Figure 1 F-15 Eagle Fighter with Vulcan cannon

Take-off

First push the joystick forward to accelerate the F-15. As the speed increases the aircraft will shake from side to side. Try to keep the F-15 on the center line.

When speed reaches maximum pull back on the joystick and press the trigger to lift off the runway. If the aircraft tail is off the center line or overruns the runway it will explode.

Figure 2 Game screen at take-off

Fuel

When fuel is low an alarm will sound. If your fuel reaches zero your aircraft will stall and crash.

Landing

Lower your altitude and aim for the center of the runway. When your altitude reaches zero you will automatically land. If the aircraft is not on the center line or is tilted when landing the plane will explode. After touch-down pull back on the joystick to apply the brakes and stop before the end of the runway. If you overshoot the runway your plane will explode.

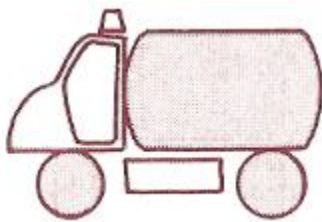After successfully landing your F-15 will be refueled by a Tanker truck for the next mission.

Figure 3 Fuel Truck

Figure 4 Game screen in flight

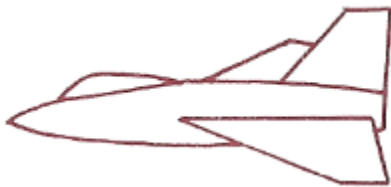| Level	First Wave	Second Wave	Level	First Wave	Second Wave
1	20		9	40	50
2	24		10	50	50
3	28	30	11	60	60
4	30	35	12	70	60
5	34	40	13	80	70
6	38	40	14	80	70
7	40	40	15	99	99
8	44	50	16	99	99

Figure 5 Spy Plane

After 3 levels, if you defeat the first wave a Spy Plane will appear. If you defeat the Spy Plane an Aerial Refueling Tanker will appear.
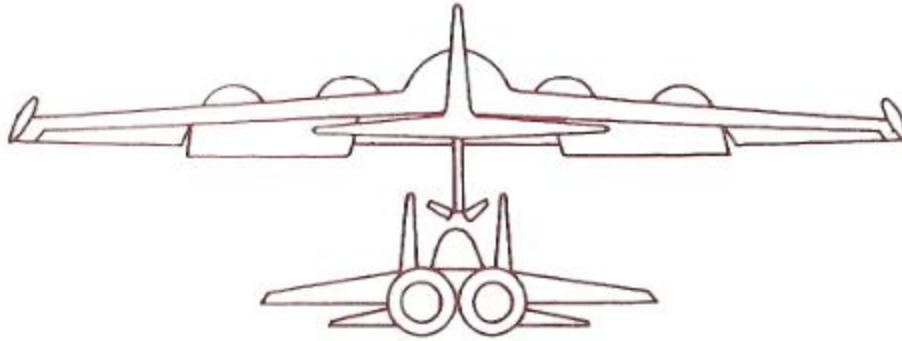
Figure 6 Tanker plane refueling F-15

The Aerial Refueling Tanker moves down from the top of the screen and extends the refueling boom. Maneuver the F-15 to the tip of the boom in a timely manner and refueling will begin.

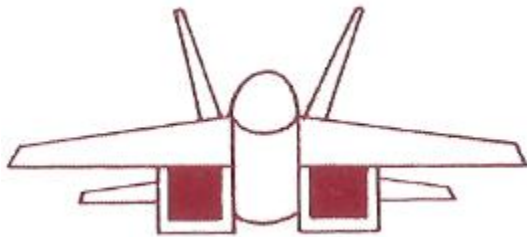If you don't defeat the Spy Plane the level will restart from the beginning.

Figure 7 Enemy FoxBat fighter

Enemy Fighters – In addition to the illustrated FoxBat, there are 6 types of enemy fighters including BlackBird, Falcon, Hornet, Harrier and StarFighter.