



INSTRUCTION BOOKLET



2999 N.E. 191st Street, Suite 500, Aventura, FL 33180 U.S.A.
1-800-GAMETEK • 1-800-426-3835

PRINTED IN USA



WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

Congratulations!

You now own Air Cavalry for the Super Nintendo Entertainment System. Before playing, we suggest you read the following instruction manual and store it in a convenient place.

Game Hint and Tip Line 1-900-903-GAME (4263)

- 80¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling
- Available 24 hours



LICENSED BY

Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CYBERSOFT®

2999 N.E. 191ST STREET
SUITE 500, AVENTURA, FL 33180 U.S.A.

AIR CAVALRY IS A TRADEMARK OF GAMETEK (FL), INC.
© 1994 CYBERSOFT, INC.
CYBERSOFT IS A REGISTERED TRADEMARK OF GAMETEK, (FL) INC.

CREDITS

Synergistic

Programmers:

Chris Phillips
Alan Clark
Steve Coleman

Director:

Robert Clardy

Art:

Jeremy Jones
Mike McMillen
Linda Westerfield
Mike Ormsby
Kirt Lemmons

Sound Effects:

Craig Utterback

Original Music:

Christopher Barker

Testers:

Derek Clardy
Ern Mac Durdry
Mike Ormsby
Mike McMillen

Gametek

Producer:

William B. McCormick

Art Director:

Steve Curran

Production Manager:

Sherry Kross

Illustration:

I. Buski

Testers:

Andy Dorsch
Tony Puxes
Bernie Wang,
and Malibu Bobby

TABLE OF

CONTENTS

Introduction	4
Controls	5
The Game	6
Title Screen	7
Mission Screen	8
One Player View	9
Two Player View	13
Helicopters	14
Weapons	16
Victory	18
Credits	22

Air Cavalry is a one or two-player, Mode 7 game in which you can command several high-tech helicopter gunships including the AH-96 Valkyrie. Flying above the deserts of a small Middle Eastern country or the jungles of a banana republic, you will accomplish a series of missions from recon to full assault for U.N. forces.

Free Introductory CompuServe Membership

As a valued Cybersoft customer, you are eligible for a special offer to receive a FREE introductory membership to CompuServe -- the world's largest on-line information service.

By joining CompuServe, you can receive the latest news and product announcements concerning Cybersoft and GameTek games. Enter Igo GAMETEKJ to get to the Cybersoft and GameTek section of the Game Publisher's Forum. From the Game Publishers Forum IGO GAMEPUBJ, you can download updates to your favorite computer games or obtain demos of soon-to-be-released computer games. You'll also be able to trade tips, hints and strategies with other Cybersoft and GameTek computer and game pak game players in the Gamers Forum IGO GAMERSJ.

To take advantage of this special offer, call toll-free 1-800-524-3388 and ask for Representative # 436 to get your introductory CompuServe membership which includes a personal User ID, pass word, \$15 usage credit and an entire month's worth of basic services free.

TO ORDER

Cybersoft Customer Relations 1-305-935-3995

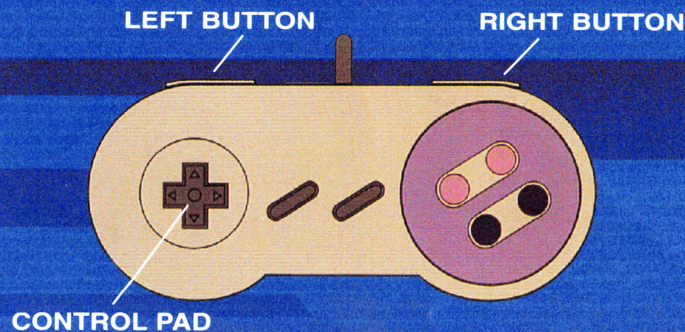
- 9 AM to 6 PM, Eastern time

Game Hint and Tip Line 1-900-903-GAME (4263)

- 80¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling
- Available 24 hours

To order other Cybersoft and Gametek products:
Call toll-free 1-800-GAMETEK, (1-800-426-3835).
24 hours a day, 7 days a week. Visa and Mastercard
accepted.

CONTROLS



Control Pad: Left, Right turns helicopter in that direction.
Forward, Backward moves helicopter in that direction.

- Start Button:** Pause.
- Select Button:** Toggles sound on/off.
- Button A:** Fires selected weapon.
- Button B:** Switches weapon.
- Button X:** Raises Helicopter.
- Button Y:** Lowers Helicopter.
- Top Left:** Helicopter turns sharper when turning. Stops when moving forward and back.
- Top Right:** Shifts target selector to new target.

The object of Air Cavalry is to successfully complete all the military missions in the three theaters of operation to which the U.N. is sending you.

The three theaters are the Middle East, Central America, and Indonesia.

There are three basic types of missions:

- 1.** The player must destroy a number of enemy units in a given area.
- 2.** The player must destroy a specific target. Some of these special targets can only be destroyed by a special weapon dropped by an Air Force bomber. It is guided in by the laser designator carried by the player's chopper. This designator is treated like any other weapon, i.e. play select target and then lock on it.
- 3.** The player must pick up or drop off a team or teams of commandos. Landing Zones are marked with gold rings.

Cybersoft Limited Warranty

Cybersoft, Inc. warrants to the original consumer purchaser of this Cybersoft game pak product that the medium on which this game pak program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This Cybersoft game pak program is sold "as is," without express or implied warranty of any kind, and Cybersoft is not liable for any losses or damages of any kind resulting from use of this program. Cybersoft agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Cybersoft game pak product postage paid, with proof of date of purchase, at its Corporate Offices: Cybersoft, Inc. 2999 Northeast 191st Street, Suite 500, Aventura, Florida 33180 • (305) 935-3995.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Cybersoft game pak product has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Cybersoft. Any implied warranties applicable to this Cybersoft game pak product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Cybersoft be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of the Cybersoft game pak product.

Some states do not allow limitations on the duration of an implied warranty or exclusions of limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

WEAPONS


TARGET SIGHT



WEAPON

AIM-9P Sidewinder Passive

DESCRIPTION

IR seeker; must "acquire" target before it may be fired. The Target Sight in the HUD represents the dead-ahead point for aiming purposes. Once the missile has acquired its target the  will appear, and the missile will accept a launch command. Air-To-Air only. Heads Up display code: AIM.

VICTORY

- In 1 player or 2 player cooperative: A mission is victorious when its objectives have been successfully achieved.

A theater is victorious when all its missions have been successfully completed.

To complete the U.N. sanctions, victory must be attained in all theaters.

- In 2 player VS mode: Victory is complete when 5 enemy helicopters have been destroyed.

OPTIONS: Select — Turn music on / off.

THE GAME

The player has five lives. Each time a life is lost the mission is restarted. When the fifth helicopter is lost the game is over.

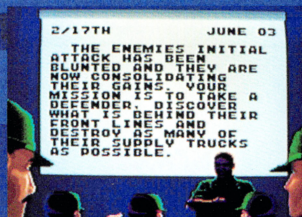
In the two player cooperative play, players undertake these missions together, sharing 10 lives.

In the two player U5, the players are pitted against each other. The first player to shoot down his opponent's helicopter 5 times wins.

TITLE SCREEN






After turning on your Super Nintendo Entertainment System, the CyberSoft and Synergistic logo screens will appear, followed by the Air Cavalry title screen. Pressing any button will bring up 1 player, 2 player competitive, and 2 player U5. Use the control pad to move the highlighter to your choice. When you have made your selection, press Start.



After you have selected the number of players, select the campaign in 1 player and 2 player cooperative, or the helicopter in the 2 player U5 mode, and press start. Then you will be given your mission briefing. Here you will learn your primary objectives and what you must do to complete your mission successfully. Press the **A** button to go to the map.

The mission map will show the following:

Your start position, indicated by a helicopter;
Landing Zones, indicated by LZ;

-  Radar Emitting Opponents.
-  Line of Sight Opponents.
-  Opponents are mission targets.

The first time you destroy an allied force you are given a reprimand. The second time you lose the game.

TARGET SIGHT

WEAPON



Hellfire Missiles or Air Strike

DESCRIPTION

Laser designated, requires crosshair to be on target until impact; ground attack only. Heads Up display code: AGM.

On certain missions, the OH6D Defender will use this sight for an air strike. The player must keep the sight steady on a target until the Strike Eagle plane above can bomb the target.


TARGET SIGHT

WEAPON



Sidearm ARM

DESCRIPTION

Anti-Radar Missions missile attacks targets beyond visual range. When selected, the Targeting Display will show all radiation sources within range. The target sight will be a red  until a target is found. The player can select a target with the Top Right button. Once fired, the missile will seek the selected target without player assistance. This missile is used for Air Defense Suppression. Heads Up display code: ARM.

WEAPONS

All of the different weapons you will use have different purposes, and most have different targeting sights.

TARGET SIGHT

WEAPON



7.62mm Machine Guns

DESCRIPTION

Swivel mounted; primarily ground attack.
Heads Up display code: GUN.

TARGET SIGHT

WEAPON



30mm Chain Gun

DESCRIPTION

Rotating; primarily ground attack.
Heads Up display code: GUN.

TARGET SIGHT

WEAPON



2.75" Rockets

DESCRIPTION

Unguided, dead-ahead firing, will impact where the aim-point was at time of firing; ground attack only.
Heads Up display code: RKT.

ONE PLAYER VIEW

The battlefield is a scrolling Mode 7 map. The point of view is from just above and behind the player's helicopter.

In a single player game, the bottom half of the display shows the helicopter's cockpit with flight and weapons displays. Each gunship's cockpit will be organized differently, but all will have the following features:



A. Heading: Indicates helicopter's direction in degrees from North. 0 is due North; 90 due East; 180 due South; 270 due West.

B. Altitude: Height above sea level. Next, with altitude there is another vertical slider that indicates airspeed.

C. Ammunition: Remaining ammunition units of selected weapon.

ONE PLAYER VIEW



D. Target Sight: Sights that lock upon nearest target. This varies by weapon.

E. Helicopter: Your Helicopter.

F. Weapons List: List of weapons available to your helicopter. The arrow points to the selected weapon, and show the remaining ammunition.

G. Radar: Short range radar that shows enemy, ally and target positions relative to your gunship.

◇ Emit active radar and can shoot you over the horizon.

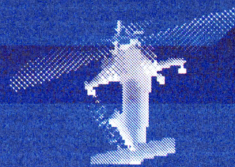
□ Can shoot you only on sight.

H. Visual Display: A large green CRT screen shows a graphic of what the targeting computer is currently trying to lock on to. It also displays mission objectives and your score.

HELICOPTERS

HELICOPTER

AH-64A Apache



CREW TOP SPEED RANGE

2 186 428

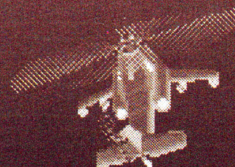
ARMAMENT

30mm chain gun
8 Hellfire missiles
38 2.75" rockets

HELICOPTER

AH-94A

Valkyrie, Stealth



CREW TOP SPEED RANGE

2 235 450

ARMAMENT

30mm chain gun
2 Sidarm ARM
2 Sidewinder
16 Hellfire missiles
38 2.75" rockets

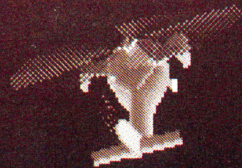
HELICOPTERS

You will begin your first mission with an OH-6 Defender. As you progress in Air Cavalry, you become qualified to fly faster and more modern helicopter gunships including the AH-94A Valkyrie, Stealth.

HELICOPTER	CREW	TOP SPEED	RANGE
OH-6D Defender	2	143	300
ARMAMENT			
2x 7.62mm MGs			
12 2.75" rockets			



HELICOPTER	CREW	TOP SPEED	RANGE
UH-60A Black Hawk	3	184	373
ARMAMENT			
2x 7.62mm MGs			
14 2.75" rockets			
14 soldiers capacity			



ONE PLAYER VIEW



Allied forces appear with red crosses in front of them. Do not destroy U.N. targets.

I, J, K, L, M, N, O are damage indicators. There are three levels of damage, Unlit, Lit and Flashing. Unlit indicates the system is fine. When lit, the system is damaged and performing poorly. Flashing red indicates the system is almost non-functional.

I. Engine: LIT - chopper's max. speed now 2/3rds of original. FLASHING - chopper's max. speed now 1/3rd of original.

J. Fuel: LIT - chopper fuel leaking. FLASHING - chopper has less than 5% of maximum fuel.

NOTE: Along with keeping the chopper intact, game play length is limited by the fuel carried by the chopper.

K. Rotor: LIT - chopper loses 1/3rd of remaining climb. FLASHING - chopper loses 2/3rds remaining climb.

ONE PLAYER VIEW



L. Tail: LIT - Turns more sluggishly, chopper turns to right. No Flashing mode.

M. Lock: LIT - can only hold a lock intermittently. No Flashing mode.

N. Cannon: LIT - When lit cannon only fires in spurts. No Flashing mode.

O. Stores: a stores hit is slightly different. When the chopper takes a hit here it loses an ammunition pylon. Each additional hit will destroy more ammunition.

P. Lock: Lit when opponent has you on radar lock.

Q. Launch: Flashes when the player is in an optimum launch position. Lit when opponent has fired an incoming missile.

TWO PLAYER VIEW

In the two-player version, there are two views. Player One's view is directly above Player Two's. Whenever a helicopter is within view of the other player's vehicle, it appears on his screens. All actions by one player are fully reproduced on the other's screen.

The cockpit view is not accessible in the two player game. All necessary flight and weapon control information is available through the superimposed Heads Up display.

The Heads Up display from left to right consists of:

- A:** Your weapon type and ammunition.
- B:** The lock / launch indicator.
- C:** A rotating view of fuel, score or # of lives.
- D:** Damage indicators to engine, sight, and fuel.
- E:** Your altitude

The selected weapon type is indicated by the type of sight shown, and a 3 letter code. (See Weapons that follow)

