

RADICA!

AIRFORCE I-COMBAT™

VIRTUAL VISION AIR COMBAT



MODEL 71039 P/N 82359400 Rev.A
For 1 player / Ages 8 and up

INSTRUCTION MANUAL

Strap yourself in and take to the skies!

You are the Air Force's most decorated pilot ready to embark on some of your most dangerous missions yet. When you strap on your head unit and look at the screen inside, you are actually looking through the front windshield of your jet and into the night sky, high above enemy territory.

YOUR OBJECTIVE

Your mission is to locate each enemy jet ("bogie") on the radar screen and maneuver your jet into a position where the bogie is in your targeting cross-hairs. When you have it in your sights, you can launch a rocket or fire your machine gun at the bogie in an attempt to shoot it down.

Shoot down all enemy planes during each mission to advance to the next one. There are a total of 10 missions to complete to win the battle. More and faster bogies will be encountered as you advance through higher levels. Good luck, Pilot!

SETTING UP YOUR AIRFORCE I-COMBAT UNIT

POWERING UP

This game is powered by two (2) AA-size batteries. To install the batteries, unscrew the battery compartment door located on the side of the joystick. Then insert 2 AA-size batteries (we recommend alkaline). Make sure to align the + and - with the markings in the plastic. Then replace the battery compartment door. This unit's automatic shutoff feature will help extend the life of the batteries.

STRAPPING IN

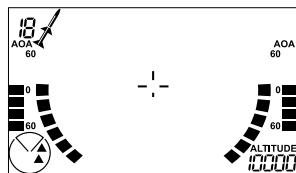
To adjust the head unit to fit comfortably and securely on your head, slide the headphones closer to or further from the viewing unit. Attach the top strap, then slide it closer to or further from the headphones as well. You may also loosen or tighten the elastic back strap by repositioning the fastening strip. You will hear sounds of the game through the headphones. Press the **Sound** button to turn the sound on and off.



IT'S TIME FOR TAKEOFF!

Press the **trigger** on the joystick to wake the unit (The unit goes into sleep mode if the game has not been played for 60 seconds). Press **NEW GAME**.

You will hear a special tone and see the current mission number. Press the **trigger** again, and the game has now begun and you are flying at 10,000 feet.



FLYING

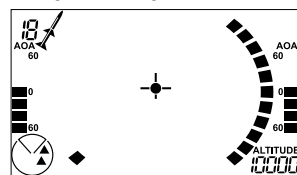
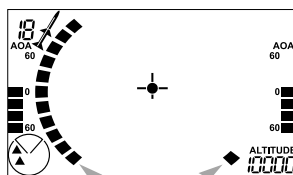
This game unit utilizes a patented Virtual Motion Sensor technology to steer the jet. This technology allows you to simply tilt the joystick to turn right, turn left, climb or dive. The altitude bars show if you are climbing and diving, and at what angle this occurs. Keep an eye on your altitude in the lower-right corner of the screen, because if you fly into the ground (0 feet) or above 100,000 feet, you will crash. Hold the joystick level and press the **VMS RESET** button to reset the horizon.

Turn Left

Tilting the joystick to the left to roll left.

Turn Right

Tilting the joystick to the right to roll right.



Roll Indicator Bars

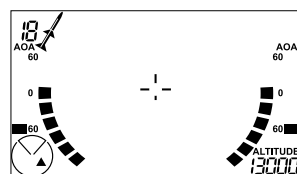
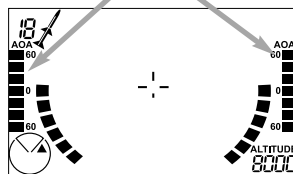
Dive

Tilting the joystick forward to dive.

Angle of Attack (AOA) bars

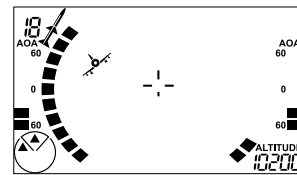
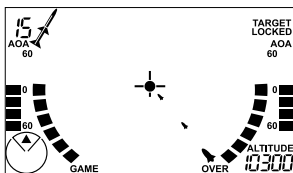
Climb

Tilting the joystick backward to climb.



ENGAGING THE ENEMY

Your radar, in the lower left corner of the screen, shows the location of the bogies in your area. The top wedge of the radar represents the sky in front of you. When you see other planes enter your radar screen from the side or behind, turn



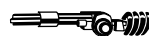
toward them to get them into your sites. If the bogie is on your left side, turn left by tilting the joystick to the left.

WEAPONS

You can shoot at bogies with either a missile or with your machine gun. Press the **WEAPON** button to switch between the two weapons.



Missile



Machine Gun

Missiles

When using missiles, you must keep the bogie in the cross-hairs for a second for your jet's computer to get a lock on the target. Press the **trigger** to get off a shot. If you lock onto a bogie and don't fire quickly enough, the bogie will make an evasive maneuver and the lock will be lost. You can fire a missile without a lock on your target, but the chances of hitting it are not as good.

One hit by a missile is enough to destroy an enemy jet. But try to conserve your missiles since you only have a limited number of them.

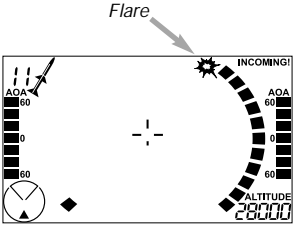
Machine Gun

When using the machine gun, your tracking system will not lock onto the bogie. Press the **trigger** and try and hit the bogie with at least 5 bullets to shoot it down.

DEFENSIVE MANEUVERS

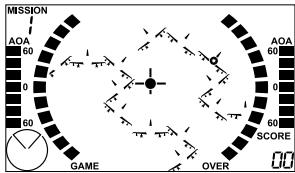
When bogie locks onto your plane, a negative tone will sound. A second later the bogie will fire a missile. The negative tone will continue and "INCOMING" will flash on the screen.

To avoid an enemy missile, launch a flare (decoy) by pressing the **FLARE** button. Now make a quick, evasive maneuver by turning hard to the right or left, or climbing, or diving or some combination. If you perform this evasive maneuver in time, the enemy missile will miss your jet and seek the flare instead. If you don't respond in time (3 seconds), you will be shot down.



CRASHING

If you are shot down, you will restart at the beginning of the current mission. You will crash if you fly into the ground, fly above 100,000 feet, or get shot down by an enemy plane.



RESTARTING THE GAME

If your jet crashes, "GAME OVER" will flash in the lower part of the LCD. Press the **trigger** on the joystick to begin again on the mission level you last played. Hold **NEW GAME** down for 3 seconds to start the game over at Mission #1.

BATTERY INSTALLATION:

This game is powered by two (2) AA batteries.

- Using a screwdriver, loosen the screw until the battery compartment door in the handle can be removed.
- Insert two (2) AA batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CAUTION

- Do not play for extended periods of time. Eye fatigue may occur.
- Do not play while walking, running, driving or participating in other activities.
- As with all small batteries, the batteries used with this game should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.
- Be sure you insert the battery correctly and always follow the game and battery manufacturer's instructions.

- Do not dispose of batteries in fire.
- Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.

MAINTENANCE

- Handle this game carefully.
- Store this game away from dusty or dirty areas.
- Keep this game away from moisture or extreme temperature.
- Do not disassemble this game. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the game, or try new batteries. If problems persist, consult your warranty card for replacement instructions.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the game.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

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SCORING:

Shooting Down an Enemy Plane = 250 points each with a missile, 300 with a machine gun.

Mission	1	2	3	4	5	6	7	8	9	10
Enemy Planes	6	10	14	18	22	26	30	34	38	42
Missiles	18	20	22	25	28	31	34	37	40	42
Bullets	99	99	99	99	99	99	99	99	99	99
Points Available	1800	3000	4200	5400	6600	7800	9000	10200	11400	12600