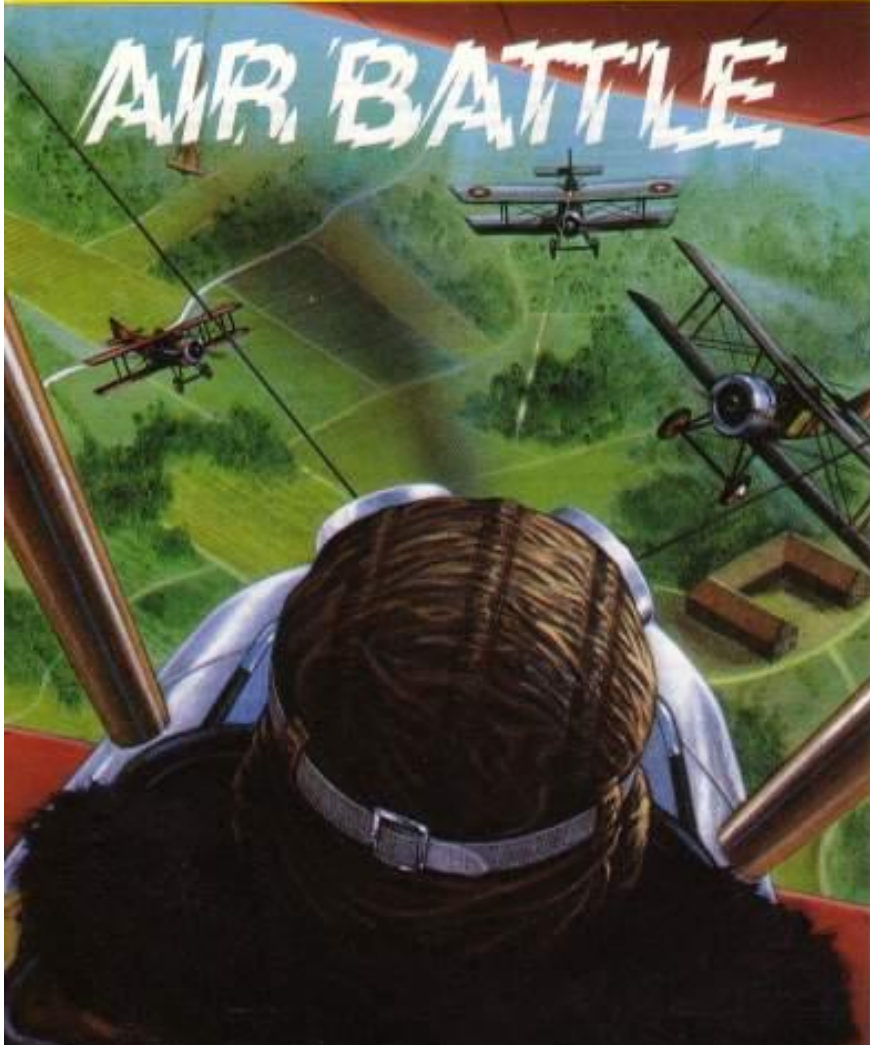


PHILIPS VIDEOPAC +



# AIR BATTLE



When using a Videopac game computer with built-in black-and-white monitor screen, you should set the contrast control at position 4.

## AIR BATTLE

An action game for one or more players

For a demonstration:

First press **RESET**

Next press key **D**

Playing AIR BATTLE

First press **RESET**

Next press key **0** (zero)

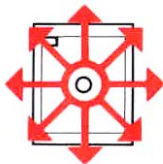
You are looking through your cockpit window onto a runway.

- 1 Meter indicating fuel reserves
- 2 Meter indicating ammunition reserves
- 3 Rearview-mirror
- 4 Gunsight
- 5 Radar display
- 6 Take-off/landing indicator
- 7 Current score
- 8 High score in series
- 9 Runway
- 10 Name of high scoring player in series  
(Type in via keyboard)

### Taking off

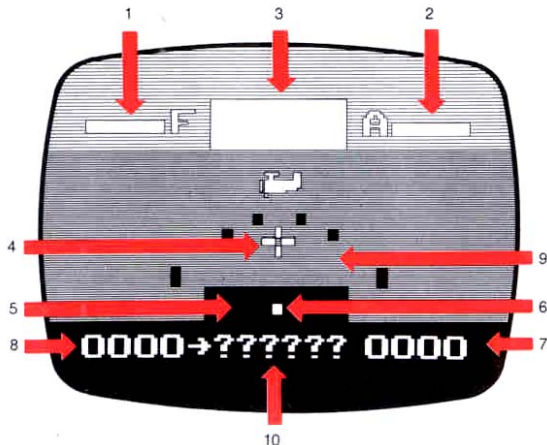
- a. Push joystick of right handcontrol forward.
- b. Indicator light will flash up when plane has enough speed for take-off. Then pull joystick towards you.

### Manoeuvring the plane



You can control the movements of the plane with the joystick (right handcontrol).

Forward and the plane will go downward.  
Towards you and the plane will rise.  
Etc.



## Recognizing the enemy

The front part of each plane is red. Enemy planes have a white tail end; your own planes have a yellow tail end.

A red plane coming straight at you could be either friend or foe. You can only recognize the enemy ... when he starts firing at you!!!

## Firing at enemy

Two rapid fire guns are mounted, in fixed positions under the wings. It means that you have to aim your aircraft at the enemy to hit him and possibly shoot him down. When you have the enemy in your gunsight, press the action button to fire.

## Scoring points

5 points for hitting enemy aircraft.  
10/20 points for hitting attacking enemy plane.  
40 points for shooting down enemy aircraft from behind.  
80 points for shooting down attacking enemy plane.

## Penalty points

5 points for hitting allied aircraft.  
10 points when hit by enemy aircraft.  
40 points when shooting down allied craft from behind.  
80 points when shooting down approaching allied plane.

## Fighting tips

1. Use your ammunition well, you have a limited amount.
2. Radar display gives advance indication of approaching aircraft.
3. Keep an eye on your rear-view mirror to avoid surprise attacks from behind. If you see a plane following you, shake him off.
4. If you respond quickly, you can follow an enemy aircraft and get behind him!
5. Watch your fuel reserves. If you run out of fuel, your plane will crash. Land in time to refuel and take on new ammunition.

## Landing

Move joystick forward. When you see indicator light flare up, pull joystick towards you to bring plane to a halt.

## End of game

Game ends when:

- Your plane is shot down.
- Your plane crashes through lack of fuel.
- Your plane crashes during take-off or landing.
- Your plane is hit by an enemy bomb while you are still on the ground at the airfield.

Cockpit display shows current score and high score in a series of games.

## Levels of skill

Playing at level 0 (zero) the action will become faster after scoring 200, 500 and 1000 points.

You may skip the easier levels.

Press **RESET** and

- 1**: You start at the slow level.
- 2**: You start at the medium-fast level.
- 3**: You start at the highest level.

## Ask your dealer about the other Videopac and Videopac + games:

1. Race  
Spin-out  
Cryptogram
2. Pairs  
Space rendezvous  
Logic
3. American Football
4. Air-sea war  
Battle
5. Blackjack
6. Tenpin Bowling  
Basketball
7. Mathematician  
Echo
8. Baseball
9. Computer Programmer
10. Golf
11. Cosmic Conflict
12. Take the Money and Run
13. Playschool Math
14. Gunfighter
15. Samurai
16. Depth Charge  
Marksman
17. Chinese Logic
18. Laser War
19. Catch the Ball  
Noughts and Crosses
20. Stone Sling
21. Secret of the Pharaohs
22. Space Monster
23. Las Vegas Gambling
24. Flipper Game
25. Skiing
26. Basket Game
27. Electronic Table Football
28. Electronic Volleyball
29. Dam Buster
30. Battlefield
31. Musician
32. Labyrinth Game  
Supermind
33. Jumping Acrobats
34. Satellite Attack
35. Electronic Billiards
36. Electronic Soccer  
Electronic Ice Hockey
37. Monkeyshines
38. Munchkin
39. Freedom Fighters
40. 4 in 1 Row
41. Conquest of the World
42. Quest for the Rings
43. Pickaxe Pete
44. Crazy Chase
45. Morse
46. The Great Wall Street Fortune Hunt
47. The Mousing Cat
48. Backgammon
49. Turtles
- C7010. Chess
51. Terrahawks
52. Killer Bees
53. Nightmare

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