

SEGA®

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

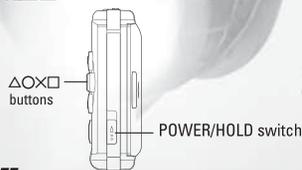
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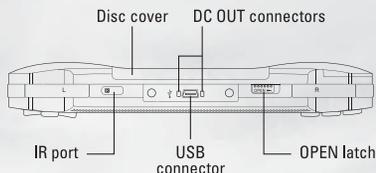
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GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



SETTING UP YOUR PSP® (PLAYSTATION®PORTABLE) SYSTEM

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *After Burner: Black Falcon*™ disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press \times of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD while it is playing.

MEMORY STICK DUO™

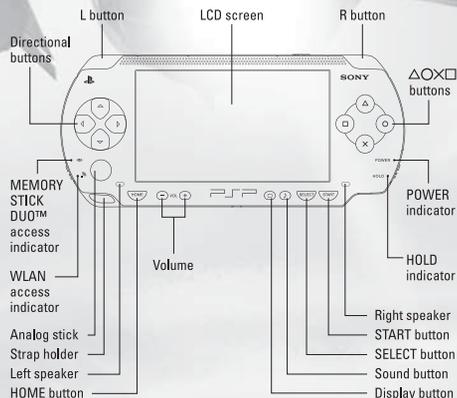
Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the Memory Stick Duo™ slot of your PSP® system. You can load saved game data from the same memory stick, or any Memory Stick Duo™ containing previously saved games.

Note: A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 360 KB of free space is required for a "Save Game" file. *After Burner: Black Falcon*™ requires a Memory Stick Duo™ or Memory Stick PRO Duo™ to play.

STARTING UP

PSP® (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



SAVING PROFILES AND SETTINGS

Your profile and settings are automatically saved after changing settings and options and when you return to the Main Menu.

AUTO SAVE

As you progress, a message will appear on-screen indicating your profile and settings are being saved. While this message is on screen, DO NOT remove the Memory Stick Duo™ or Memory Stick PRO Duo™ or turn off your handheld.

LOADING SAVED GAME SETTINGS

Your saved game settings will automatically be loaded when first booting up *After Burner: Black Falcon*™. You can also choose to manually load saved data at the Change Profile Menu by selecting LOAD PROFILE.

WIRELESS (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad Hoc and Infrastructure Mode. **Note:** *After Burner: Black Falcon*™ supports Ad Hoc Mode. Please see the Multiplayer section of this manual for further details.

Ad Hoc Mode: Ad Hoc Mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

Control	Action
Select Menu Item	directional buttons
Change setting	directional buttons ← / →
Confirm / Accept selection	× button
Previous screen	○ button
Pause / Start game	START

GAMEPLAY CONTROLS

Control	Action
Move jet / Aim targeting reticle	analog stick
Barrel roll	△ button
Fire Cannons	× button
Fire Air-to-Air Missiles	□ button
Fire Rockets	○ button
Air brakes	L button
Afterburner	R button (hold)
Atomic Afterburner (when avail.)	Press L Brake Button first, then R Afterburner and hold the two simultaneously.

Note: Controls listed are for the default control configuration. You can choose between three control configurations via the Options Menu.

In a hangar north of Groom Lake, Nevada, a secret military avionics division (codename: "Dreamland") has been developing the world's fastest and most maneuverable jets. These high-tech models are designed to fly in and out of enemy territory with blinding speed, evading all defenses to deliver highly accurate anti-personnel ordnance. In short, these jets can chase down a terrorist, knock on his front door, and say "Hi there. Have a missile, compliments of the US military."

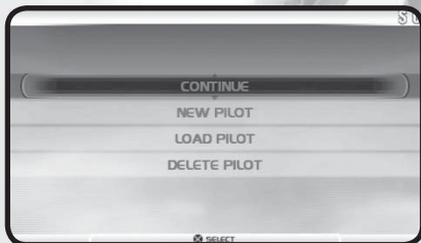
Thirteen of these deadly warbirds were created and kept under a veil of secrecy and dubbed "The Assassins." However, a rogue commando group breached Dreamland's defenses and escaped with all 13 jets. Intelligence believes this group intends to sell these planes to the highest bidder, opening the door for terrorist organizations and enemy governments to get their hands on the technology. This cannot happen.

As a member of a high-level, first-response Joint Task Force Scramble Team (JTF-ST) acting outside the restrictions of normal government, you must strap yourself into the cockpit of your jet and pursue the escaping planes. As a military special ops force, Scramble Team has been given use of a special prototype — the Afterburner Mark X.

The Afterburner Mark X is theoretically capable of matching speeds with the assassin jets, but it is still under development and must be constantly upgraded. Fortunately for us, the thieves overlooked this crucial piece of hardware, and now it has been fitted onto your aircraft.

You've been handpicked for this mission. Your superior skills and excellent combat abilities in the air are what sets you apart from the rest. That, and you are the only pilot insane enough to volunteer for this mission. If anyone can pull off these objectives and return the jets, it's you.

START MENU



Your profile and settings are automatically saved after changing settings and options and when you return to the Main Menu.

CONTINUE

Select this option to continue your last saved game. This will load your current Pilot profile and allow you to jump back into the action where you last left off.

NEW PILOT

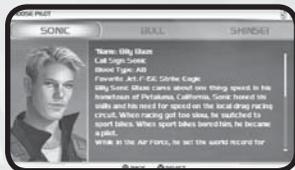
Select NEW PILOT to create a Pilot profile and start *After Burner: Black Falcon*™ from the beginning. When you select NEW PILOT from the Start Menu, you will first need to create a Pilot Name. Use the PSP® system's on-screen keyboard to create a name and then select ENTER or press START. Your Pilot's profile is stored on a Memory Stick Duo™ or Memory Stick PRO Duo™. Once you've created your Pilot profile, you can select a difficulty level. *After Burner: Black Falcon*™ offers three difficulty levels: EASY, MEDIUM, and ACE.

Choosing a Pilot:

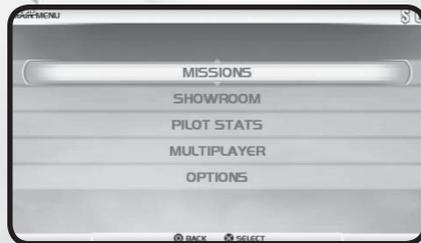
There are three Pilots to choose from, each with their own unique personality, call sign, and reasons for being a part of Scramble Team. Use the directional buttons ← and → to cycle between them and press the ⓧ button to confirm your choice. For Pilot bios, see Scramble Team, pg. 17.

LOAD PILOT

Select this option to load a previously saved game or different Pilot profile.



Once you've chosen a Pilot or loaded previously saved game data, you will be taken to the Main Menu. While you are in the Main Menu, use the directional buttons to highlight a selection and press ⓧ to confirm your choice.



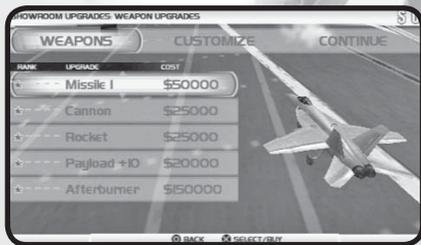
MISSIONS

The Missions Menu is where you can select your next mission, read the gathered Intel as you progress through the game, and see the objectives you'll be facing once you're airborne. Use the directional buttons ↑ and ↓ to cycle through the available missions and press ⓧ to confirm your choice. In addition to the mission name, the Missions Menu also displays the Status of each mission, including whether it's completed, failed, or locked.

Note: You must unlock each consecutive mission by successfully completing the one before it.

Briefing: Once you've chosen a mission, you will be taken to the Briefing Screen. Here your Scramble Team Commander will give you an update, as well as spell out your objectives for the mission. Use the directional buttons ↑ and ↓ to cycle through the text and press ⓧ to accept the mission and continue to the Showroom.





The Showroom can be accessed from both the Main Menu or after selecting a mission from the Mission Menu. The Showroom is where you can view your current stable of Jets, purchase upgrades, equip or change your weapons and kits, and select the craft you want to use for your mission. Use the directional buttons ← and → to cycle between your available Jets and press X to make a selection.

Upgrades: Highlighting and selecting a Jet will take you to the Upgrade Menu. Here you can choose between Jet-specific Weapons and Customization upgrades to enhance and stylize your craft, then purchase and equip them with the cash you earn from destroying targets during missions. To purchase an upgrade, highlight the weapon or item and press X. Pressing X with a weapon or highlighted item that you've already bought will equip that item.

Note: While in the Upgrade Menu you can rotate your ship to view it from all sides by pressing the L and R buttons.

Weapon Upgrades — Weapon upgrades enhance the strength and performance of your Jet's weapons.

Customization Upgrades — Customization upgrades have no effect on your Jet's performance or behavior, but they allow you to personalize your craft to your tastes.

Note: All upgrades affect only one Jet at a time. When you purchase an upgrade, it is for that specific Jet and won't be applied to any others in your stable.

The Pilot Stats Menu tracks and displays your pilot's statistics as you progress through both the single player and multiplayer game modes. Information included in this menu ranges from your overall score, total cash, gas guzzled, tax dollars spent, total enemies downed, and more.



Challenge up to three others competitively or team up with a friend cooperatively via the PSP® system's Ad Hoc mode.

Co-Op: Bring a friend along for the ride and tackle missions together. For more information, see Multiplayer, pg. 15.

Competitive: Play against up to three players as you scream through the unfriendly skies, battling against each other AND the hostile enemies and targets as you compete to lead the pack. For more information, see Multiplayer, pg. 15.



Access the Options Menu to adjust the game's settings. Use the directional buttons to highlight/adjust the settings and press the X button to confirm your choice.

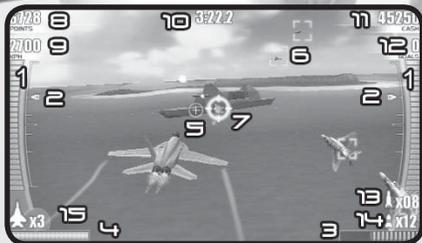


Controller Configuration: Select between three different control configurations.

Audio: Adjust the volume of the game's music soundtrack and sound effects.

Movies: View the game's cinematic cut scenes and credits.

Invert Camera Y-Axis: Toggle Y-Axis control ON/OFF.



1. AFTERBURNER METER

Located on the right and left sides of the HUD, the Afterburner Meter depletes when your Jet's Afterburners are engaged, and automatically refills when they're not in use.

2. ALT METER

Represented by white arrows located at the inner edges of the Afterburner Meter, the Altimeter displays your Jet's relative altitude. Use this information to help avoid enemy fire, navigate through tricky areas, and keep a gauge on your position relative to the environment.

3. CANNON METER

While your Jets' cannons have infinite amounts of ammo, the Cannon Meter displays the rate you are firing. The Cannon Meter is located at the bottom right side of the screen.

4. DAMAGE METER

Located at the bottom left side of the screen, the Damage Meter displays your Jet's current state of damage. The meter depletes as you take on damage from enemy fire. When it's completely drained, your craft is toast.

5. TARGETING RETICLE

Located just in front of your Jet, this crosshair is used to aim your cannon fire and show where your weapons' fire will go. It's also used to "paint" targets for lock-on missiles and rockets by sweeping it over enemies and hostile objects.

6. THREAT RETICLE

Displayed as square boxes around enemy targets, the Threat Reticle will turn into a Lock-On Reticle once you've painted it with your Targeting Reticle.

7. LOCK-ON RETICLE

Once you've painted a Threat Reticle with your Targeting Reticle, it will change into a Lock-On Reticle.

There are three types of Lock-On Reticles:

Air-to-Air: These Lock-On Reticles are colored blue, appear over airborne enemies, and can be shot down with Missiles.

Ground: These Lock-On Reticles are colored green, appear over ground-based enemies, and can be destroyed with Rockets.

Special: These Lock-On Reticles have double blue colored rings and are often mission-critical targets, so pay attention!

Once a target has been acquired and a Missile or Rocket fired, a red colored "X" will appear over the target, indicating that your ordnance is on its way. This allows you to keep track of what you've shot at and what targets still need to be engaged. Some of the tougher targets, like Battleships, may take a few hits before they go down. Upgrade your Rockets to eliminate these bad boys quicker.

8. POINTS

This is the amount of points you earn as you play through a mission. Points rack up automatically, but greatly increase when Afterburners are engaged.

9. KPH

This is your Jet's speed, which is displayed in kilometers per hour.

10. TIME

This tracks the amount of time it takes you to complete a mission.

11. CASH

The amount of money you've racked up for destroying enemy targets. Spend your cash on new weapons and upgrades for your Jets in the Showroom.

12. GOALS

The number of goals / objectives you have left to carry out.

13. MISSILE INDICATOR

Located underneath the right Afterburner Meter, this number indicates the number of missiles left in your payload.

14. ROCKET INDICATOR

Located underneath the Missile Indicator, this number indicates the number of rockets left in your payload.

15. LIVES

Located underneath the left Afterburner Meter, this number indicates the number of Jets left before it's game over.

TARGETING



Target enemies by getting them in the sights of your Targeting Reticle. All three of your Jet's weapons (Cannons, Missiles, and Rockets) use the same Targeting Reticle. When an enemy target is in your sights, the Targeting Reticle turns from a box to a circle.

Painting Targets: As you pass the Targeting Reticle over enemy targets, a Lock-On Reticle will appear around each target. Depending if the target is an air-to-air or ground-based target, the Lock-On Reticle will be colored blue (for air-based targets) or green (for ground-based targets). Once you've acquired a Lock-On Reticle, you can fire off your Missiles by pressing the **□** button, or your rockets by pressing the **○** button. Missiles are used for air-based targets and Rockets for targets on the ground.

WEAPONS

Your jet is equipped with three types of weapons: cannons, missiles, and rockets. You can use the cash you earn for destroying targets and upgrade your weapons between missions at the Showroom.

Cannons: All Jets are equipped with cannons that fire off a steady stream of infinite bullets. Devastating at close range, cannon fire is perfect for slicing through waves of nearby aircraft. To fire your Cannons, press and hold the **×** button.

Missiles: Missiles are used to take down airborne targets. Perfect for targeting enemies from long-range, they can hone in on locked targets and drop them from the sky. Missiles are fired by pressing the **□** button.

Rockets: Rockets are used for taking down ground-based targets. Packed with heavy munitions, a few direct hits with a rocket can take out major targets, which include ships, tanks, anti-aircraft artillery, and other land-based enemies. Rockets are fired by pressing the **○** button.

AFTERBURNER

You can engage your Jet's Afterburners by holding down the **R** button. Used to quickly accelerate your craft, Afterburners are good for taking evasive action, outrunning enemies, and avoiding incoming missiles. However, you only have a limited amount of Afterburners and your Jet will return to normal speed once the Afterburner Meter has been depleted. In order to use them again, you have to wait for the Afterburner Meter to recharge.



It is rumored there is a top-secret Atomic Afterburner, which can turn your Jet into a deadly weapon capable of obliterating any nearby enemies caught in its wake.

BARREL ROLL

The Barrel Roll maneuver can be executed by pressing the **△** button while in flight. If timed correctly, you can use this move to avoid incoming missiles. Take this evasive action whenever a missile is homing in from the front.

POWERUPS

Downed enemy targets will sometimes drop parachutes containing power-ups. Fly through them to pick them up.



Ammo = White Parachute: Replenishes your missiles and rockets payload.

Points = Blue Parachute: Point pickups give you extra points.

Cash = Green Parachute: Cash pickups put a little extra spending cash in your wallet.

Afterburner Refuel = Yellow Parachute: Instantly replenishes your Afterburner tanks.

Slow-Time = Pink Parachute: Slows down time to a crawl, allowing for you to take extra time in choosing your targets.

Scientists: Dropped by select craft, Scientists are objective specific. Keep an eye out and catch them!

RANK AND REWARDS



During missions, you will earn Rank Points and cash, both of which will give you access to upgrades and other special items.

Rank Points: Rank Points allow you to climb Scramble Teams ranks and access better and deadlier aircraft. Rank Points are automatically earned by staying alive during your missions and engaging your Jet's Afterburners. Once you start a mission, the Rank Points counter will begin adding points to your Rank score. If you die during a mission, you'll lose a set amount of Rank Points. Whereas the cash you earn can be spent on Upgrades, Rank Points are automatically assigned toward your next rank.

Cash: You earn cash by destroying enemy targets during each mission. Cash can be spent on upgrades for your Jets in the Showroom before and after missions. Upgrades range from more powerful weaponry, larger payload capability, to Customization enhancements, such as special paint jobs, body mods, and insignias.

Select Multiplayer from the Main Menu to compete and cooperate with your friends using the PSP® system's wireless abilities through Ad Hoc mode.

Note: Ad Hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other. For best results, players should be stationed within 30ft, with a clear path between units.

CO-OP MODE

Two Jets are better than one! Select CO-OP to invite another player to come along for the ride and provide extra firepower.

Join Game: Choose JOIN GAME to hop into a game hosted by another player.

Host Game: Choose HOST GAME to host a game for another player to join. As host, you get the ability to choose the mission, difficulty level, and CO-OP game options. When you're ready to go, highlight START and press the \otimes button.

COMPETITIVE MODE

Select COMPETITIVE from the Multiplayer Menu to challenge up to three other players to a game of "Mad Cow." In Mad Cow, one player is the Mad Cow and is the only one with the ability to score points and earn cash by destroying ground targets. In addition, the Mad Cow's health automatically replenishes. Opponents compete to shoot down the Mad Cow. Whoever shoots him down then becomes the Mad Cow. The longer you can remain the Mad Cow, the more points and cash you can rack up. The winner is the one with the most points at the end of the mission!

Join Game: Choose JOIN GAME to hop into a game hosted by another player.

Host Game: Choose HOST GAME to host a game for another player to join. When you're ready to go, highlight START and press the \otimes button.

MULTIPLAYER OPTIONS

All Score to Host—Toggle all score to go to the host ON/OFF.

All Cash to Host—Toggle all cash to go to the host ON/OFF.

All Rank Points to Host—Toggle all Rank Points to the host ON/OFF.

Cannons Only: Toggle Cannons only ON/OFF.

SCRAMBLE TEAM

BILLY "SONIC" BLAZE

Name: Billy Blaze
Call Sign: "Sonic"
Preferred Jet: F-15E Strike Eagle

The David Beckham of the air, Sonic can coax any plane into any maneuver. While in the Air Force, he set the world record for speed in the F-15E, F-22 Raptor, and a captured Suc-59 Firehound. As for more world records, "It's only a matter of time," he laughs. The criminal mastermind Forge was once Sonic's flight instructor, and taught him several techniques to tolerate high speeds and G-forces. Sonic's mission objectives are tied to his love of speed.



HARRISON "BULL" DUKE

Name: Harrison Duke
Call Sign: "Bull"
Preferred Jet: F/A-18E Super Hornet

Bull is a charming but sarcastic rogue. Unquestionably the top Marine Corps' F/A-18 flyer, he's a great pilot, but strictly in the Scramble Team for the money and prestige it will bring him later in the private sector. Bull's story arc involves more money-based objectives, and since that is what he loves, that is what he will receive.



TOMIKO "SHINSEI" ROSSELLINI

Name: Tomiko Rossellini
Call Sign: "Shinsei"
Preferred Jet: F-14D Tomcat

The Japanese word "Shinsei" translates roughly into "Perfect" — and that is exactly what Tomiko is. Lt. Rossellini only wants to be respected for her top piloting skills. She grew up on the Kadena US Naval Air Base on Okinawa, watching squadrons of F-14 and F-4 fighter jets perform aerial maneuvers. Upon her return to America, she applied to Annapolis and was one of the top-graduating cadets. Driven to prove herself, Tomiko constantly works to impress the Scramble Team leaders and facilitate her promotion to Squadron Leader.



SCRAMBLE TEAM

ABOUT...

JTF Scramble Team was formed in 1988, under the supervision of General Y. Suzuki. The General recruited the US military's finest aviators, and trained them to fly solo missions against overwhelming odds. Leadership passed down over the years to Colonel Robert Bruty, call sign: "Forge."

Forge built a cult of personality, treating Scramble Team as his own personal tactical squadron and its pilots as his personal soldiers. This brought him into conflict with the top brass, and after a heated exchange, Forge disappeared into the night. Shortly after, a number of Scramble Team pilots deserted the team and followed him into the wilds of Amazonia.

Sonic was devastated when his girlfriend and fellow pilot Diamond bid him farewell and joined Forge's rogue cell. Bull stayed on with Scramble Team, hoping to take the vacant squadron leader spot for himself. And Tomiko Rossellini was recruited to take Diamond's spot. Now she waits for the chance to prove herself.

Commander Burden was assigned after Forge's departure. He reluctantly agreed, under the conditions that he be allowed to reform Scramble Team as Colonel Suzuki had envisioned it: ace pilots taking on solo missions under extreme conditions. He expects the best from his team, and they always deliver.



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SOUNDTRACK BY

Trans Am

ORIGINAL OUTSCENE MUSIC

Andy Greenberg

SOUND FX

3volution Productions

CONCEPT ART

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Andrew Kim
Paul Sullivan
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PLANET MOON WOULD LIKE TO THANK

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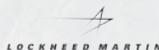
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