

New for Commodore!

F/16

COMBAT PILOT™



THREAT
DEGRADE

THREAT
ANALYSIS

SAVE

RANGE &
BEARING

REPORT

FETCH

EL
PAR.

A/N FORMAT

TERRAIN

CLEAR

MSN DATA

FRAME

**C64
128**





The Digital Integration team spent over nine man-years developing F-16 Combat Pilot. Based in Surrey, England, here is the team that did it:

**CO-FOUNDERS
OF DIGITAL
INTEGRATION**

Dave Marshall
Rod Swift

PROGRAMMERS

Kevin Bezant
Colin Boswell
Marcus Goodey
Paul Margrave

GRAPHIC ARTIST

Tony West

Software Design Dave Marshall

Computer Graphics Tony West

Producer Rich Hilleman

Assistant Producer Bob Henderson

Technical Director Bob Henderson

Product Manager Dave Nielsen

Art Direction Nancy Fong

Package Design

Jamie Davison Design, Inc.

About our company:

We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this program, are evidence of our intent.

Package Design © 1989 Electronic Arts
Software © 1989 Digital Integration, Inc.

Pilots Fly Missions Right, Commanders Fly The Right Missions

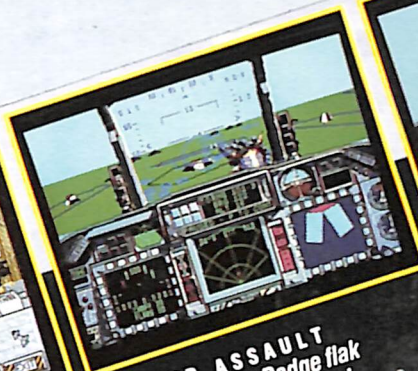
- ⊕ Take control of the skies as Combat Pilot or Squadron Leader in America's finest multi-role dogfighter.
- ⊕ As combat pilot, fly at the edge on every mission, from recon runs to strategic air strikes. Master 5 vital missions and you become squadron leader.
- ⊕ As squadron leader, test your strategy against the enemy in multi-mission campaigns.
 - You decide which missions to fly, and the outcome of each mission affects subsequent flights.
 - Tangle with MIG patrols and SAM batteries as you fight to crush the enemy invasion.
- ⊕ Detailed simulation includes 7 weapon systems, 2 radar modes, 3 multi-function displays, and over 500 targets per combat zone.
- ⊕ Practice flying the 5 missions free of hostile distractions in training flight mode.



SQUADRON COMMAND
Plan strategy with the Electronic Display: monitor enemy activity and order your squadron into action on a 20,000 square mile battlefield.



WEAPONS SELECTION
Load the latest in high-tech hardware: Radar-homing AMRAAMs and laser-guided Mavericks give you the edge you'll need.



GROUND ASSAULT
Test your nerve: Dodge flak bursts at Mach speed and ripple-fire your missiles at deadly SAM sites.



AIR INTERDICTION
Intercept MIGs the modern way: Spot bogeys on your "six," break into a 9G turn, lock-on and fire at will. Guided missiles do the rest.



ELECTRONIC ARTS®

Electronic Arts provides a limited, ninety-day warranty on the recording media. The warranty does not apply to the software programs themselves, which are provided AS IS.

Screen shots represent Atari ST and IBM versions only. Others may vary. Atari ST is a registered trademark of Atari Corporation. IBM is a registered trademark of International Business Machines, Corp.

Made in the U.S.A. 300901

ISBN 1-55543-374-X



0 14633 03011 2

COMMODORE C64 & 128* (* in C64 emulation Mode); 64K; NO ON-DISK COPY PROTECTION; Manual required; Joystick, 1 blank disk and 1541 or 1571 disk drive required; 1 Player

F-16 Combat Pilot

3011