

# LETHAL SKIES II™



 **Asmik  
Ace**  
Entertainment Inc.

 **Sammy Studios**

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT 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, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

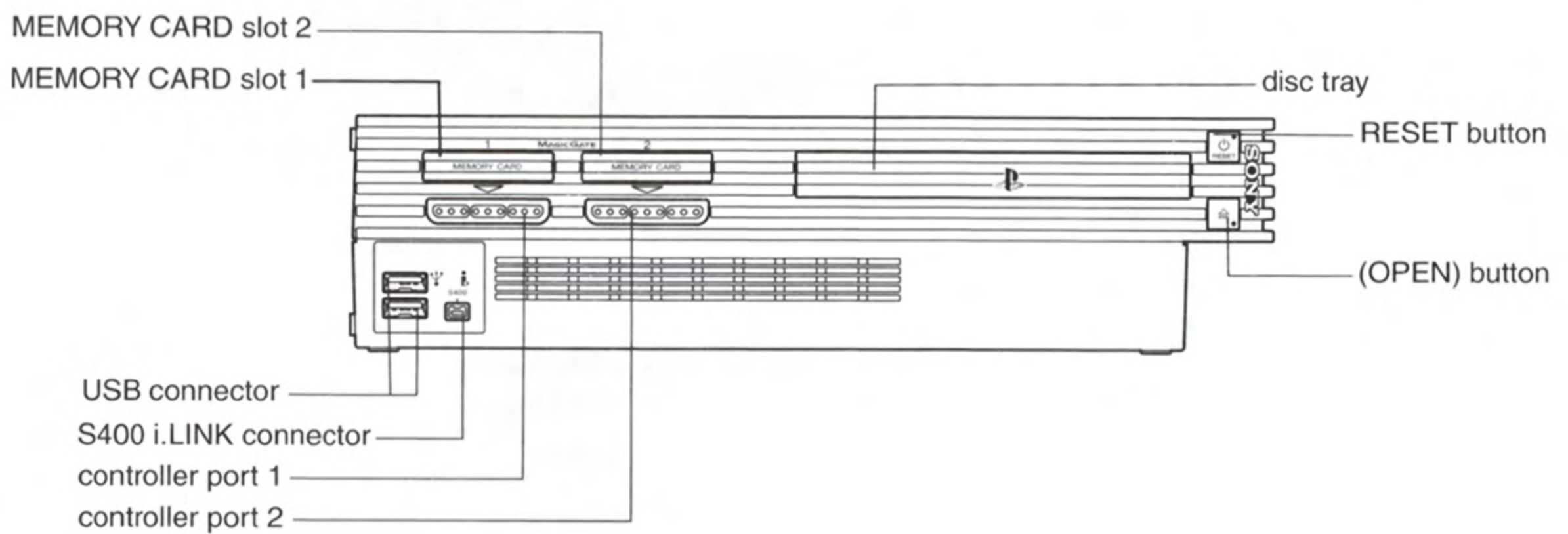
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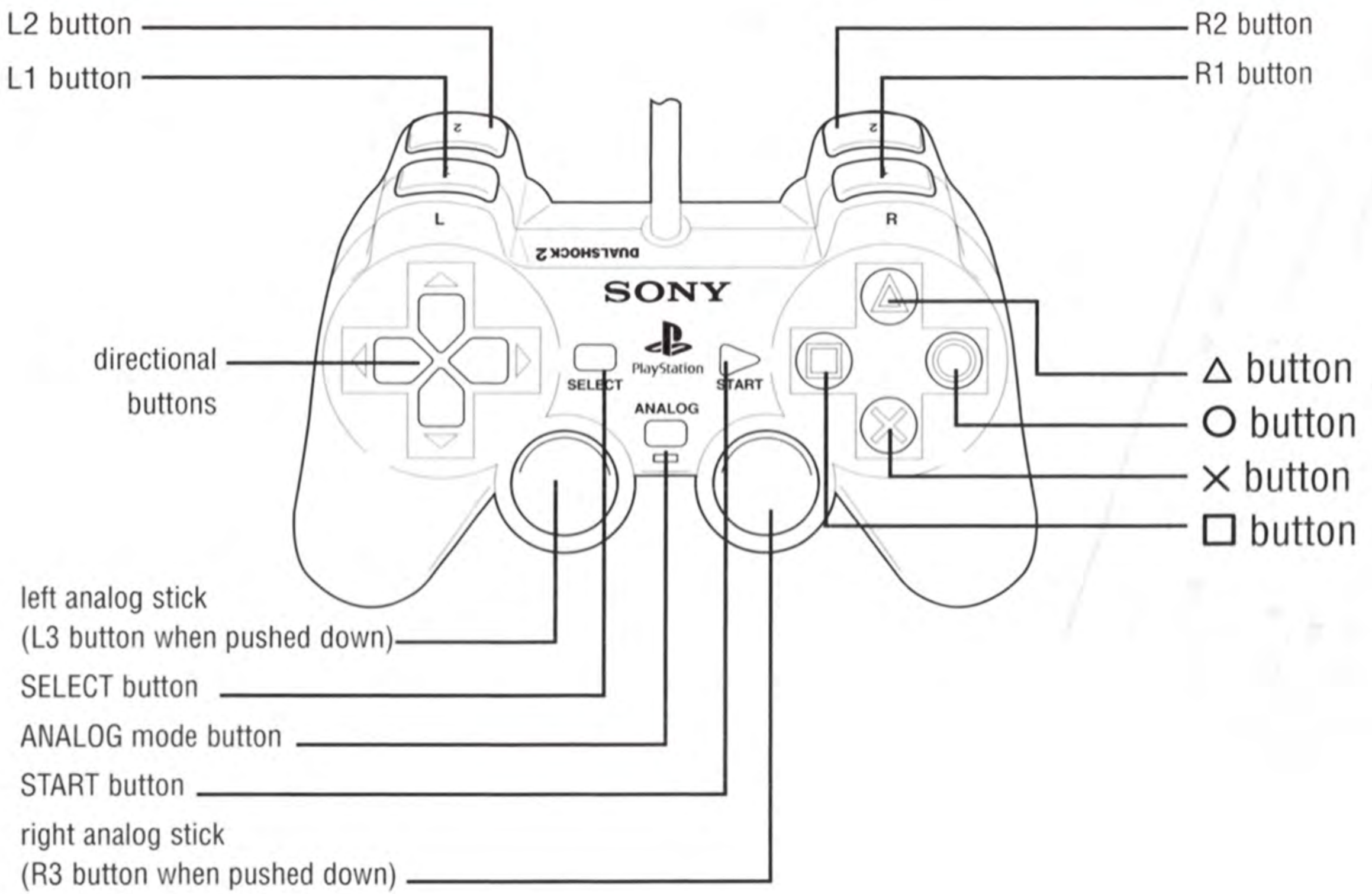
# GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the *Lethal Skies II* disc on the disc tray with the label pointing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

# STARTING UP

## DUALSHOCK®2 analog controller



To select menu options, use the ↑ and ↓ directional buttons to navigate the menu options. Highlight the desired option and press the × button to accept. To select a menu option, follow the on-screen button prompts and press the × button to accept and the △ button to go back to navigate through the menu options.

*Lethal Skies II* supports the DUALSHOCK®2 analog controller.



# STORY

## 20XX A.D.

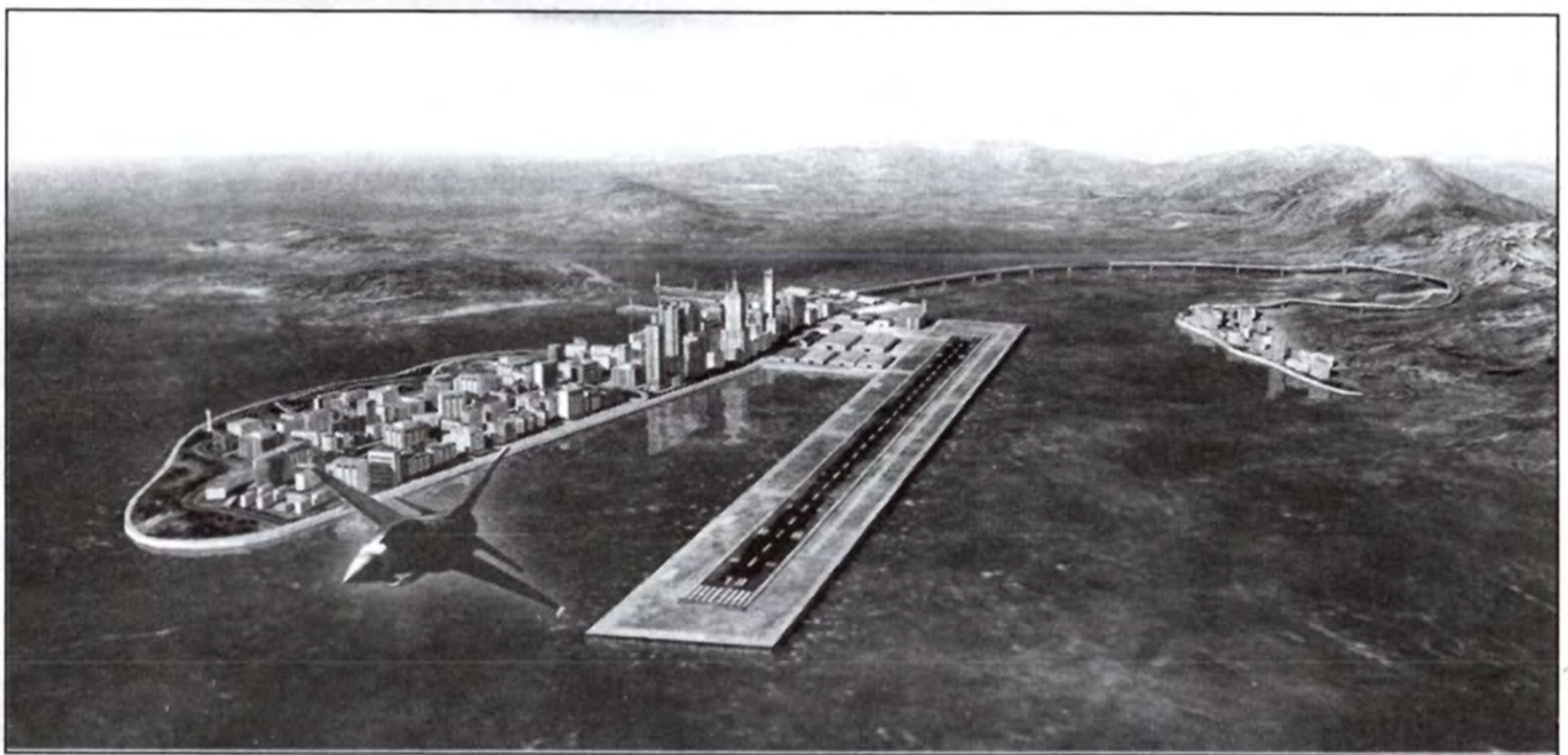
The global war that broke out between the supernational army Frontier Nations (FN) and its rival army WORF finally ended in a victory for FN after a long year of battle.

However, hostility among the many nations in the Global Coalition (FN among them) grew deeper, demanding world restructuring.

The mainstream countries, with North America as their most important base, planned to rebuild their power structure. The anti-mainstream countries of Europe, having lost their dominance, feared their countries' declining future.

Surviving forces of the former WORF army secretly contacted the anti-mainstream countries and allied with them. The military and industrial powers of these countries united with the massive weapon technology of the former WORF. Together, they formed a serious new threat to the world.

Now, three years after the FN/WORF war, an army calling itself ANGIL has rebelled against the major nations of the Global Coalition as well as the supernational army, FN.



# CONTROLS

Button	Menu Mode	Flight Mode (REAL Mode in Option)
left analog stick . . .	.Select Items . . . . .	.Pitch/Roll
L3 button* . . . . .	.Cancel . . . . .	.Fire Chaff/Flare in HARD Mode**
right analog stick . .	.Not Used . . . . .	.Change View Angle (cockpit view only)
R3 button* . . . . .	.Confirm . . . . .	.Revert to Rear View/GPS Map Display (option)
←/→ . . . . .	.Select Items . . . . .	.Change Radar Range (short, mid, long, auto)
↑ . . . . .	.Select Items . . . . .	.Give Commands to Team Pilot
↓ . . . . .	.Select Items . . . . .	.Switch Radar Mode (all-direction, forward)
○ button . . . . .	.Not Used . . . . .	.Launch Weapons (only when lock-on marker is displayed)
× button . . . . .	.Confirm . . . . .	.Shoot Vulcan Cannon
△ button . . . . .	.Go Back . . . . .	.Change Current Weapon
□ button . . . . .	.Not Used . . . . .	.Change Lock-On Target
L1 button . . . . .	.Switch Screen . . . . .	.Cut Back Throttle (push down hard for air brake)
L2 button . . . . .	.Not Used . . . . .	.Operate Rudder/Yaw (the stronger you push it, the greater the turn)
R1 button . . . . .	.Switch Screen . . . . .	.Open Throttle (push down hard for the afterburner)
R2 button . . . . .	.Not Used . . . . .	.Operates Rudder/Yaw (the stronger you push it, the greater the turn)
START button . . . . .	.Not Used . . . . .	.Pause & Display GPS (during flight) Message/Movie
SELECT button . . . . .	.Not Used . . . . .	.Switch VIEW Mode (5 options)

\*The L3 and R3 buttons are operated by pushing down the left and right analog sticks, respectively.

\*\*Chaff or flares used to evade enemy missiles are fired automatically in EASY/NORMAL mode. They must be fired manually in Hard Mode.

During play, whether the Analog Mode button is on or off, the LED display is constantly lit. To turn vibration mode on or off, go to Options and switch between CONTROLLER 1 (1P) and CONTROLLER 2 (2P). Please refer to page 7 for details.



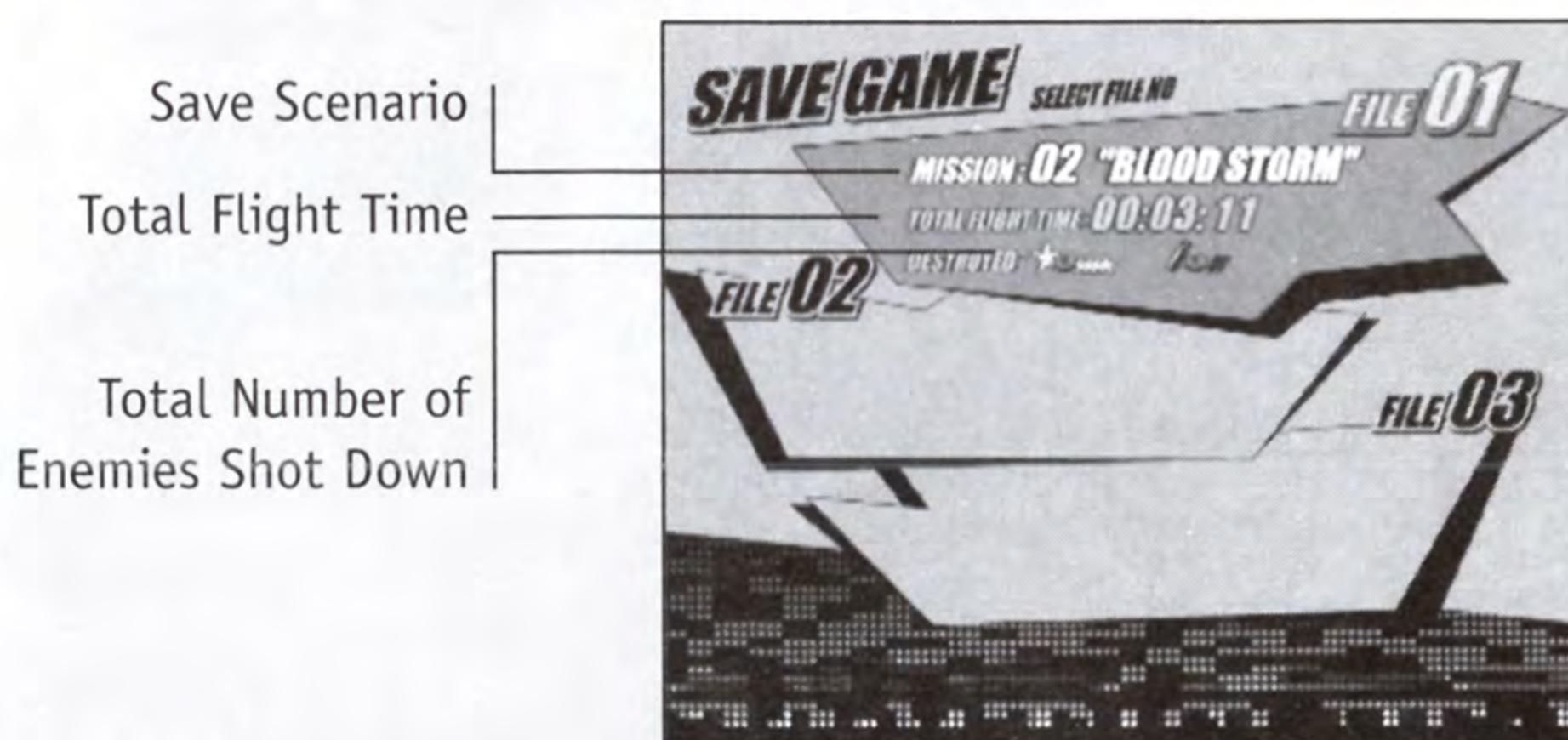
# HOW TO PLAY

Place the Lethal Skies II disc correctly in the PlayStation®2 computer entertainment system and press the **RESET** button. Press the **START** button during the opening movie to call up the title screen and the main menu.

- NEW GAME Start the game from the beginning. (page 16)
- CAMPAIGN Play from where you left off last time. (page 16)
- TRAINING Practice your flying skills. (page 15)
- 2 PLAYER Play in 2-Player mode
- THEATER Play back replay data or a prerecorded demonstration. (page 24)
- DATA Save or load a game. (see below)
- OPTIONS Change game settings. (page 7)

## SAVE/LOAD

You can save data either at the completion of each mission in the SAVE screen or by selecting DATA from the title screen. Select your file name, and the old data will be written over by the new data. Load data from the DATA menu by selecting the file you want to load.



When you're loading data, select **LOAD GAME** from the DATA menu and choose the file you want to load.

CAMPAIGN automatically loads game data saved on a memory card (8 MB) (for PlayStation®2), allowing you to continue gameplay where you previously left off. If no memory card (8MB) (for PlayStation®2) is inserted or if there is no previously saved data on the card, CAMPAIGN will start a new game.



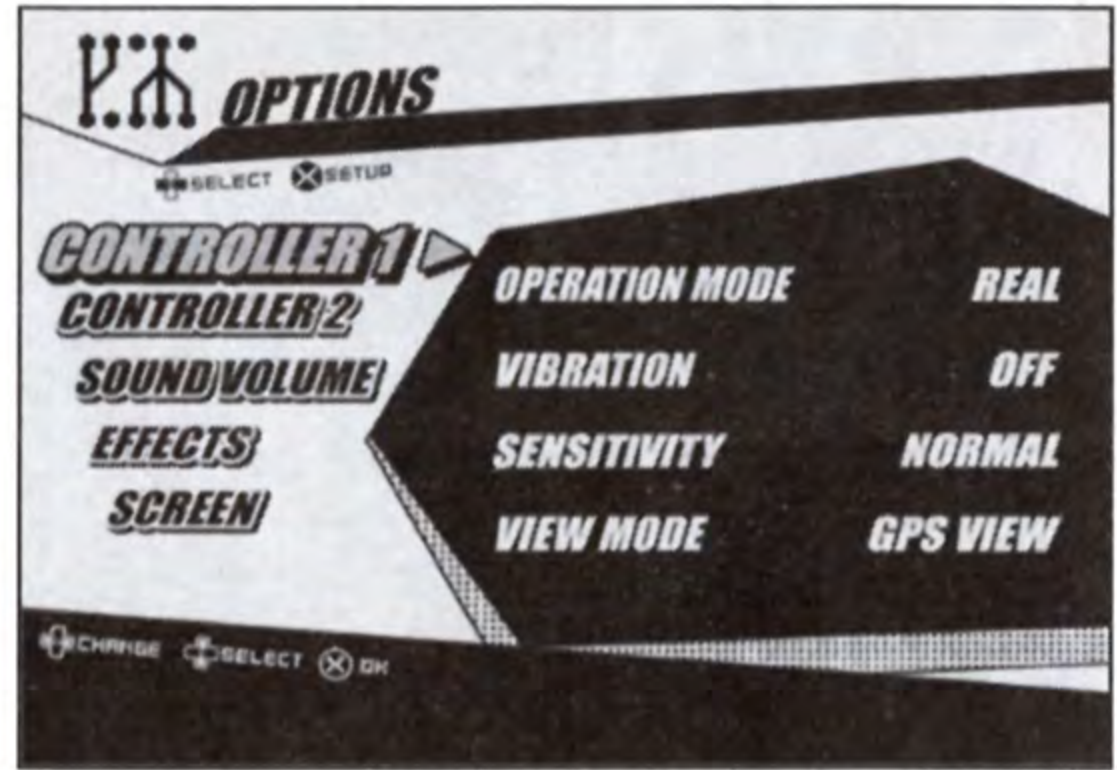
# OPTIONS

Move the left analog stick up and down to select items, then press the X button to confirm. Move the left analog stick left and right to change the selection.

## Controller 1/2

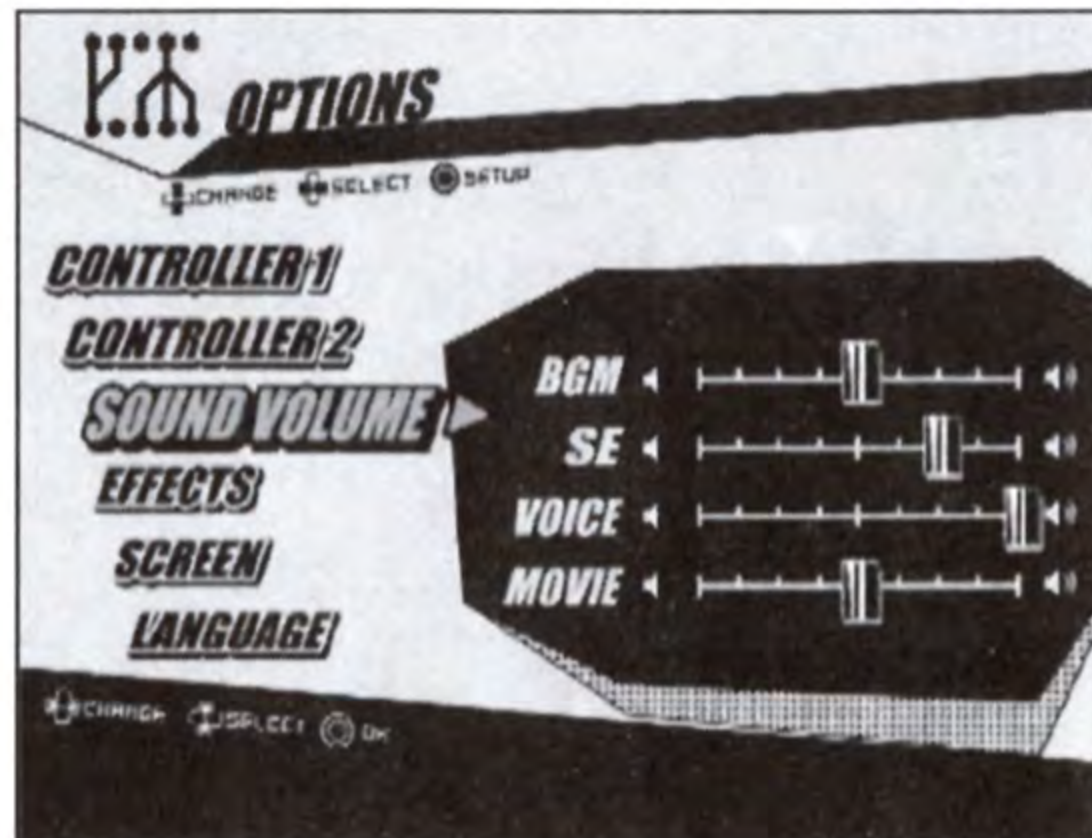
Allows you to change the settings of controllers 1 and 2.

- OPERATION MODE – Changes flight operation mode between NOVICE and REAL.
- VIBRATION – Turns the vibration mode on or off.
- SENSITIVITY – Adjusts the response time of the controller.
- VIEW MODE – The R3 button shows the GPS map or the Rear view.



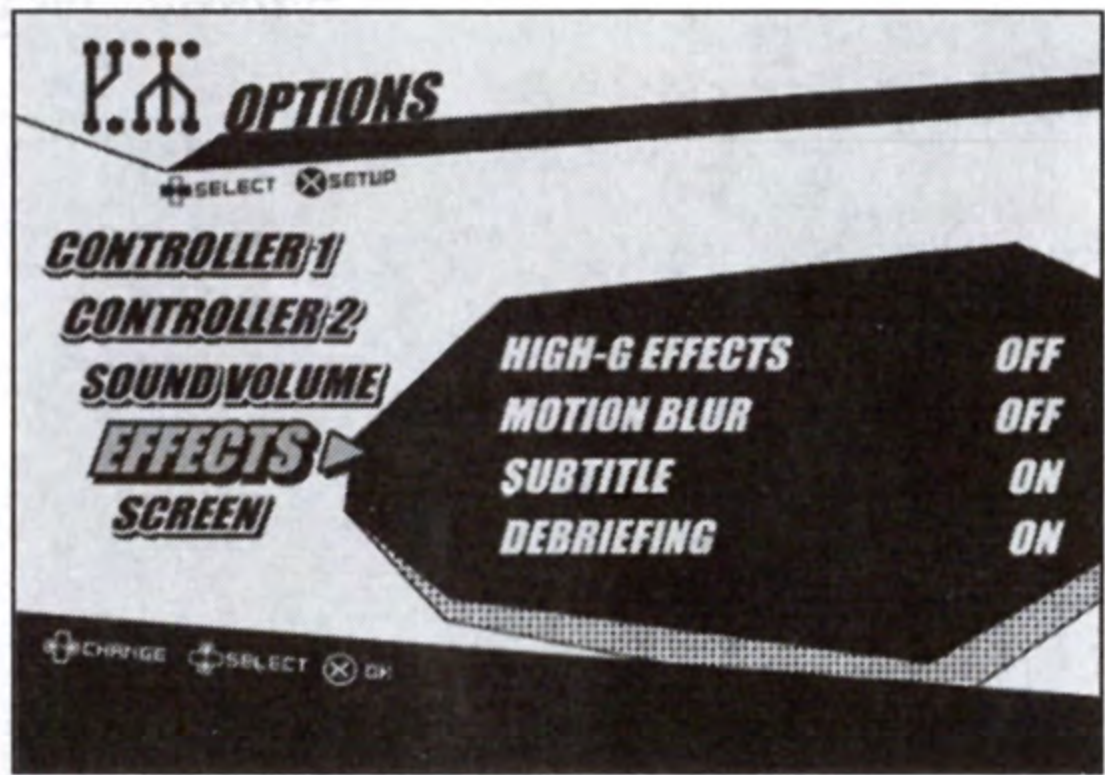
## Sound Volume

Adjust the volume of the background music, sound effects, voices and movies.



## Effects

- HIGH-G EFFECTS – Turns High G-force effect on or off.
- MOTION BLUR – Adds a small amount of blur to the picture for greater sense of speed.
- SUBTITLES – Turns subtitles on or off.
- DEBRIEFING – Turns debriefing at the end of each mission on or off.

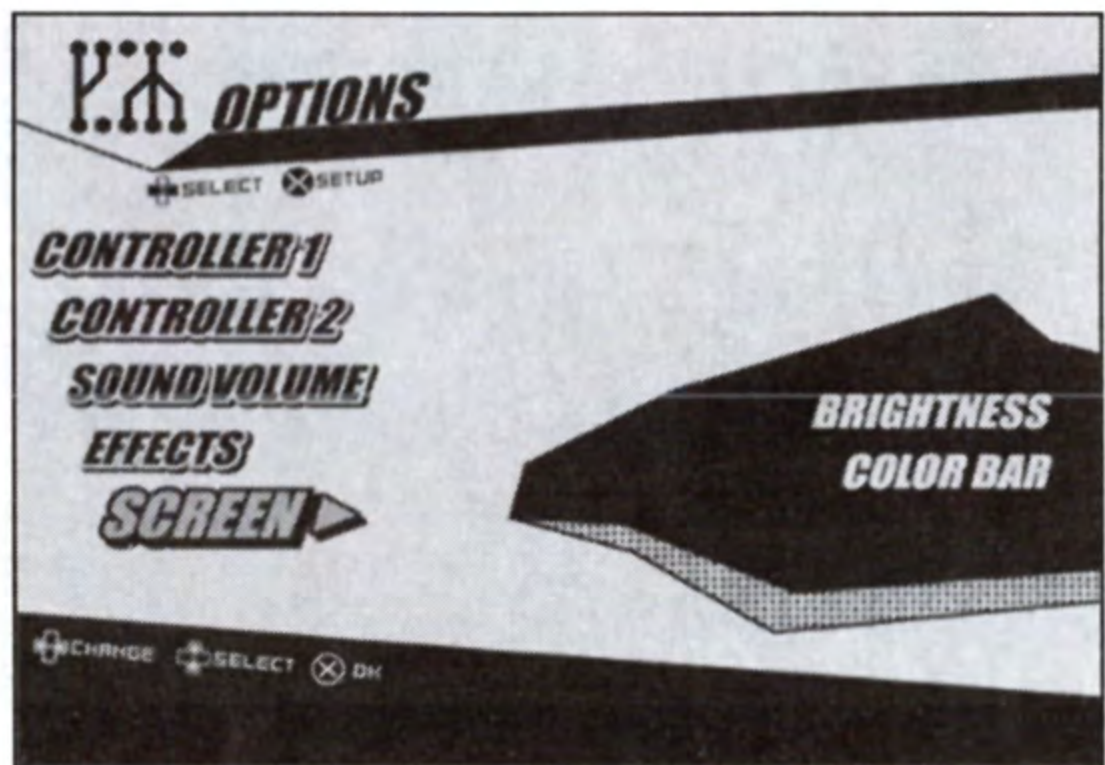


## Screen

Adjust color and brightness of the screen.

**BRIGHTNESS** – Adjust screen brightness.

**COLOR BAR** – Displays a color bar. First, adjust the contrast of your television display so that the white square on the bottom of the screen (100%) and the white on the bar on the left side of the screen (75%) has a visible contrast between the two. Then, adjust the brightness of the three black color bars on the right bottom by making the two left bars the same brightness, and the black bar on the far right appears faintly black. (Note: The color adjustment is on the television and not the PlayStation<sup>®</sup>2 computer entertainment system.)



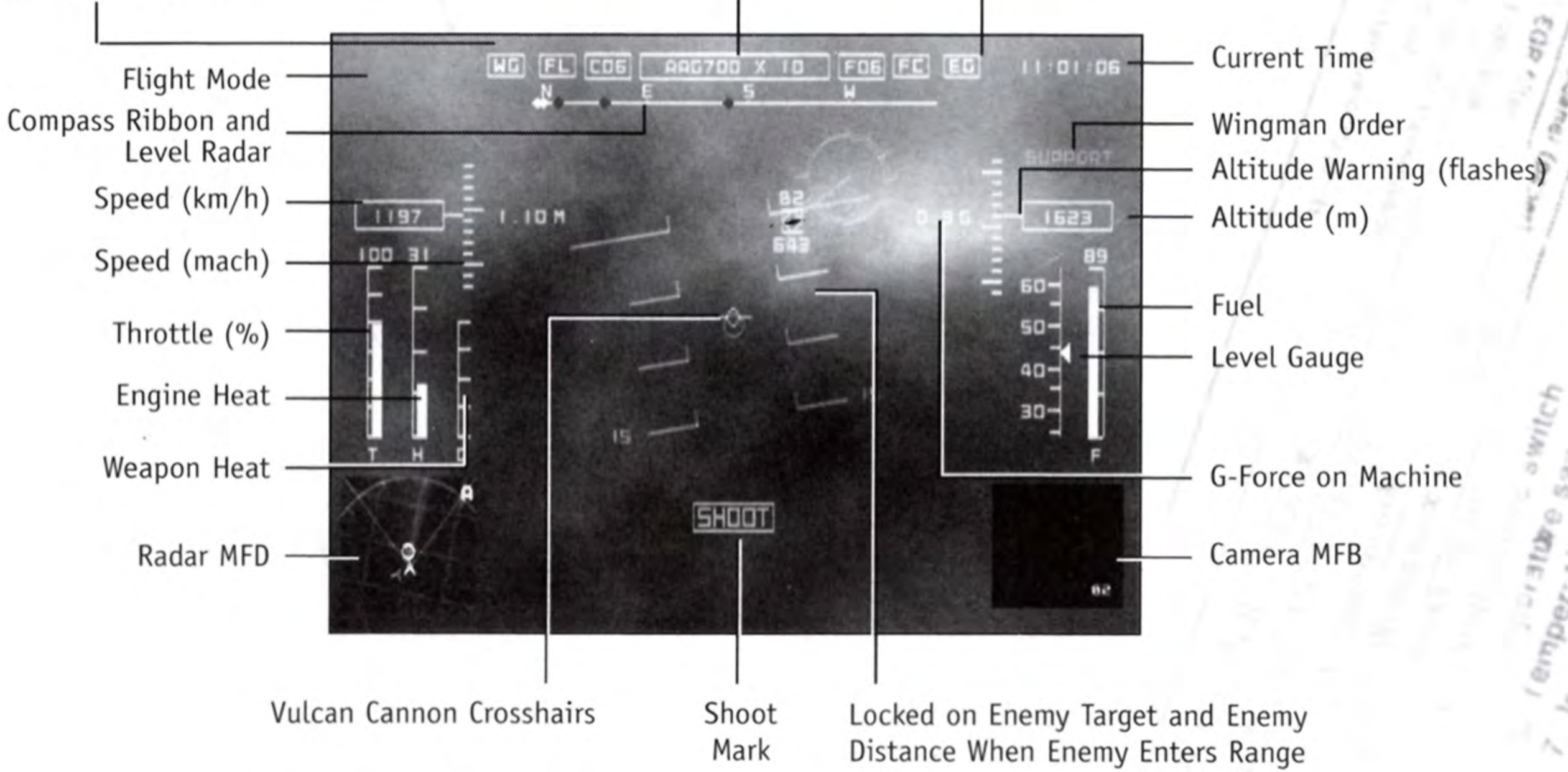
# DISPLAYS

## HUD (Heads Up Display)

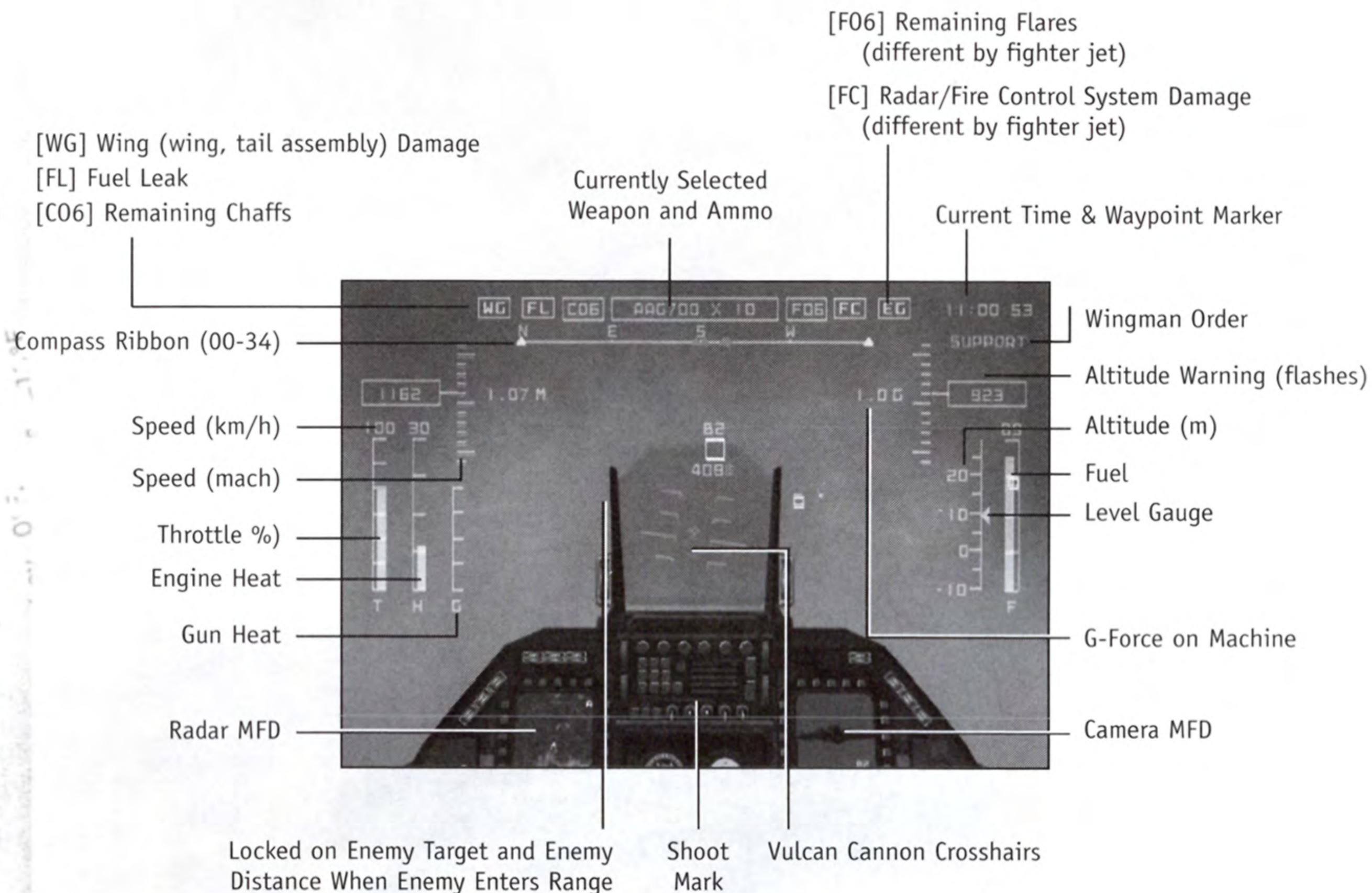
[WG] Wing (wing, tail assembly) Damage  
[FL] Fuel Leak  
[CO6] Remaining Chaffs

Currently Selected  
Weapon and Ammo

[F06] Remaining Flares  
[FC] Radar/Fire Control System Damage  
[EG] Engine damage



# Cockpit Screen



## ■ Compass Ribbon

▲	Enemies in Higher Altitude	◆	Enemies in the Same Altitude
▼	Enemies in Lower Altitude	⊗	Missiles (White)

Red targets are objective enemies.

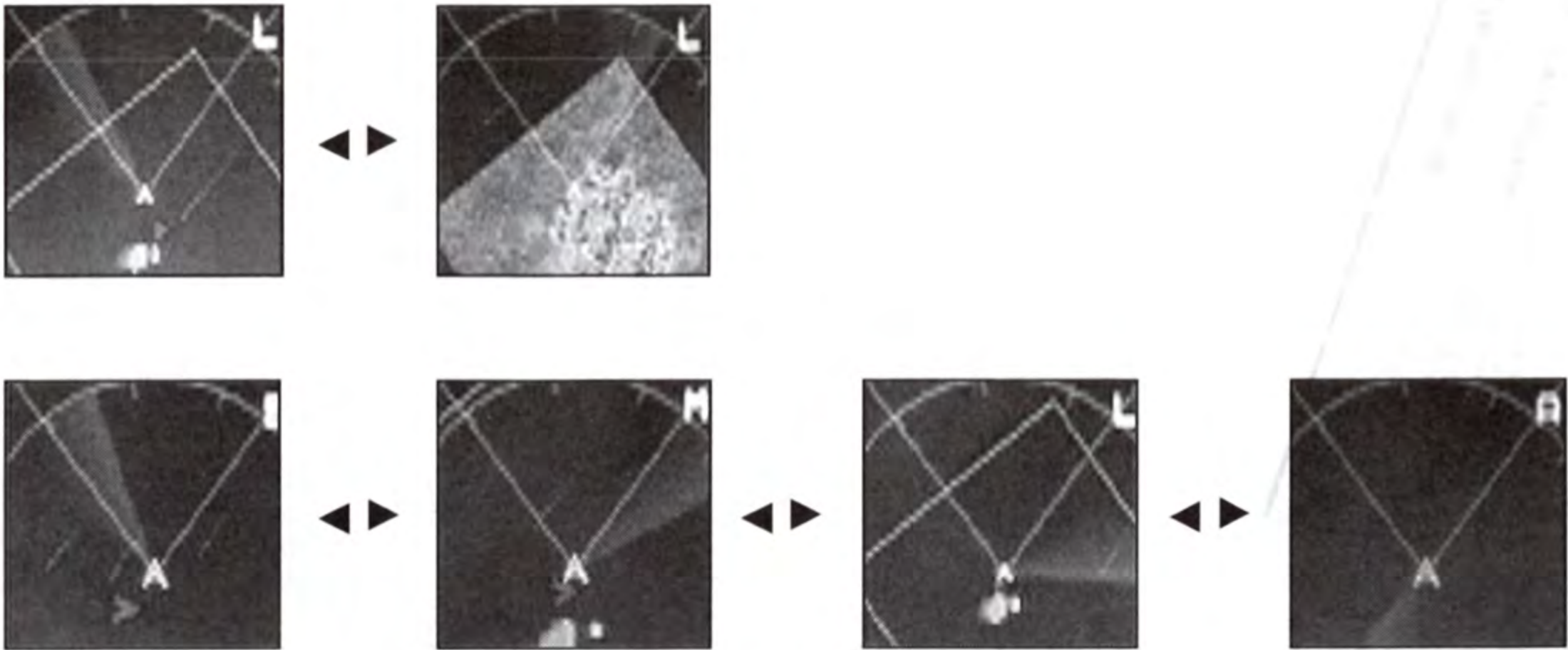
### ■ Multifunction Display (MFD) Camera

When a target is locked on, the target is magnified and its information is displayed.



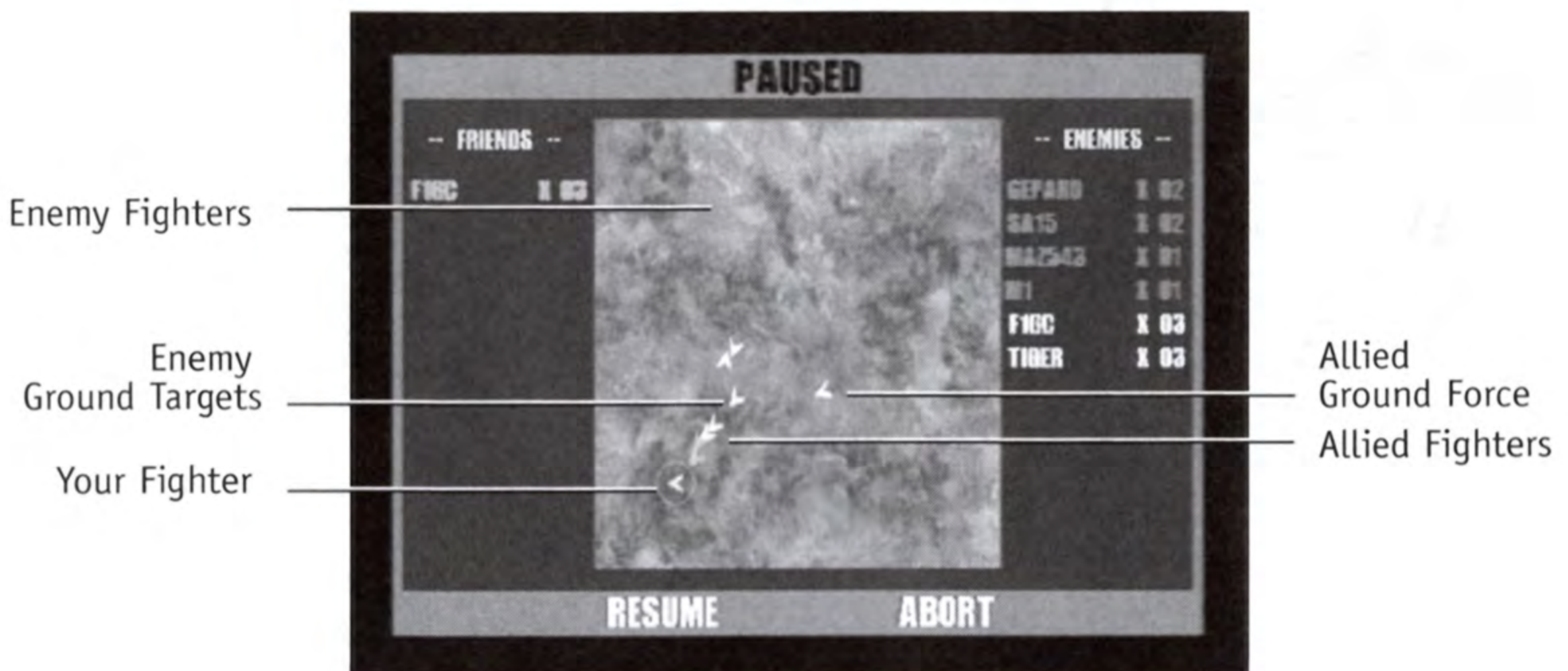
### ■ Multifunction Display (MFD) Radar

Turn map projection on the radar (GPS mode) on and off with the ↓ directional button. Use the ← and → directional buttons to change the display range to S: SHORT, M: MIDDLE, L: LONG and A: AUTO. Allies are represented by green and blue, objective enemy targets are red and other enemy targets are yellow.



### ■ GPS Display (Pause Screen)

When the **START** button is pressed during flight, the game will pause and the GPS display will show the combat airspace. To resume the mission, select **RESUME** or select **ABORT** to quit.



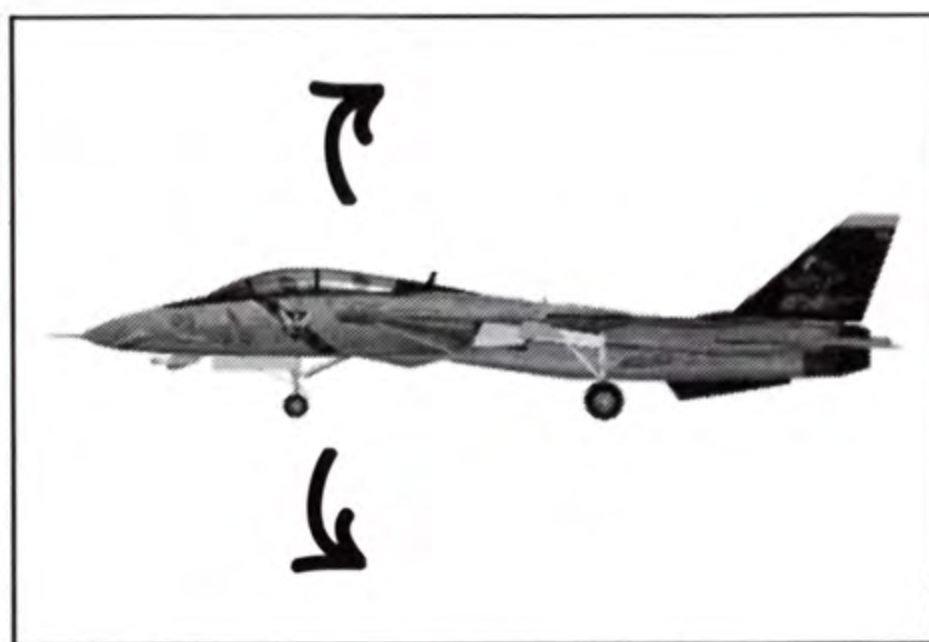
# BASIC ACTION (NORMAL MODE)

## Basic Commands

The left analog stick of the DUALSHOCK®2 analog controller is used as the fighter's joystick for this game.

### ■ *Ascending and Descending*

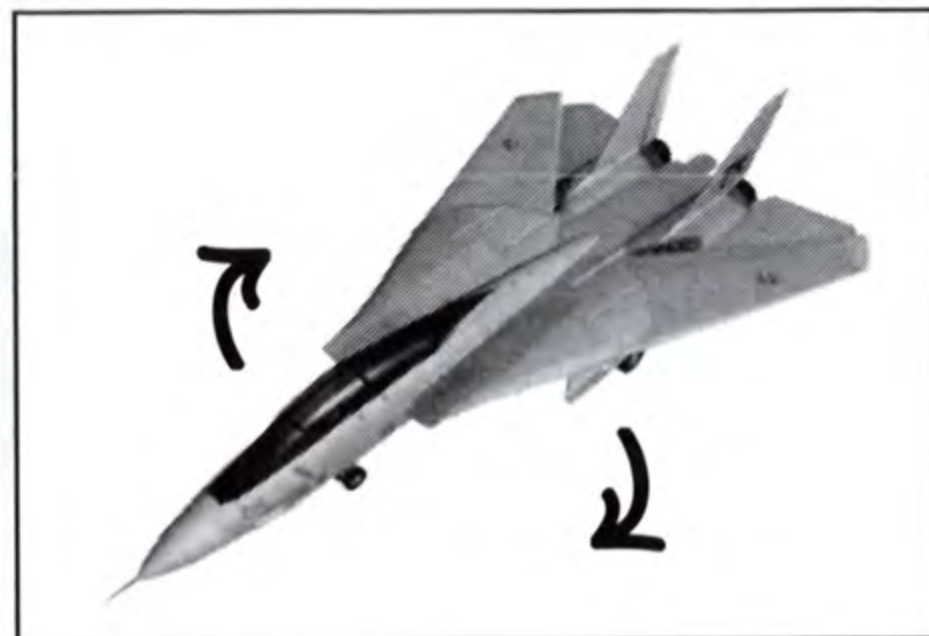
Move the left analog stick down and up to raise and lower the nose of the fighter. Move the left analog stick down during flight to ascend or move it up to descend. With enough altitude, keeping the left analog stick up (or down) while flying can perform a loop-the-loop.



Because the joystick is sensitive, it's a good idea not to make any drastic moves at first to control the fighter more easily.

### ■ *Rolling*

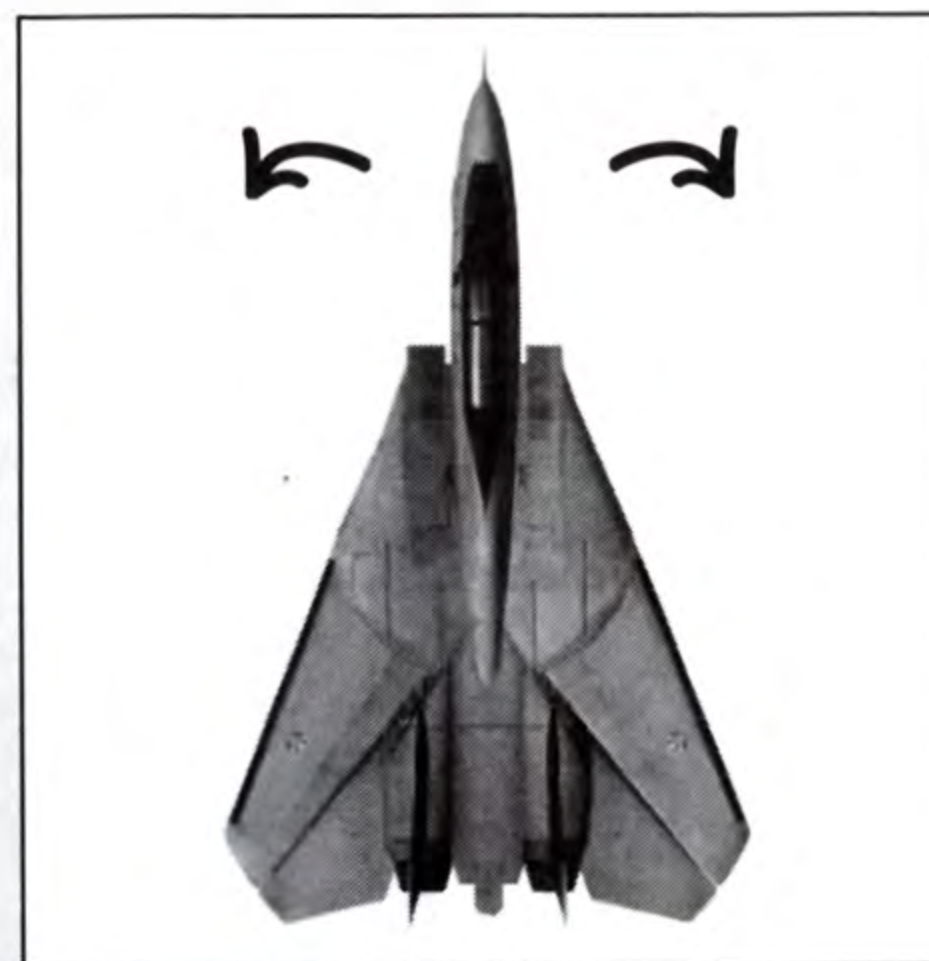
Move the left analog stick left and right to tilt the fighter. Note that continuing to move the left analog stick left or right will keep the plane twisting. To roll correctly, tilt the plane a little, then move the left analog stick down hard. (In NOVICE mode, the plane only rolls to a certain degree.)



A certain radius is needed to roll the fighter. Keep this in mind while flying.

### ■ *Rudder/Yaws*

When you're flying level, the nose of the fighter will turn right when the R2 button is pressed and left when the L2 button is pressed. Note that the fighter will not keep moving in the chosen direction after the button is released.



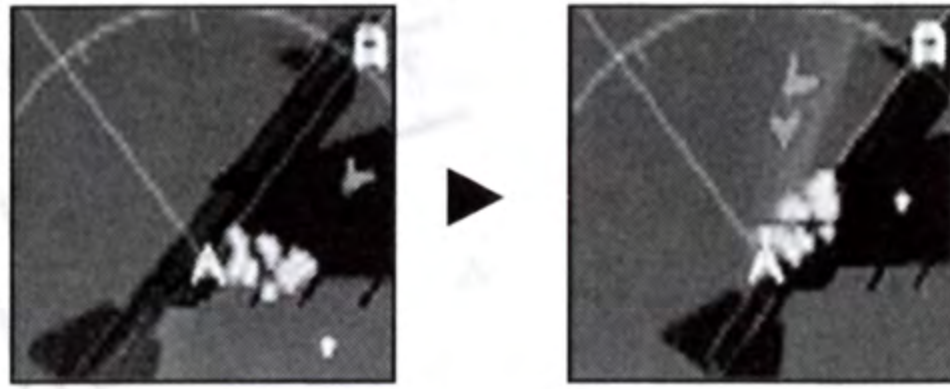
### ■ *Accelerating, Decelerating*

Press the **R1** button down hard to use the afterburner\* and increase speed. Press the **L1** button down hard to activate the air brake and decelerate. When accelerating or decelerating, it's important to press these buttons down hard. To open or close the throttle, press each of the buttons lightly. Note that if you decelerate too quickly, your fighter may stall. (The fighter will not stall in NOVICE mode.) \*Certain fighters do not have an afterburner.



# Radar

First, look at the radar. Move your fighter so that it travels toward the red marks. (In the V zone.)



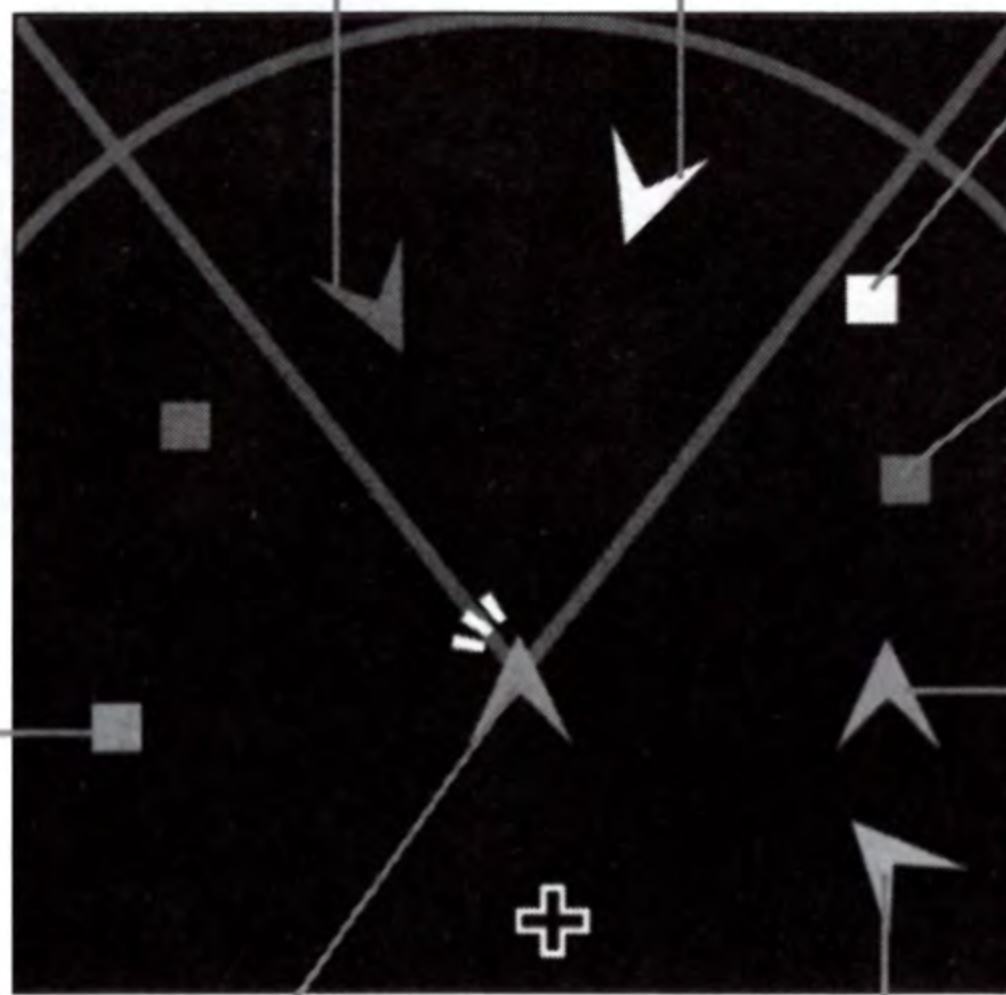
Objective Enemy Fighters  
(red)



Enemy Fighters  
(yellow)



Enemy Ground Targets  
(yellow)



Friendly Carriers, Etc.  
(blue)



Objective Enemy  
Ground Targets  
(red)



Accompanying Aircraft  
(blue)



Your Fighter  
(blinking in blue)



Allied Fighters  
(green)



## Lock-On Gauge

The lock-on gauge is used for missiles, and a yellow square indicator appears over enemies that can be damaged by your armaments. When an enemy comes into range, the lock-on gauge turns red. When the lock-on mark becomes fixed in the gauge, the SHOOT message is displayed and a missile can be launched by pressing the **O** button. How fast you can lock-on depends on the superiority of the Fire Control System of your plane.

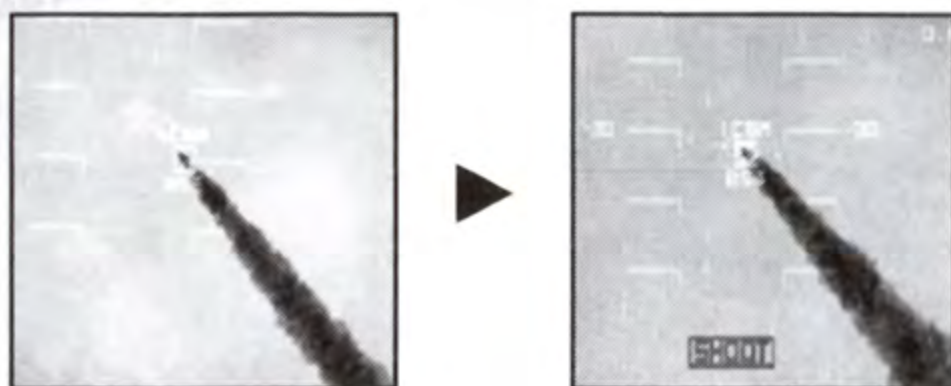
If there are multiple enemy targets, you can change the lock-on target by pressing the **□** button. To switch armaments, use the **△** button.

You can always use the Vulcan cannon by pressing the **X** button. The small blue border and the big blue border are the gun sight. The effective range of the Vulcan cannon is about 1500 meters. However, it will overheat if you use it too long.

## Damage/Running Out of Fuel

Your fighter becomes damaged when hit by enemy fire. This damage will impair your flight abilities depending on where your fighter was hit and the degree of damage. The area where your fighter was hit will appear in the upper part of the screen. (Refer to page 22.) Avoid being hit as much as you can.

The amount of fuel you can carry is limited. Should your fuel run short, a warning will appear on the screen. When there is a fuel supply point on the level, it will appear where the two green lines cross and can be found on the pause screen, GPS or radar MFD. Land at this point to resupply; here your fuel will slowly refill and your weapons will be restocked. Your fighter will crash if you run out of fuel, so be sure to finish your mission before exhausting your fuel supply.





# TRAINING

In Training Mode, practice with all the unlocked fighters. It is recommended that you train before going into battle. When you select TRAINING, the following menu will be displayed.

## Mission

This lets you train in four different types of missions. Select a mission by pressing the L1 or R1 button, choose the difficulty level by using the ← and → directional buttons and press the X button to start the mission.

### ■ List of Missions

Mission 01 Train on takeoffs and landings

EASY: Airport-to-airport missions

NORMAL: Airport-to-carrier missions

HARD: Airport-to-heliport missions  
(must be unlocked)

Mission 02 Train for air-to-air attacks

Mission 03 Air-to-surface and anti-carrier attack training

Mission 04 Combination training

## Dog Fight

A simulated battle against the computer with teams of 4 against 4.

First, press the R1 or L1 button on the world map to select a stage and press the X button to confirm. In HANGAR, select the player, computer controlled friends and enemies, your fighter jet and your armaments (LIGHT/NORMAL/HEAVY). When ready, select TAKEOFF.

## Free Fight

Free Flight mode lets you fly freely in different stages without enemy attack.



# BASIC FLOW OF THE GAME

Start a game by selecting either **NEW GAME** or **CAMPAIGN**. To switch between BRIEFING, HANGAR and TAKEOFF, use the L1 or R1 button.

## Mission Selection

When CAMPAIGN is selected, you can choose a mission by using the L1 or R1 button.

When i-LINK is connected, you can choose the play mode (STANDARD/i.LINK) by pressing the ← and → directional buttons. i.LINK is a mode in which two PlayStation®2 computer entertainment systems are connected with two people playing campaign mode. It is only displayed when an i.LINK is connected. (Refer to page 23.)

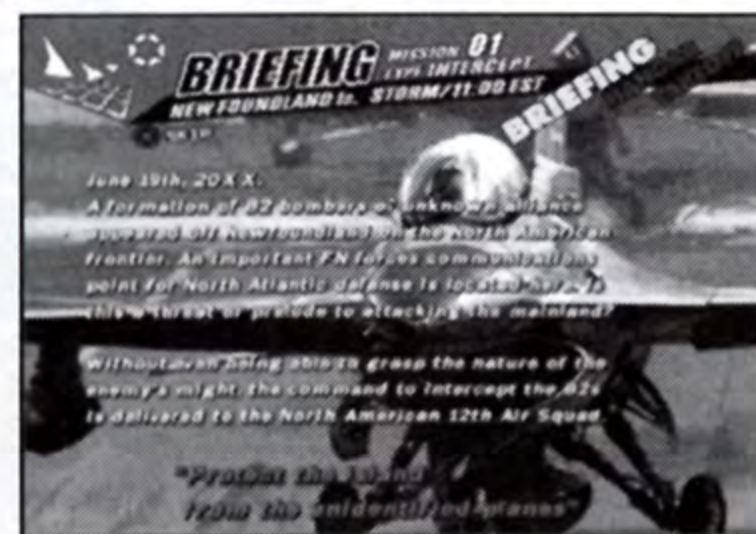
Select a difficulty level with the left and right directional buttons and confirm by pressing the X button.



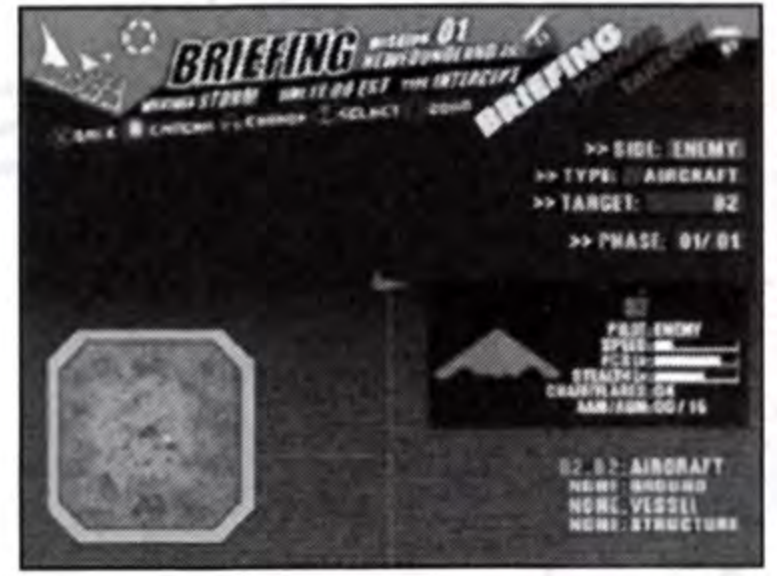
## Briefing

The briefing screen displays the content of the mission, target information, etc. Read carefully because the briefing offers information on your ally's weapons, armaments, etc.

When the X button is pressed, the entire briefing message will be displayed. Press the X button again and the combat airspace appears. Press the X button again and select **Menu** for detailed information.



- ← and → .....Change Menu
- ↑ and ↓ .....Select Menu
- right analog stick .....Rotate Camera
- SIDE ..... Ally  
Enemy
- TYPE .....Aircraft  
Ground  
Vessel  
Structure
- TARGET .....Individual category information  
is displayed. Important target  
info is displayed in red letters.
- PHASE .....Important targets in missions  
are displayed.



## Hangar

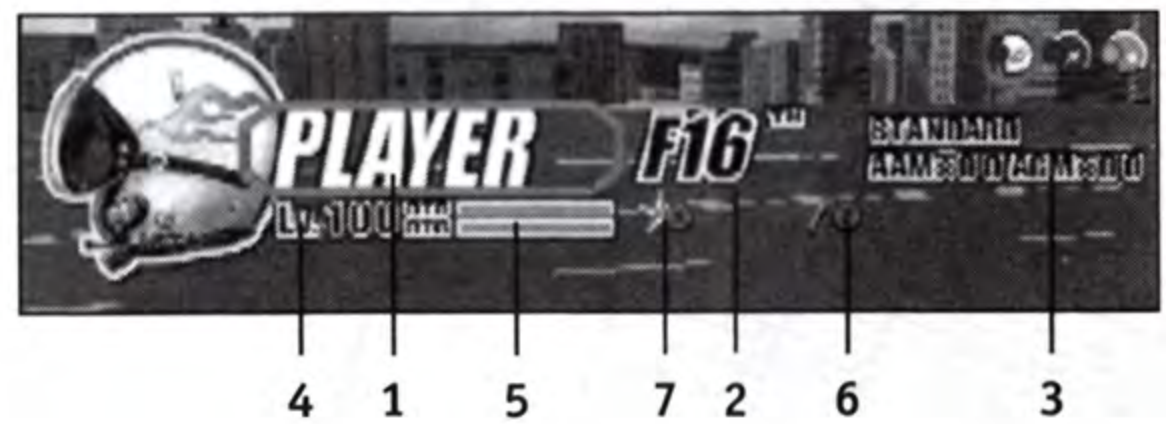
Changes the number of pilots flying or completes fighter customization.

## Pilot Change

Change the team pilot by using the left analog stick.

1. Pilot name
2. Currently selected fighter jet
3. Currently equipped armaments
4. Level (goes up every time a target is destroyed)
5. ATA/anti-aircraft ability, ATG/anti-surface ability
6. Number of aircraft destroyed (airplane)\*
7. Number of enemy destroyed (ground/sea)\*

\* The number next to the icon indicates ten of each. Multiply by ten to get the actual number.



## Changing Fighters

Select the pilot whose plane you want to change by pressing the X button and change fighters using the ← and → directional buttons. Use the right analog stick to rotate the camera above the currently selected fighter. Press the R2 and L2 buttons to zoom in and out. The number of fighter jets that you can use increases as you proceed through the campaign.

### AIRFRAME PERFORMANCE GRAPH

**SPEED:** Maximum speed

**MOBILITY:** Handling of fighter

**RANGE:** Range of fighter's weapons

**GUNS:** Strength of Vulcan cannon

**FCS:** Ability of Fire Control System

**STEALTH:** Stealth performance



Airframe  
Speed  
Mobility  
Range  
Guns  
FCS  
Stealth

### CHANGING ARMAMENTS

By pressing the ← and → directional buttons, select STANDARD or CUSTOM.

**STANDARD:** Recommended armaments for the current mission.

**CUSTOM:** Change armaments to your preference. Press the ↑ and ↓ directional buttons to select the weapon you want to use and press the ← and → directional buttons to select where to place the armaments.

**RANGE:** Range of armaments

**SPEED:** Speed

**POWER:** Power to destroy

**WEIGHT:** Weight of the armament

Pylon will let you select the number of missiles to load.

Red: Aerofoil tip

Blue: Small

Yellow: Medium

Purple: Large

**AIR TO...:** Indicates the selected armament's attack targets.

**AIR:** Anti-air

**SHIP:** Anti-ship

**GROUND:** Anti-surface

**SUBMARINE:** Anti-submarine



Range  
Speed  
Power  
Weight

Pylon



## Take Off

Press the ← and → directional buttons to select background music. After selecting the background music, press the X button to start the mission.

## Start Mission

Press the R1 button to start thrust. When you have enough thrust, press the left analog stick down to take off.



## Instruction to Team Pilots

Press the ↑ directional button to give instructions to all allied fighters.

HUD display while instructions are given:

- SUPPORT: Have allies protect your fighter.
- ATTACK A: Have allies attack air enemy targets primarily. (Those without anti-air missiles will use the Vulcan cannon.)
- ATTACK G: Have allies attack ground enemy targets primarily. (Allied fighters do not engage in anti-surface attacks with the Vulcan cannon. Team pilots who do not carry anti-surface armaments will ignore the order.)



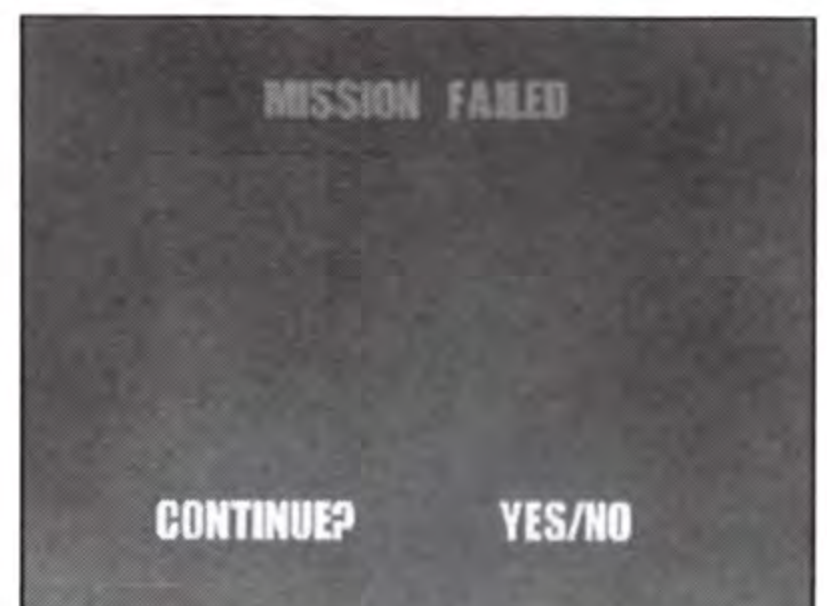
## Completing Mission

When you meet the mission objectives, your mission is complete and you will begin replay mode. Please refer to page 20 for details.

Press the X button to switch to the completion screen. It will display any medals earned, new fighter jets, new pilots and new available missions.



It is GAME OVER if your fighter is shot down, runs out of fuel or does not complete the mission before time runs out. When prompted to CONTINUE, select YES to start the mission from the beginning. If you want to change any of your settings, choose NO to return to the Briefing screen.



# Results

Mission Number

Difficulty Level

Complete Time

Mission Name

Rank

Record of Each Pilot's Number of Enemies Destroyed

	AIRCRAFT	GROUND	VESSEL	STRUCTURE
PLAYER	5	0	0	2
TOTAL	5	0	0	2
DAMAGE	0	0	0	0

Evaluation screen after the mission is completed. Use the L1 or R1 button to switch commands.

**RETRY/NEXT MISSION** – Press the **X** button and choose **RETRY** or **NEXT MISSION**.

**SAVE** – Select a save location and confirm.

**SAVE GAME:** Save game at the current point.

**SAVE REPLAY:** Save replay data.

**REPLAY** – Displays the replay screen. Use the **SELECT** button to set captions on or off. Switch the display mode using the directional buttons. Press the **X** button to go back to the **RESULT** screen.

**Mode 1: FOCUS ON PLAYER\* \*\***

Replay focused on your fighter jet only. Press the **↑** and **↓** directional buttons to choose **SHORT** or **LONG** replay mode. When you're playing a two-player game, you can choose to focus on **1P** or **2P**. For **i.LINK** play, each screen will replay that player's flight.

**Mode 2: PLAYER VIEW\*\***

Replay based on the viewpoint of your fighter. Press the **↑** and **↓** directional buttons to choose between four viewpoints.

**AUTO:** External camera (angle switches automatically)

**COCKPIT:** Fixes on the closer view from the cockpit

**BEHIND:** Fixes on the closer view from the back of the plane

**HUD:** Plane or cockpit will not be displayed (a fixed view on the instruments and gauges)

**Mode 3: AIRCRAFT ONLY\*\***

Replay focusing on all fighter jets including allied and enemy fighter jets. Switch between **SHORT/LONG** replay mode by pressing the **↑** and **↓** directional buttons.



#### Mode 4: WAR LIVE

Replay focusing on all armaments including tanks and large weapons. Switch between SHORT/LONG replay mode by pressing the ↑ and ↓ directional buttons.

#### Mode 5: ACMI MODE

Follow the track of fighter jets by ACMI. Press the ↑ and ↓ directional buttons to change the focus of the replay. Press the left analog stick up and down to zoom in and out. Use the right analog stick to adjust the camera angle.

\* Mode 1 is the default mode.

\*\* In modes 1 through 3, a scene where you get shot down by a ground weapon or cannon will be replayed.

## Weapons

The basic method of firing armaments is the same: the lock-on mark turns red when the target is locked on and the weapon can be fired. However, the range of lock-on varies with each armament. The lock-on mark will not appear on ground targets while air-to-air missiles are active, or on enemy fighters while air-to-ground missiles are active.

You can equip your fighters with the following armaments:

### ■ *Air-to-Air Missiles*

AIM9M SIDEWINDER	A mid-range, infrared-guided missile
AA11 ARCHER	A mid-range, infrared-guided missile
AIM120 AMRAAM	A long-range, radar-guided missile
AA12 KEGLER	A long-range, radar-guided missile
AIM900 VIPER	A multi-warhead, radar-guided missile
AAM170 HYENA	A short-range, infrared and radar-guided missile

### ■ *Air-to-Ground Missiles*

AGM65E MAVERICK	A short-range, infrared-guided missile
AS10 KAREN	A mid-range, infrared-guided missile
AGM88 HARM	A long-range, radar-guided missile
AS14 KEDGE	A mid-range, radar-guided missile
AGM900 TARANTULA	A multi-warhead, radar-guided missile

### ■ *Other Weapons*

ASM99 SHARK	A radar-guided, anti-ship/anti-submarine missile
LAU68 ROCKET	An air-to-air, air-to-ground, air-to-ship, unguided rocket launcher. Lock-on is not necessary or possible with this weapon.



## HLAU02 HOMING LAUNCHER

LAUNCHER

A multi-purpose homing launcher

## AAG700 NEWT

An infrared guided multi-purpose missile

## PM610A PENETRATOR

A high penetrating gun for multi-purpose use

## HG01B HYDRO GUN

A short-range, air-to-fire water spray weapon

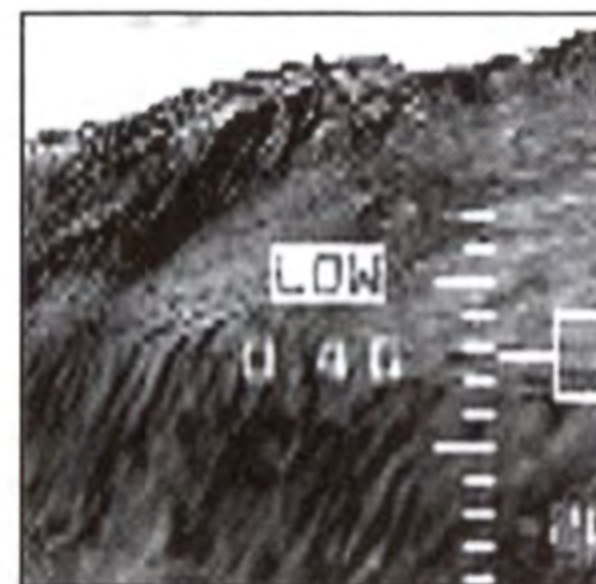
### ■ *Vulcan Cannon*

The Vulcan cannon comes as standard equipment. It is not limited by ammo supply or target range. It has an effective firing range of approximately 1500 meters.

## Warnings

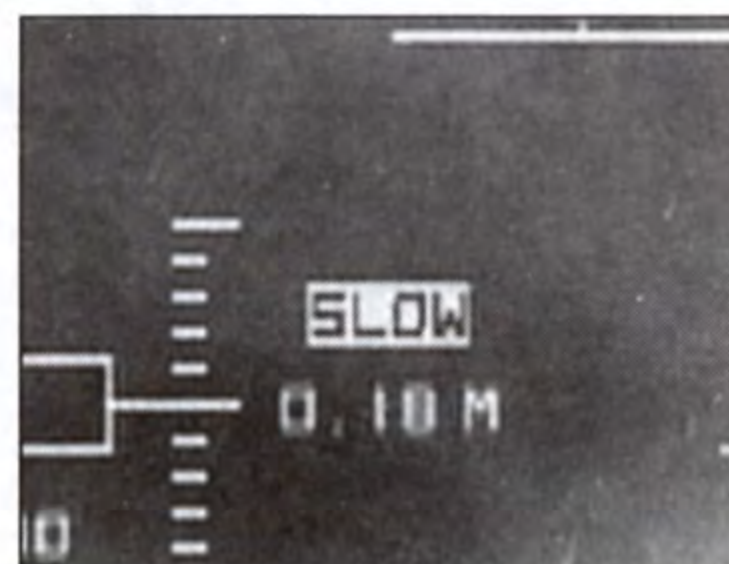
### ■ *Altitude Warnings*

If the current altitude of the fighter is too high and there is the danger of a stall, the HIGH message will appear. If the flight is too low, the LOW message will appear. If the altitude is too low, your fighter may crash.



### ■ *Speed Warnings*

If your speed is too fast to land, the FAST message will be displayed. If it's too slow, the SLOW message will appear.



### ■ *Alerts*

When gauges flash red during flight, a missile is chasing your fighter. Shake off missiles with a quick roll. If your supply of chaff and flares is sufficient, these will be released automatically to evade missiles in the Easy and Normal modes.



### ■ *Damage*

Your fighter becomes damaged when hit by enemy fire and emergencies may occur based on the area damaged. Damage received varies based on the difficulty level of your mission.





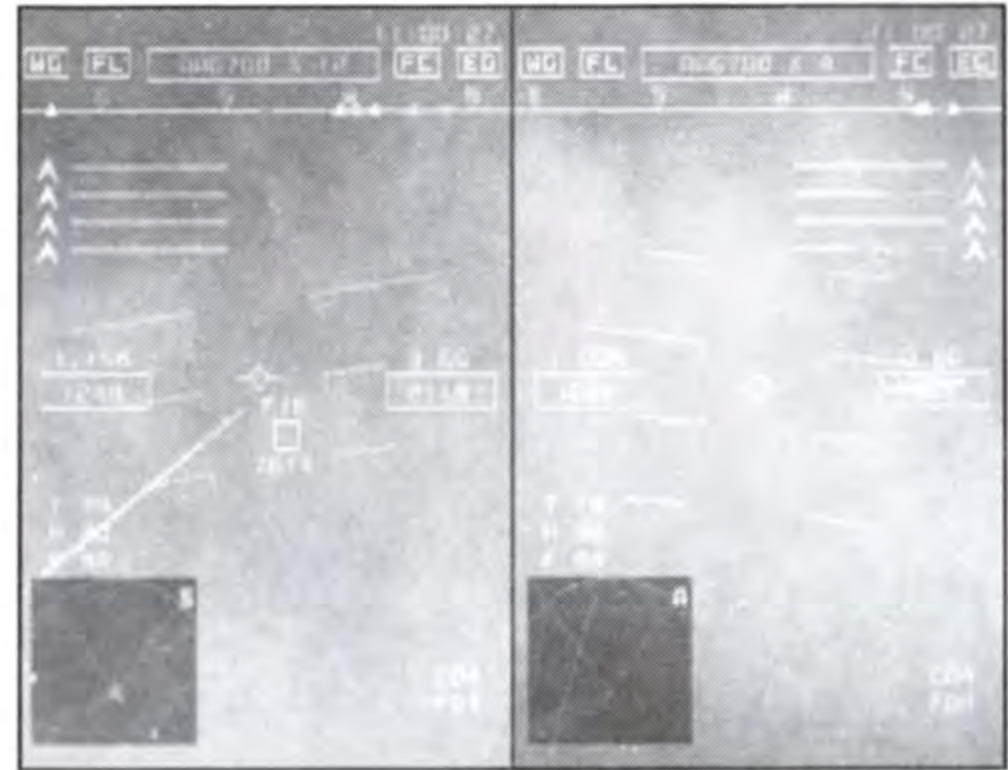
## 2 PLAYERS

Mode where two players can play together. 2P BATTLE has two players connected to one PlayStation®2 computer entertainment system, sharing the same split-screen. i.LINK mode uses two PlayStation®2 computer entertainment systems and two monitors (television screen or other monitor) connected by i.LINK.

To play 2P BATTLE, connect a second analog controller (DUALSHOCK®2) to the 2P port.

To play i.LINK mode, connect two PlayStation®2 computer entertainment systems with an i.LINK cable before beginning play.

Note: i.LINK is not supported by any PlayStation®2 computer entertainment system version after SCPH-50000.



### Dogfight

VS Mode for team play. You win when the enemy player is shot down.

First, select a map and the difficulty level. Then, select the plane and armaments (LIGHT/NORMAL/HEAVY) in the HANGAR. Select TAKE OFF by pressing the L1 or R1 button and press the X button to confirm.



### Time Trial

GUN RUN- Shoot down 16 enemy fighter jets as they appear one after another.

SNAKE RACE - Fly through the canyon and land at the base as fast as you can.



# THEATER

Replay the DEMONSTRATION and REPLAY data.

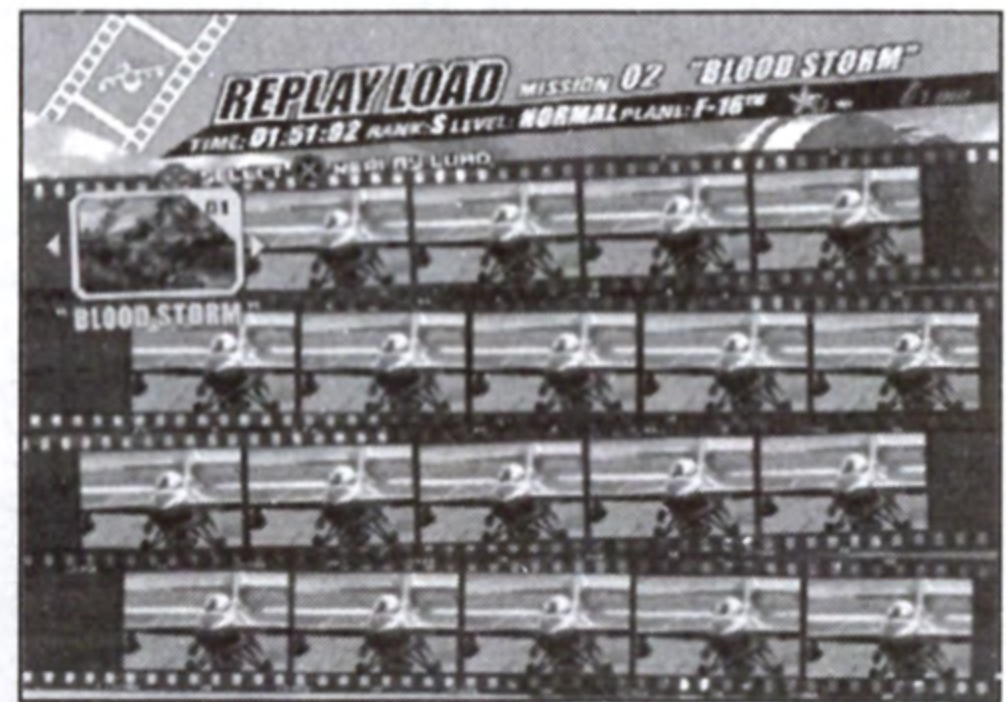
## Demonstration

Demonstration play to show how the game works.



## Replay Load

Lets you save and watch a replay during the mission.



## Mission Hints

If you are a novice player and this is your first actual combat mission, it is recommended that you start with Easy mode.



### ■ *Mission 01: First Contact*

After you shoot down all enemy planes, two ICBM missiles will be deployed. If one of the ICBM missile hits the base, it's GAME OVER.

Use the Vulcan cannon to shoot the enemy planes and save your anti-aircraft missiles for the ICBMs.

### HANGAR

In the last half of this mission you're required to shoot down two ICBM missiles. It'll be easy if you use anti-aircraft missiles, but the type of lock-on for some of the missiles will vary. For a novice player, it's easiest to destroy the ICBMs using the AAG700 NEWT anti-aircraft missile (air-to-air).


### TAKEOFF

Use the R1 button to gain momentum then press the left analog stick down slowly to take off.

### DOGFIGHT

The red arrow on the screen indicates the enemy's direction. Control the plane and head for the enemy. You can see the enemy's position on radar at the lower left corner of the screen. The red dot on the radar is the target. Control your flight then position yourself behind the enemy plane.



When you locate the enemy, the yellow lock-on gauge will appear. The number under the lock-on gauge indicates the distance between you and the enemy. As you get closer, the lock-on gauge will turn red. Then, two target indicators will overlap each other and SHOOT will appear at the bottom of the screen. Press the  button to fire your missile.

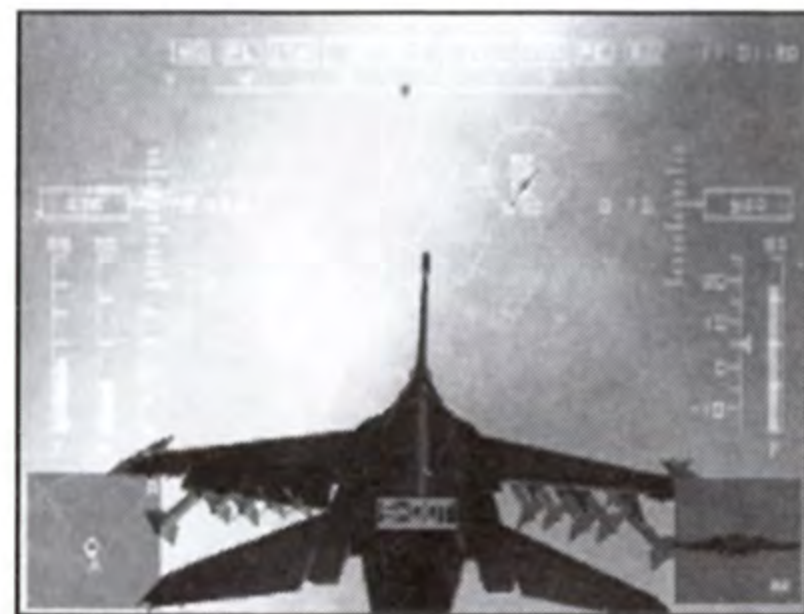
The missile will follow the enemy plane using the target lock-on information. A miss can occur because the enemy broke the missile lock through radical movement. It's more effective to shoot the missile at the rear of the enemy plane instead of making a frontal attack.

The blue rectangle indicator is the Vulcan cannon aiming indicator. The number of shots for the Vulcan cannon is unlimited and it is effective for destroying enemy planes. At first, you should try the Vulcan cannon before using missiles. The range of the Vulcan cannon is 1500m. The Vulcan cannon will overheat if you shoot continuously.

### Enemy Attack

When your opponent's missile approaches your plane, an alarm warning will sound and the gauge will turn red. Turn sharply using the left analog stick or press the R1 button to light off the afterburner to avoid getting hit. You can also escape by chaffing or flaring in Hard mode.

You can continue the game even if you get hit. The part of the plane (e.g., WG or FL) that's damaged will change color, eventually turning red when max damage is received.



## APPROACHING ICBM

Just when you thought you had shot down all enemy jets, an ICBM appears in the sky. If an ICBM hits the city, your mission is over. Therefore, it's crucial to shoot them down.

As soon as the ICBM approaches a message is displayed. Fly toward the missile using the red arrow and radar. If you wait for the missile to move to a lower altitude, there will be no second try if you miss the shot. Try shooting the ICBM down from a high altitude.

Once you spot the ICBM, press the L1 button hard and drop your altitude down to 500 feet and continue to approach until you can lock-on the ICBM. Once you have achieved lock-on, immediately fire your missile.

In case you miss the target, chase the ICBM to lock-on again. If you're too close to the target, you can't lock-on. If you're going too fast, you'll catch up with the missile and pass it. Therefore, maintain your speed at 500-600, adjusting accordingly to the ICBM's speed.

Camera MFD on the right bottom of the screen displays the missile's path. When you get familiar with the display, you can determine your jet's pathway to the next objective using the camera MFD.

After you shoot down the first ICBM, go after the second one. Go faster and try to take out the ICBM at a higher altitude than the first one. Your mission is complete when you shoot down two ICBMs. As you get better, try for a higher rank or a more difficult mode to hone your skills.



### ■ **Mission 02: Blood Storm**

If the enemy ground force passes the defensive line and moves out of the area, the mission is failed. Use multiple anti-ground missiles to wipe out the ground army.

### ■ **Mission 03: Delta**

Although your objective is to destroy the tankers, enemies will send new-model fighter jets as reinforcements. These jets move even faster, so aim well to shoot them down. If you run out of anti-tanker missiles, use the Vulcan cannon.

### ■ **Mission 04: Break Through**

Fly through an intricate canyon. Since you can't just fly over the canyon, slow down and proceed with extra caution. After you reach the end of the canyon, land the plane then rescue your comrades and escape. Make sure you press the L1 button hard to engage the air brakes when you touch down.

### ■ **Mission 05: Front Line**

Wipe out mid-air Jammer mines in the time allotted (the mines decrease radar capability.) Check the tactical situation with your GPS map. If you shoot down the mines at close range, you'll receive damage. Be careful not to run out of fuel. Anti-air homing missiles are in place. Good luck!

### ■ **Mission 06-1: Gran Blue**

A defense mission to escort B-2™ Bombers to an airbase in the mountains. If all the bombers are shot down, the mission is over.

### ■ **Mission 06-2: Gran Blue II (Deeper)**

Continuing mission 06-1, destroy the weapon factory in the Aegean Sea with the B-2™ Bombers. If you run out of anti-ground missiles, use the Vulcan cannon. Keep firing until the weapons factory is destroyed.

### ■ **Mission 07**

Rescue your ally from jail using the VTOL jet. First, destroy all turrets, then destroy the roof in the middle. Land in the courtyard and shoot the doors open.

### ■ **Mission 08**

Your mission is to protect an isolated base from the enemy. Destroy a new weapon, the hover tank, and protect the base.



## **CUSTOMER SUPPORT**

Sammy Studios, Inc.  
6197 El Camino Real  
Carlsbad, CA 92009  
1-877-527-2669  
support@sammystudios.com



For more information on Sammy Studios, check out [www.sammystudios.com](http://www.sammystudios.com)

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# LETHAL SKIES II™

 **Sammy Studios**

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Entertainment Inc.



Sammy Studios, Inc., 6197 El Camino Real, Carlsbad, CA 92009 [www.sammystudios.com](http://www.sammystudios.com)  
Customer support: [support@sammystudios.com](mailto:support@sammystudios.com) [www.lethalskies.com](http://www.lethalskies.com)

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