

STAR
WARS

STARFIGHTER BATTLE BOOK

X-wing™
vs.
TIE Interceptor™



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STAR
WARS

STARFIGHTER BATTLE BOOK

• X-wing™ •



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Starfighter Battle Book

X-WING™ FIGHTER

Starfighter Combat in the World of Star Wars!

You are a pilot for the Rebel Alliance. You are young, daring, with nerves of steel and an iron resolve. Your ship — the X-wing fighter. Speed, firepower, and maneuverability combine to place it at the cutting edge of starfighter performance and to make it the backbone of the Rebel fleet.

Your mission — a bombing run on the Empire's new, ultimate weapon, its new Death Star. The first time this mission was flown, it was called a "suicide mission." Today, the odds are better. The massive battle station is still under construction, and you've got the entire Rebel fleet to support your attempt.

Nevertheless, you didn't expect the swarming fighter cover — or the new TIE Interceptors. You've beaten everything the Imperials could throw at you, up until this moment. Now, they've brought to battle a ship specifically designed to beat *you*. It's fast, highly maneuverable — almost too good.

General Calrissian led your unit into combat, but, now, you're scrambling for your life. Separated from the rest of your wing, you eventually find yourself in a face-off, one-on-one, against your nemesis — one of the, said to be invincible, TIE Interceptors. Can you defeat the ship designed to destroy you in your X-wing?

Game Design: **Alfred Leonardi**
Development: **Michael Stern, Douglas Kaufman**
Editing: **Michael Stern, C. J. Tramontana** • Art Direction: **Stephen Crane**
Graphics: **Rosaria J. Baldari, Bernadette Cahill, Cathleen Hunter,**
Barbara Renda • Illustrations: **Stephen Crane** • Production: **Steve Porpora**



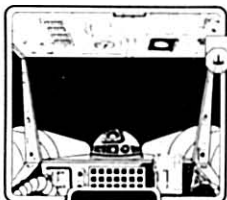
WEST END GAMES
RD 3 Box 2345
Honesdale, PA 18431
40011-71

VIEW



Forward

You are looking straight ahead, out of the front of the canopy.



Rear

You are looking directly behind you, out of the rear of the canopy.



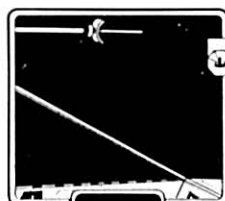
Forward Right

You are looking ahead and to the right, out of both the front and the right side of the canopy.



Rear Right

You are looking behind you, over your right shoulder, out of the right side and the rear of the canopy.



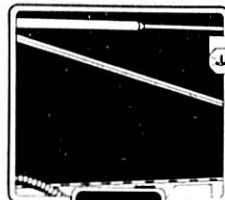
Forward Left

You are looking ahead and to the left, out of both the front and the left side of the canopy.



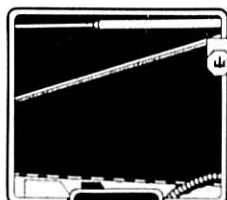
Rear Left

You are looking behind you, over your left shoulder, out of the left side and the rear of the canopy.



Left

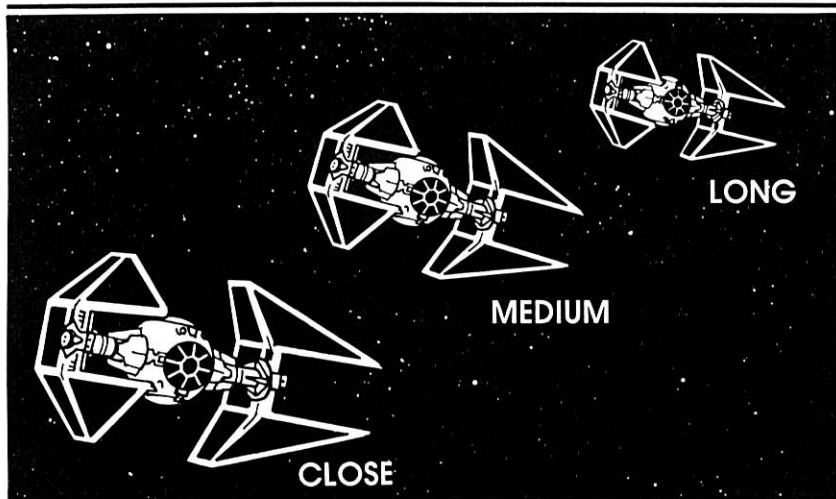
You are looking directly to your left, out of the left side of the canopy.



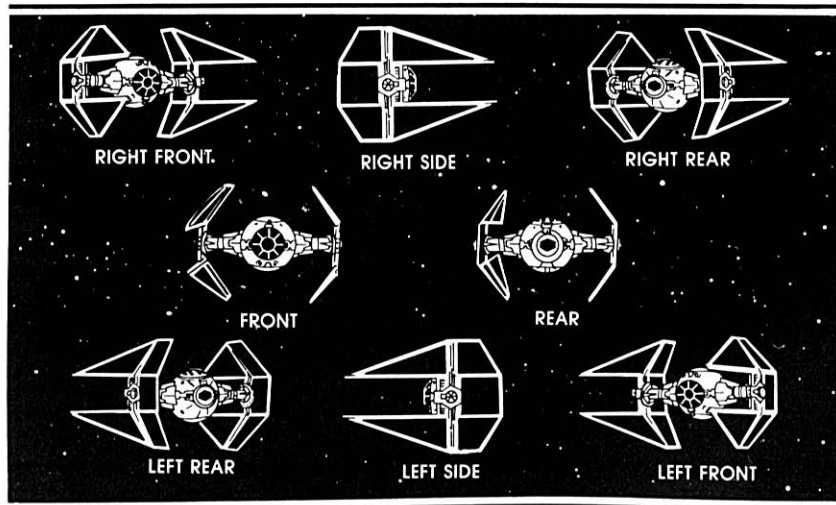
Right

You are looking directly to your right, out of the right side of the canopy.

RANGE: represents the distance between your ship and your enemy's ship.



FACING: refers to the direction which the enemy ship is pointing in the View you see.



page. **Important: Both players should have the same end-flight page number.** If you don't, someone has made a mistake. Go back to the beginning of the turn and start again.

5. Turn to the End-Flight Page

Number: Turn to the end-flight page. The View on this page will show the position of both ships as they are now situated, as a result of this turn's maneuvers.

6. Check Status and Record Damage:

Check your instrument panel for any *warnings* or *lock-ons* and announce them to your opponent. Also, if applicable, give clues and record damage (see below).

7. Continue Play: Begin the next turn with step one. If your end-flight page is 223, you have lost contact with the enemy ship, and the game ends in a draw.

Scoring and Damage

On certain pages, you see your lasers firing at your opponent. These are *score pages*. This means that you have hit the enemy ship and have scored *damage points* on it (provided that this view is on your *end-flight page*). A *score indicator* will appear on the instrument panel, telling you how many damage points you have scored on the the enemy ship.

On certain other pages, you see your enemy firing at you. These are *damage pages*. During step six of the combat turn, check your instrument panel to see if the *damage control indicator* is displayed. If it is, the number listed after the word "DAMAGE" tells you how many

damage points your ship has sustained. Keep track of the damage sustained on a piece of scrap paper, adding damage points each time your ship is hit. **When your starfighter has reached twelve (12) damage points, it is considered destroyed.**

Some pages depict a *total destruction*. The View shows one of the ships being blown-up; the damage indicator reads "DESTROYED." This, of course, means that either you or your enemy has been instantly destroyed, and the game is over.

Locking-On

On some pages, the *lock-on beacon* appears on your instrument panel, indicating that your targeting computer is beginning to get a fix on your opponent. If "LOCK-ON" is displayed on your end-flight page, you should announce this to your opponent during step six of the combat turn. If this beacon is displayed **two or more turns in succession**, your opponent must give you a *clue* as to his next move, during step six of that combat turn.

Your *attack warning sensor* displays "WARNING" on your instrument panel when your opponent locks-on to you.

To give a *clue*, you must secretly choose the maneuver you will perform. Then, you must tell your opponent a letter that is **within one letter** of the maneuver you have chosen. You may tell him the exact letter, if you wish. For example, if you choose to perform maneuver "M" and are forced to give a clue, you could tell your opponent "L," "M," or "N."

If both players are supposed to get clues from each other during the same turn, then **no clues** are given at all.

the amount of *damage points* your ship has taken.

The Lock-On Beacon

Whenever your opponent is in front of you, your *Targeting Computer* will automatically *lock-on* to the enemy ship. The *Lock-On beacon* appears at this time. Your ship is now in excellent position to attack, and you may receive a bonus in the form of a clue (see below).

The View Indicator

The *View Indicator* lets you know which *View* you are looking at from your cockpit.

The Score Indicator

The *Score Indicator* lets you know when you have scored hits upon the enemy. The number following the word "SCORE" indicates the number of hits.

The Range Finder

The *Range Finder* tells you, at all times, at what range you are from the enemy.

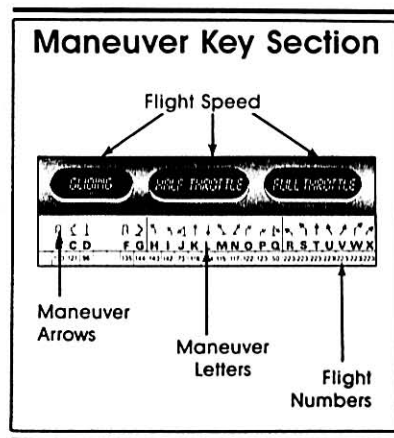
Note: The instrument panel is shown on all pages, regardless of the View seen in the picture section.

The Maneuver Key Section

The bottom panel of each page shows the maneuvers your starfighter can perform. Each maneuver is represented by a *letter* and an *arrow*; also, the maneuvers are grouped according to *flight speed*. The letter is used purely for identification purposes. The arrow demonstrates the movement your ship will make if you choose that maneuver.

Remember! The arrow shows the direction of your ship's forward motion. If you are looking at a rear, rear side, or side View, the direction of your

ship's forward motion is very different from the direction in which you are looking. You must imagine which way your *vessel* is pointing.



You must also have a sense of the *speed* of your ship combined with the maneuver you choose. The *flight speed* of each maneuver is indicated directly above the arrow. The three speeds are GLIDING, HALF THROTTLE, and FULL THROTTLE. This is a very important part of the maneuver and will be crucial to its overall success.


Gliding Maneuvers


1/2 LOOPS: A 1/2 loop turns your ship 180 degrees, so that it faces in the direction opposite of the direction it faced at the start of the maneuver. This maneuver does move your ship over a bit to the right or to the left in the process, however.


JINKS: A jink is a combination maneuver: a side-slip quickly followed by a bank and slight turn in the opposite direction. This maneuver


swings your ship to the side (out of the line of fire), while allowing you to continue aiming at an enemy in front of you.


Half-Throttle Maneuvers


 **HALF-THROTTLE TURNS:** A straight flying maneuver, at half-throttle with a turn at the end, changing your ship's direction by 60 degrees.

 **HALF-THROTTLE BANKS:** The ship banks and turns 60 degrees, then continues flying straight, at half-throttle.


 **OVERTURNS:** This tight, banking maneuver changes your ships direction by 120 degrees. It is an excellent escape maneuver.


 **ACCELERATE:** This is simply flying straight, at half-throttle, with no turns.


 **SKYWALKER LOOP:** Invented by famed starpilot Anakin Skywalker, this difficult maneuver loops and turns your ship around completely, so that it ends up facing in the direction exactly opposite to the direction it faced at the start of the maneuver, without moving forward or backward at all.


 **SLIPS:** By means of this maneuver, your ship slips to the side, sliding out of the line of fire.

Full-Throttle Maneuvers

 **FULL THROTTLE BANKS:** Same as the half-throttle bank, but performed at full-throttle, causing you to fly farther.

 **FULL-THROTTLE TURNS:** Same as the half-throttle turn, but performed at full-throttle, causing you to fly farther.

 **OVERACCELERATE:** This is simply flying straight, at full-throttle, with no turns.

 **OVERSLIPS:** Same as the half-throttle slip, but performed at full-throttle, causing you to slip farther off to the side.

How to Play

Turn to the Start Page: Open your book to page 170, the Start Page. You are looking at your Left Front View, and you see the TIE Interceptor approaching at long range. You are now ready to begin. The following steps are performed during each turn of your dogfight, until one or both of the ships have been destroyed, or until you and the enemy pilot have lost sight of each other.

1. Choose Maneuver: Pick a maneuver from the maneuver key section of the page. Note the *maneuver letter* you have chosen on a piece of scrap paper, or simply remember it.

2. Tell Your Opponent his Mid-Flight Page Number: Look at the number printed beneath the maneuver letter you have chosen. This is your opponent's *mid-flight page number* for this turn. Tell your opponent his mid-flight page number.

3. Turn to Your Mid-Flight Page: Turn to the mid-flight page called out to you by your opponent. (Page numbers are printed in the upper, outside corners of the pages.) **Important: Disregard the View and the instrument panel on the mid-flight page to which you have turned.**

4. Find The End-Flight Page Number: On your mid-flight page, find the maneuver letter you have chosen for this turn. Below the maneuver letter is a number. This is the *end-flight page number*. If your mid-flight page number is 223, go to your opponent's end-flight

page. **Important: Both players should have the same end-flight page number.** If you don't, someone has made a mistake. Go back to the beginning of the turn and start again.

5. Turn to the End-Flight Page Number: Turn to the end-flight page. The View on this page will show the position of both ships as they are now situated, as a result of this turn's maneuvers.

6. Check Status and Record Damage: Check your instrument panel for any *warnings* or *lock-ons* and announce them to your opponent. Also, if applicable, give clues and record damage (see below).

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INCOM T-65C-A2 X-WING

Space Superiority Fighter

Excerpted from the (abridged) technical manual, T-65C-A2/4.8

1. Nose Cone. Hardened alloys sheath the nose cone to minimize damage from minor impacts (primarily from micrometeorites). In addition, the nose cone contains layers of heat reflective metals to shield the vessel from heat generated during atmospheric flight. The nose cone unlatches and swings upward on tension struts to provide access to the primary sensor array.

2. Sensor Window. Though designed to be sensor-translucent, the nose cone interferes somewhat with sensor reception, especially with passive sensors. This "window" of energy-transparent material provides an unobstructed sensor view. A metallic shield covers the window during atmospheric flight.

3. Primary Sensor Array. A Carbanti universal transceiver package collects all sensor data. The primary sensing components include a Fabritech ANs-5d "lock track" full-spectrum transceiver, a Melihat "Multi Imager" dedicated energy receptor, and a Tana Ire electro-photo receptor enhanced for low-level terrain following. A shielded circuit multiplexer relays the data to the sensor computer.

4. Sensor Computer. Though not as flexible as other sensor packages, this Fabritech ANq 3.6 sensor system is quite rugged and reliable. The computer and astromech Droid analyze and interpret all sensor data and provide the pilot with

a composite full-color picture through the cockpit holo display. The pilot can choose between active or passive sensing and can specify search, scan, or focus modes.

The system can track up to 1,000 moving sublight objects, acquire 20 possible targets, selecting the best or locking onto the pilot's designated target. The pilot can also program the system for extra sensitivity to 120 specific sensor signatures (usually known Imperial ship signatures).

5. Subspace Radio Antenna. Ten kilometers of ultra-thin superconducting wire forms this tightly-wound U-shaped antenna. Vents open to space-cool the antenna; an auxilliary liquid cooler engages during extended transmissions.

6. Flight Computer. A fully-integrated Torplex computer monitors all the power, engine, and flight mechanisms, and translates the pilot's commands into the thousands of tiny signals necessary to control the fighter. A built-in diagnostic module regularly monitors and tests the computer, alerting the pilot to any problems.

7. Holo Heads-up Display. A tiny projector creates a holograph containing important flight and weapons data above the instrument panel. The holograph data is transparent so it does not block the pilot's view.

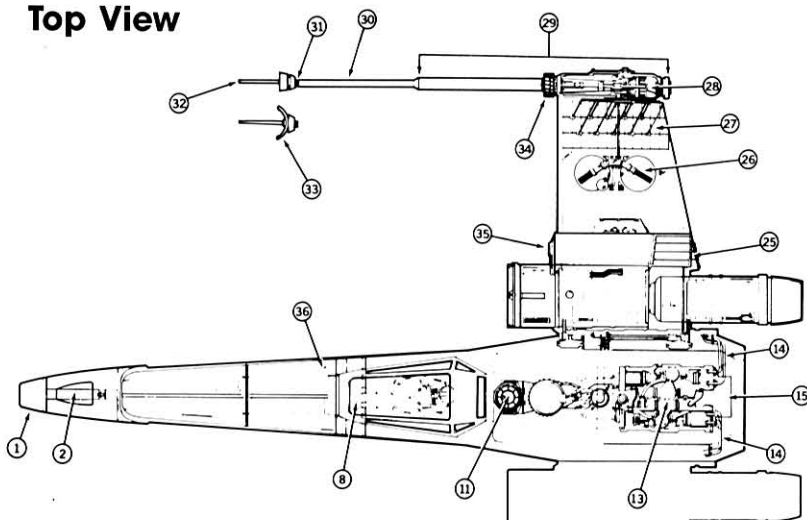
8. Canopy. Constructed of armor-reinforced hardened transparisteel, the canopy is photosensitive — it darkens automatically to shield the pilot from

(continued on page 12)

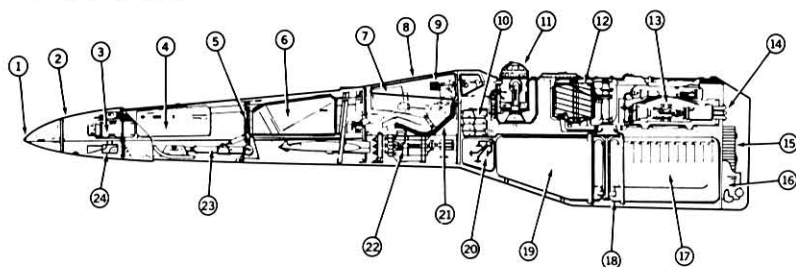
INCOM

T-65C-A2 X-WING Space Superiority Fighter

Top View

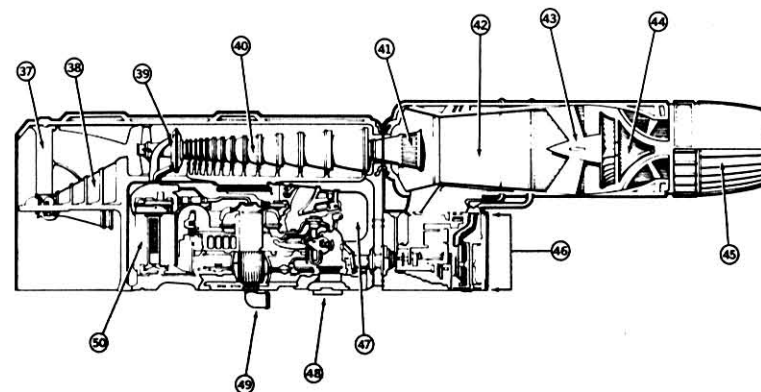


Side View



INCOM 4L4 Fusial Thrust Engine

Side View



PRIMARY COMPONENTS

SEE PAGES 9, 12-14 FOR DESCRIPTIONS

- | | | |
|--------------------------------|-------------------------------|----------------------------------|
| 1. Nose Cone | 18. Recharging Port | 35. Deflector Screen Projectors |
| 2. Sensor Window | 19. Cargo Compartment | 36. External Computer Link |
| 3. Primary Sensor Array | 20. Acceleration Compensator | 37. Cooling Vanes |
| 4. Sensor Computer | 21. Guidenhauer Ejection Seat | 38. Centrifugal Debris Extractor |
| 5. Subspace Radio Antenna | 22. Proton Torpedo Launcher | 39. Stabilizer |
| 6. Flight Computer | 23. Landing Gear | 40. Power Converter |
| 7. Holo Heads-up Display | 24. Sensor Jammer | 41. Alluvial Damper |
| 8. Canopy | 25. Laser Power Line | 42. Fission Chamber |
| 9. Targeting Computer Screen | 26. Power Coupling | 43. Turbo Impellor |
| 10. Life Support System | 27. Reserve Power Cells | 44. Turbo Generator |
| 11. Astromech Droid | 28. Laser Actuator | 45. Exhaust Nacelle |
| 12. Power Generator | 29. Laser Cannon | 46. Repulsorlift Drive Adapter |
| 13. Deflector Shield Generator | 30. Laser Barrel | 47. Reactant Agitator Injector |
| 14. Deflector Ducts | 31. Gate Coupling | 48. Ground Power Input |
| 15. S-Foil Servo Actuator | 32. Laser Tip | 49. Power Surge Vent |
| 16. Rear Warning Sensor | 33. Flashback Suppressor | 50. Hyperdrive Motivator |
| 17. Primary Power Cells | 34. Cooling Sleeve | |

dangerous bursts or beams of light. The forward portion swings open to allow access to the cockpit.

9. Targeting Computer Screen. When the pilot engages the targeting computer, this holo-video sight extends to give the pilot precise firing data.

10. Life Support System. Since space suits slow a pilot's movement, the X-wing includes a compact life support system. Small compressors, a temperature regulator, and an oxygen scrubbing filter provide a comfortable, safe environment in the cockpit. Though designed for humans, the life support system can be adapted for other races.

11. Astromech Droid. An astromech Droid, often an R2 unit, works from a socket behind the cockpit, assisting the pilot with many of the necessary but tedious chores associated with space travel. The Droid monitors all onboard maintenance and life support systems, initiates in-flight repairs, and augments the ship's computer capabilities.

Many astromech Droids can serve as autopilots, assisting pilots who are wounded or otherwise unable to operate the flight controls. In addition, the astromech Droid contains astrogation data so the X-wing can make hyperspace jumps.

The Droid socket includes an ejector mechanism to throw the Droid clear of an exploding fighter. The ejector fires simultaneously with the pilot's ejection seat.

12. Power Generator. To supplement engine power, a centrifugal vapor fusion and ionization reactor generates power for all on-board systems, including the deflector shields. If the fuel cells are exhausted, the generator can drive the engines for a while, but at greatly reduced performance.

13. Deflector Shield Generator. Shield matrices are generated here by catalyza-

tion, then fed to deflector projectors on the fuselage.

14. Deflector Ducts. Shielded ducts feed deflector matrices from the generator to projectors on the fuselage.

15. S-Foil Servo Actuator. Powerful twin servos control all S-Foil (wing) movement. Cold-weld arrestors lock the servos in position. An access panel at the rear of the fuselage leads to the entire actuator mechanism.

16. Rear Warning Sensor. A Fabritech k-blakan mini sensor scans directly behind the fighter, warning the pilot instantly of approaching spacecraft and sensor sweeps.

17. Primary Power Cells. Cryogenic cells store the tremendous energy needed to drive the engines.

18. Recharging Port. All the fighter's power cells are recharged through this super-conducting port. The port includes a built-in filter and circuit breaker to protect the fighter from power overloads and current fluctuations.

19. Cargo Compartment. A large hatch under the fuselage provides access to the cargo compartment, with a capacity of two cubic meters, rated for 110 kg. Pilots can also reach the cargo compartment by removing part of the ejection seat back. Pilots most often store survival, and repair equipment in the "hold."

20. Acceleration Compensator. The compensator creates a "zero-gee" field which protects the structure and pilot by neutralizing the effects of high speed-maneuvering.

21. Guidenhausner Ejection Seat. In an emergency, the pilot can eject from the fighter by pulling a special overhead loop. In a fraction of a second explosive bolts blow the canopy clear, then rockets shoot the entire pilot's seat out of the fighter. As most pilots don't wear space

suits, ejection seats seldom save pilots in vacuum. However, the seats have a good record in atmospheric ejection, even at extremely high altitudes: the seat contains a limited oxygen supply, can deploy a para-foil, and protects the pilot with wrap-around ceramic armor.

22. Proton Torpedo Launcher. The pilot can fire the X-wing's two proton torpedo launchers together or separately. Each launcher draws from a three-torpedo magazine.

23. Landing Gear. The reinforced landing gear is designed to handle the extra stress of operating from unimproved facilities and wilderness landing and takeoff areas. Also, the support struts on these gear are designed to crumple in crash landings to further absorb the energy of impact. (Although time-consuming to replace, landing gear are much cheaper than just about any other part of the fighter.)

24. Sensor Jammer. Usually a Bertrik "Screamer" active jammer, but other models are carried. The Screamer isn't powerful enough to jam strong military sensors; it can, however, sometimes jam homing missiles and interfere with small sensors, such as those carried by most TIE fighters.

25. Laser Power Line. Shielded high-energy dynoric lines feed energy from the engine power converters to each laser cannon. These power lines run along the trailing edge of each wing so technicians can easily examine them and repair or replace them quickly.

26. Power Coupling. Enormous power couplings enable the power cells to share and balance power reserves and output.

27. Reserve Power Cells. Similar in design to the primary power cells, cryogenic capacitors in the S-foil (wings) store additional power for the engines.

28. Laser Actuator. A single quad-helix

prismatic crystal in each laser generates the laser beam. The crystal structure erodes slightly each time the laser fires, but the crystals have an estimated lifespan of 45,000 shots.

29. Laser Cannon. Four identical Taim & Bak KX9 laser cannons, one mounted on the tip of each S-foil, serve as the X-wing's main armament. The pilot can shoot all four weapons simultaneously for maximum effect, or in sequence for an almost continuous barrage.

30. Laser Barrel. Constructed of the hardest and most durable alloys, the barrel tightly focuses the laser beam and channels it to the laser tip. Though shorter barrels hold their alignment better, the X-wing uses long barrels because their more-tightly focused beams have a greater effective range.

31. Gate Coupling. This bonded lock coupler enables ground crews to rapidly replace laser tips and flashback suppressors. As the couplers must hold the tip in perfect alignment with the barrel, they are nearly as expensive as the laser tips and flashback suppressors combined.

32. Laser Tip. A polarized alloy tip actually emits each laser burst. Tips deteriorate with each shot so must be replaced frequently.

33. Flashback Suppressor. Damaged or carbon-scored laser tips can cause dangerous laser flashbacks. Consequently, these finely-shaped parabolic dishes reflect any excess laser energy out away from the barrel and fuselage. Violent flashback can overload the suppressors, almost always destroying the laser cannon and wing tip.

34. Cooling Sleeve. Every laser shot generates tremendous heat. The cooling sleeve dissipates the heat rapidly.

35. Deflector Screen Projectors. Chepat "Defender" line projectors along

the leading edge of each wing and at the tail emit powerful deflector shields.

36. External Computer Link. Through this link, any external computer can load navigation and mission information directly into the flight computer and astromech Droid. Ground crews also use this link to run diagnostic tests on the fighter's internal systems.

37. Cooling Vanes. Microporous blades cool compressed gasses that dissipate heat from high temperature engine components.

38. Centrifugal Debris Extractor. A high RPM deflection cone combined with specially designed particle "scoops" prevent debris from entering the engine compartment, especially during atmospheric operation.

39. Stabilizer. Power flow into the engine is stabilized by an Incom phi-inverted lateral stabilizer.

40. Power Converter. A progressive combustion reaction power converter ignites and energizes the engine with energy from the power cells. All four of the X-wing's converters energize the internal systems, deflector shields, and hyperdrive motivators in parallel.

41. Alluvial Damper. An internal servo-controlled absorption cone controls excess ion particle emission.

42. Fission Chamber. Extremely volatile catalysts react through fission with the converter output to produce tremendous thrust — the source of the engine's high sublight speed.

43. Turbo Impellor. Turned by hot exhausts, the inert first stage impellers drive the turbo generator blades only at slow speeds. When the power draw is low, or the engine operates much above an idle, the impellers lock into place.

44. Turbo Generator. Started by the turbo impellor, this generator sustains itself at high engine speed and provides all circuit and electrical power for the engine. This generator permits the engine to operate independently.

45. Exhaust Nacelle. This variable geometry nacelle regulates engine thrust for optimal performance. IR suppressors help hide the hot exhausts from sensor detection.

46. Repulsorlift Drive Adaptor. Driven by the Turbo generator, the Incom RDA gives the engines repulsorlift performance nearly identical to that of the Incom T-16 Skyhopper.

47. Reactant Agitator Injector. After injecting the fission catalyst into the converter output, this Sarylcorp "closed loop" RAI recovers the fission byproduct, which is "agitated" thermo-chemically reconverted into the catalyst.

48. Ground Power Input. Through this standard power plug, the X-wing can draw power from an external source (usually a portable generator) for rapid starts, and to keep cells full during long alerts.

49. Power Surge Vent. This safety device almost instantly vents the engine compartment of excess power output, fission byproduct, or cooling gasses. The vent is linked to a 5k c3 carbon/halon extinguisher system to shut down the engine in emergency.

50. Hyperdrive Motivator. Also called a Hyperspace Control Unit (HCU), an Incom GBk-585 motivator initiates hyperspace jumps. The motivators on each engine are wired together with dual shielded circuits so they "fire" simultaneously.

About You and Your Ship

The following passages are excerpted from *The Pilot and the Rebellion*, by Admiral Ackbar — required viewing during Alliance recruitment sessions.

The Purpose of Rebellion

We have already discussed the reasons for not fighting. However, as we all know, a large portion of the Rebellion consists of fighting units. How we reconcile these two views will be discussed in just a moment. For now, let me speak briefly on what it means to be a “fighting Rebel.”

The Rebel pilot is the first, and often the last, line of defense between the Empire and the “home fires.” Imperial fleets are numerous and relentless. The Imperials must, therefore, learn that we are willing to die for our freedom. But, more importantly, they must learn that they too will die for our freedom.

You have the means to defeat the Empire, if only you stay together and trust your companions. You must rely on your training, your equipment — and most of all on your comrades, for it is this which distinguishes us from the Empire: we fight as brothers in arms, and we fight for a cause.

What to Expect in Training

We cannot offer the amount of training flight-time that you would receive at the Imperial academy. To a certain extent, we also cannot match their available equipment and resources.

But, man for man, our pilots are the

best in the galaxy. This is a fact. We can train you better than the most top-flight professor at the Academy can — because our instructors are all combat-trained veterans themselves. The training you receive will not be as extensive as the training a pilot receives at the Imperial Academy, but it will be far more intensive. The typical Academy graduate may never see combat, but every one of you will — repeatedly. Our aim is not to make sure that you are capable of surviving combat with a trained TIE pilot, but to make sure you are capable of *defeating* a trained TIE pilot.

In addition, ship for ship, our equipment is better than theirs (though we have less of it). Our fighters are sturdier and better shielded; some of our ships are faster; others have much more awesome firepower. The Empire, because of its unwieldy size and corrupt bureaucracy, relies on a single model of starfighter to fulfill all its needs. It is that weakness — singlemindedness — that we exploit with our strength — versatility.

Problems

We cannot be blind to our weaknesses any more than we should be ignorant of our strengths. It is quite obvious that the TIE fighter is a deadly machine, and the TIE pilot is well-trained and dangerous. It is also obvious that the Empire's mighty resources allow them to replace their combat losses far more economically than we can replace our losses.

Their technology is not lacking — their fighters are fast and maneuverable and have adequate firepower and fire con-

trol. Their Star Destroyers are never far behind. How can we stop this juggernaut? — More easily than you might believe.

Solutions

We must use the strengths of our machines to their best advantages, while attempting to minimize their weaknesses. For instance, our starfighters are not as maneuverable as theirs; it is pointless to attempt a close-in dogfight. On the other hand, our fighters are sturdier and have more powerful weapons. Therefore, the tactic of choice is to hang back, out of the close-range dogfight, and rely on your superior training to allow you a shot which will punish your opponent while your advantage of position minimizes the effects of his return fire.

Always remember, however, for every three of their ships destroyed, one of ours is an even trade. Yet, we cannot afford to match loss for loss. Nor, can we afford attrition. We must win outright.

General Tactics of Starfighting

Helpful Hints From Wedge Antilles

1) The best place to be is where your enemy is. He cannot fire at himself, but neither can two starfighters occupy the same location. In a dogfight, he cannot stay where he is for too long. So, if you can't be in the best place to be, put your

ship in the second best place to be. This means that if you can perform a maneuver that puts you where he just was, it is unlikely that you will be in danger, and you may be in a good position to attack, or to lock-on to your opponent.

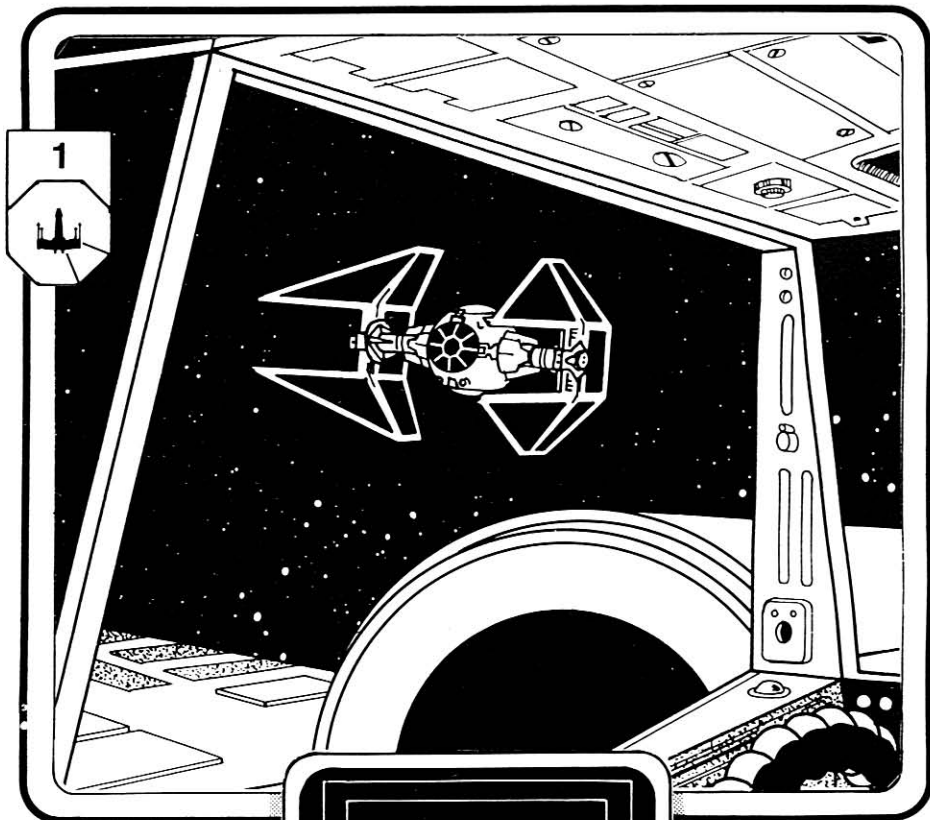
2) If you want to follow someone who is turning left, fly a little to his right. If you continue to follow tighter and tighter turns to the left, you may end up with your opponent outside your turning radius (and possibly behind you). It's far better to follow him by flying slightly to his right at first, hanging back. Then, follow your opponent in his new course, after you have determined that new course. Which leads us to . . .

3) When in doubt, hang back. If you are uncertain what to do (or what your opponent is going to do), it is far better to hang back from the battle and re-evaluate your tactics than to take a guess and expose yourself to Imperial laser fire. A dogfight is no place for guessing.

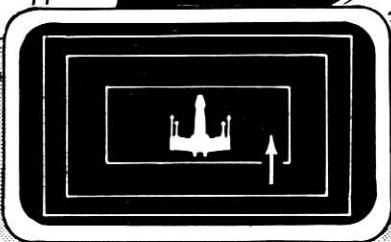
4) All of these tactics require a certain amount of patience — that is, you must not expect, or attempt, the immediate gratification of having your targeting computer lock-on at every turn. Instead, set up your attacks in advance. Doing this may afford you fewer opportunities for shots, but it will also mean that you are much less likely to be exposed to return fire, and the shots you do get off should be far more telling.

X-WING FIGHTER





WARNING



RANGE- S



GLIDING

HALF THROTTLE

FULL THROTTLE

↖ ↙ ↑
B C D

↗ ↘

↖ ↗ ↘ ↙ ↑ ↓ ↘ ↙ ↖ ↗

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↘ ↙ ↖ ↗ ↘ ↙ ↖ ↗ ↘ ↙ ↖ ↗

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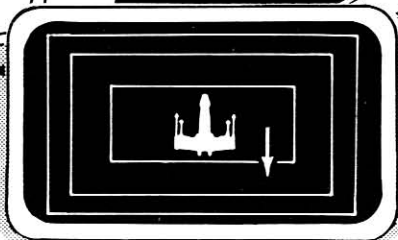
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106 71 1

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95 48 25 37 72 60 2 49 8 18

204 203 115 180 96 38 97



RANGE- S



GLIDING

HALF THROTTLE

FULL THROTTLE

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B C D

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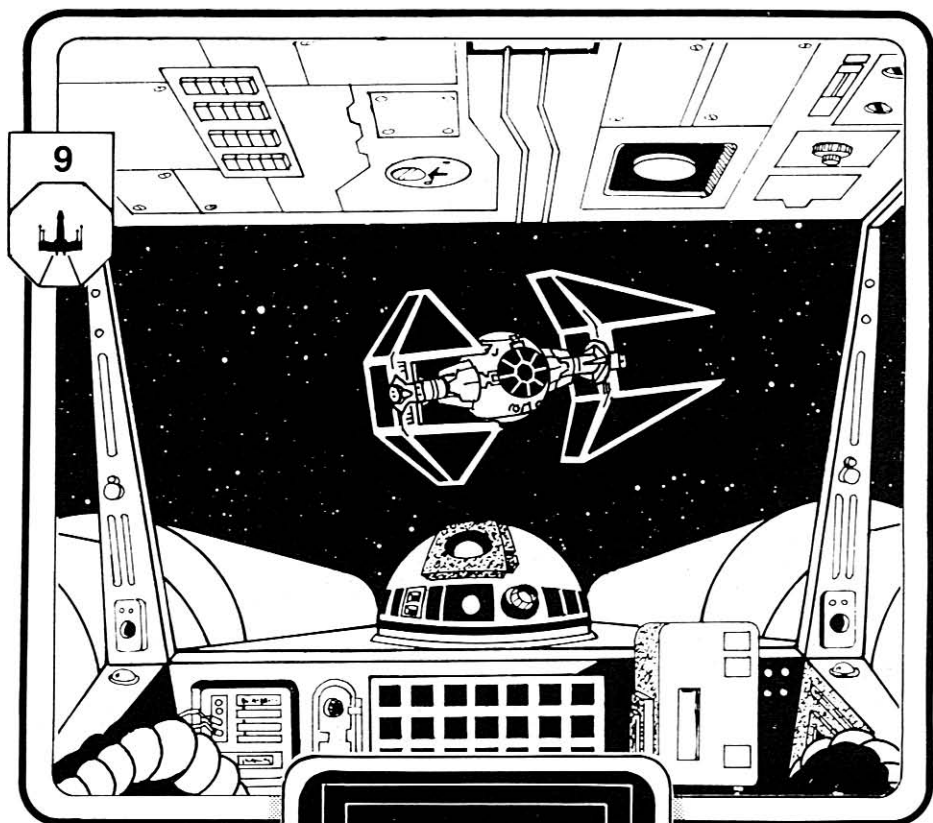
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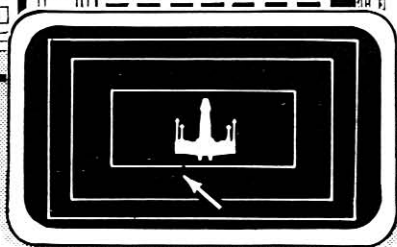
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67 79

68



WARNING



RANGE- S



GLIDING

HALF THROTTLE

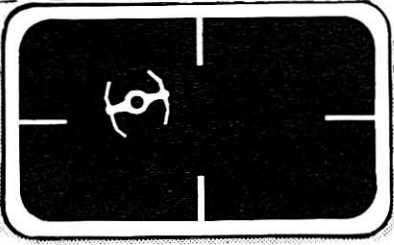
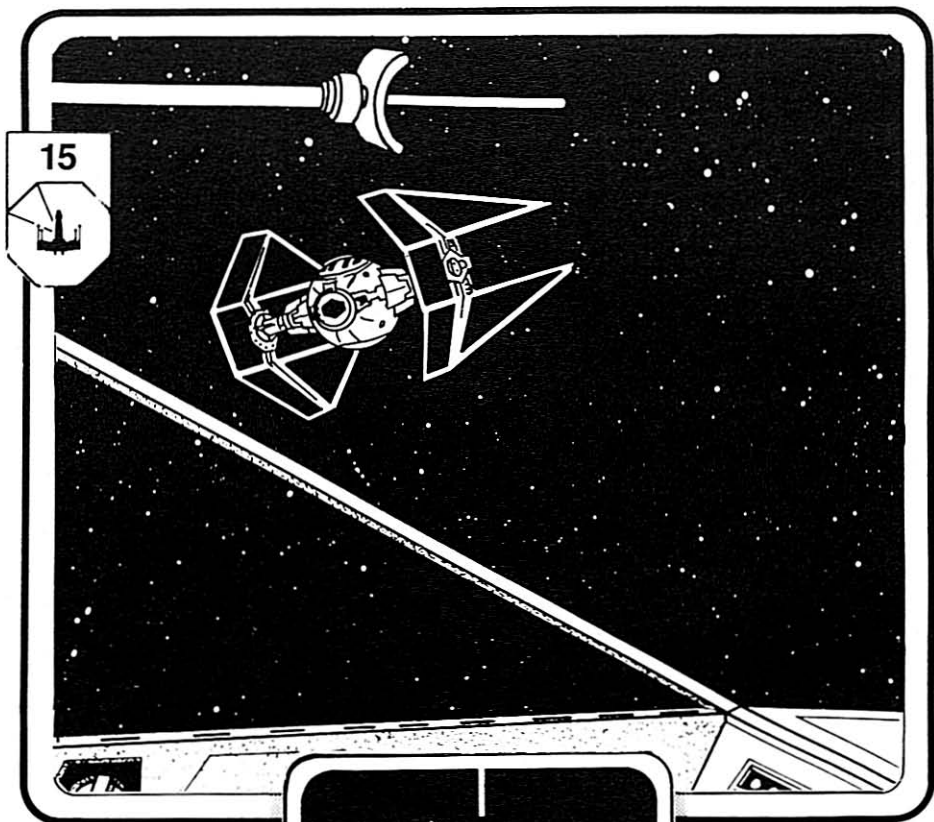
FULL THROTTLE

↶ ↷ ↵
B C D

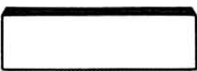
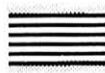
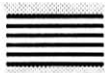
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R S T U V W X

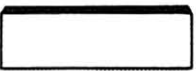
63	39	9		41	76	75	86	35	87	52	97	88	98	99	21	148	117	155	154	156	162	189
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LOCK-ON



RANGE-S



GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶
B C D

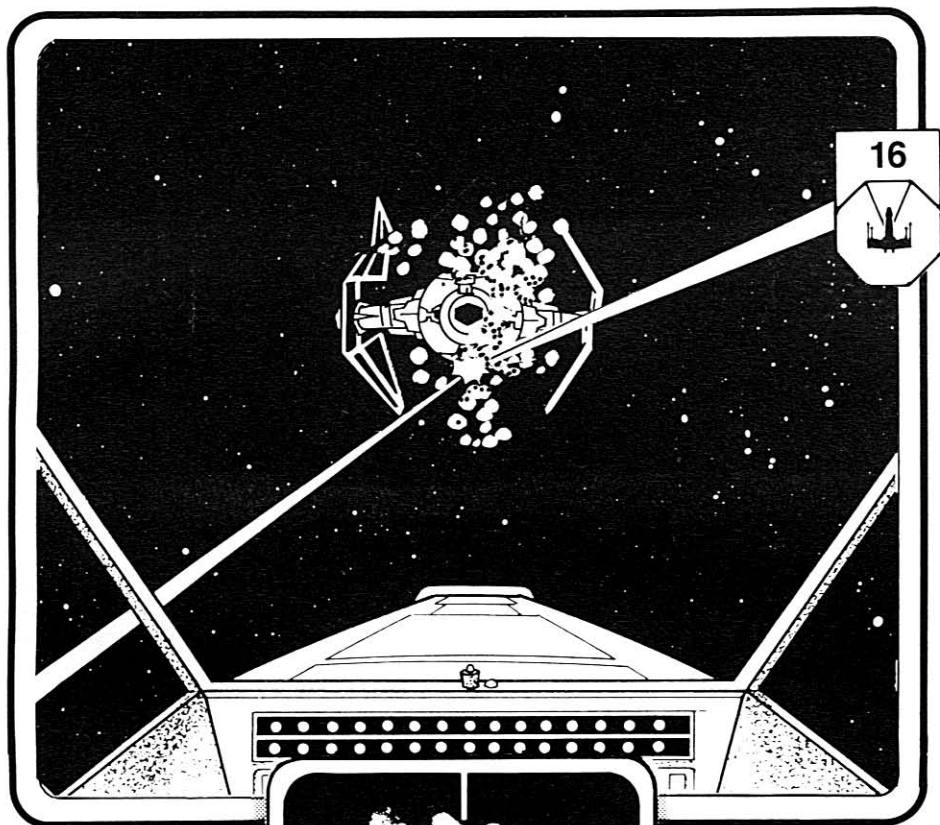
⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿ ⤿ ⤿ ⤿
F G H I J K L M N O P Q R

⤿ ⤿ ⤿ ⤿ ⤿ ⤿
S T U V W X

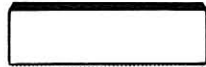
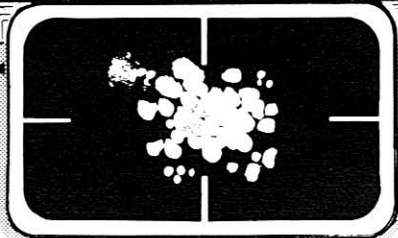
188 205 15

101 53 35 198 34 3 21 187 76 9 88 28

36 31 86 2 75 87 156



16



DESTROYED

GLIDING

HALF THROTTLE

FULL THROTTLE



B C D



F G H



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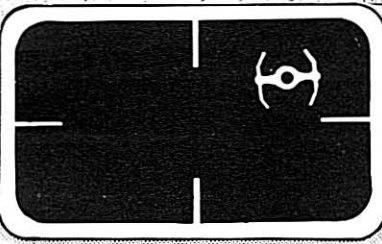
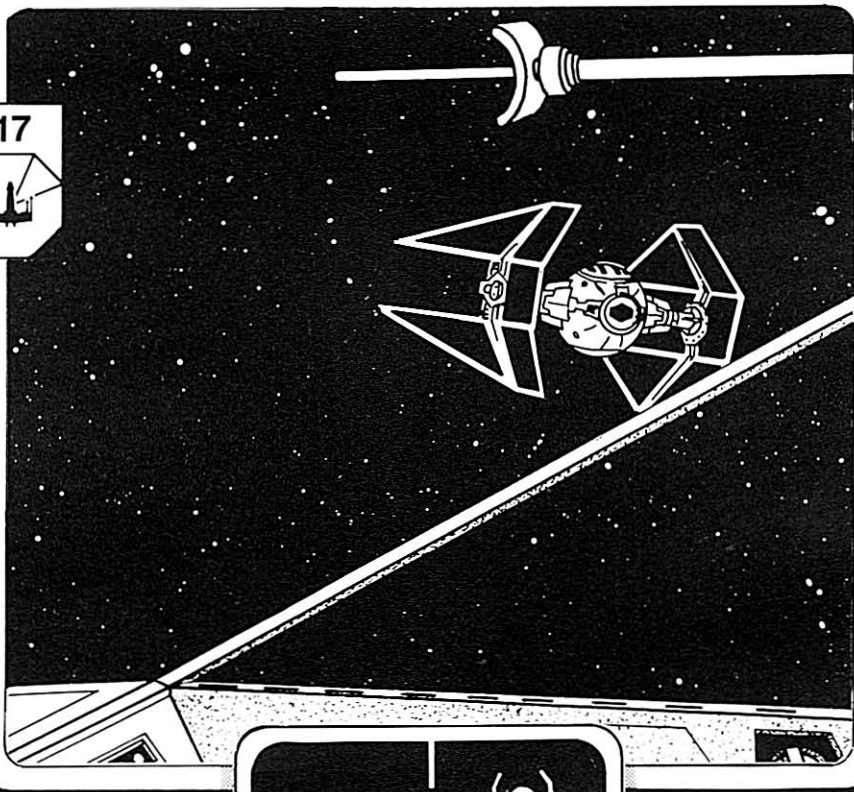
1

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17



LOCK-ON

RANGE- S

GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶
B C D

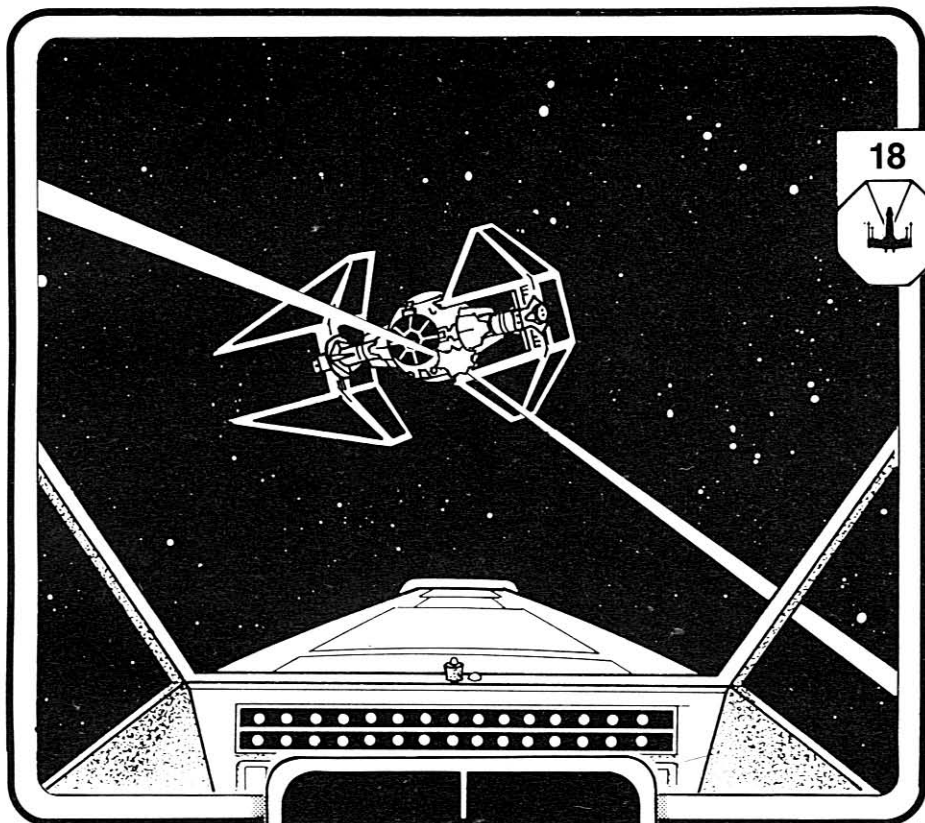
⤷ ⤸
F G

⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿ ⤿ ⤿ ⤿ ⤿
H I J K L M N O P Q

⤿ ⤿ ⤿ ⤿ ⤿ ⤿
R S T U V W X

105	82	17		188	198	31	59	32	1	19	70	187	7	205	30	48	202	37	60	2	8	9
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18



WARNING



LOCK-ON



RANGE-S

SCORE-5

GLIDING

HALF THROTTLE

FULL THROTTLE

B C D

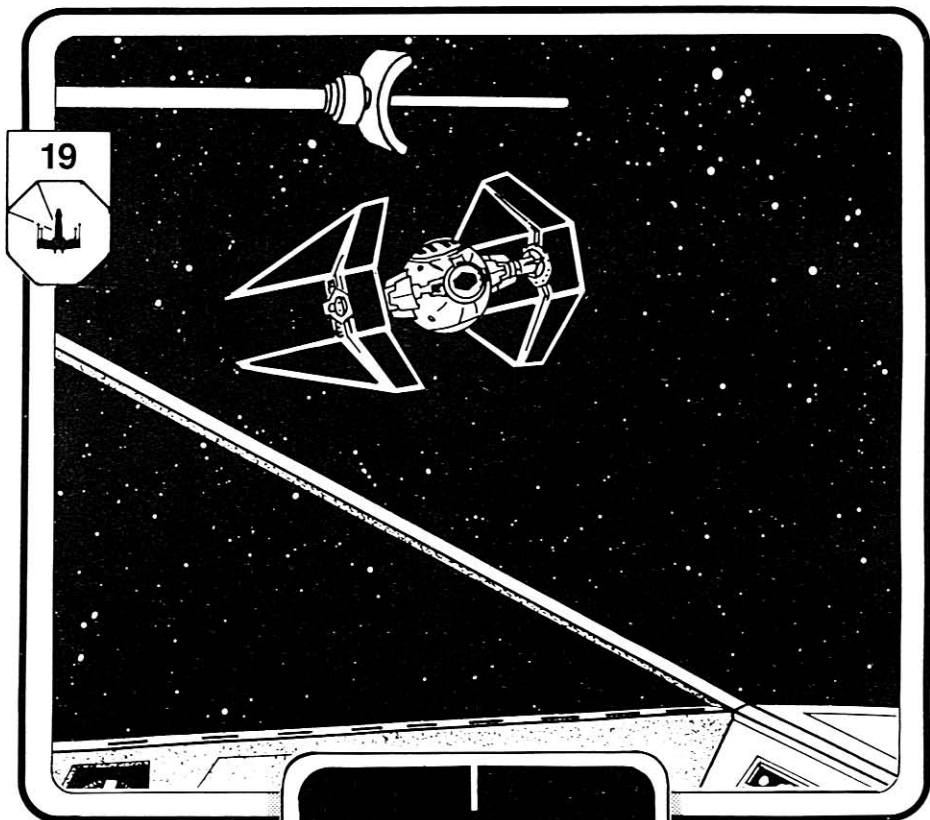
F G H I J K L M N O P Q

R S T U V W X

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9 97 28 14 29 5 57

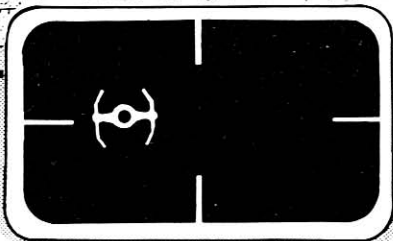


19

WARNING



LOCK-ON



RANGE- S

GLIDING

HALF THROTTLE

FULL THROTTLE

⌒ ⋖ ⌑
B C D

⌒ ⋗
F G

⌒ ⋘ ⌑ ⌒ ⌑ ⌒ ⌑ ⌒ ⌑ ⌒ ⌑ ⌒ ⌑ ⌒ ⌑ ⌒ ⌑ ⌒ ⌑
H I J K L M N O P Q R S T U V W X

⌒ ⌑ ⌒ ⌑ ⌒ ⌑ ⌒ ⌑ ⌒ ⌑ ⌒ ⌑ ⌒ ⌑ ⌒ ⌑ ⌒ ⌑
R S T U V W X

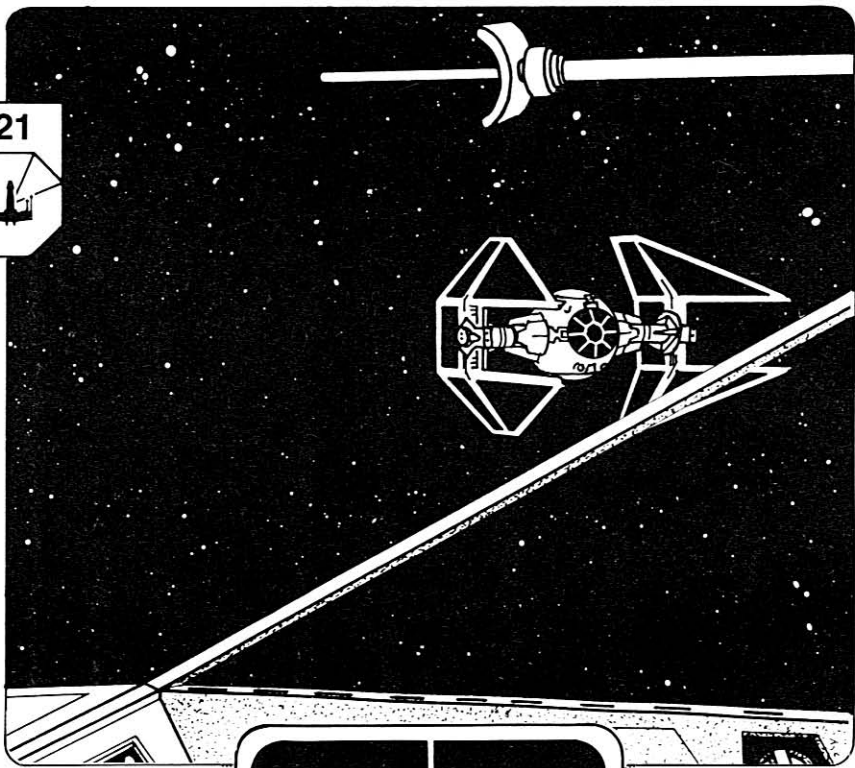
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70 94

30 213 7 6 17 188 105 32 47 31

29 28 57 5 46 58 212

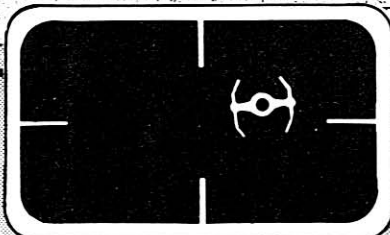
21



WARNING



LOCK-ON



RANGE- S



GLIDING

HALF THROTTLE

FULL THROTTLE

⏪ ⏩ ⏴
B C D

⏪ ⏩
F G

↖ ↗ ↘ ↙ ⬆ ⬇ ⬆ ↗ ⬆ ↗
H I J K L M N O P Q

↖ ↗ ↘ ↙ ⬆ ⬇ ⬆ ↗ ⬆ ↗
R S T U V W X

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101

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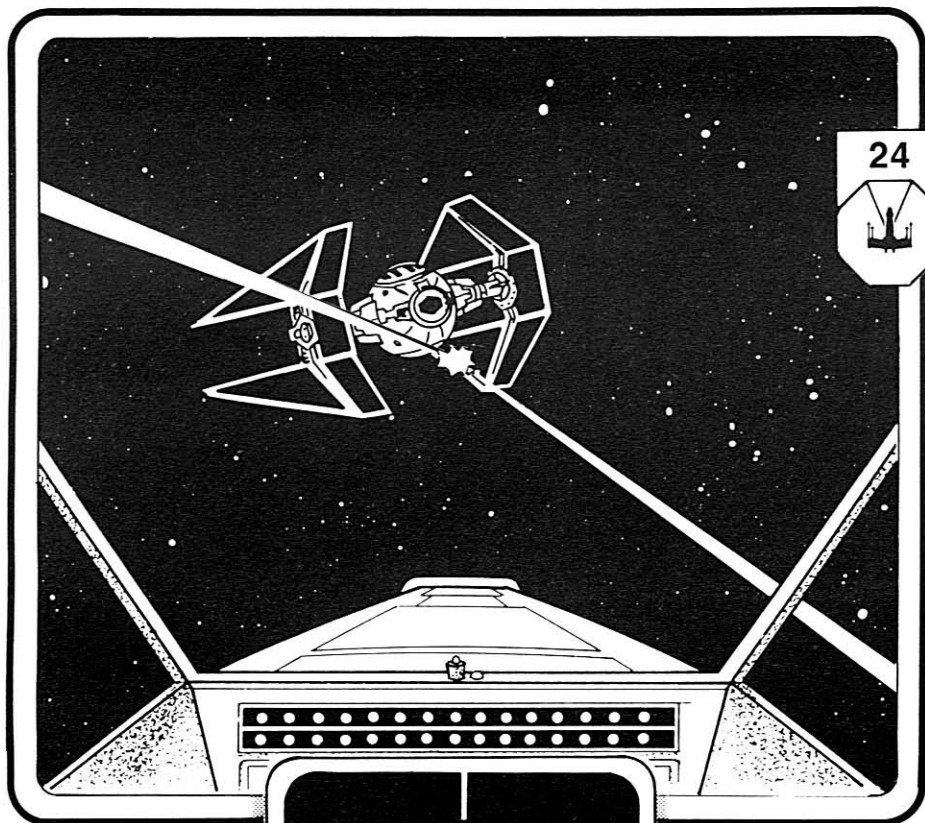
89

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32

24



LOCK-ON



RANGE-S

SCORE-8



GLIDING

HALF THROTTLE

FULL THROTTLE

B C D

F G

H I J K L M N O P Q

R S T U V W X

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187

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12

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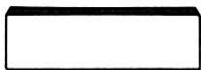
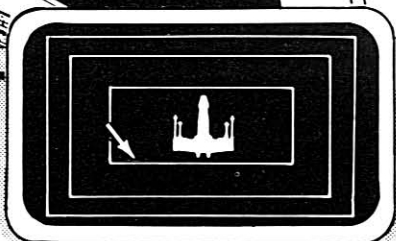
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25



WARNING

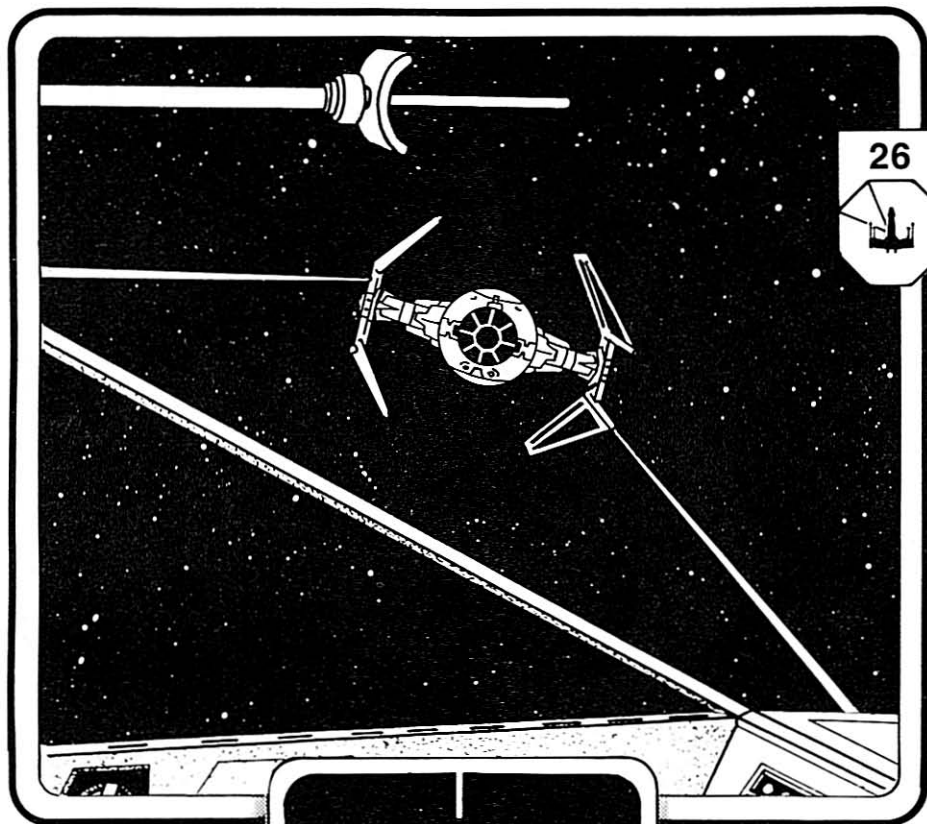


RANGE- S



GLIDING **HALF THROTTLE** **FULL THROTTLE**

B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
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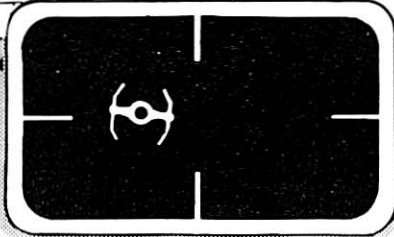


26



WARNING

LOCK-ON



DAMAGE-5

RANGE-S



GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶
B C D

⤴ ⤵
F G

⤴ ⤵ ⤶ ⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿
H I J K L M N O P Q

⤴ ⤵ ⤶ ⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿
R S T U V W X

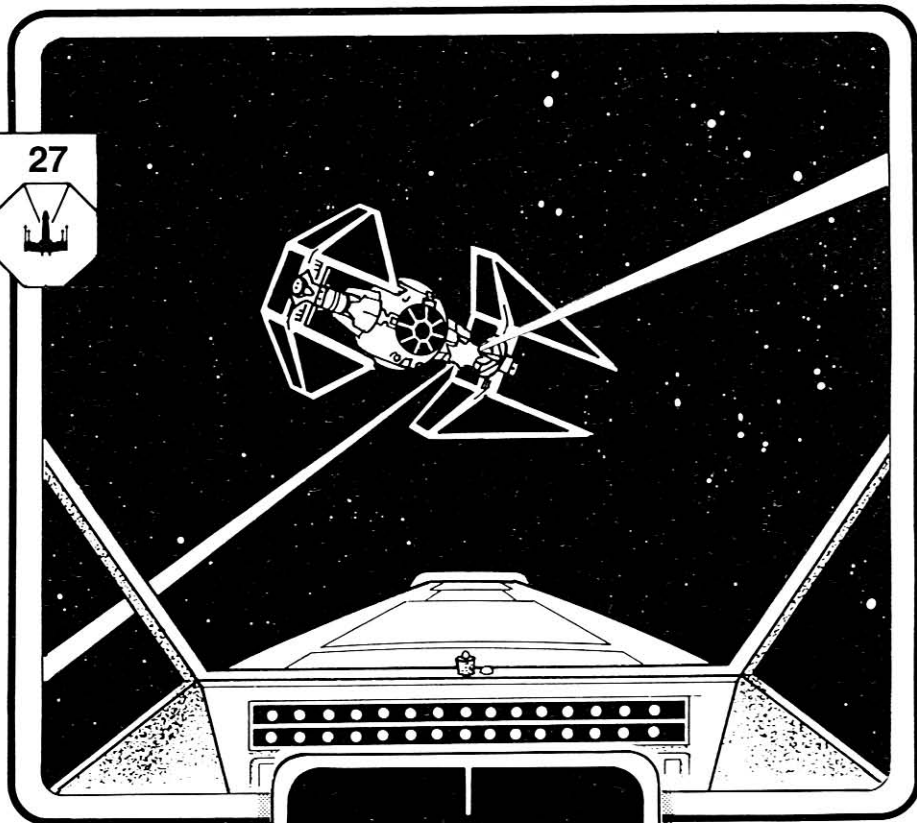
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49 72

19 188 13 25 7 209 84 31 95 2

6 5 47 32 108 48 204

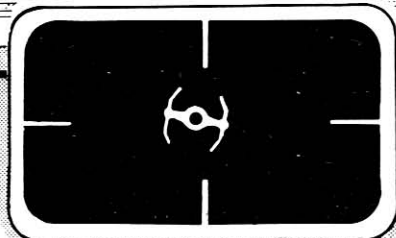
27



WARNING



LOCK-ON



RANGE- 5

GLIDING

HALF THROTTLE

FULL THROTTLE



B C D



F G H



I J K



L M N



O P Q



R S T



U V W



X



22 10 27

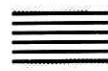
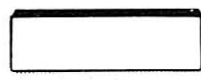
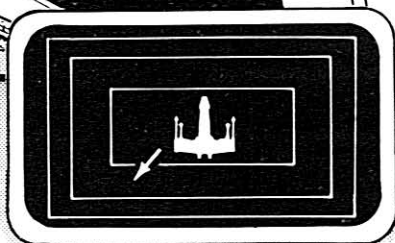
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14 209 205 34

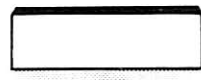
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5 78 32 33

25 31 95

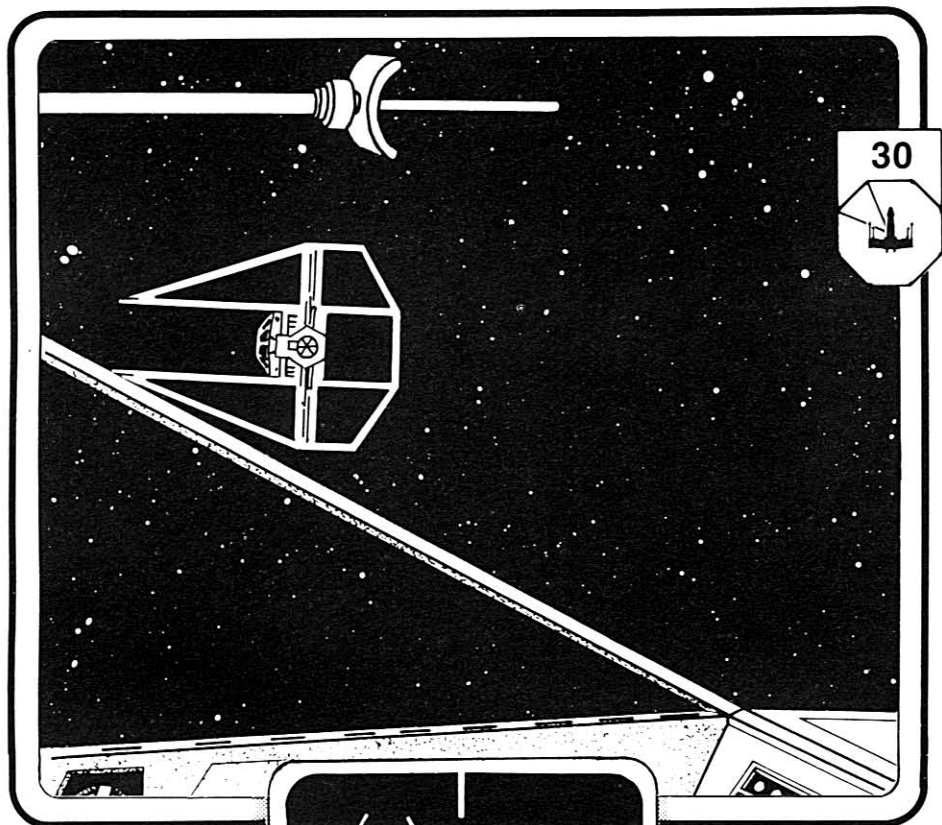


RANGE-S

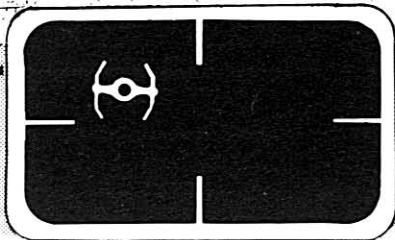
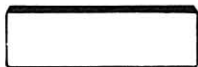


GLIDING
HALF THROTTLE
FULL THROTTLE

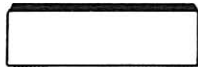
B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
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30



LOCK-ON

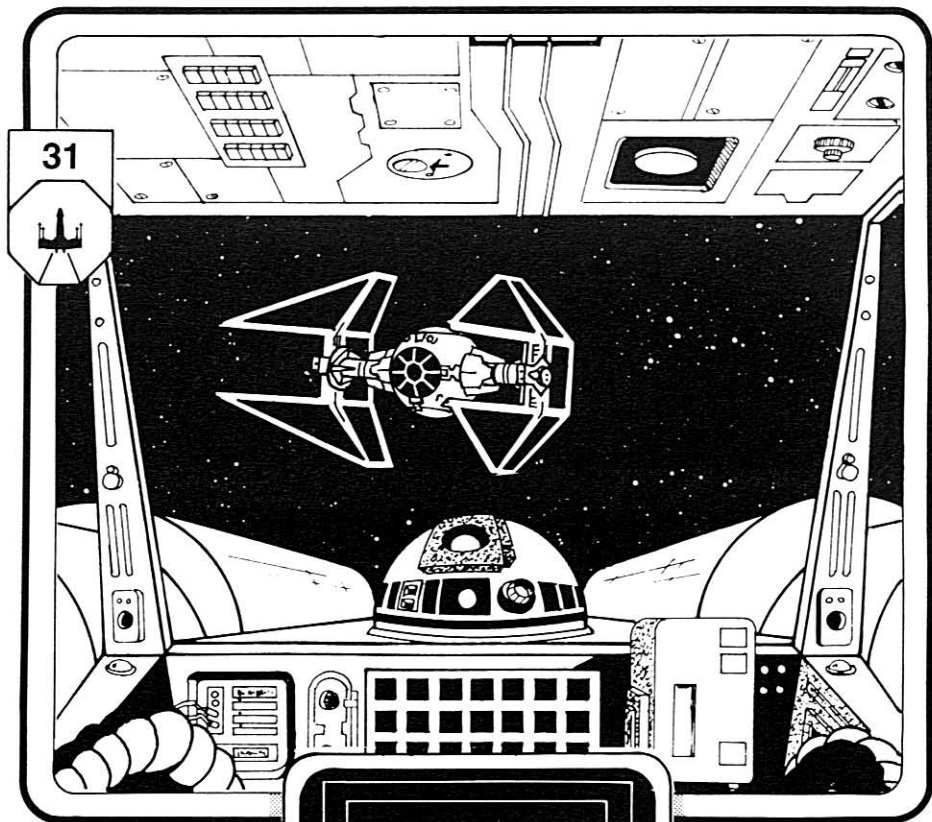


RANGE - S



GLIDING HALF THROTTLE FULL THROTTLE

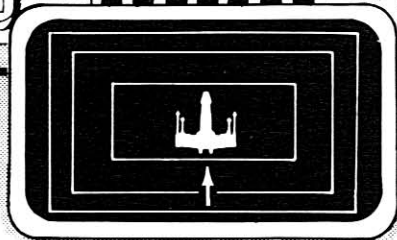
B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
198	188	30	80	92	23	205	17	29	11	213	45	5	57	32	22	9	66	28	56	67	216



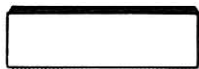
31



WARNING



RANGE-S



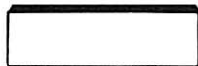
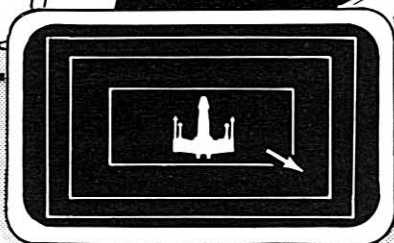
GLIDING

HALF THROTTLE

FULL THROTTLE

B	C	D		F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
94	70	31		61	84	108	47	19	48	83	59	95	60	37	7	220	212	203	202	204	180	115

33



RANGE- S



GLIDING

HALF THROTTLE

FULL THROTTLE

↶ ↷ ↵
B C D

↶ ↷ ↵
F G

↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵
H I J K L M N O P Q R

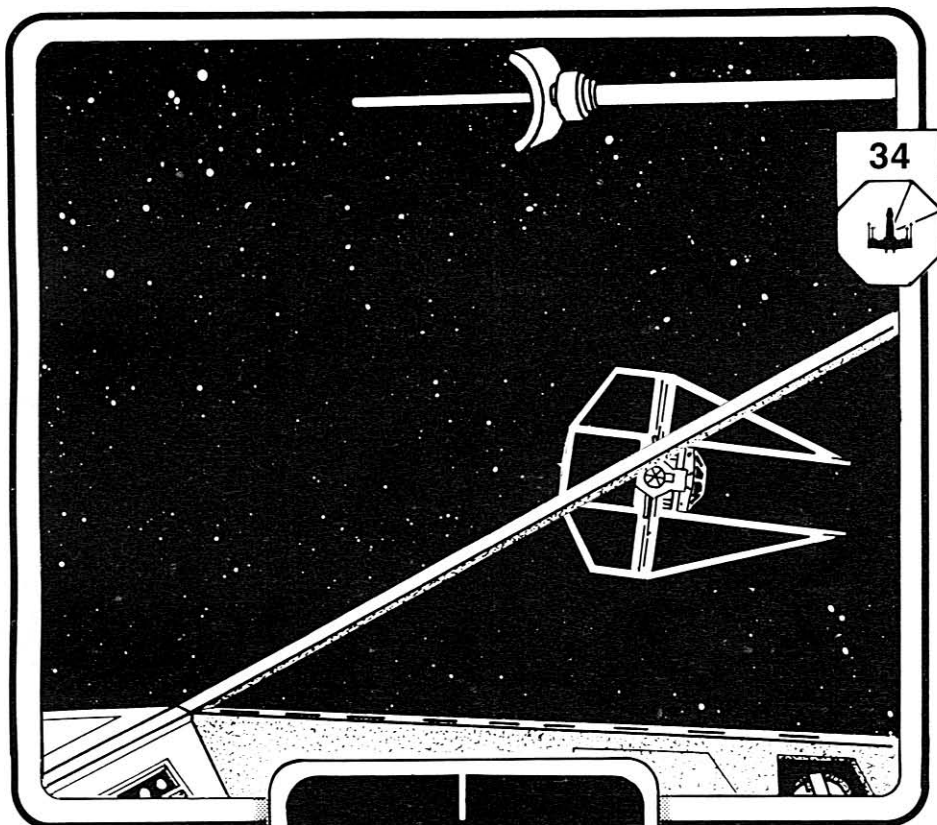
↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵
S T U V W X

44 103 33

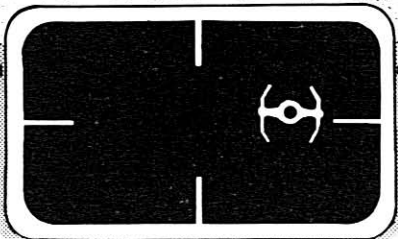
24 6

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216 215 210 194 58 69 59

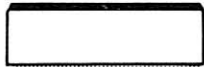


34

RANGE-S

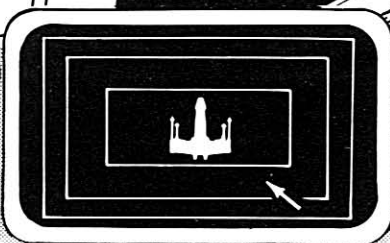
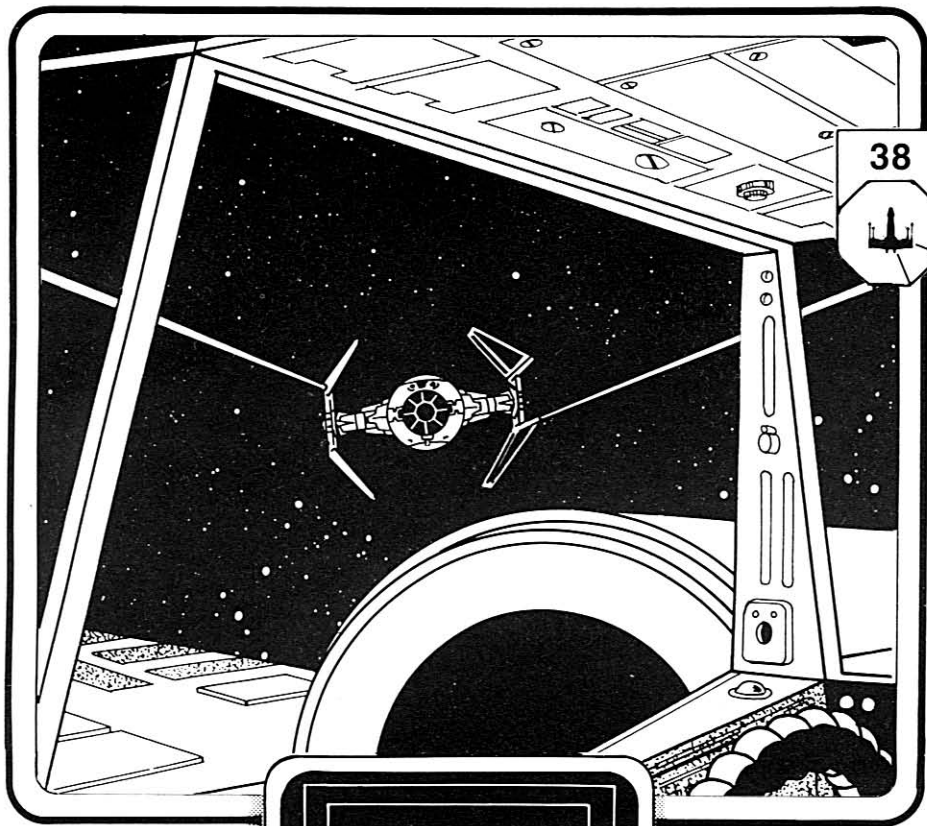
LOCK-ON



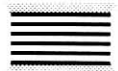
GLIDING HALF THROTTLE FULL THROTTLE

B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
55	102	34	205	188	5	78	28	33	23	90	209	11	198	15	67	214	68	79	32	12	31

38

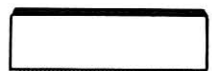


WARNING



DAMAGE - 5

RANGE - M



GLIDING

HALF THROTTLE

FULL THROTTLE

↶ ↷ ↵
B C D

↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷
F G H I J K L M N O P Q

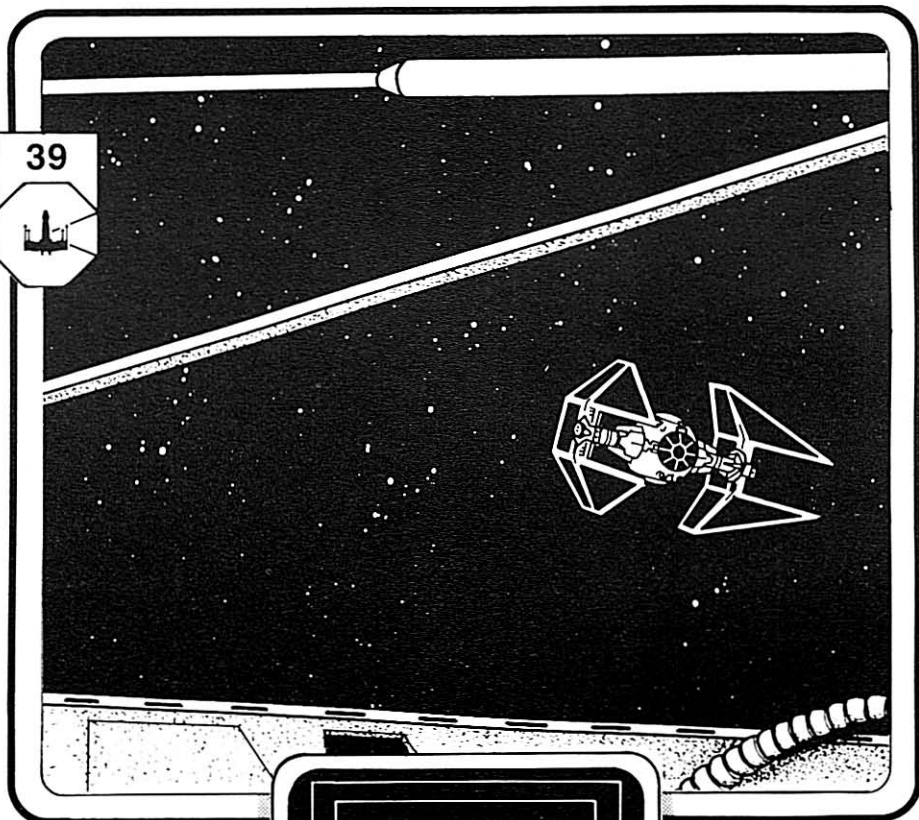
↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷
R S T U V W X

137 128 38

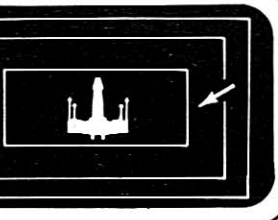
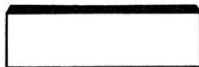
63 86 117 116 85 123 138 122 97 129 39 62

223 223 223 223 154 160 98

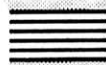
39



WARNING



RANGE - M



GLIDING

HALF THROTTLE

FULL THROTTLE

⏪ ⏩ ⏴
B C D

⏪ ⏩
F G

↖ ↗ ↘ ↙ ⤴ ⤵ ⤶ ⤷ ⤸ ⤹
H I J K L M N O P Q

↖ ↗ ↘ ↙ ⤴ ⤵ ⤶ ⤷ ⤸ ⤹
R S T U V W X

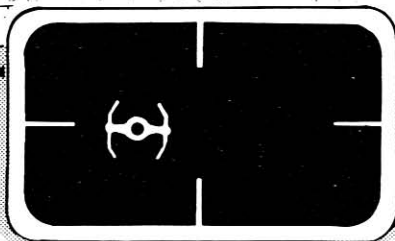
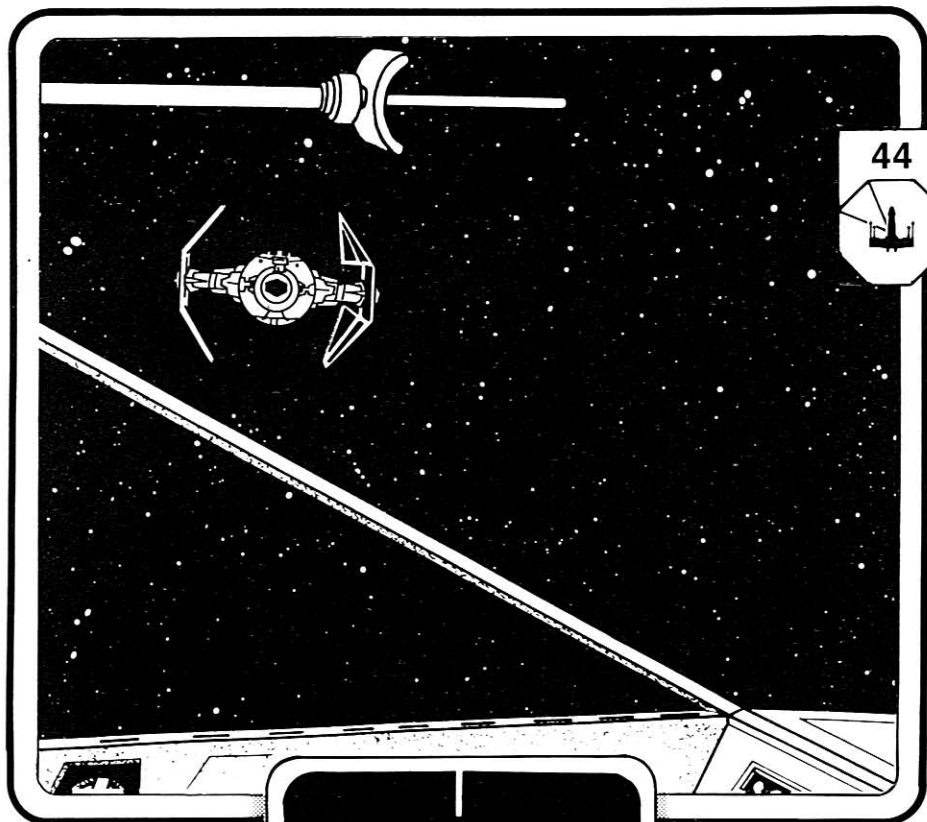
169 166 39

35 9

87 154 86 98 64 160 14 40 21 63

155 223 162 161 99 101 4

44



RANGE - M

LOCK-ON



GLIDING

HALF THROTTLE

FULL THROTTLE

B C D

F G H

I J K

L M N

O P Q

R S T

U V W

X

33 29 44

192 118

43 16

103 55

90 23

199 66

206 67

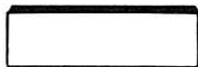
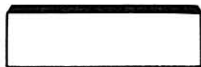
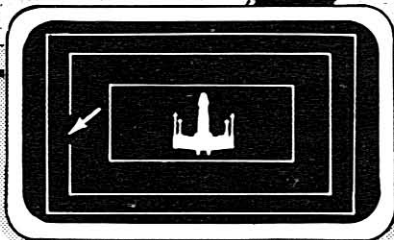
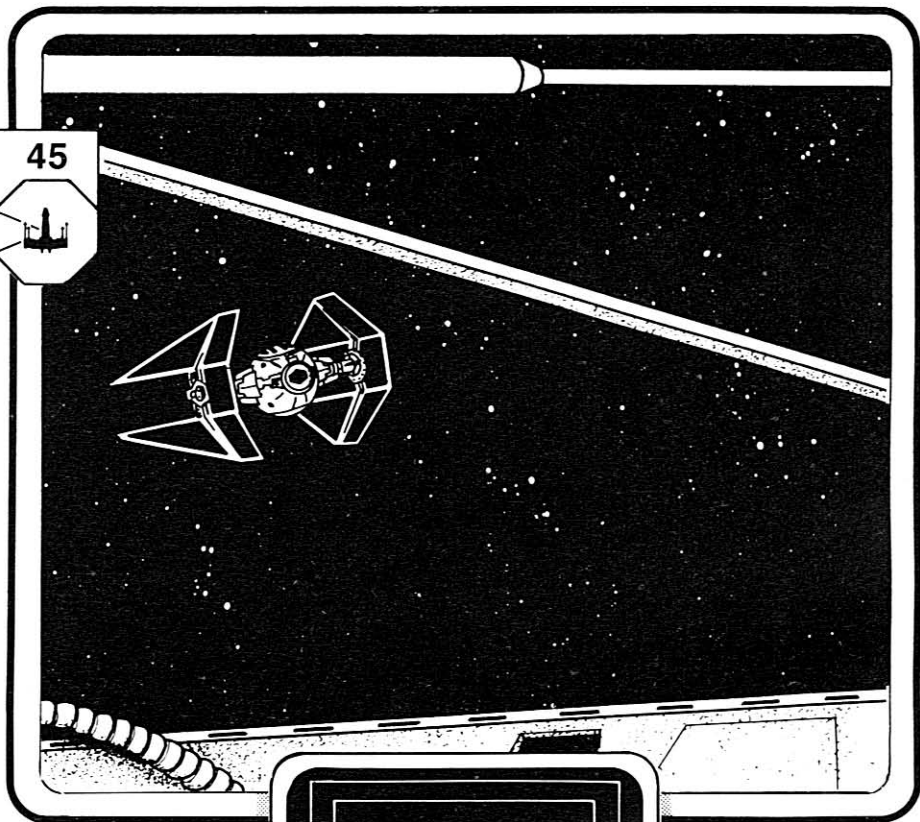
15 187

65 22

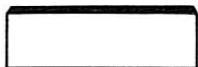
183 191

223

45



RANGE - M



GLIDING

HALF THROTTLE

FULL THROTTLE

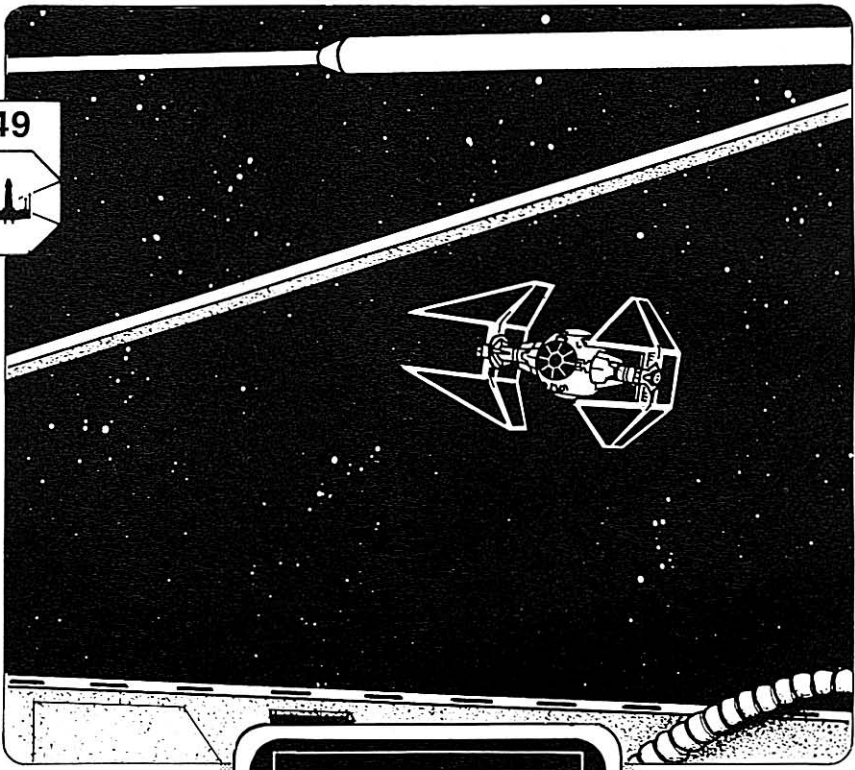
⤴ ⤵ ⤶
B C D

⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿ ⤿ ⤿ ⤿ ⤿ ⤿ ⤿ ⤿
F G H I J K L M N O P Q

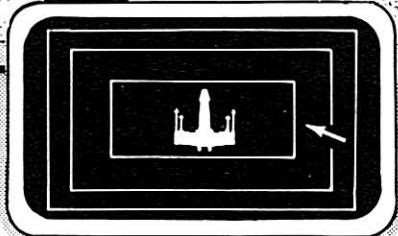
⤿ ⤿ ⤿ ⤿ ⤿ ⤿ ⤿ ⤿ ⤿ ⤿
R S T U V W X

11	5	45		159	201	44	23	107	56	45	29	208	67	216	68	55	22	206	66	207	215	223
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49



WARNING



RANGE- M

GLIDING

HALF THROTTLE

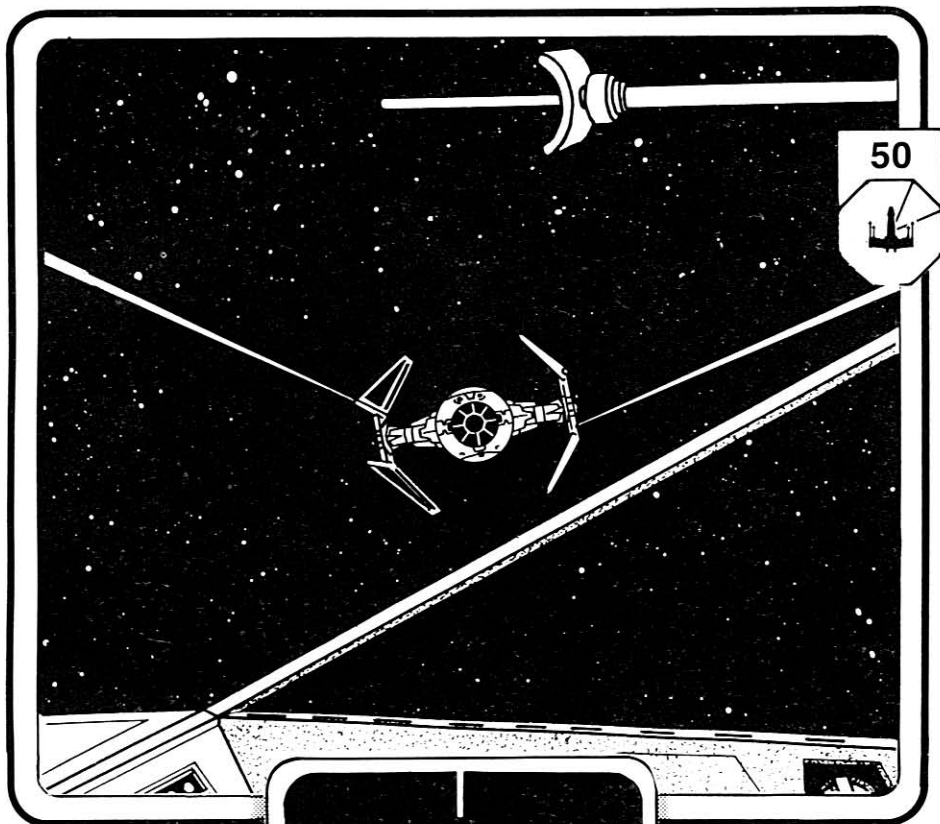
FULL THROTTLE

⤴ ⤵ ⤶
B C D

⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿
F G H I J K L M N O P Q

⤿ ⤻ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿ ⤻ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿
R S T U V W X

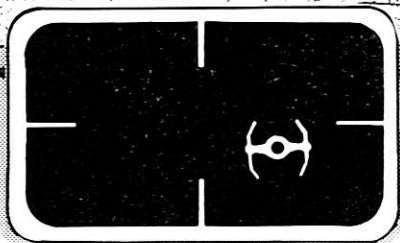
136 127 49 | 26 2 96 115 95 38 73 121 8 50 13 72 | 116 223 123 122 97 39 14



WARNING



DAMAGE-2



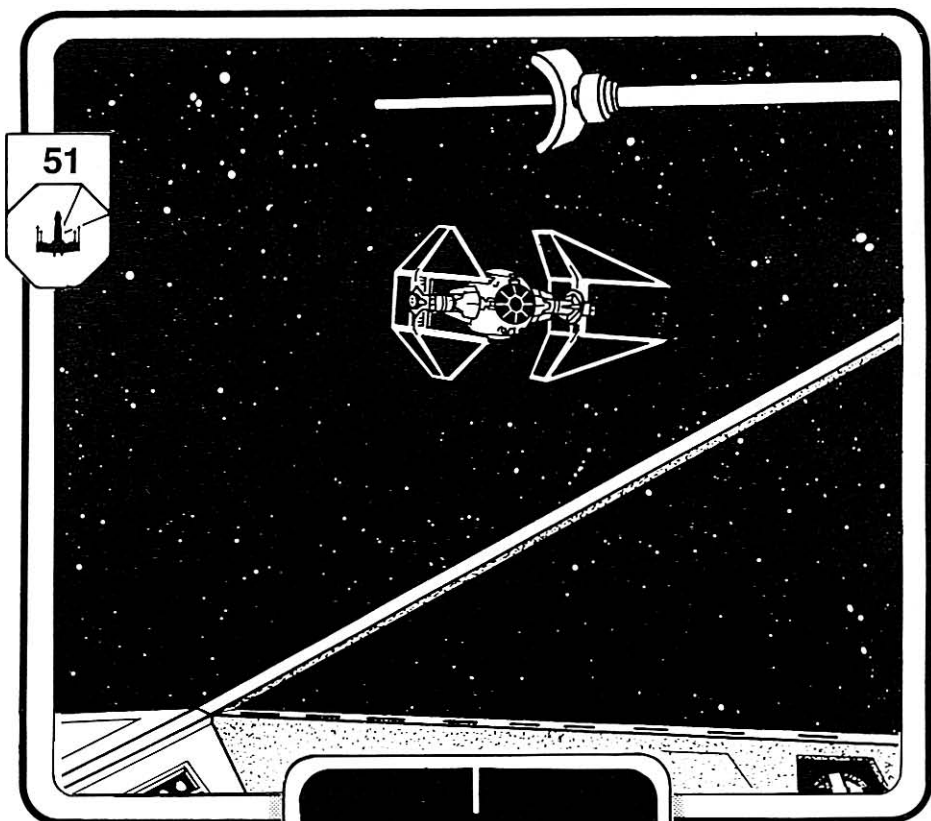
RANGE- M

LOCK-ON



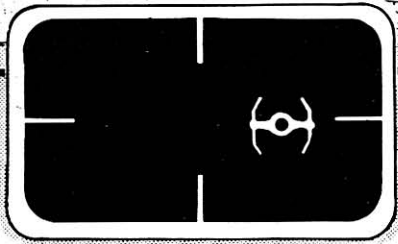
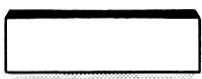
GLIDING **HALF THROTTLE** **FULL THROTTLE**

↶ ↷ ↵ B C D			↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ F G H I J K L M N O P Q											↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ R S T U V W X							
144	135	50	36	8	97	123	96	39	74	129	13	51	20	73	154	223	98	160	14	21	188



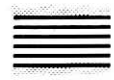
51

WARNING



RANGE-M

LOCK-ON



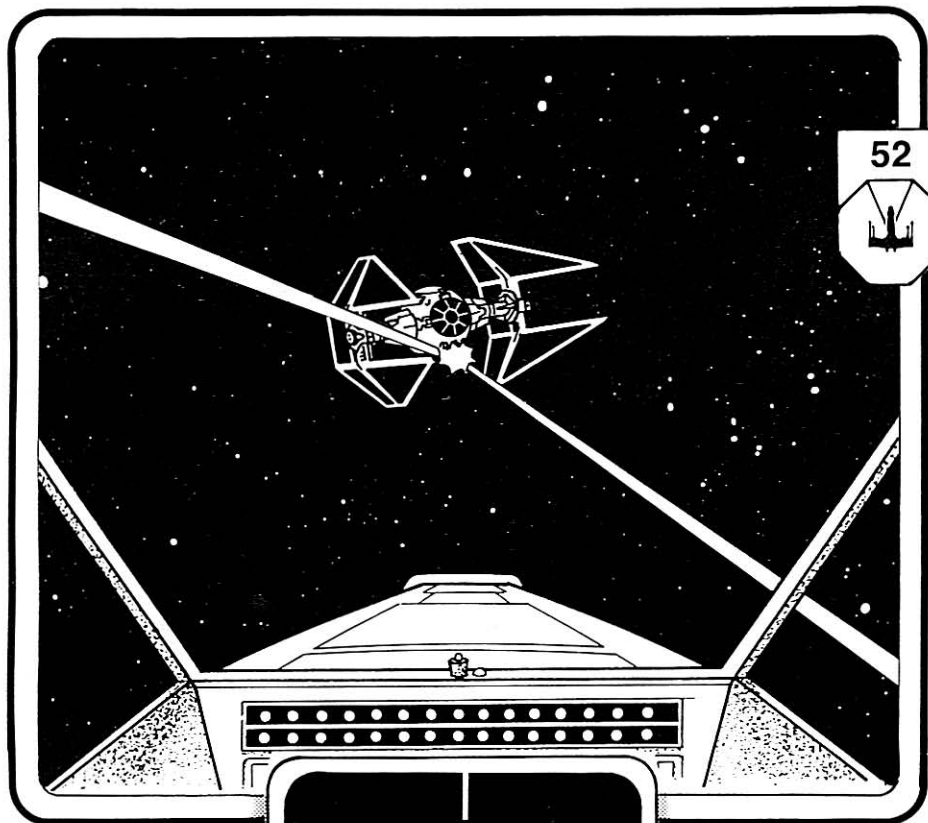
GLIDING

HALF THROTTLE

FULL THROTTLE

⤴	⤵	⤶	⤷	⤸	⤹	⤺	⤻	⤼	⤽	⤾	⤿	⥀	⥁	⥂	⥃	⥄	⥅	⥆	⥇	⥈	⥉	⥊	⥋	⥌	⥍	⥎	⥏	⥐	⥑	⥒	⥓	⥔	⥕	⥖	⥗	⥘	⥙	⥚	⥛	⥜	⥝	⥞	⥟	⥠	⥡	⥢	⥣	⥤	⥥	⥦	⥧	⥨	⥩	⥪	⥫	⥬	⥭	⥮	⥯	⥰	⥱	⥲	⥳	⥴	⥵	⥶	⥷	⥸	⥹	⥺	⥻	⥼	⥽	⥾	⥿	⦀	⦁	⦂	⦃	⦄	⦅	⦆	⦇	⦈	⦉	⦊	⦋	⦌	⦍	⦎	⦏	⦐	⦑	⦒	⦓	⦔	⦕	⦖	⦗	⦘	⦙	⦚	⦛	⦜	⦝	⦞	⦟	⦠	⦡	⦢	⦣	⦤	⦥	⦦	⦧	⦨	⦩	⦪	⦫	⦬	⦭	⦮	⦯	⦰	⦱	⦲	⦳	⦴	⦵	⦶	⦷	⦸	⦹	⦺	⦻	⦼	⦽	⦾	⦿	⧀	⧁	⧂	⧃	⧄	⧅	⧆	⧇	⧈	⧉	⧊	⧋	⧌	⧍	⧎	⧏	⧐	⧑	⧒	⧓	⧔	⧕	⧖	⧗	⧘	⧙	⧚	⧛	⧜	⧝	⧞	⧟	⧠	⧡	⧢	⧣	⧤	⧥	⧦	⧧	⧨	⧩	⧪	⧫	⧬	⧭	⧮	⧯	⧰	⧱	⧲	⧳	⧴	⧵	⧶	⧷	⧸	⧹	⧺	⧻	⧼	⧽	⧾	⧿	⨀	⨁	⨂	⨃	⨄	⨅	⨆	⨇	⨈	⨉	⨊	⨋	⨌	⨍	⨎	⨏	⨐	⨑	⨒	⨓	⨔	⨕	⨖	⨗	⨘	⨙	⨚	⨛	⨜	⨝	⨞	⨟	⨠	⨡	⨢	⨣	⨤	⨥	⨦	⨧	⨨	⨩	⨪	⨫	⨬	⨭	⨮	⨯	⨰	⨱	⨲	⨳	⨴	⨵	⨶	⨷	⨸	⨹	⨺	⨻	⨼	⨽	⨾	⨿	⩀	⩁	⩂	⩃	⩄	⩅	⩆	⩇	⩈	⩉	⩊	⩋	⩌	⩍	⩎	⩏	⩐	⩑	⩒	⩓	⩔	⩕	⩖	⩗	⩘	⩙	⩚	⩛	⩜	⩝	⩞	⩟	⩠	⩡	⩢	⩣	⩤	⩥	⩦	⩧	⩨	⩩	⩪	⩫	⩬	⩭	⩮	⩯	⩰	⩱	⩲	⩳	⩴	⩵	⩶	⩷	⩸	⩹	⩺	⩻	⩼	⩽	⩾	⩿	⪀	⪁	⪂	⪃	⪄	⪅	⪆	⪇	⪈	⪉	⪊	⪋	⪌	⪍	⪎	⪏	⪐	⪑	⪒	⪓	⪔	⪕	⪖	⪗	⪘	⪙	⪚	⪛	⪜	⪝	⪞	⪟	⪠	⪡	⪢	⪣	⪤	⪥	⪦	⪧	⪨	⪩	⪪	⪫	⪬	⪭	⪮	⪯	⪰	⪱	⪲	⪳	⪴	⪵	⪶	⪷	⪸	⪹	⪺	⪻	⪼	⪽	⪾	⪿	⫀	⫁	⫂	⫃	⫄	⫅	⫆	⫇	⫈	⫉	⫊	⫋	⫌	⫍	⫎	⫏	⫐	⫑	⫒	⫓	⫔	⫕	⫖	⫗	⫘	⫙	⫚	⫛	⫝̸	⫝	⫞	⫟	⫠	⫡	⫢	⫣	⫤	⫥	⫦	⫧	⫨	⫩	⫪	⫫	⫬	⫭	⫮	⫯	⫰	⫱	⫲	⫳	⫴	⫵	⫶	⫷	⫸	⫹	⫺	⫻	⫼	⫽	⫾	⫿	⬀	⬁	⬂	⬃	⬄	⬅	⬆	⬇	⬈	⬉	⬊	⬋	⬌	⬍	⬎	⬏	⬐	⬑	⬒	⬓	⬔	⬕	⬖	⬗	⬘	⬙	⬚	⬛	⬜	⬝	⬞	⬟	⬠	⬡	⬢	⬣	⬤	⬥	⬦	⬧	⬨	⬩	⬪	⬫	⬬	⬭	⬮	⬯	⬰	⬱	⬲	⬳	⬴	⬵	⬶	⬷	⬸	⬹	⬺	⬻	⬼	⬽	⬾	⬿	⭀	⭁	⭂	⭃	⭄	⭅	⭆	⭇	⭈	⭉	⭊	⭋	⭌	⭍	⭎	⭏	⭐	⭑	⭒	⭓	⭔	⭕	⭖	⭗	⭘	⭙	⭚	⭛	⭜	⭝	⭞	⭟	⭠	⭡	⭢	⭣	⭤	⭥	⭦	⭧	⭨	⭩	⭪	⭫	⭬	⭭	⭮	⭯	⭰	⭱	⭲	⭳	⭴	⭵	⭶	⭷	⭸	⭹	⭺	⭻	⭼	⭽	⭾	⭿	⮀	⮁	⮂	⮃	⮄	⮅	⮆	⮇	⮈	⮉	⮊	⮋	⮌	⮍	⮎	⮏	⮐	⮑	⮒	⮓	⮔	⮕	⮖	⮗	⮘	⮙	⮚	⮛	⮜	⮝	⮞	⮟	⮠	⮡	⮢	⮣	⮤	⮥	⮦	⮧	⮨	⮩	⮪	⮫	⮬	⮭	⮮	⮯	⮰	⮱	⮲	⮳	⮴	⮵	⮶	⮷	⮸	⮹	⮺	⮻	⮼	⮽	⮾	⮿	⯀	⯁	⯂	⯃	⯄	⯅	⯆	⯇	⯈	⯉	⯊	⯋	⯌	⯍	⯎	⯏	⯐	⯑	⯒	⯓	⯔	⯕	⯖	⯗	⯘	⯙	⯚	⯛	⯜	⯝	⯞	⯟	⯠	⯡	⯢	⯣	⯤	⯥	⯦	⯧	⯨	⯩	⯪	⯫	⯬	⯭	⯮	⯯	⯰	⯱	⯲	⯳	⯴	⯵	⯶	⯷	⯸	⯹	⯺	⯻	⯼	⯽	⯾	⯿	Ⰰ	Ⰱ	Ⰲ	Ⰳ	Ⰴ	Ⰵ	Ⰶ	Ⰷ	Ⰸ	Ⰹ	Ⰺ	Ⰻ	Ⰼ	Ⰽ	Ⰾ	Ⰿ	Ⱀ	Ⱁ	Ⱂ	Ⱃ	Ⱄ	Ⱅ	Ⱆ	Ⱇ	Ⱈ	Ⱉ	Ⱊ	Ⱋ	Ⱌ	Ⱍ	Ⱎ	Ⱏ	Ⱐ	Ⱑ	Ⱒ	Ⱓ	Ⱔ	Ⱕ	Ⱖ	Ⱗ	Ⱘ	Ⱙ	Ⱚ	Ⱛ	Ⱜ	Ⱝ	Ⱞ	Ⱟ	ⰰ	ⰱ	ⰲ	ⰳ	ⰴ	ⰵ	ⰶ	ⰷ	ⰸ	ⰹ	ⰺ	ⰻ	ⰼ	ⰽ	ⰾ	ⰿ	ⱀ	ⱁ	ⱂ	ⱃ	ⱄ	ⱅ	ⱆ	ⱇ	ⱈ	ⱉ	ⱊ	ⱋ	ⱌ	ⱍ	ⱎ	ⱏ	ⱐ	ⱑ	ⱒ	ⱓ	ⱔ	ⱕ	ⱖ	ⱗ	ⱘ	ⱙ	ⱚ	ⱛ	ⱜ	ⱝ	ⱞ	ⱟ	Ⱡ	ⱡ	Ɫ	Ᵽ	Ɽ	ⱥ	ⱦ	Ⱨ	ⱨ	Ⱪ	ⱪ	Ⱬ	ⱬ	Ɑ	Ɱ	Ɐ	Ɒ	ⱱ	Ⱳ	ⱳ	ⱴ	Ⱶ	ⱶ	ⱷ	ⱸ	ⱹ	ⱺ	ⱻ	ⱼ	ⱽ	Ȿ	Ɀ	Ⲁ	ⲁ	Ⲃ	ⲃ	Ⲅ	ⲅ	Ⲇ	ⲇ	Ⲉ	ⲉ	Ⲋ	ⲋ	Ⲍ	ⲍ	Ⲏ	ⲏ	Ⲑ	ⲑ	Ⲓ	ⲓ	Ⲕ	ⲕ	Ⲗ	ⲗ	Ⲙ	ⲙ	Ⲛ	ⲛ	Ⲝ	ⲝ	Ⲟ	ⲟ	Ⲡ	ⲡ	Ⲣ	ⲣ	Ⲥ	ⲥ	Ⲧ	ⲧ	Ⲩ	ⲩ	Ⲫ	ⲫ	Ⲭ	ⲭ	Ⲯ	ⲯ	Ⲱ	ⲱ	Ⲳ	ⲳ	Ⲵ	ⲵ	Ⲷ	ⲷ	Ⲹ	ⲹ	Ⲻ	ⲻ	Ⲽ	ⲽ	Ⲿ	ⲿ	Ⳁ	ⳁ	Ⳃ	ⳃ	Ⳅ	ⳅ	Ⳇ	ⳇ	Ⳉ	ⳉ	Ⳋ	ⳋ	Ⳍ	ⳍ	Ⳏ	ⳏ	Ⳑ	ⳑ	Ⳓ	ⳓ	Ⳕ	ⳕ	Ⳗ	ⳗ	Ⳙ	ⳙ	Ⳛ	ⳛ	Ⳝ	ⳝ	Ⳟ	ⳟ	Ⳡ	ⳡ	Ⳣ	ⳣ	ⳤ	⳥	⳦	⳧	⳨	⳩	⳪	Ⳬ	ⳬ	Ⳮ	ⳮ	⳯	⳰	⳱	Ⳳ	ⳳ	⳴	⳵	⳶	⳷	⳸	⳹	⳺	⳻	⳼	⳽	⳾	⳿	ⴀ	ⴁ	ⴂ	ⴃ	ⴄ	ⴅ	ⴆ	ⴇ	ⴈ	ⴉ	ⴊ	ⴋ	ⴌ	ⴍ	ⴎ	ⴏ	ⴐ	ⴑ	ⴒ	ⴓ	ⴔ	ⴕ	ⴖ	ⴗ	ⴘ	ⴙ	ⴚ	ⴛ	ⴜ	ⴝ	ⴞ	ⴟ	ⴠ	ⴡ	ⴢ	ⴣ	ⴤ	ⴥ	⴦	ⴧ	⴨	⴩	⴪	⴫	⴬	ⴭ	⴮	⴯	ⴰ	ⴱ	ⴲ	ⴳ	ⴴ	ⴵ	ⴶ	ⴷ	ⴸ	ⴹ	ⴺ	ⴻ	ⴼ	ⴽ	ⴾ	ⴿ	ⵀ	ⵁ	ⵂ	ⵃ	ⵄ	ⵅ	ⵆ	ⵇ	ⵈ	ⵉ	ⵊ	ⵋ	ⵌ	ⵍ	ⵎ	ⵏ	ⵐ	ⵑ	ⵒ	ⵓ	ⵔ	ⵕ	ⵖ	ⵗ	ⵘ	ⵙ	ⵚ	ⵛ	ⵜ	ⵝ	ⵞ	ⵟ	ⵠ	ⵡ	ⵢ	ⵣ	ⵤ	ⵥ	ⵦ	ⵧ	⵨	⵩	⵪	⵫	⵬	⵭	⵮	ⵯ	⵰	⵱	⵲	⵳	⵴	⵵	⵶	⵷	⵸	⵹	⵺	⵻	⵼	⵽	⵾	⵿	ⶀ	ⶁ	ⶂ	ⶃ	ⶄ	ⶅ	ⶆ	ⶇ	ⶈ	ⶉ	ⶊ	ⶋ	ⶌ	ⶍ	ⶎ	ⶏ	ⶐ	ⶑ	ⶒ	ⶓ	ⶔ	ⶕ	ⶖ	⶗	⶘	⶙	⶚	⶛	⶜	⶝	⶞	⶟	ⶠ	ⶡ	ⶢ	ⶣ	ⶤ	ⶥ	ⶦ	⶧	ⶨ	ⶩ	ⶪ	ⶫ	ⶬ	ⶭ	ⶮ	⶯	ⶰ	ⶱ	ⶲ	ⶳ	ⶴ	ⶵ	ⶶ	⶷	ⶸ	ⶹ	ⶺ	ⶻ	ⶼ	ⶽ	ⶾ	⶿	ⷀ	ⷁ	ⷂ	ⷃ	ⷄ	ⷅ	ⷆ	⷇	ⷈ	ⷉ	ⷊ	ⷋ	ⷌ	ⷍ	ⷎ	⷏	ⷐ	ⷑ	ⷒ	ⷓ	ⷔ	ⷕ	ⷖ	⷗	ⷘ	ⷙ	ⷚ	ⷛ	ⷜ	ⷝ	ⷞ	⷟	ⷠ	ⷡ	ⷢ	ⷣ	ⷤ	ⷥ	ⷦ	ⷧ	ⷨ	ⷩ	ⷪ	ⷫ	ⷬ	ⷭ	ⷮ	ⷯ	ⷰ	ⷱ	ⷲ	ⷳ	ⷴ	ⷵ	ⷶ	ⷷ	ⷸ	ⷹ	ⷺ	ⷻ	ⷼ	ⷽ	ⷾ	ⷿ	⸀	⸁	⸂	⸃	⸄	⸅	⸆	⸇	⸈	⸉	⸊	⸋	⸌	⸍	⸎	⸏	⸐	⸑	⸒	⸓	⸔	⸕	⸖	⸗	⸘	⸙	⸚	⸛	⸜	⸝	⸞	⸟	⸠	⸡	⸢	⸣	⸤	⸥	⸦	⸧	⸨	⸩	⸪	⸫	⸬	⸭	⸮	ⸯ	⸰	⸱	⸲	⸳	⸴	⸵	⸶	⸷	⸸	⸹	⸺	⸻
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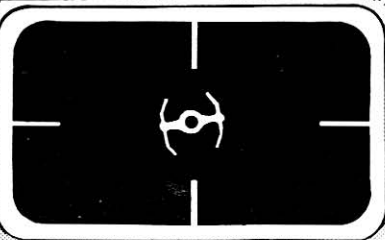
52



WARNING



LOCK-ON



RANGE - M

SCORE - 2













GLIDING

HALF THROTTLE

FULL THROTTLE




B C D













F G H I J K L M N O P Q R







S T U V W X

88 53 52

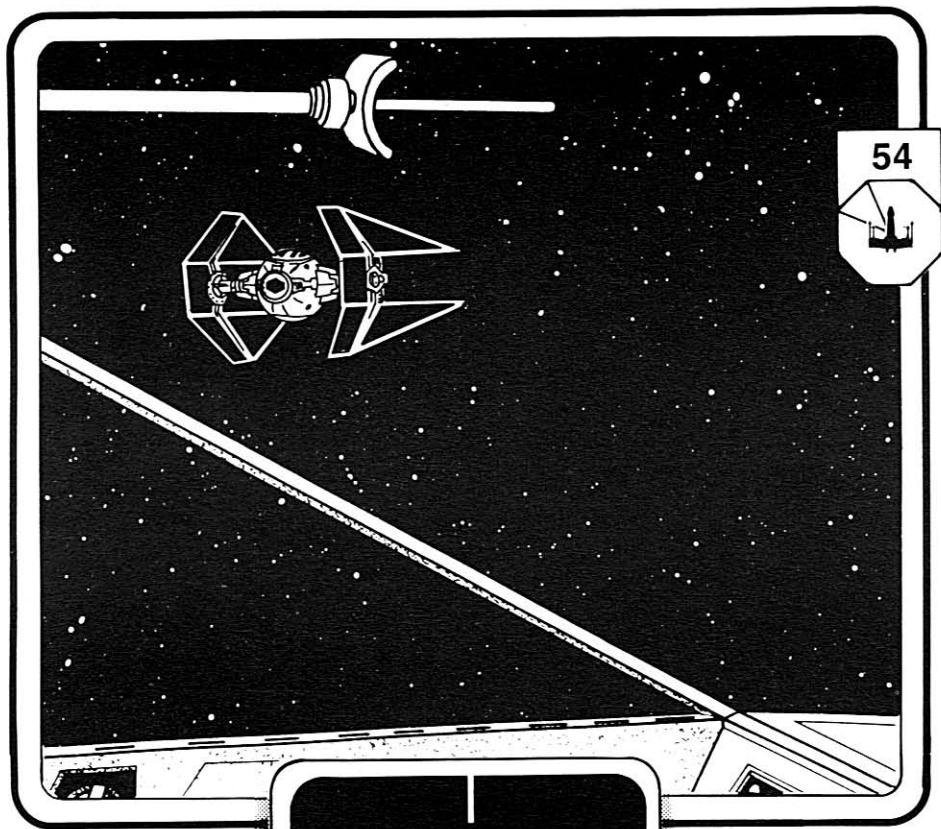
97 51

21 101 98

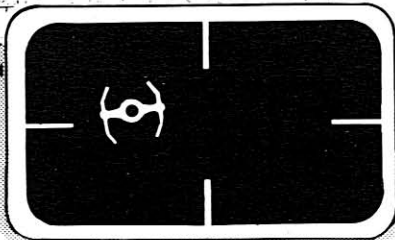
27 9 41

63 35 74 75

4 89 209 34 26 36 85



54



RANGE - M

LOCK-ON



GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶

B C D

⤶ ⤷

F G

⤴ ⤵ ⤶ ⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿

H I J K L M N O P Q

⤴ ⤵ ⤶ ⤷ ⤸ ⤹

R S T U V W X

4 22 54

195 124

53

10

100

76

10

15

175

88

181

77

35

198

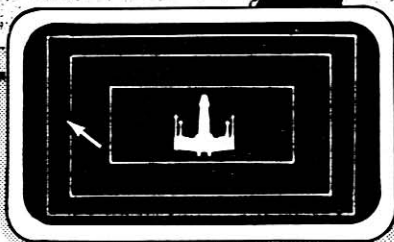
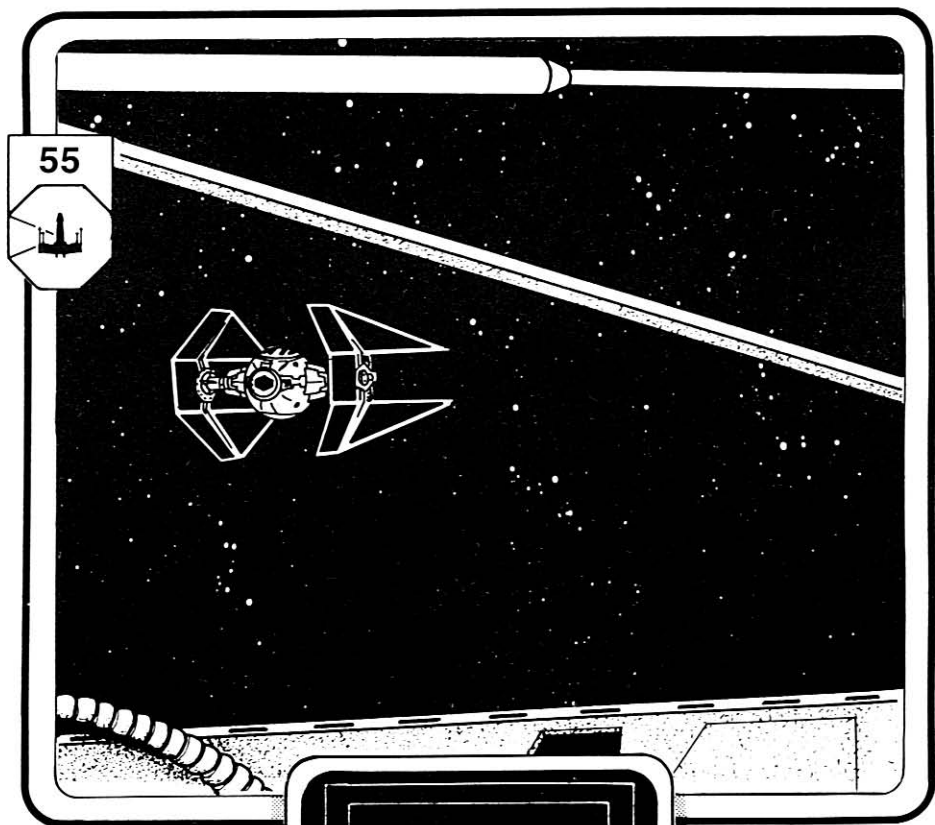
75

3

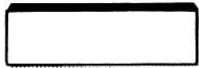
150

156

223



RANGE - M



GLIDING

HALF THROTTLE

FULL THROTTLE

⌈ ⋖ ⌑

B C D

⌈ ⋗

F G

⋈ ⋉

H I

⋊ ⋋

J K

⋌ ⋍

L M

⋎ ⋏

N O

⋐ ⋑

P Q

⋒ ⋓

R S

⋔ ⋕

T U

⋖ ⋗

V W

⋘ ⋙

X

34

28

55

165

177

54

15

102

65

100

22

183

77

191

78

76

3

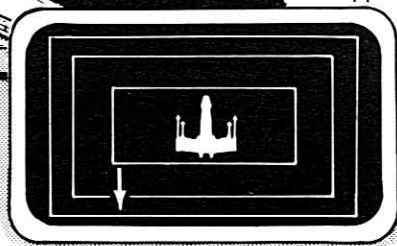
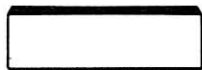
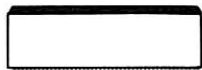
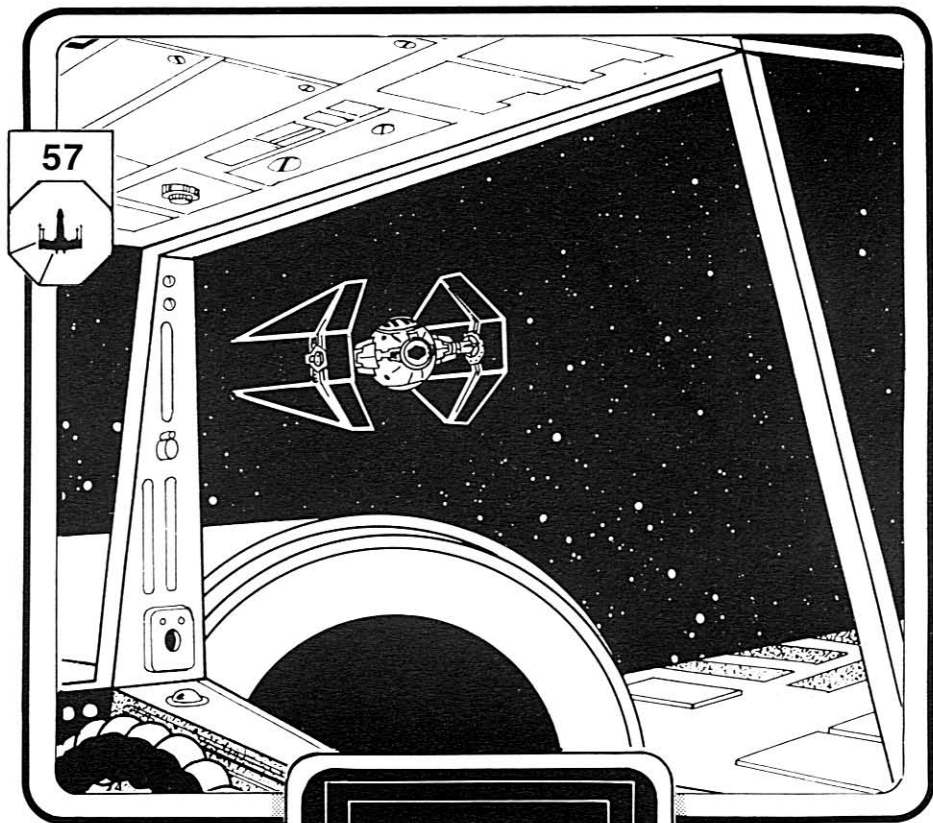
181

88

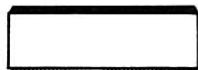
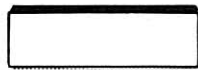
182

190

223

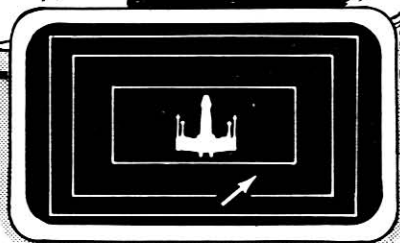
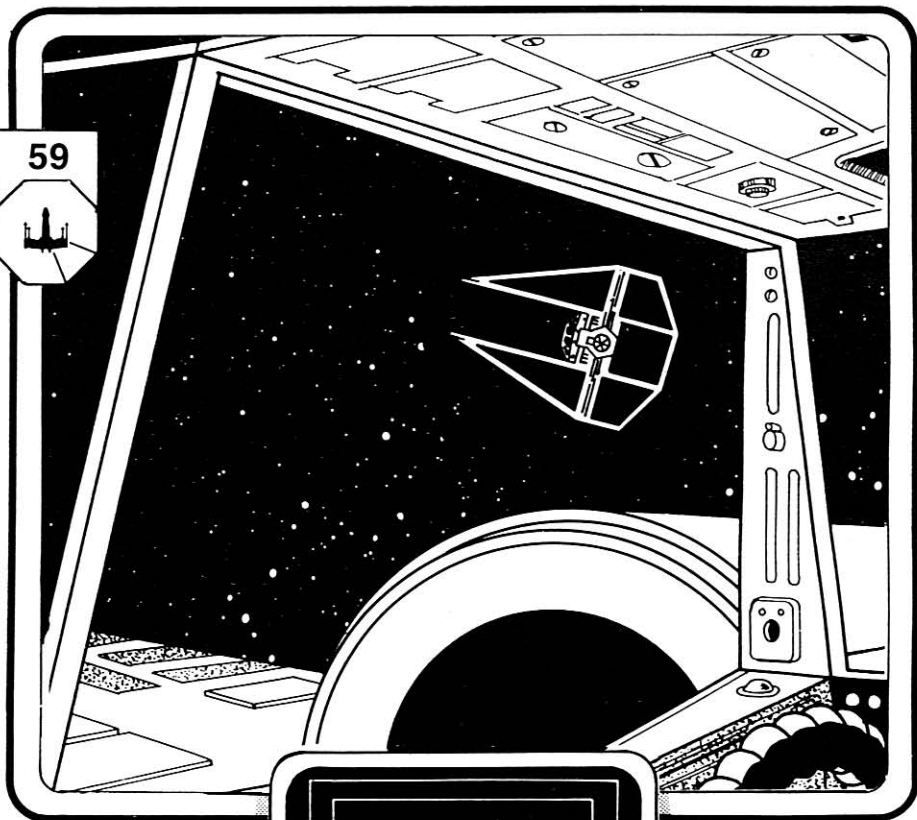


RANGE- M



↶	↷	↑	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	
B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X								
91	79	57	151	217	208	56	92	216	120	67	109	194	210	80	207	206	223	215	223	223	223								

59



RANGE- M



GLIDING

HALF THROTTLE

FULL THROTTLE



B C D

F G

H I

J K

L M

N O

P Q

R S

T U

V W

X

219

153

59

83

108

220

212

105

202

139

186

48

178

60

82

223

223

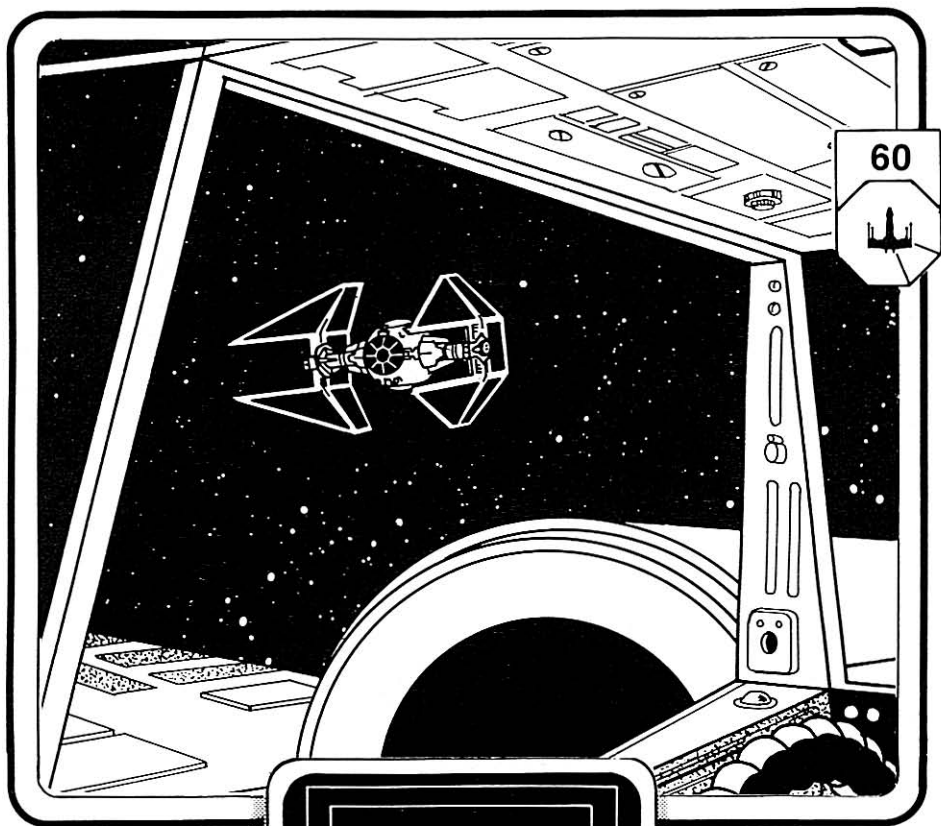
223

223

203

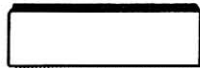
179

180

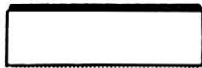


60

WARNING



RANGE - M



GLIDING

HALF THROTTLE

FULL THROTTLE

↶ ↷ ↵
B C D

↶ ↷ ↵
F G

↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵
H I J K L M N O P Q

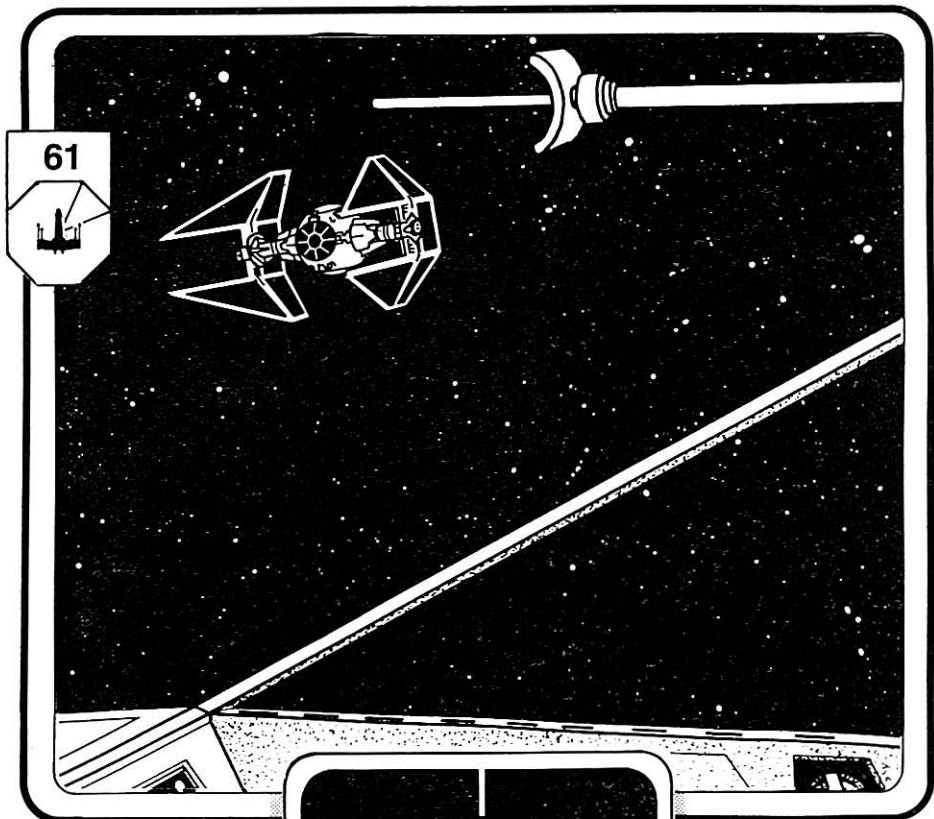
↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵
R S T U V W X

113 173 60

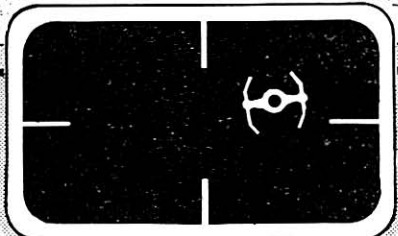
72 95

204 203 108 180 114 179 37 174 49 83

223 223 223 223 115 121 38



61

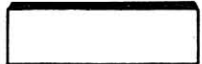


WARNING

LOCK-ON



RANGE- M



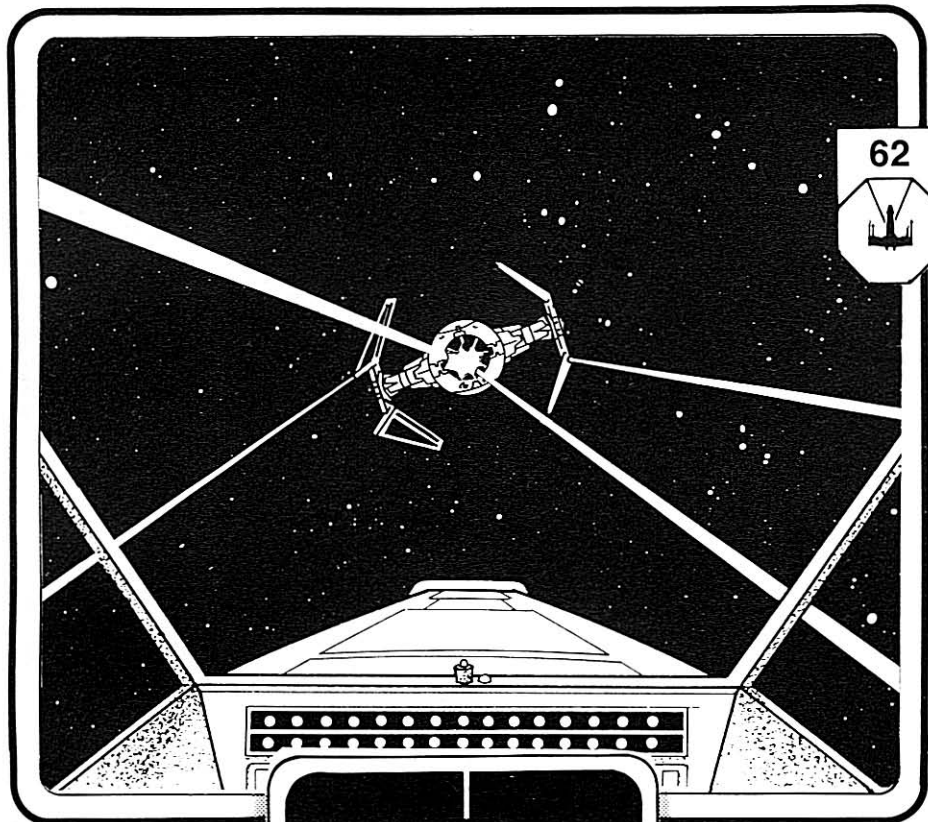
GLIDING

HALF THROTTLE

FULL THROTTLE

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
85	62	61		31	7	8	38	37	13	36	50	18	20	19	84	97	123	14	39	213	188	6	

62



WARNING



LOCK-ON



DAMAGE-4

RANGE-M

SCORE-4

GLIDING

HALF THROTTLE

FULL THROTTLE




B C D



F G




H I J



K L



M N



O P



Q R



S T



U V



W X



Y Z

86 63 62

37 61

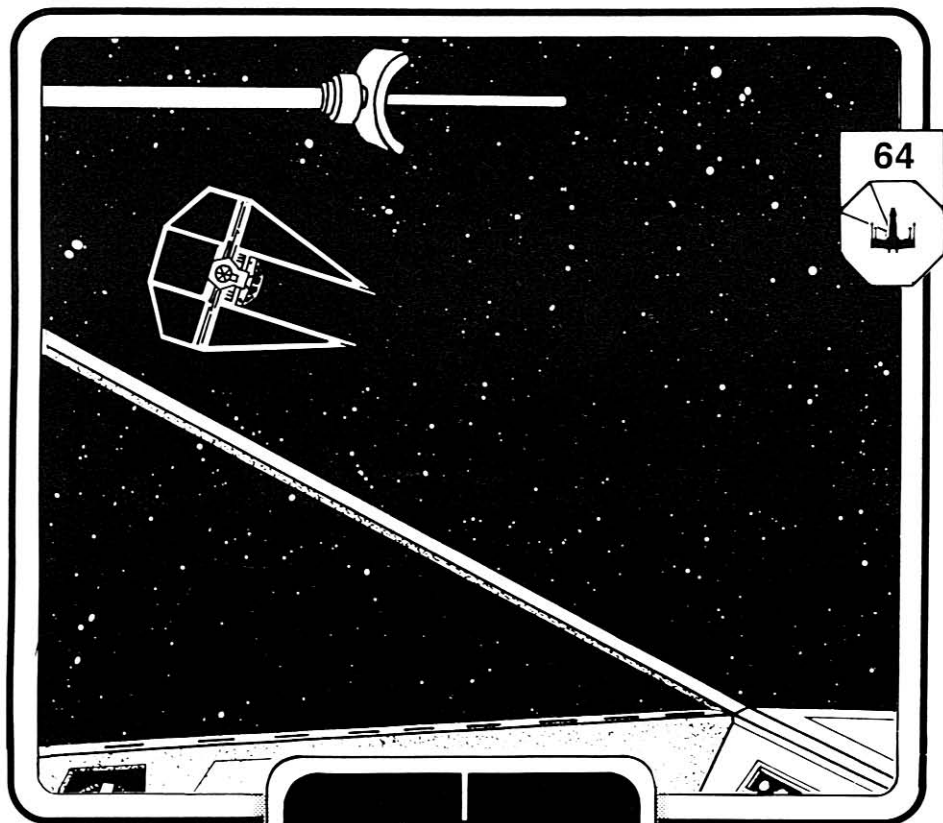
13 39 38

20 2

51 72

26 84 85

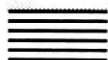
14 98 188 21 19 25 108



WARNING



LOCK-ON



○○○○○○○○

RANGE - M

GLIDING

HALF THROTTLE












FULL THROTTLE




B C D



F G












H I J K L M N O P Q








R S T U V W X

14 3 64

160 130

63 27

40 74

39 35

169 86

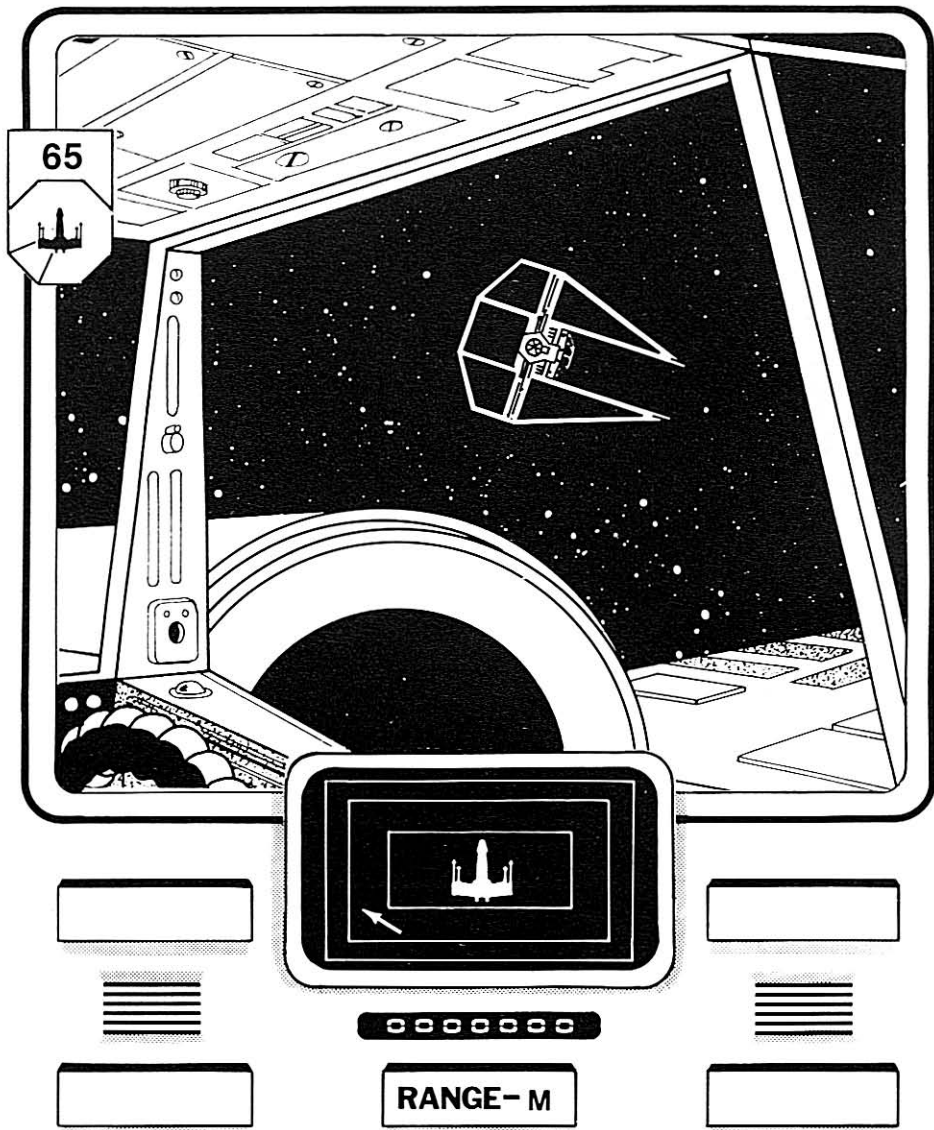
148 87

26 209

85 36

144 117

223

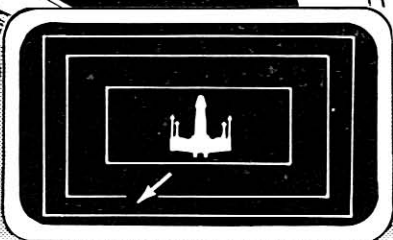


GLIDING
HALF THROTTLE
FULL THROTTLE

B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
41	99	65	164	176	175	76	42	181	163	88	182	189	190	89	150	75	223	156	223	223	223



66



RANGE - M



GLIDING HALF THROTTLE FULL THROTTLE

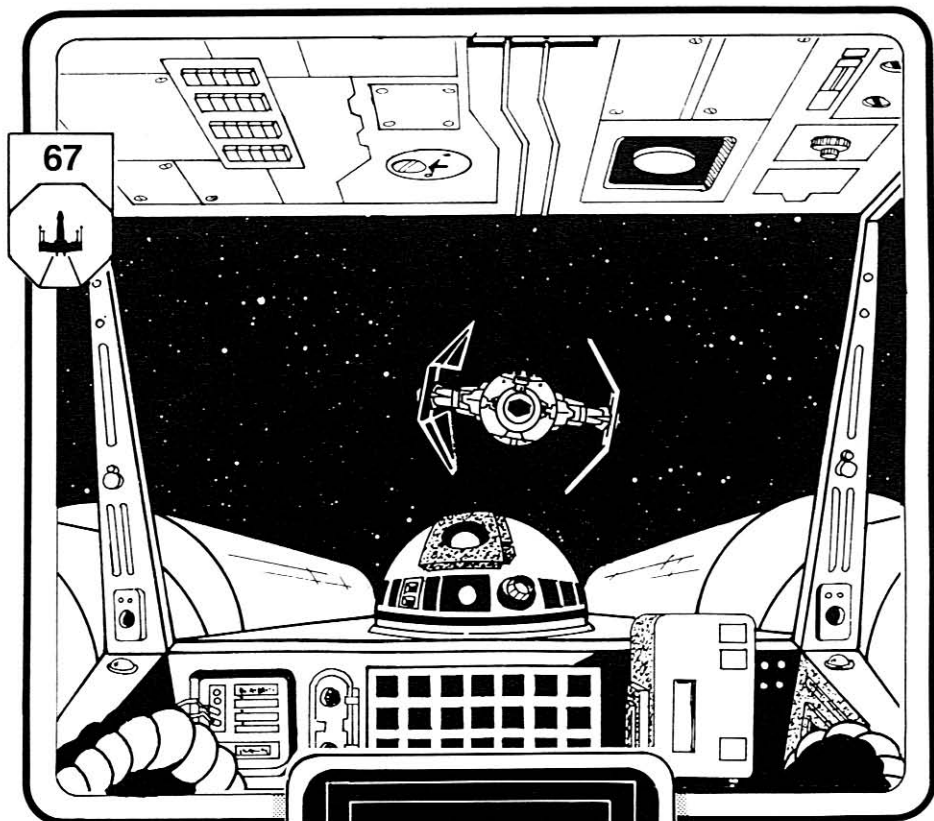
↖ ↙ ↑
B C D

↗ ↘ ↻ ↷ ↶ ↵ ↴ ↳ ↲ ↱ ↰ ↯ ↮ ↭ ↬ ↫ ↪ ↩ ↨ ↧ ↦ ↥ ↤ ↣ ↢ ↡ ↠ ↟ ↞ ↟ ↠ ↡ ↢ ↣ ↤ ↥ ↦ ↧ ↨ ↩ ↪ ↫ ↬ ↭ ↮ ↯ ↰ ↱ ↲ ↳ ↴ ↵ ↶ ↷ ↸ ↹ ↺ ↻ ↼ ↽ ↾ ↿ ↺ ↻ ↽ ↾ ↿

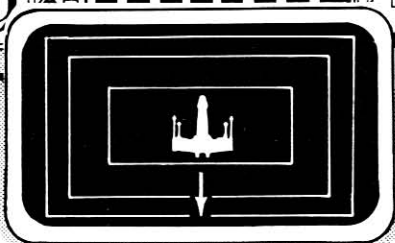
F G H I J K L M N O P Q R S T U V W X

↖ ↗ ↘ ↙ ↚ ↛ ↜ ↝ ↞ ↠ ↡ ↢ ↣ ↤ ↥ ↦ ↧ ↨ ↩ ↪ ↫ ↬ ↭ ↮ ↯ ↰ ↱ ↲ ↳ ↴ ↵ ↶ ↷ ↸ ↹ ↺ ↻ ↼ ↽ ↾ ↿

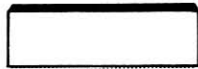
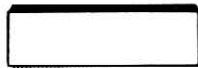
42	89	66		157	199	183	65	43	191	126	77	206	197	214	90	182	181	223	190	223	223	223
----	----	----	--	-----	-----	-----	----	----	-----	-----	----	-----	-----	-----	----	-----	-----	-----	-----	-----	-----	-----



67



RANGE- M



GLIDING

HALF THROTTLE

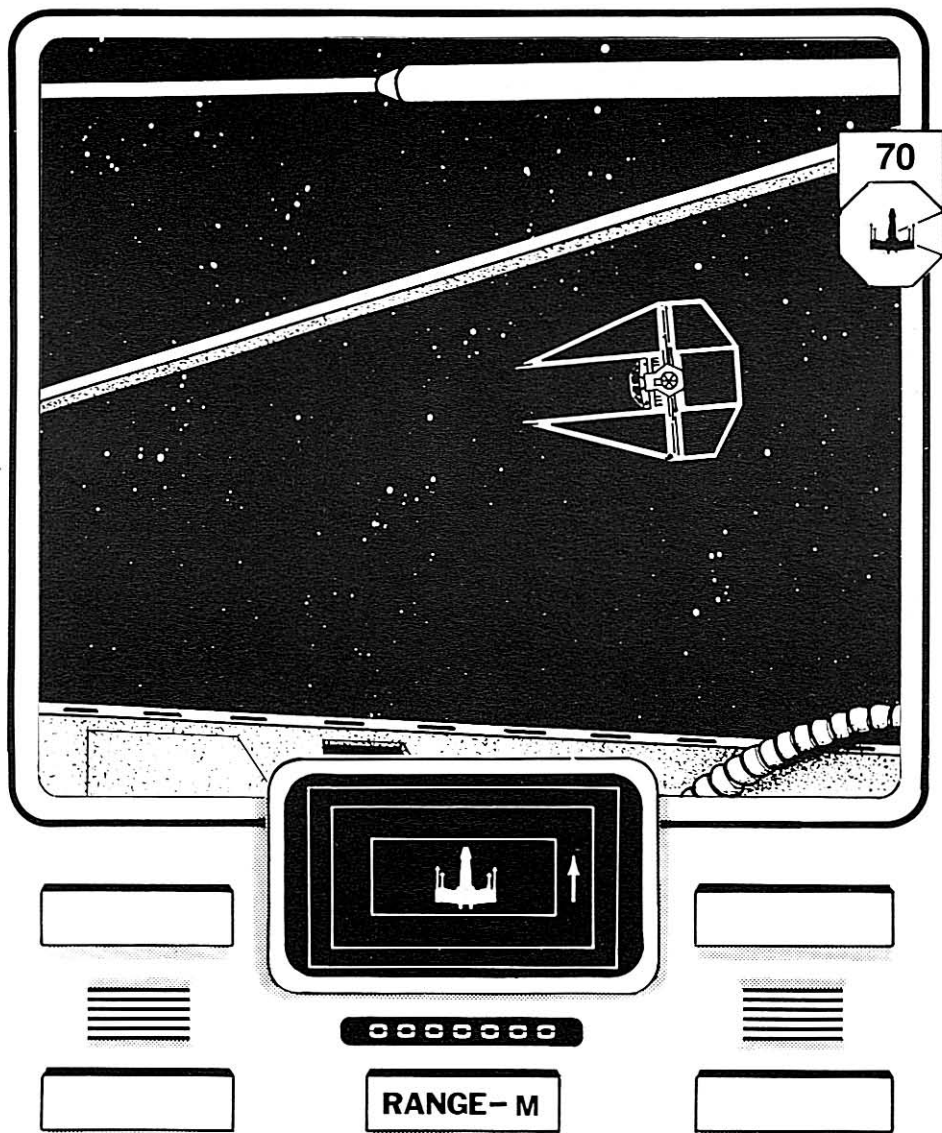
FULL THROTTLE

⌈ ⌋ ⌉
B C D

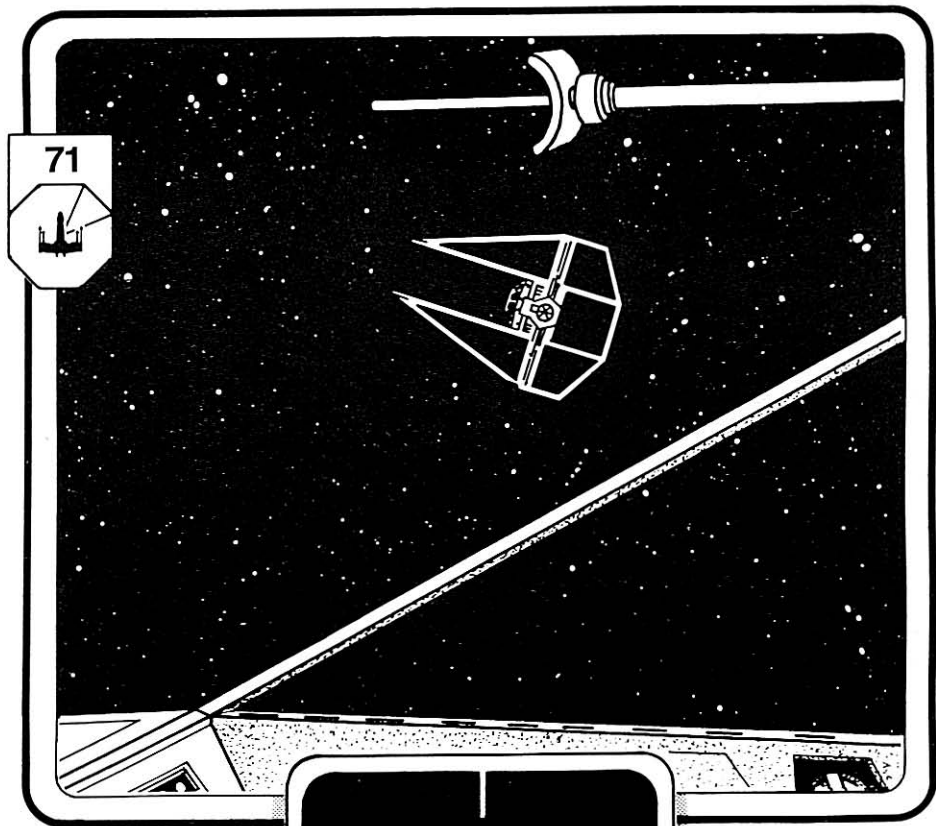
⌈ ⌋ ⌉ ⌋ ⌉ ⌈ ⌋ ⌉ ⌋ ⌉ ⌈ ⌋ ⌉ ⌋ ⌉ ⌈ ⌋ ⌉ ⌋ ⌉ ⌈ ⌋ ⌉ ⌋ ⌉ ⌈ ⌋ ⌉ ⌋ ⌉ ⌈ ⌋ ⌉ ⌋ ⌉
F G H I J K L M N O P Q R S T U V W X

118 192 67

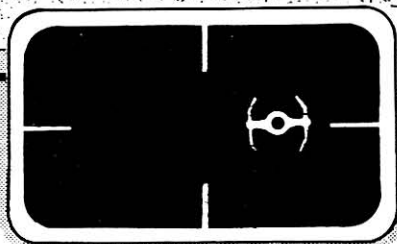
120 208 207 206 44 215 119 214 216 193 194 103 223 223 223 223 223 223 223



B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
112	172	70	19	31	48	202	47	60	106	178	1	71	7	94	203	223	180	179	37	49	8



WARNING



RANGE-M

LOCK-ON



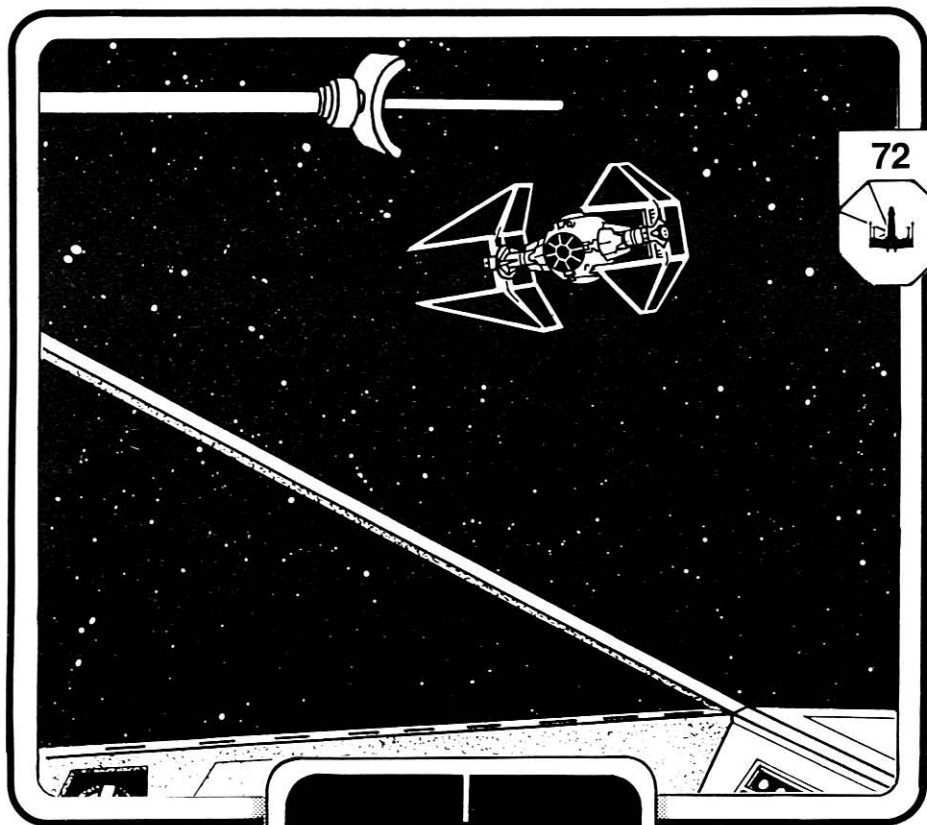
GLIDING

HALF THROTTLE

FULL THROTTLE

↶	↷	↑		↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷
B	C	D		F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X							
222	141	71		25	1	37	180	48	49	84	174	7	61	18	106	115	223	38	121	8	13	213							

72



WARNING



LOCK-ON



RANGE-M

GLIDING

HALF THROTTLE

FULL THROTTLE

B C D

F G

H I

J K

L M

N O

P Q

R

S T

U V

W X

2

26

72

60

83

18

13

49

19

1

20

106

25

108

95

213

14

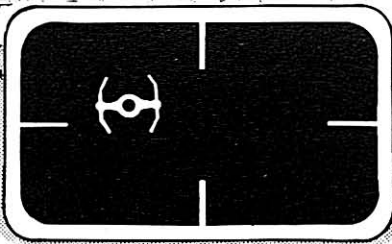
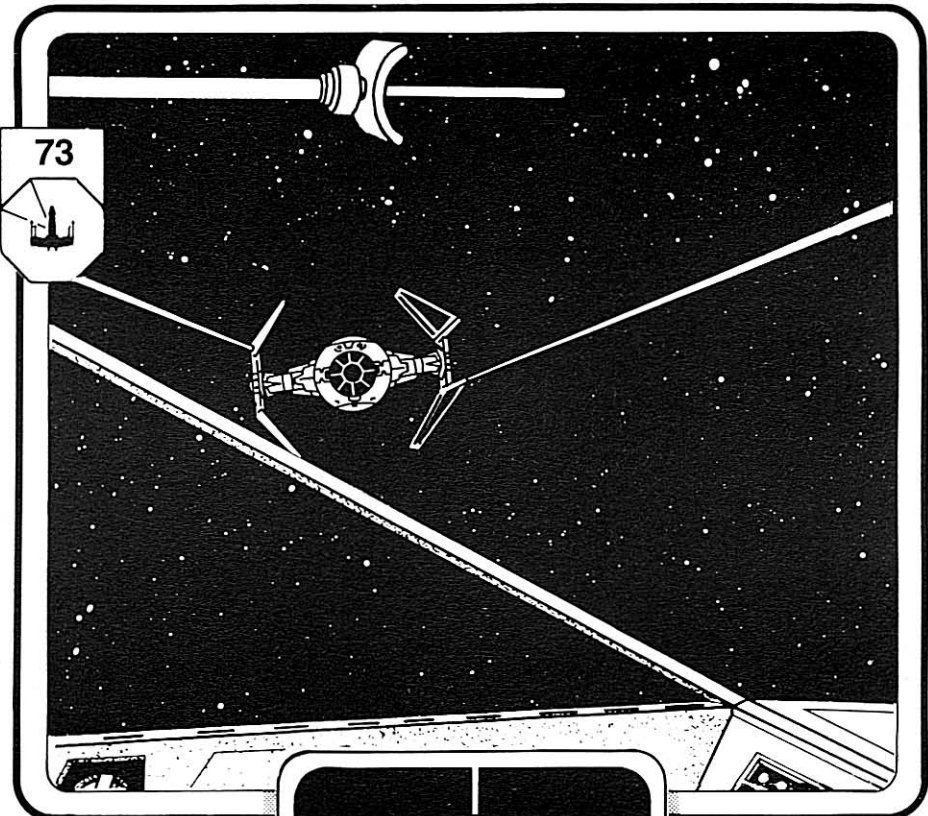
6

188

105

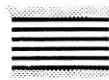
47

220



WARNING

LOCK-ON



DAMAGE-2

RANGE- M



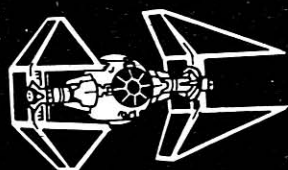
GLIDING

HALF THROTTLE

FULL THROTTLE

$\cap \leq \uparrow$ B C D			$\cap \geq \curvearrowright \curvearrowleft \uparrow \downarrow \curvearrowright \curvearrowleft \curvearrowright \curvearrowleft$ F G H I J K L M N O P Q								$\curvearrowleft \curvearrowright \uparrow \curvearrowright \curvearrowleft \curvearrowright$ R S T U V W X										
8	36	73	121	133	72	20	50	84	49	26	136	95	142	96	19	188	108	25	222	204	225

74



WARNING



RANGE - M

GLIDING

HALF THROTTLE

FULL THROTTLE

\cap \leq \uparrow
B C D

\cap \geq \curvearrowright \curvearrowleft \uparrow \downarrow \curvearrowright \curvearrowleft \curvearrowright \curvearrowleft \curvearrowright \curvearrowleft \curvearrowright \curvearrowright \curvearrowleft \curvearrowright \curvearrowleft \curvearrowright
F G H I J K L M N O P Q R S T U V W X

13 2 74

129 138

73 26

51 85

50 36

144 96

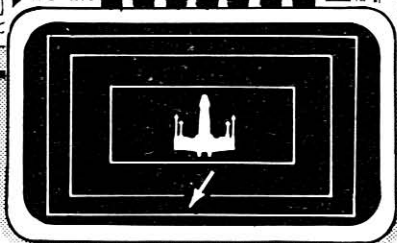
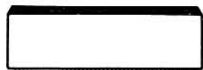
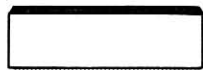
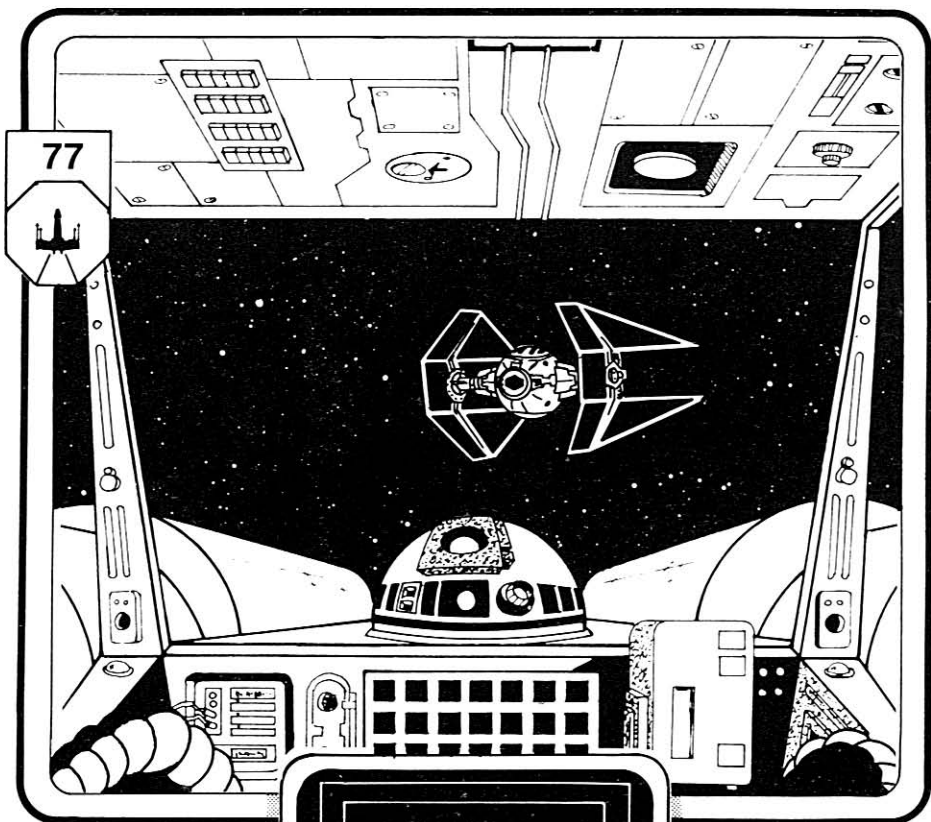
117 97

84 25

142 95

143 116

223



RANGE- M



GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶
B C D

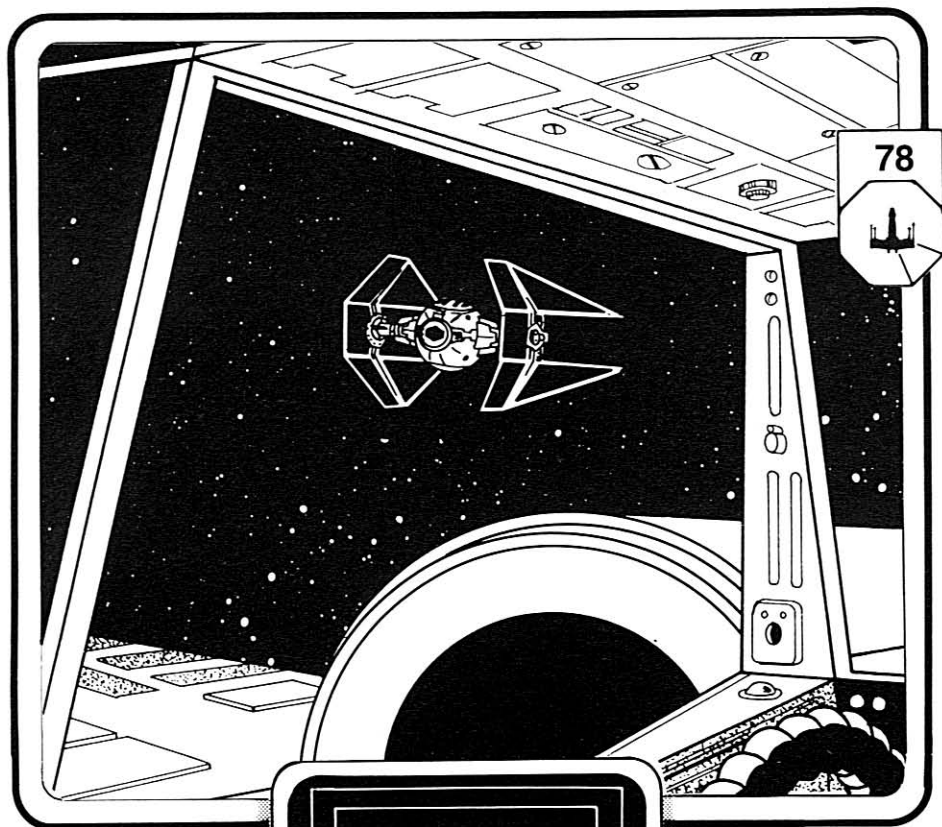
⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿ ⤿ ⤿ ⤿ ⤿
F G H I J K L M N O P Q R

⤿ ⤿ ⤿ ⤿ ⤿ ⤿ ⤿ ⤿
S T U V W X

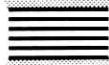
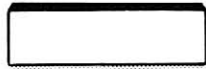
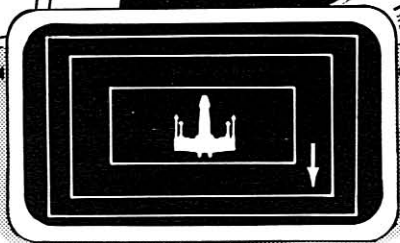
124 195 77

126 183 182 181 54 190 125 189 191 196 197 100

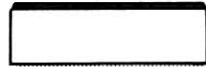
223 223 223 223 223 223 223



78



RANGE - M



GLIDING

HALF THROTTLE

FULL THROTTLE



B C D

F G H

I J K

L M N

O P Q

R S T

U V W

X

177 165 78

91 56

206 191

55 214

188 197

67 192

79 102

223 223

223 223

215 193

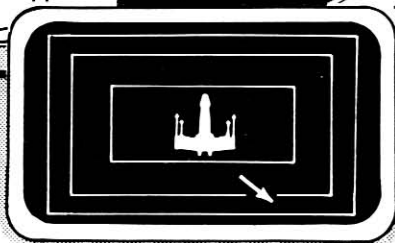
194

79

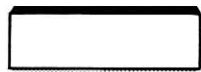


WARNING

LOCK-ON



RANGE- M



GLIDING

HALF THROTTLE

FULL THROTTLE

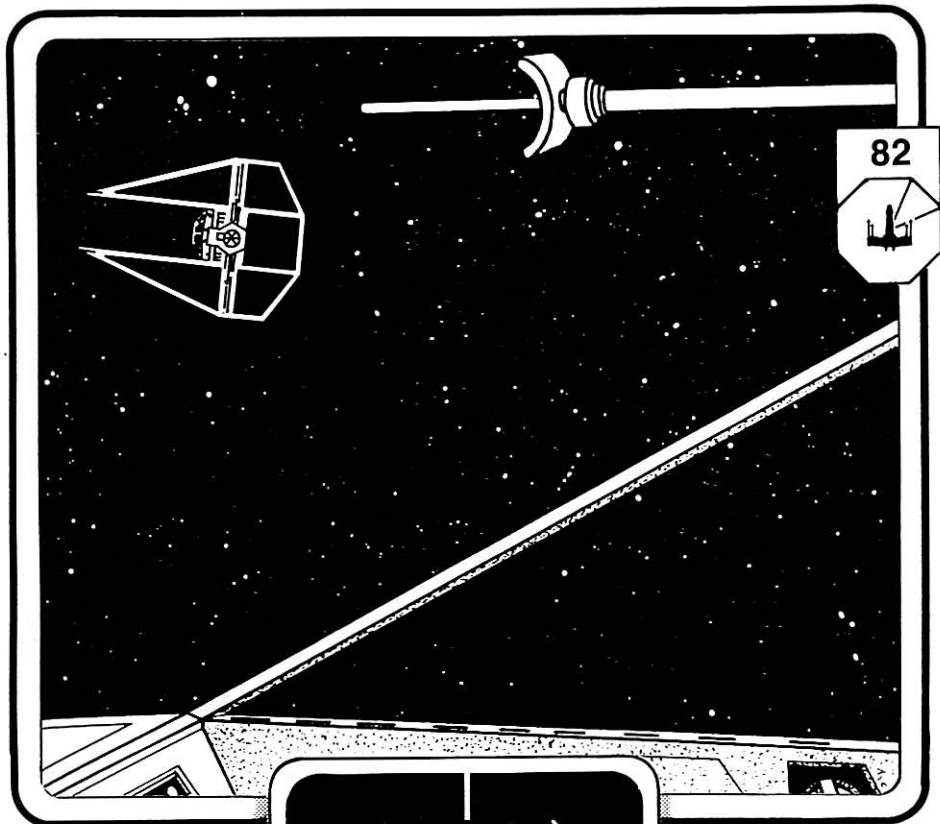
↶ ↷ ↵
B C D

↶ ↷ ↸ ↹ ↻ ↴ ↵ ↶ ↷ ↸ ↹ ↻ ↴ ↵ ↶ ↷ ↸ ↹ ↻ ↴ ↵
F G H I J K L M N O P Q R S T U V W X

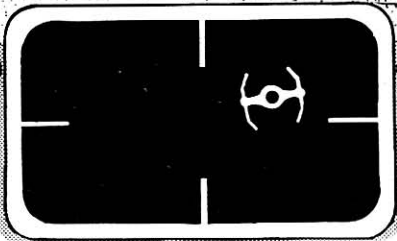
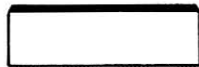
200 158 79

92 57 216 215 56 194 201 193 68 159 80 91

223 223 223 223 210 184 69

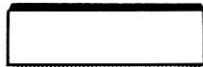


82



RANGE - M

LOCK-ON



GLIDING

HALF THROTTLE

FULL THROTTLE

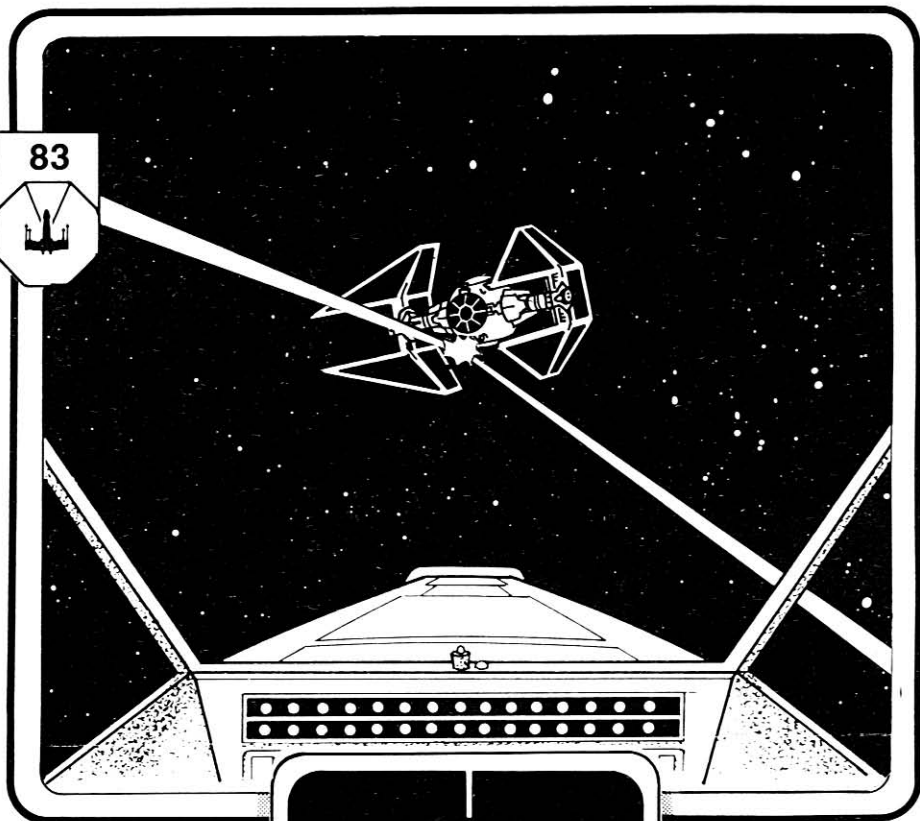
↶ ↷ ↵
B C D

↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷
F G H I J K L M N O P Q R

↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷
S T U V W X

108	83	82		32	17	1	60	59	7	25	71	24	18	30	105	37	180	8	49	205	213	29
-----	----	----	--	----	----	---	----	----	---	----	----	----	----	----	-----	----	-----	---	----	-----	-----	----

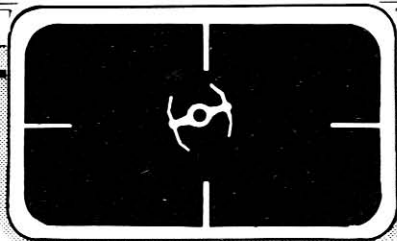
83



WARNING



LOCK-ON



RANGE-M

GLIDING

HALF THROTTLE

FULL THROTTLE

B C D

F G H I J K L M N O P Q

R S T U V W X

95 72 83

59 82

7 49 60

18 31

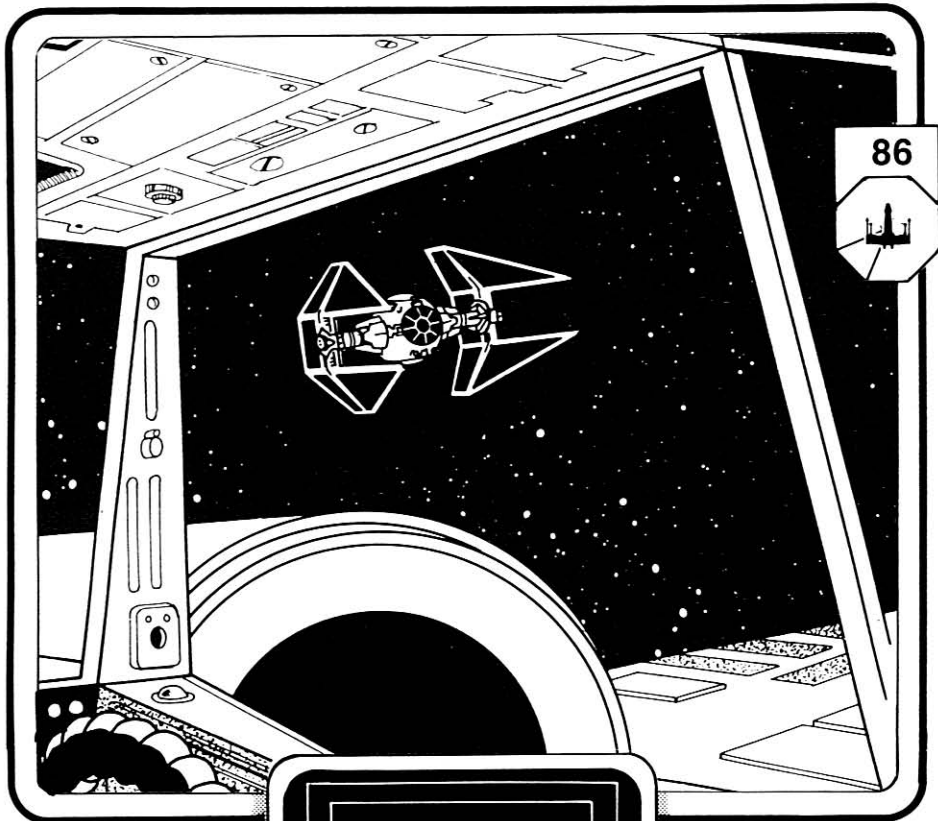
61 94

19 105 108

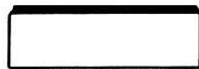
8 38 213

13 30

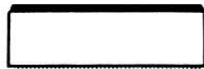
6 46



WARNING



RANGE-M



GLIDING

HALF THROTTLE

FULL THROTTLE

B C D

62 38 86

F G

166 169

H I

144 85

J K

117 135

L M

96 148

N O

123 154

P Q

39

R S

143 142

T U

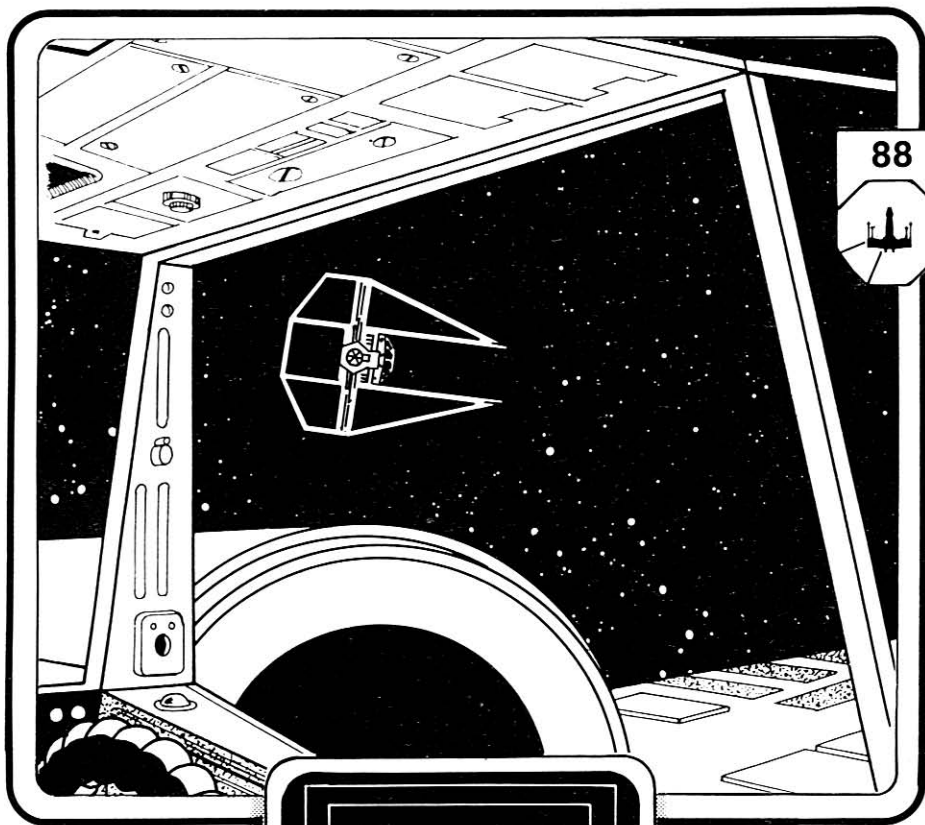
223 116

V W

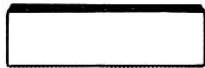
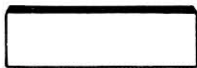
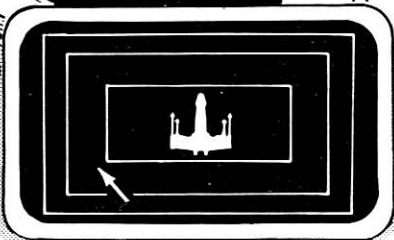
223 223

X

223



88



RANGE - M



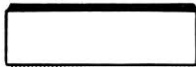
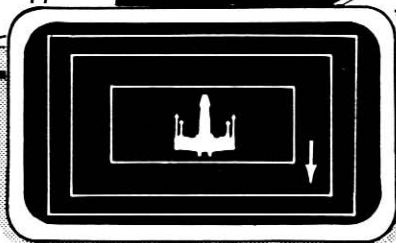
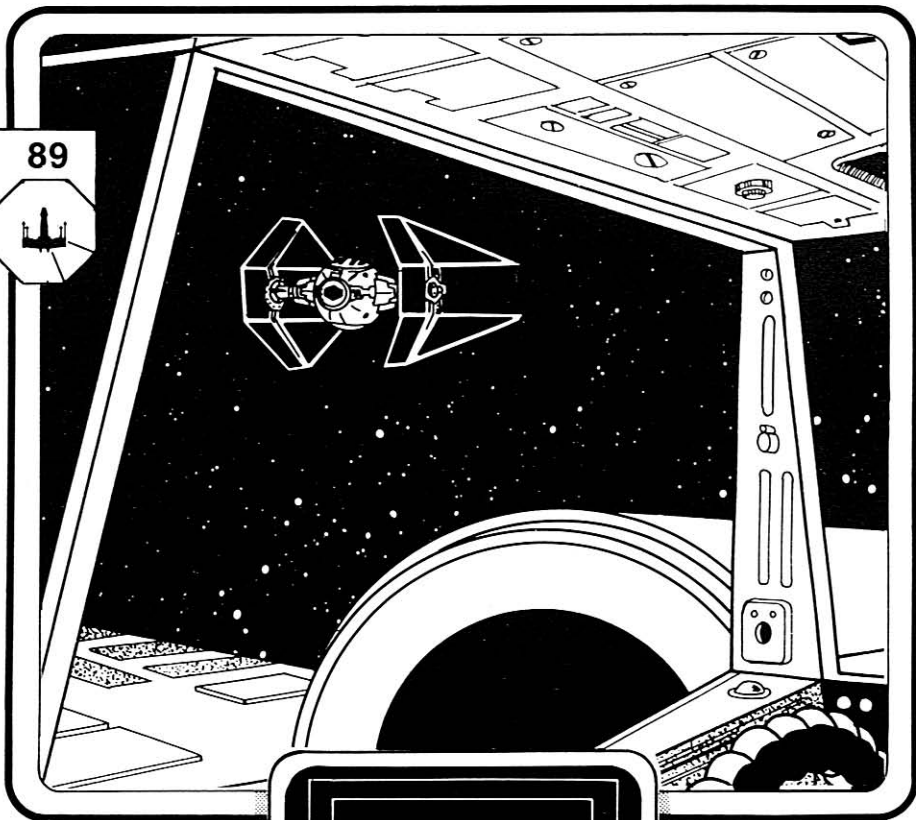
GLIDING

HALF THROTTLE

FULL THROTTLE

B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
52	98	88	163	175	150	75	53	156	132	87	181	162	189	101	149	148	223	155	223	223	223

89



RANGE- M



GLIDING

HALF THROTTLE

FULL THROTTLE

⏪ ⏩ ⏴

⏪ ⏩

⏴ ⏵ ⏶ ⏷ ⏸ ⏹ ⏺ ⏻ ⏼ ⏽ ⏾ ⏿

⏴ ⏵ ⏶ ⏷ ⏸ ⏹ ⏺ ⏻ ⏼ ⏽ ⏾ ⏿

B C D

F G

H I J K L M N O P Q R S T U V W X

Y Z

176 164 89

43 66

191 190

65 197

177 196

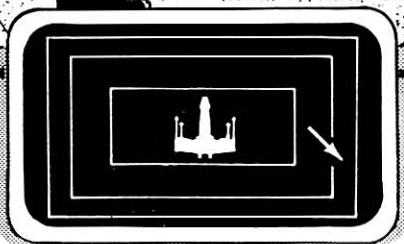
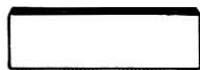
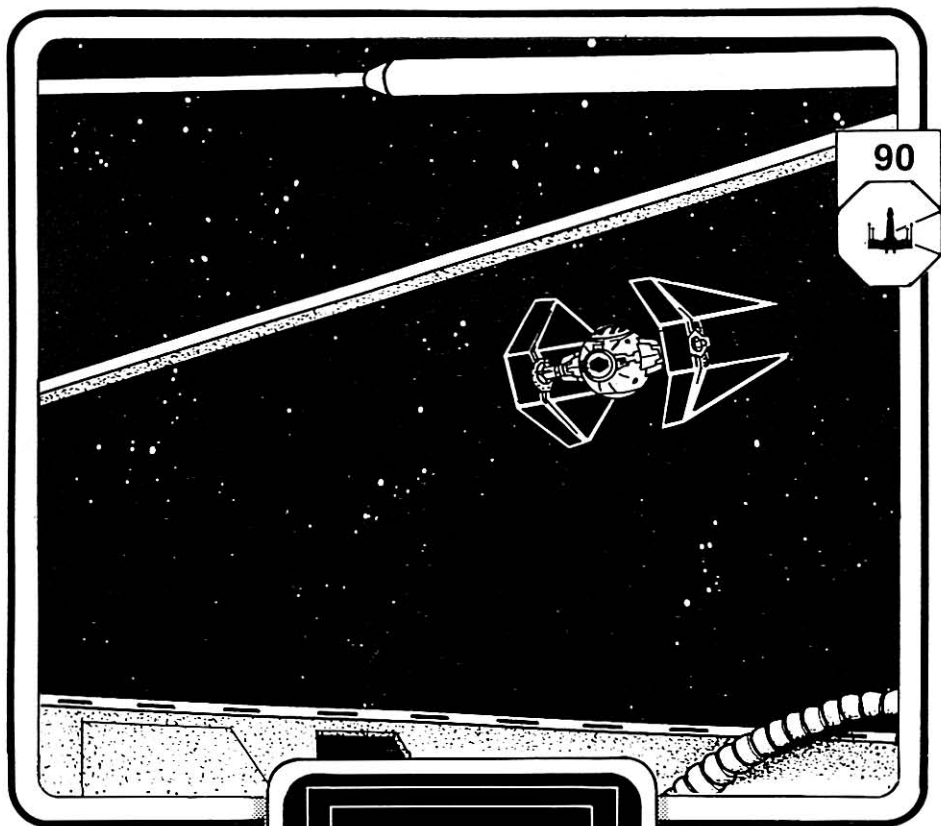
78 165

90 42

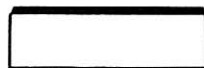
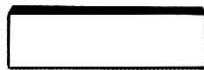
223 223

223 223

214 192 79



RANGE - M

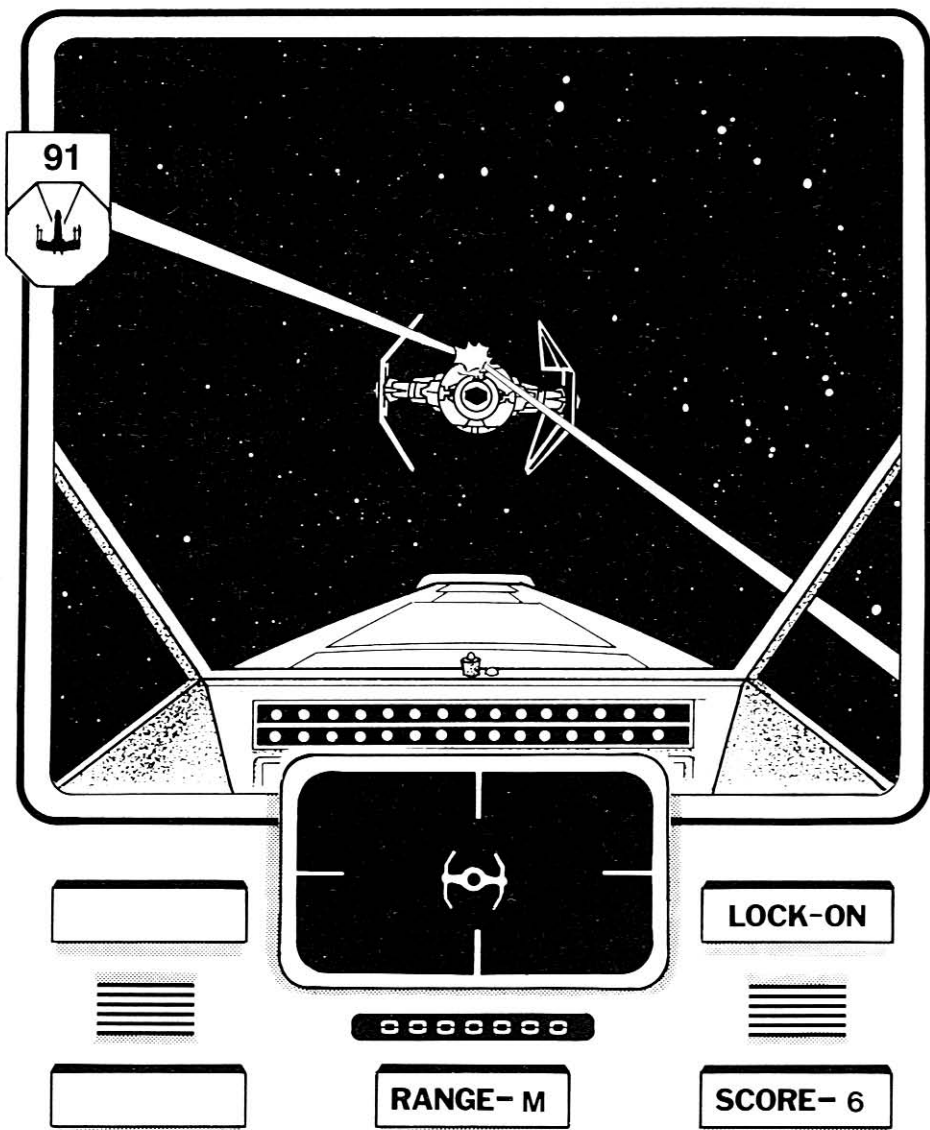


GLIDING

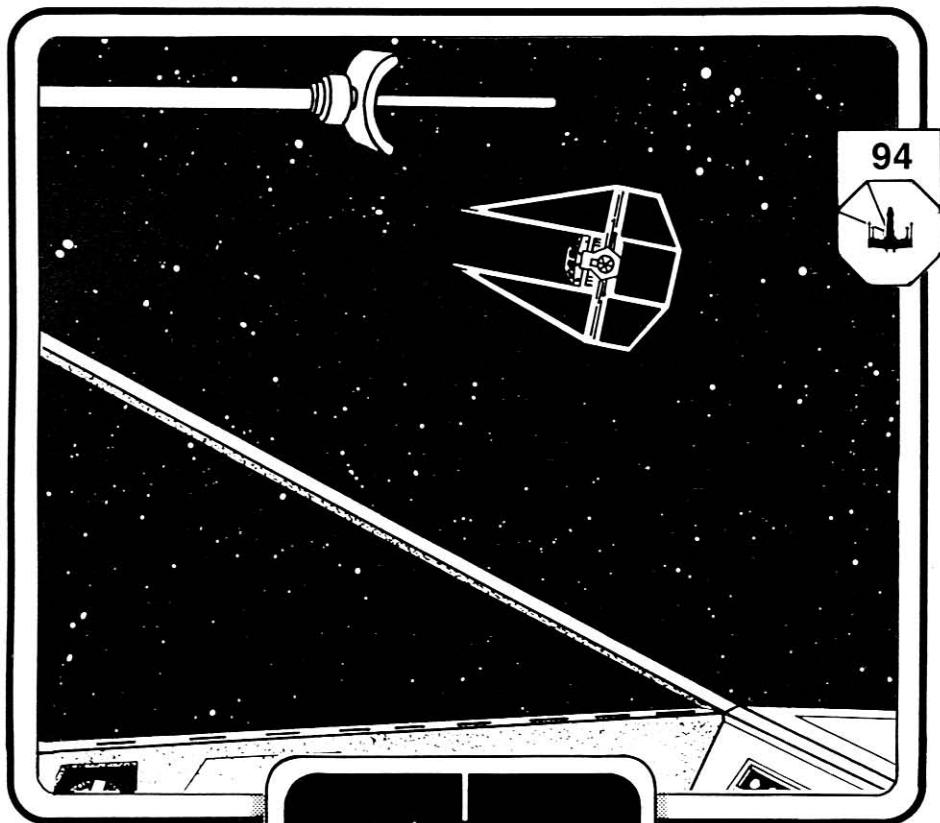
HALF THROTTLE

FULL THROTTLE

B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
199	157	90	23	5	67	214	66	79	44	192	33	103	11	43	215	223	194	193	68	80	12



B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
57	92	91	78	102	11	80	79	16	5	107	43	23	55	56	12	69	187	17	15	22	65



LOCK-ON

○○○○○○○○

RANGE-M

GLIDING

HALF THROTTLE






















FULL THROTTLE




B C D



F G






















H I J K L M N O P Q










R S T U V W X

31 19 94

69 93

24 7

70 30

12 18

104 6

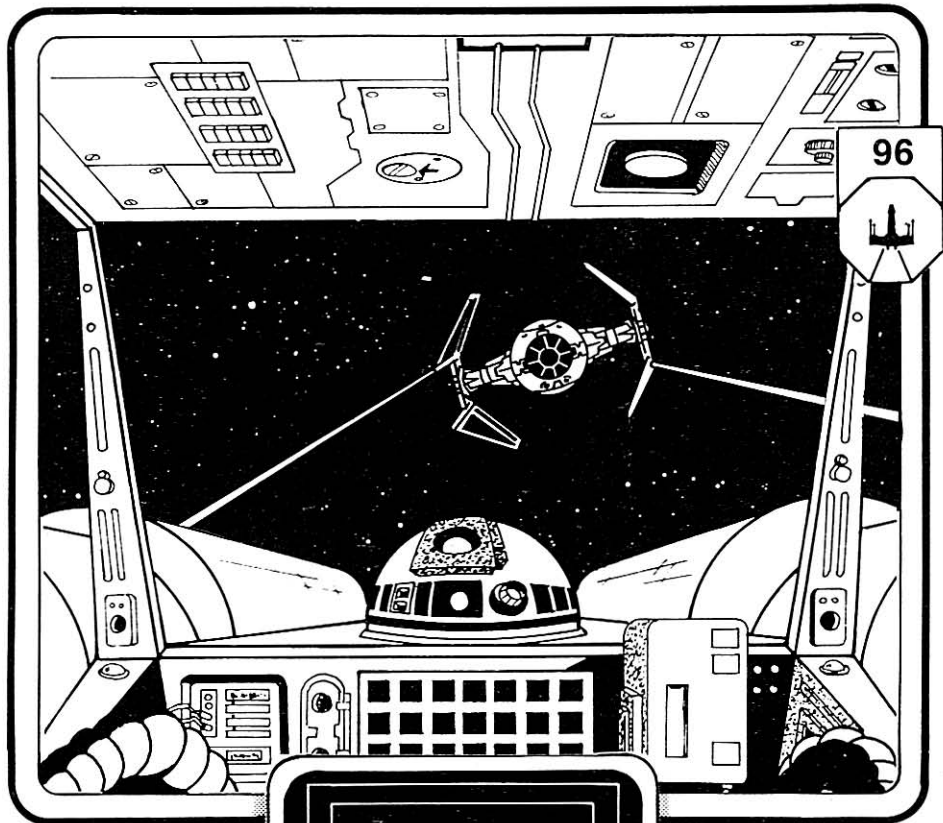
46 47

205 8

29 213

45 57

109



96



WARNING



DAMAGE-6



cccccccc

RANGE- M



GLIDING

HALF THROTTLE

FULL THROTTLE

↶ ↷ ↵

↶ ↷

↶ ↷ ↸ ↹ ↺ ↻ ↼ ↽ ↾ ↿

↶ ↷ ↸ ↹ ↺ ↻ ↼ ↽ ↾ ↿ ↻ ↻ ↻ ↻ ↻ ↻

B C D

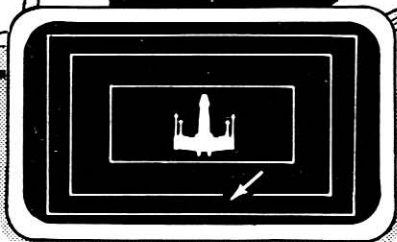
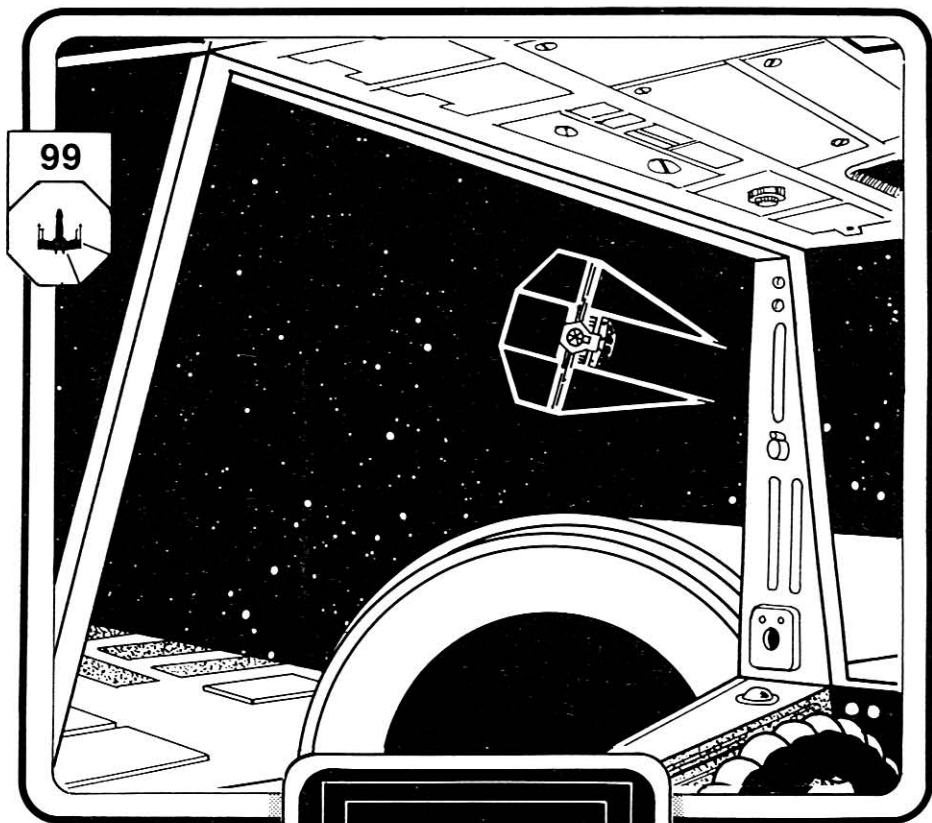
F G H I J K L M N O P Q R

S T U V W X

133 121 96

135 144 143 142 73 116 134 115 117 122 123 50

223 223 223 223 223 223 223



RANGE-M



GLIDING

HALF THROTTLE

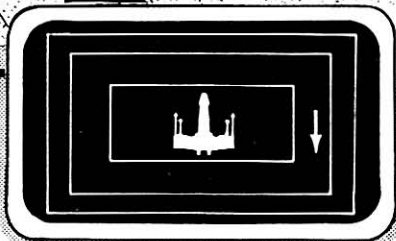
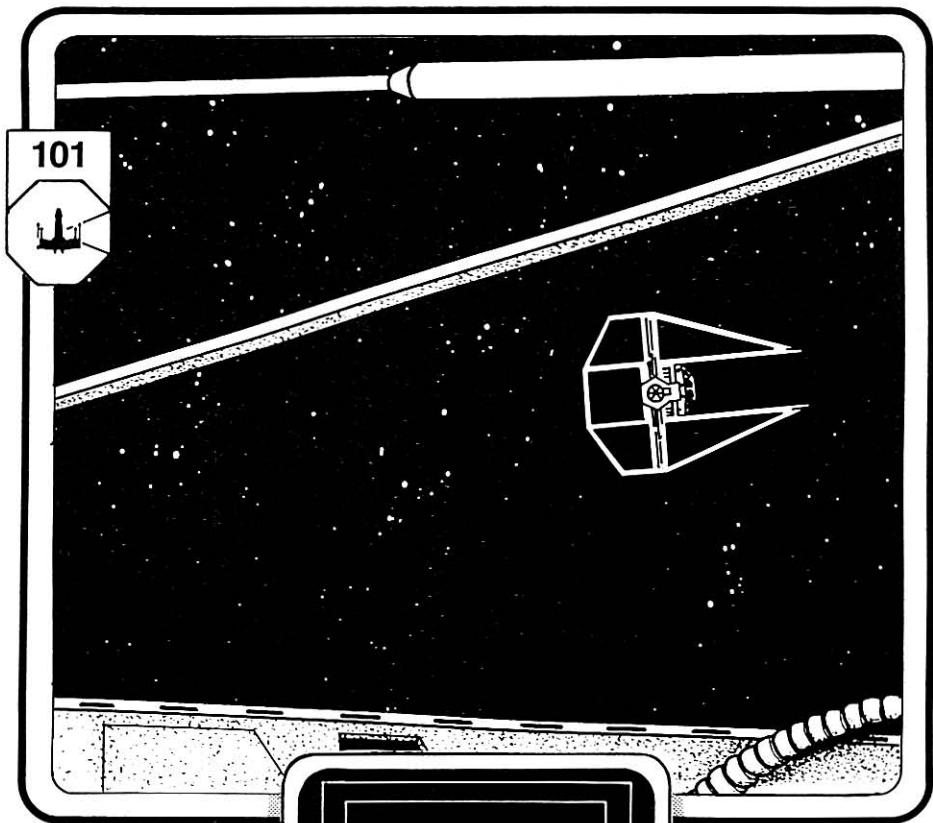
FULL THROTTLE

↖ ↗ ↘
B C D

↖ ↗ ↘ ↙ ↚ ↛ ↜ ↝ ↞ ↠ ↡ ↢ ↣
F G H I J K L M N O P Q R

↖ ↗ ↘ ↙ ↚ ↛ ↜ ↝ ↞ ↠ ↡ ↢ ↣ ↤ ↥ ↦ ↧
S T U V W X

171	168	99		42	65	181	156	76	189	124	62	77	195	89	41	223	223	223	223	190	196	197
-----	-----	----	--	----	----	-----	-----	----	-----	-----	----	----	-----	----	----	-----	-----	-----	-----	-----	-----	-----



RANGE - M

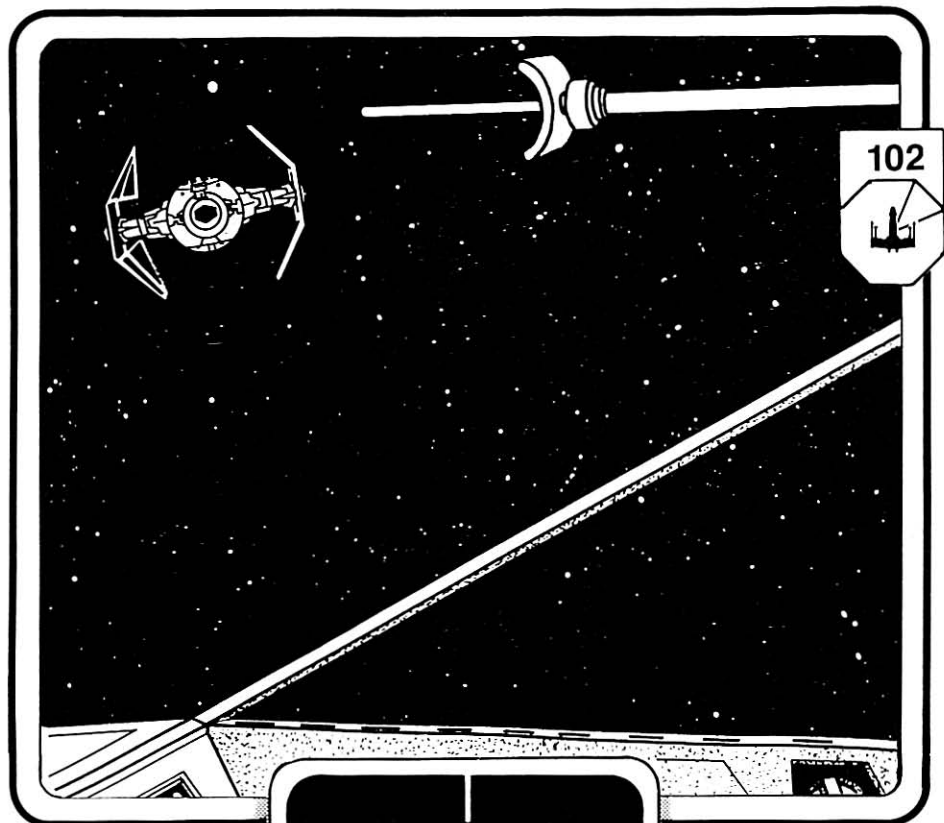


GLIDING

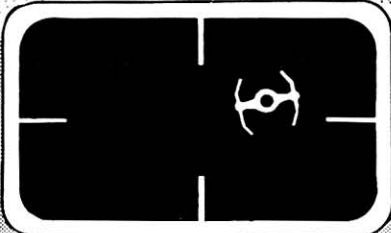
HALF THROTTLE

FULL THROTTLE

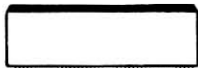
B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
175	163	101	15	28	77	189	88	89	54	195	4	100	34	53	190	223	197	196	78	90	33



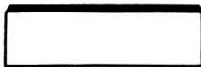
102



LOCK-ON



RANGE-M



GLIDING

HALF THROTTLE

FULL THROTTLE

⏪ ⏩ ⏴

⏪ ⏩

⏴ ⏵ ⏶ ⏷ ⏸ ⏹ ⏺ ⏻ ⏼ ⏽ ⏾ ⏿

⏴ ⏵ ⏶ ⏷ ⏸ ⏹ ⏺ ⏻ ⏼ ⏽ ⏾ ⏿

B C D

F G H I J K L M N O P Q

R S T U V W X

56 91 102

28 34

33

79

78

11

29

103

10

16

15

55

68

194

12

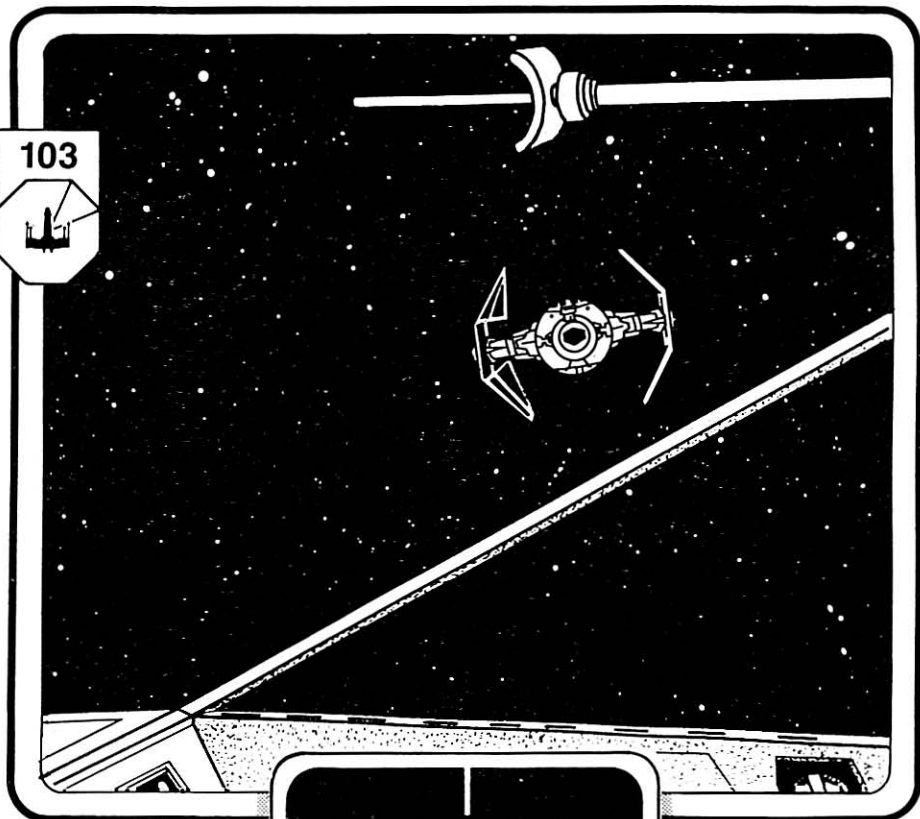
80

198

187

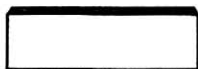
3

103



RANGE - M

LOCK-ON



GLIDING

HALF THROTTLE

FULL THROTTLE

⏪ ⏩ ⏴
B C D

⏪ ⏩ ⏴ ⏵ ⏶ ⏷ ⏸ ⏹ ⏺ ⏻ ⏼ ⏽ ⏾ ⏿
F G H I J K L M N O P Q

⏴ ⏵ ⏶ ⏷ ⏸ ⏹ ⏺ ⏻ ⏼ ⏽ ⏾ ⏿
R S T U V W X

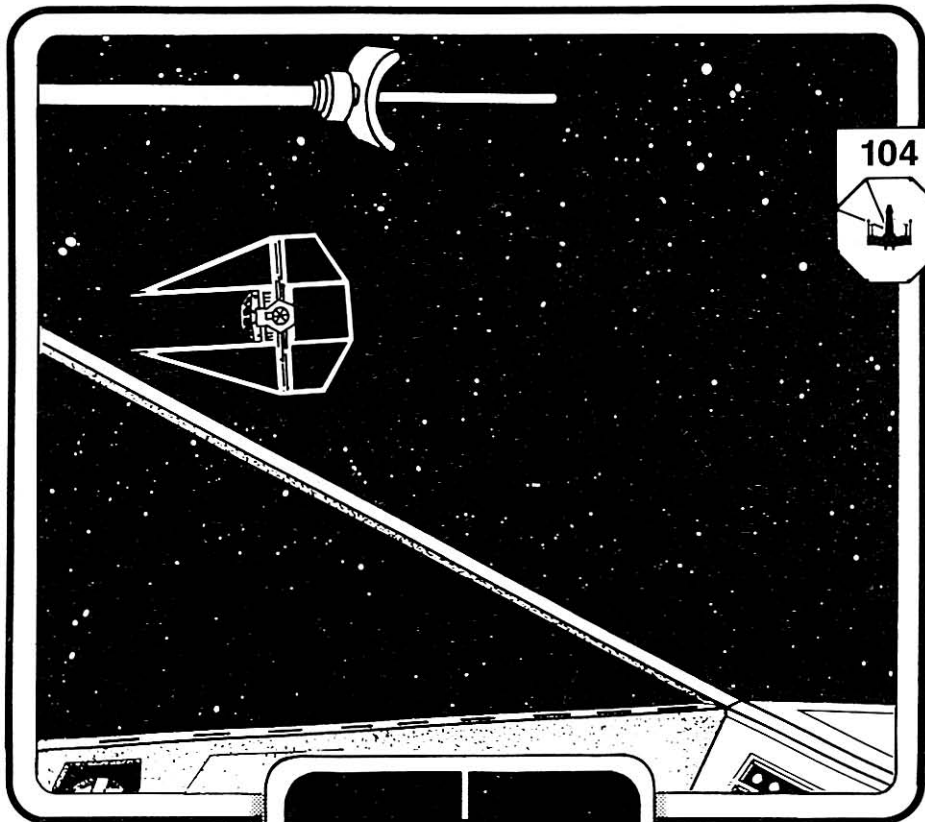
208 120 103

29 33

68 194 67 80 45 159 11 107 16 44

210 223 69 184 12 17 187

104



LOCK-ON



RANGE- M

GLIDING

HALF THROTTLE

FULL THROTTLE

↶ ↷ ↵
B C D

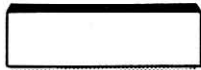
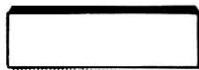
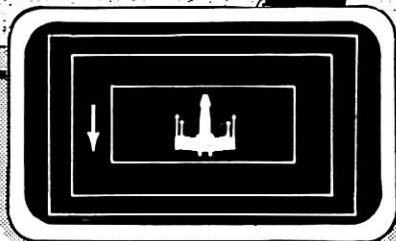
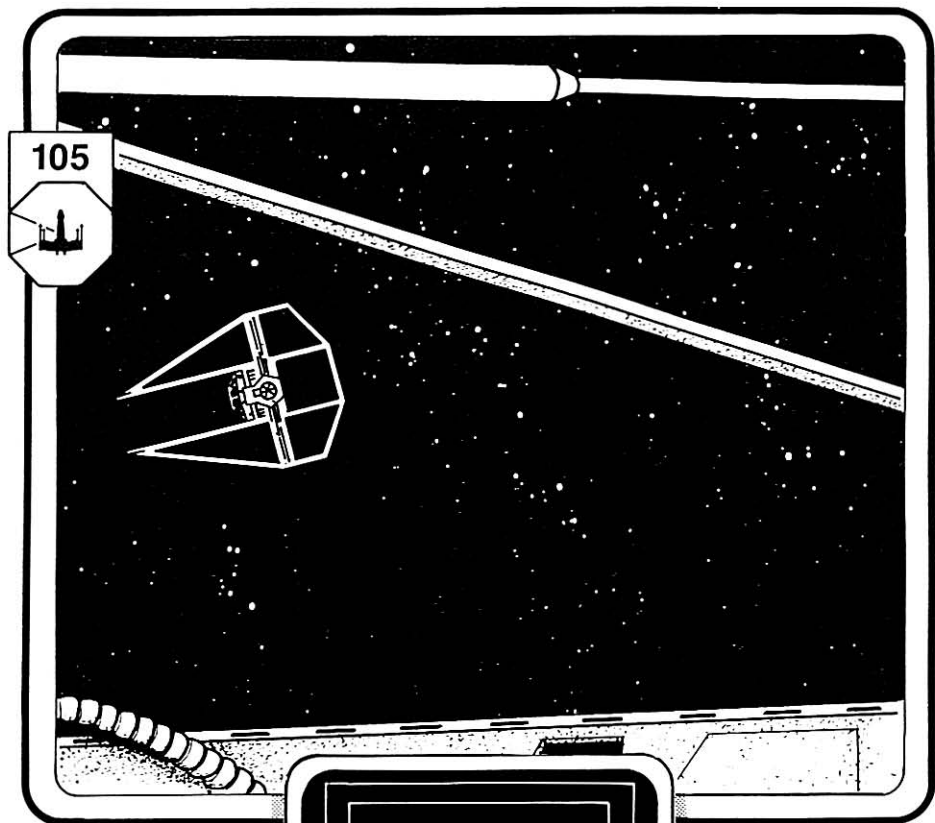
↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷
F G H I J K L M N O P Q

↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷
R S T U V W X

12 6 104

184 145 92 24 81 45 80 30 217 57 109 58

23 205 56 29 208 216 223



RANGE- M



GLIDING

HALF THROTTLE

FULL THROTTLE

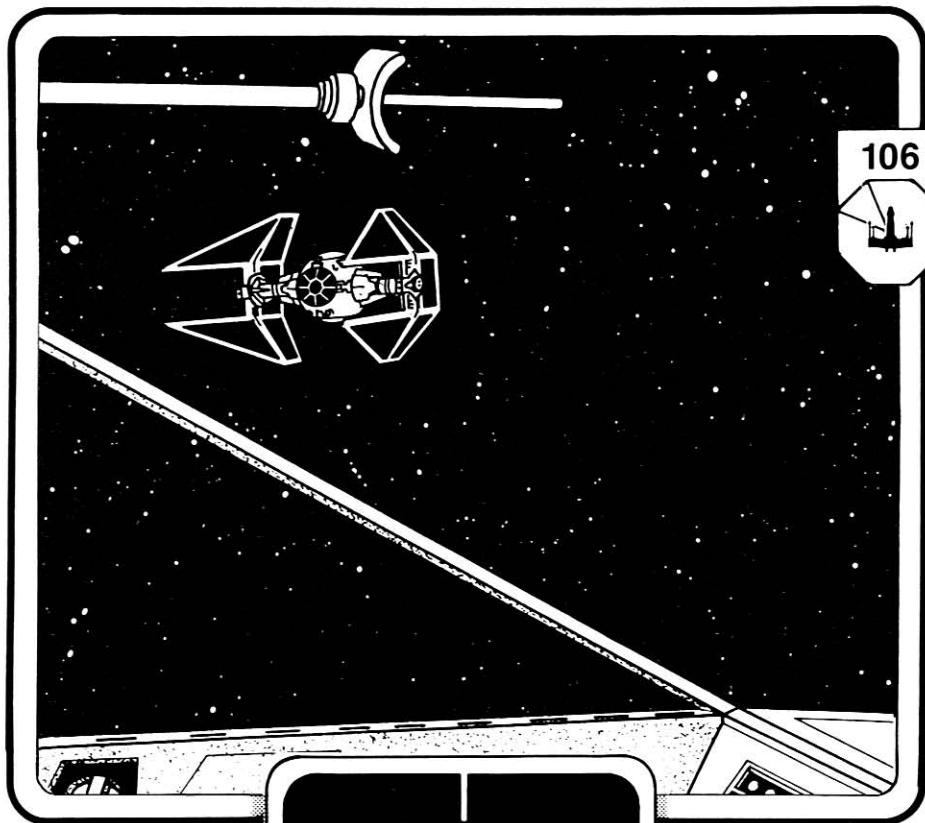
⤴ ⤵ ⤴
B C D

⤴ ⤵ ⤴ ⤵ ⤴ ⤵ ⤴ ⤵ ⤴ ⤵ ⤴ ⤵ ⤴ ⤵ ⤴ ⤵
F G H I J K L M N O P Q

⤴ ⤵ ⤴ ⤵ ⤴ ⤵ ⤴ ⤵
R S T U V W X

17	32	105		153	219	104	30	82	46	81	6	111	58	212	59	45	29	109	57	110	211	223
----	----	-----	--	-----	-----	-----	----	----	----	----	---	-----	----	-----	----	----	----	-----	----	-----	-----	-----

106



WARNING



LOCK-ON



RANGE - M

GLIDING

HALF THROTTLE

FULL THROTTLE

⏪ ⏩ ⏴
B C D

⏪ ⏩ ⏴ ⏵ ⏶ ⏷ ⏸ ⏹ ⏺ ⏻ ⏼ ⏽ ⏾ ⏿
F G H I J K L M N O P Q

⏴ ⏵ ⏶ ⏷ ⏸ ⏹ ⏺ ⏻ ⏼ ⏽ ⏾ ⏿
R S T U V W X

1 25 106

178 139

94 18

71 105 70

19 112 47

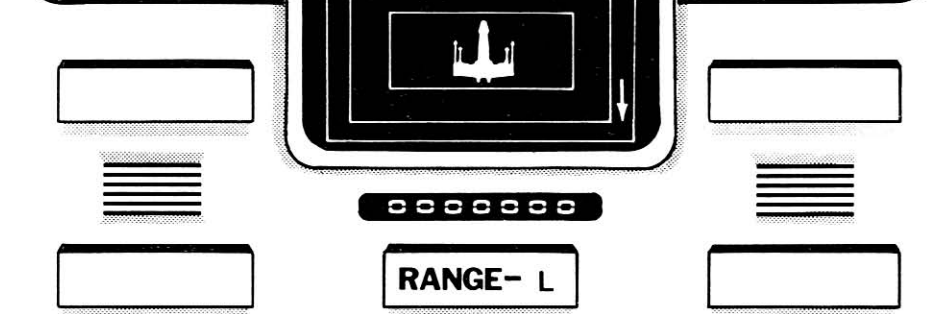
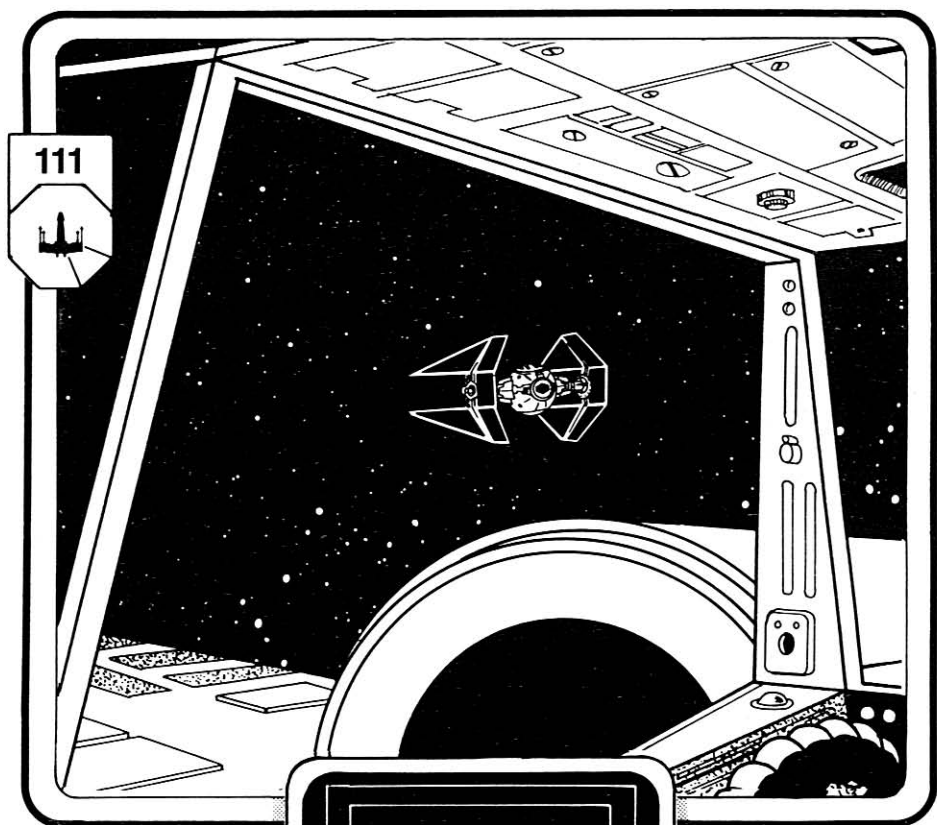
220 48























30 213

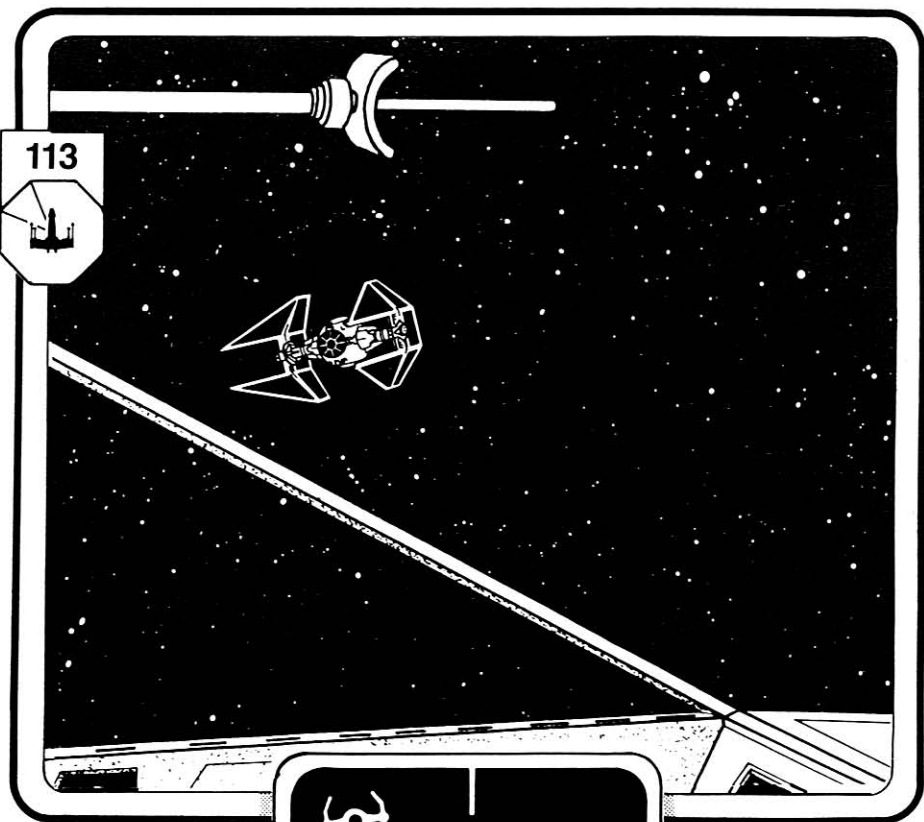
46 6

11 212

223

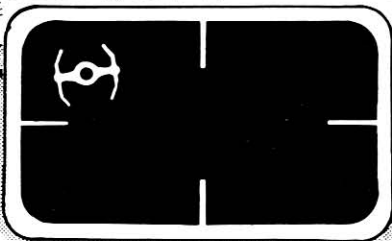


  			           											      							
B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
81	58	111	223	223	218	104	147	110	152	46	223	211	223	186	217	45	223	109	223	223	223



113

WARNING



RANGE- L

LOCK-ON



GLIDING

HALF THROTTLE

FULL THROTTLE

⌒ ⋖ ⌒
B C D

⌒ ⋗ ⌒
F G

⌒ ⌒ ⌒ ⌒ ⌒ ⌒ ⌒ ⌒ ⌒ ⌒ ⌒ ⌒
H I J K L M N O P Q

⌒ ⌒ ⌒ ⌒ ⌒ ⌒ ⌒ ⌒ ⌒ ⌒ ⌒ ⌒
R S T U V W X

60 108 113

223 223

139 83

173 112

178 106

223 220

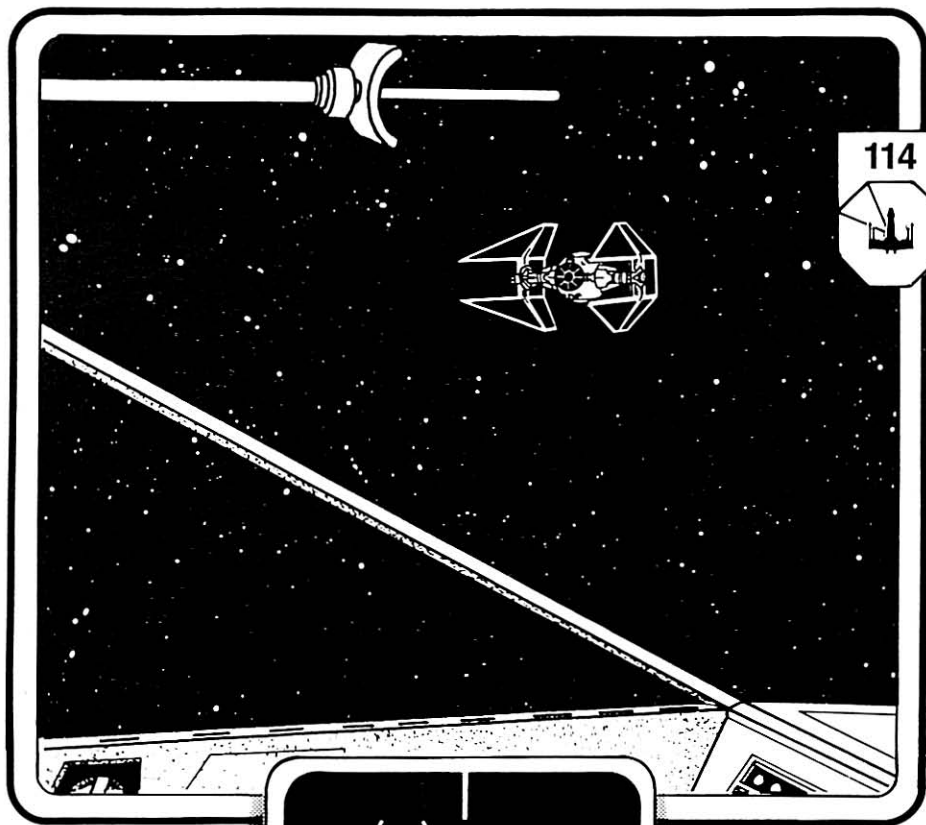
223 203

94 18

111 105

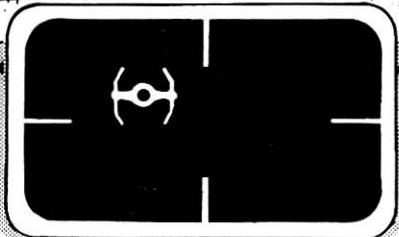
223 223

223

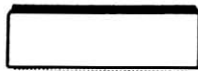


114

WARNING



LOCK-ON



RANGE- L



GLIDING

HALF THROTTLE

FULL THROTTLE

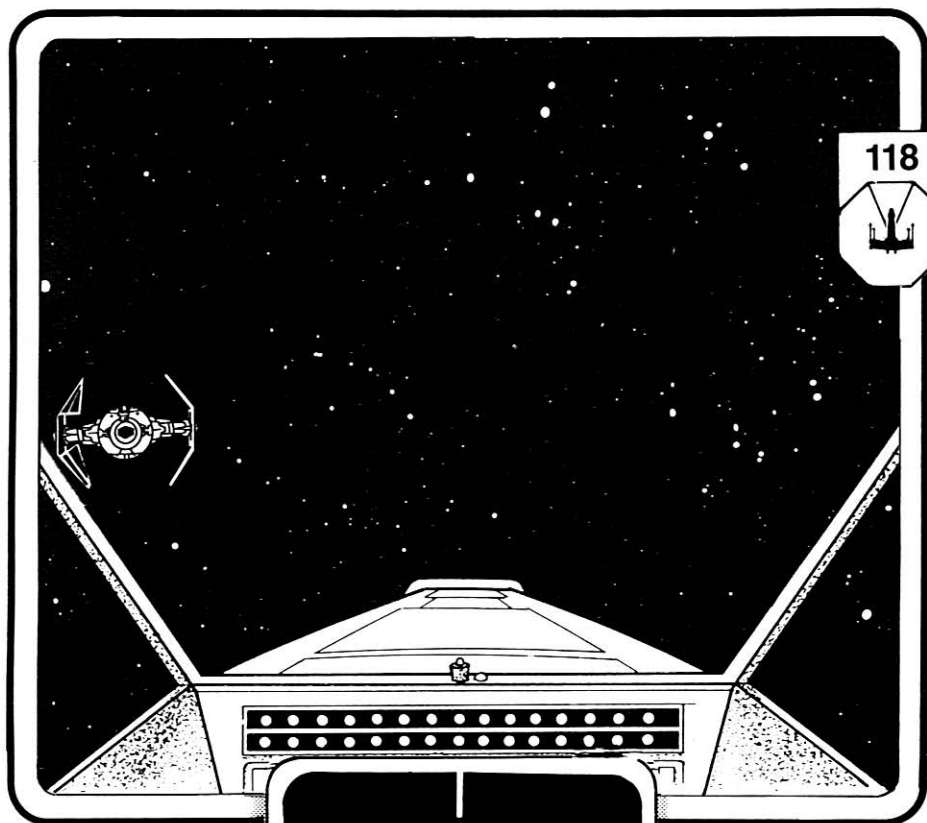
⌈ ⋖ ⌆
B C D

⌈ ⋗ ⋙ ⋘ ⋚ ⋛ ⋜ ⋝ ⋞ ⋟ ⋠ ⋡ ⋢ ⋣ ⋤ ⋥ ⋦ ⋧ ⋨ ⋩ ⋪ ⋫ ⋬ ⋭ ⋮ ⋯ ⋰ ⋱ ⋲ ⋳ ⋴ ⋵ ⋶ ⋷ ⋸ ⋹ ⋺ ⋻ ⋼ ⋽ ⋾ ⋿

↖ ↗ ↘ ↙ ↚ ↛ ↜ ↝ ↞ ↟ ↠ ↡ ↢ ↣ ↤ ↥ ↦ ↧ ↨ ↩ ↪ ↫ ↬ ↭ ↮ ↯ ↰ ↱ ↲ ↳ ↴ ↵ ↶ ↷ ↸ ↹ ↺ ↻ ↼ ↽ ↾ ↿

37 84 114 179 140 83 61 174 106 60 72 113 108 221 204 18 13 105 19 112 220 223

118



LOCK-ON



RANGE - L



GLIDING

HALF THROTTLE

FULL THROTTLE

B C D

67 44 118

F G H

197 126 102

I J K

103 192 43

L M N

78 91 177

O P Q

55 183 206

R S T

11 80 15

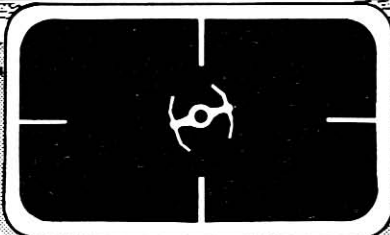
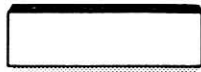
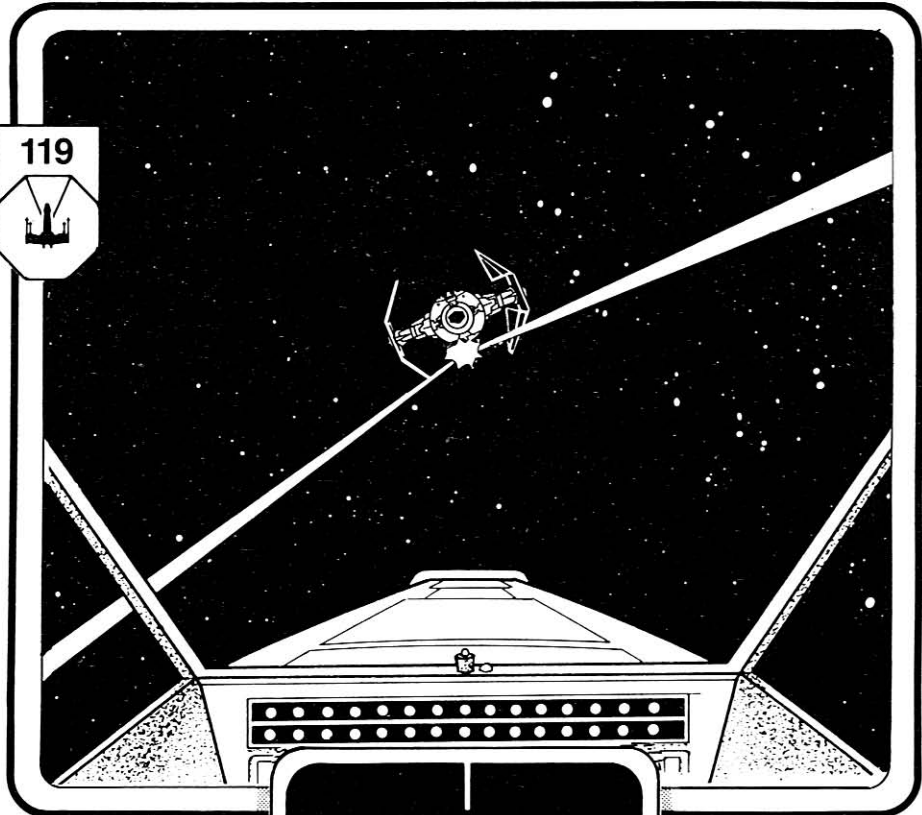
U V W

16 54 65

X

182

119



RANGE- L

LOCK-ON



SCORE- 4

GLIDING

HALF THROTTLE

FULL THROTTLE

↶ ↷ ↸
B C D

↶ ↷
F G

↶ ↷ ↸ ↹ ↺ ↻ ↼ ↽ ↾ ↿ ↽ ↾ ↹ ↺ ↻ ↼ ↽ ↾ ↿

↶ ↷ ↸ ↹ ↺ ↻ ↼ ↽ ↾ ↿ ↽ ↾ ↹ ↺ ↻ ↼ ↽ ↾ ↿

216 201 119

214 157

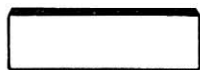
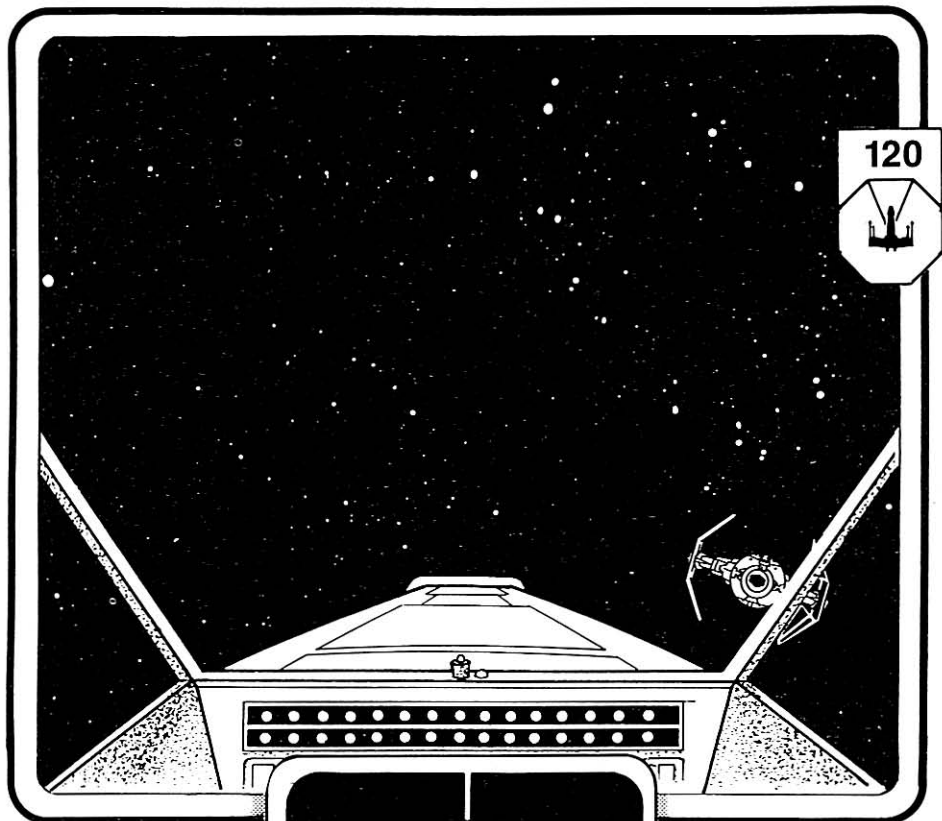
103 159 193 91

67 120 118 44

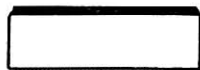
199 207

80 184 16 107

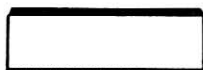
43 55 183



LOCK-ON

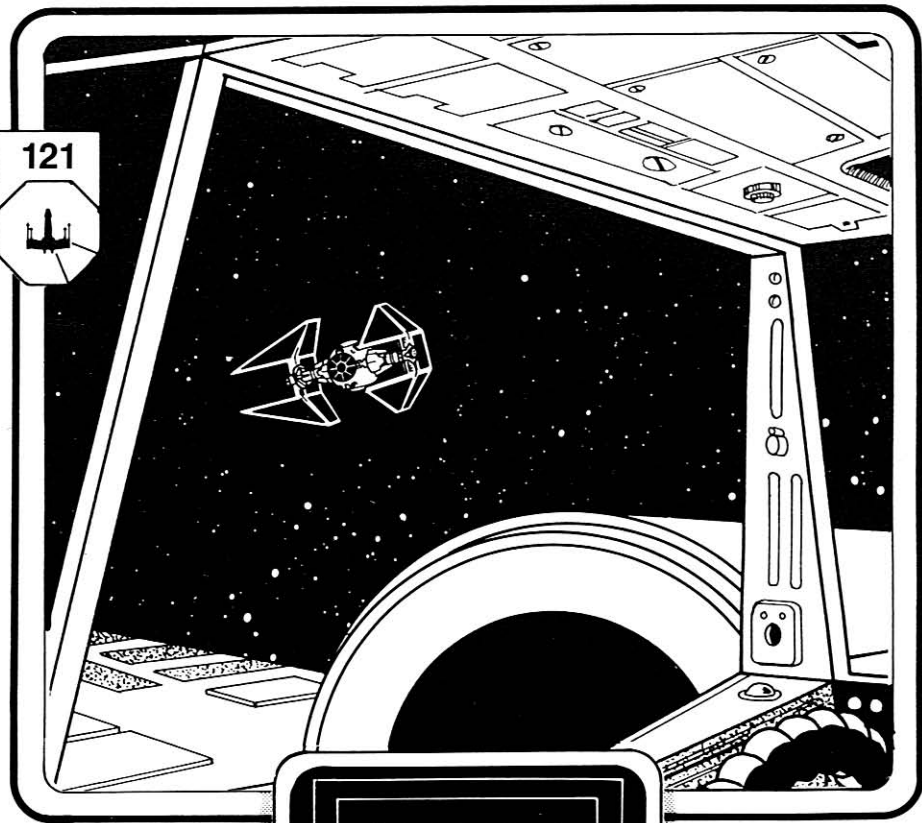


RANGE - L

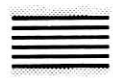
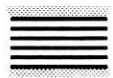
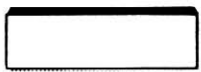
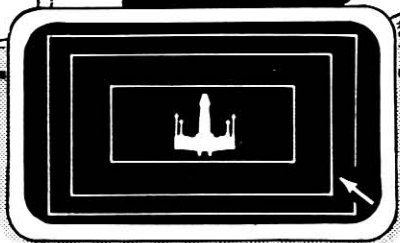


B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
109	145	120	67	103	80	184	194	107	57	151	91	92	44	208	69	185	17	81	16	23	55

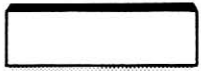
121



WARNING



RANGE- L



GLIDING

HALF THROTTLE

FULL THROTTLE

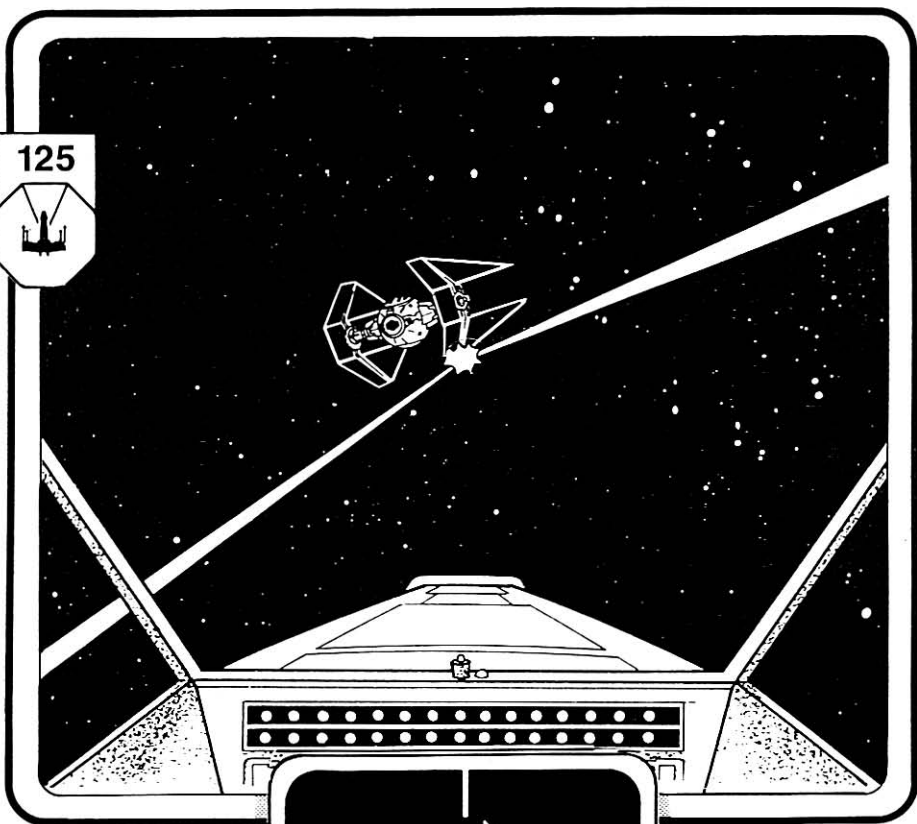
\cap \leq \uparrow
B C D

\cap \succ \curvearrowright \curvearrowleft \uparrow \downarrow \curvearrowright \curvearrowleft \uparrow \downarrow
F G H I J K L M N O P Q R

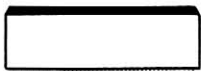
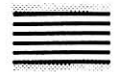
\curvearrowright \uparrow \uparrow \uparrow \uparrow \uparrow
S T U V W X

223	223	121			73	96	116	223	142	122	137	223	38	128	50	133	223	223	223	223	123	129	39
-----	-----	-----	--	--	----	----	-----	-----	-----	-----	-----	-----	----	-----	----	-----	-----	-----	-----	-----	-----	-----	----

125



LOCK-ON



RANGE- L

SCORE- 2

GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶

⤴ ⤵

⤴ ⤵ ⤶ ⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿

⤴ ⤵ ⤶ ⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿

B C D

F G H I J K L M N O P Q R

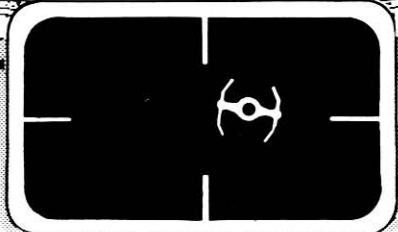
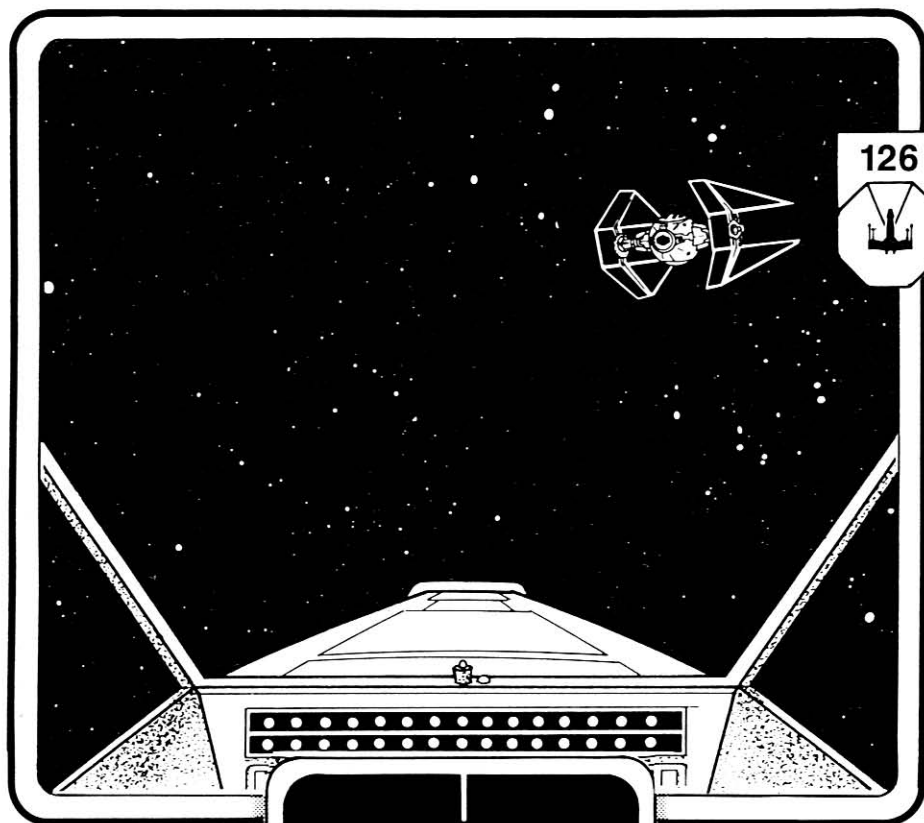
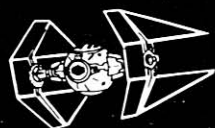
S T U V W X

191 177 125

189 163 100 165 196 42 77 126 124 54 175 182

90 192 10 102 53 76 150

126



RANGE- L



GLIDING

HALF THROTTLE

FULL THROTTLE

B C D

206 118 126

F G H

77 100

I

90

J

192

K

197

L

102

M

66

N

157

O

42

P

43

Q

54

R

183

S

79

T

193

U

11

V

103

W

10

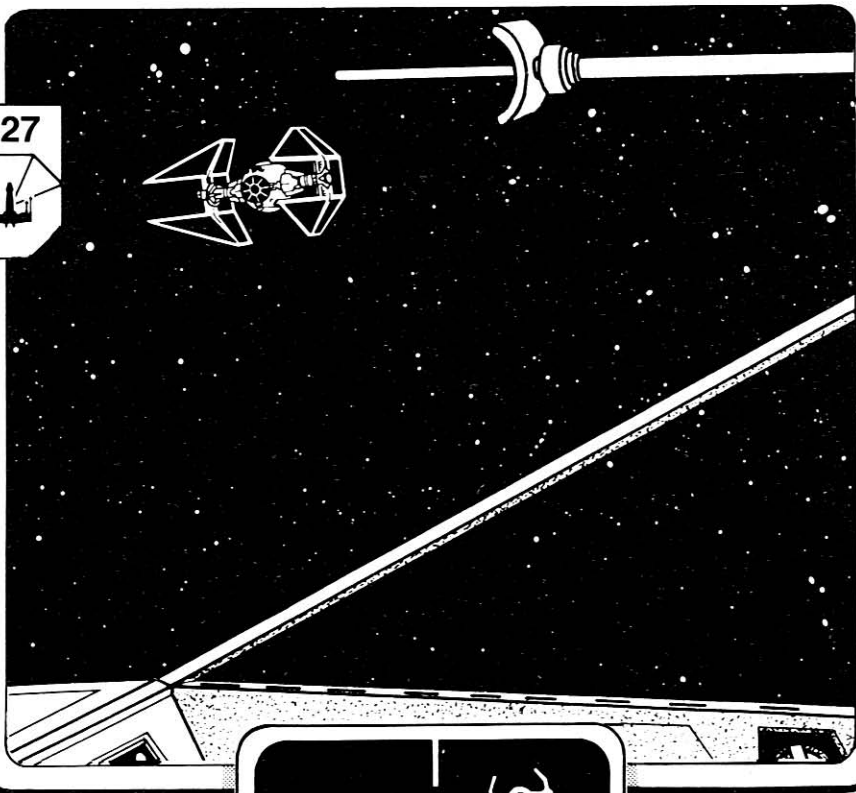
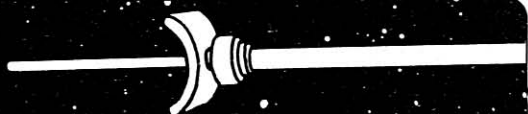
X

15

Y

76

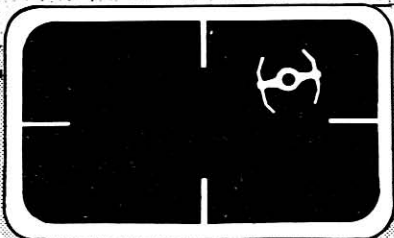
127



WARNING



LOCK-ON



RANGE- L

GLIDING

HALF THROTTLE

FULL THROTTLE

⏪ ⏩ ⏴
B C D

⏪ ⏩ ⏴ ⏵ ⏶ ⏷ ⏸ ⏹ ⏺ ⏻ ⏼ ⏽ ⏾ ⏿
F G H I J K L M N O P Q R

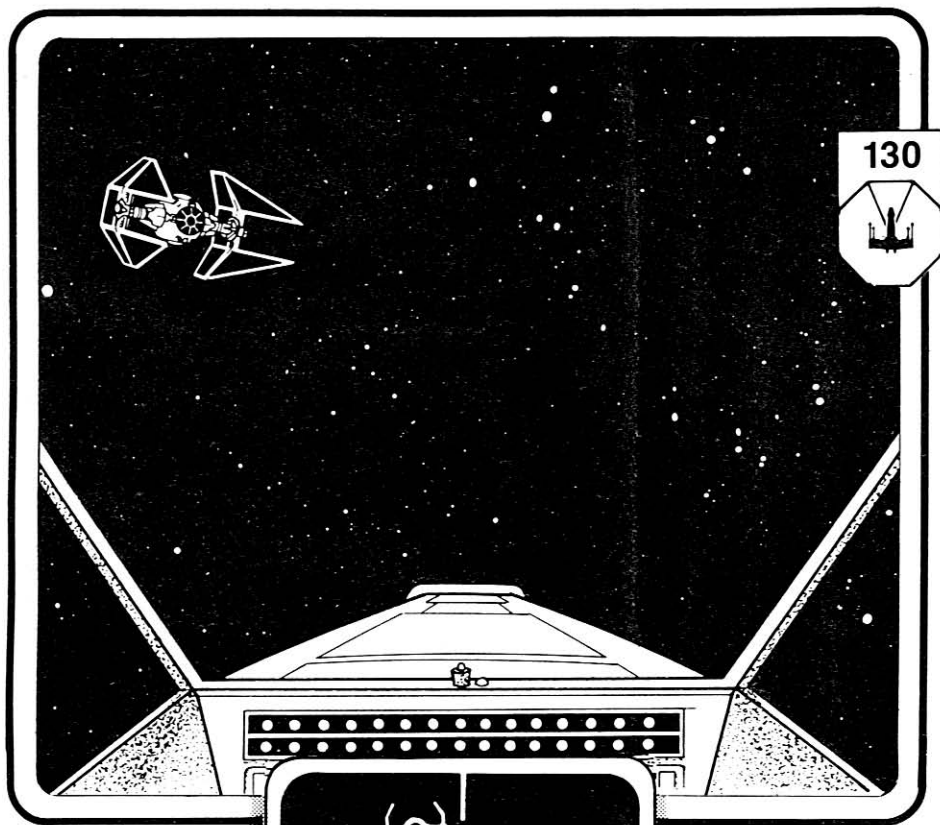
⏴ ⏵ ⏶ ⏷ ⏸ ⏹ ⏺ ⏻ ⏼ ⏽ ⏾ ⏿
S T U V W X

143 134 127

95 49

38 122 115 50 85 128 61 62 72 136

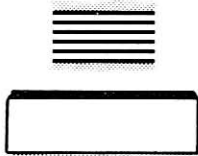
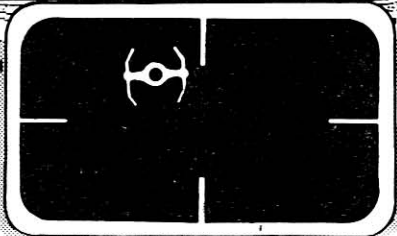
123 223 39 129 13 20 19



130

WARNING

LOCK-ON



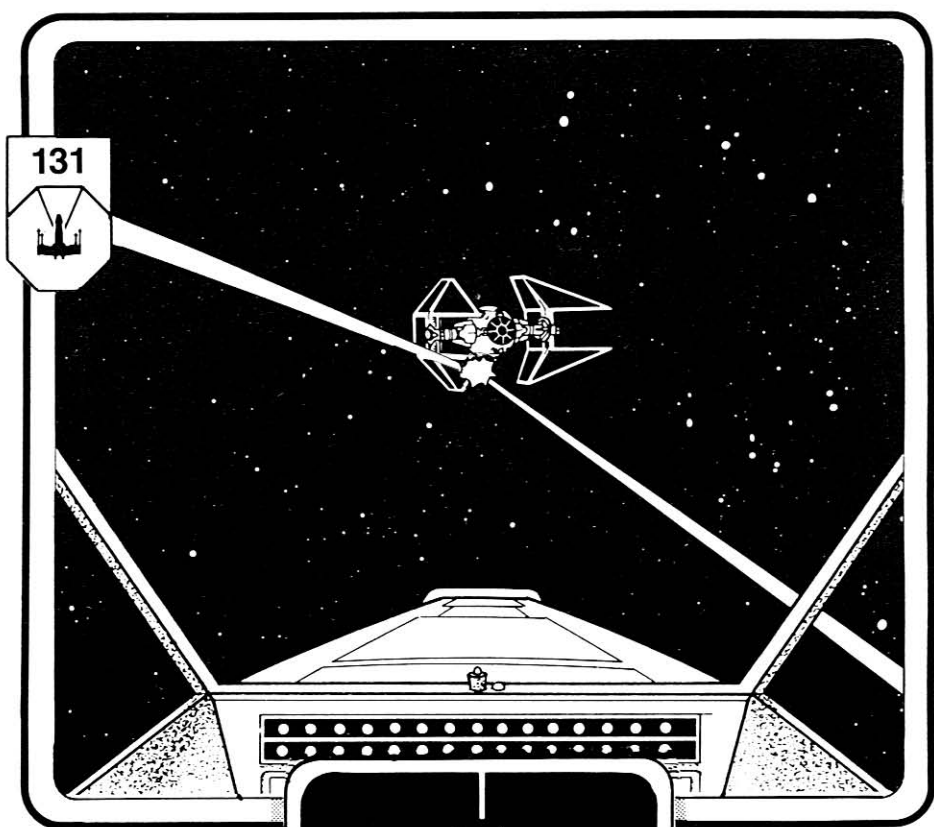
RANGE - L

GLIDING

HALF THROTTLE

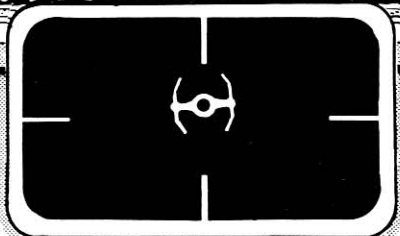
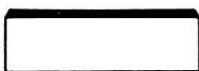
FULL THROTTLE

B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
87	64	130	123	135	51	40	160	63	97	52	138	74	144	148	21	101	26	27	73	85	143



131

WARNING



RANGE- L

LOCK-ON



SCORE- 1

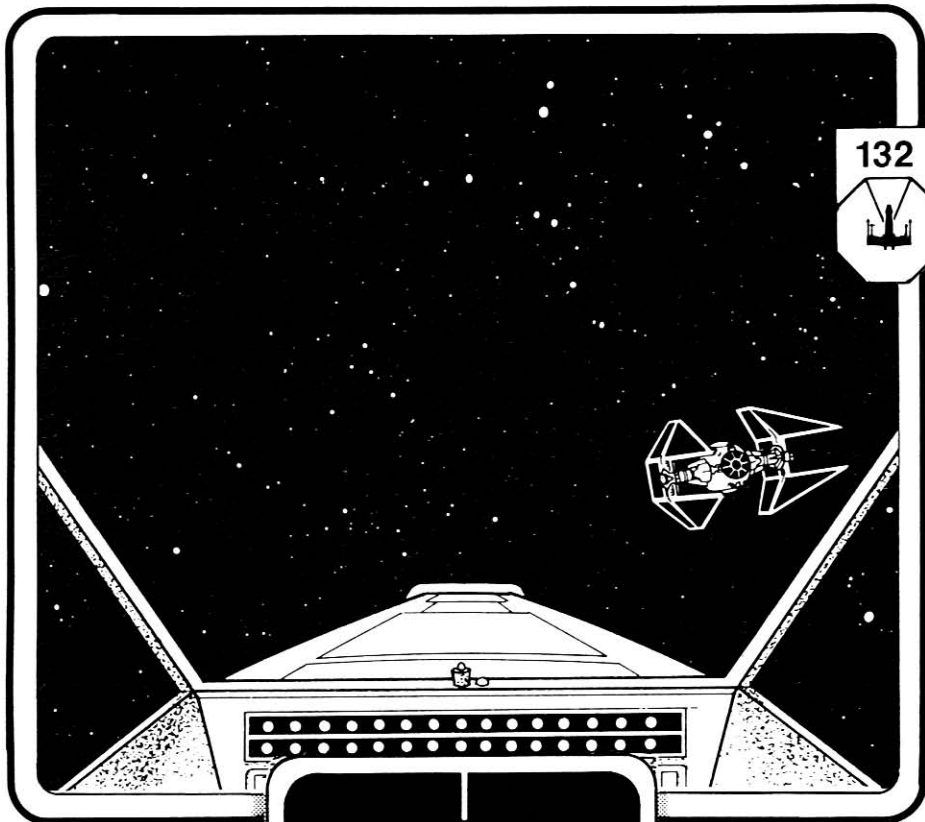
GLIDING

HALF THROTTLE

FULL THROTTLE

B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
156	171	131	154	166	40	168	161	52	87	132	130	64	169	149	101	195	27	41	63	74	144

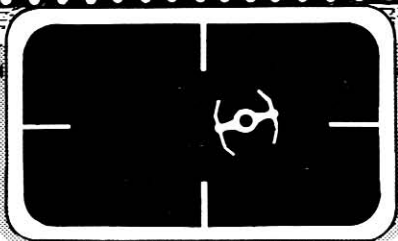
132



WARNING



LOCK-ON



RANGE- L

GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶
B C D

⤴ ⤵ ⤶ ⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿
F G H I J K L M N O P Q R

⤴ ⤵ ⤶ ⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿
R S T U V W X

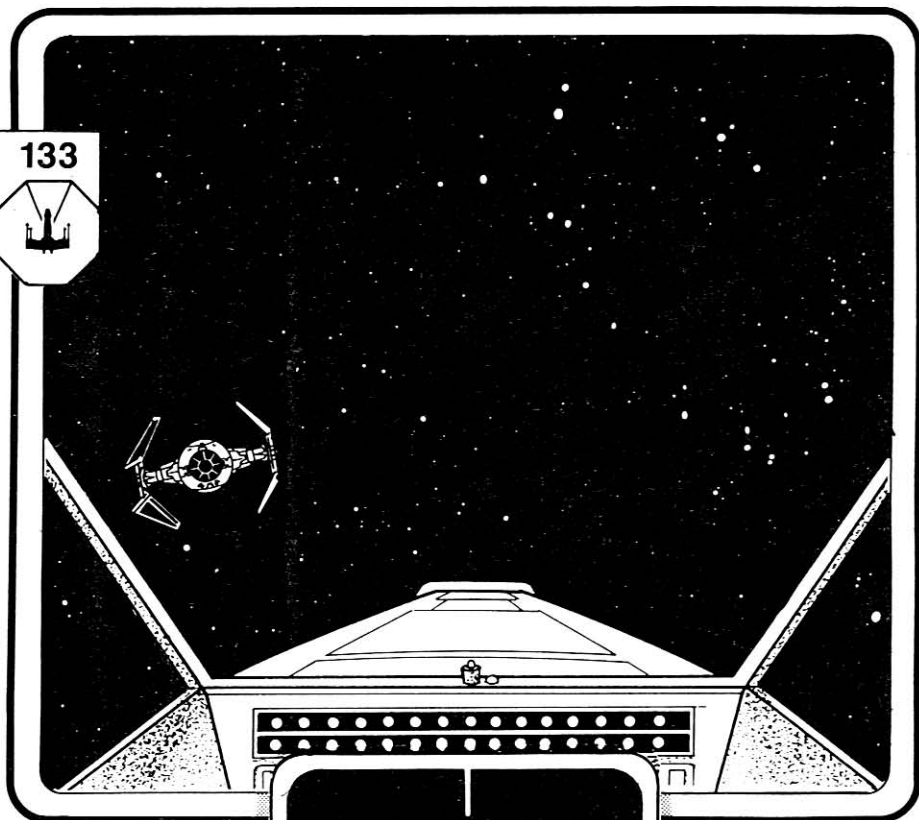
181 124 132

87 40

101 195 162 41 88 163 52 53 64 150

89 196 34 100 27 35 74

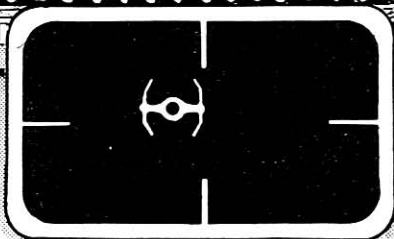
133



WARNING



LOCK-ON



RANGE- L

GLIDING

HALF THROTTLE

FULL THROTTLE

↖ ↙ ↑
B C D

↗ ↘

↖ ↗ ↘ ↙ ↑ ↓ ↗ ↘ ↙ ↘ ↗ ↘ ↙ ↘

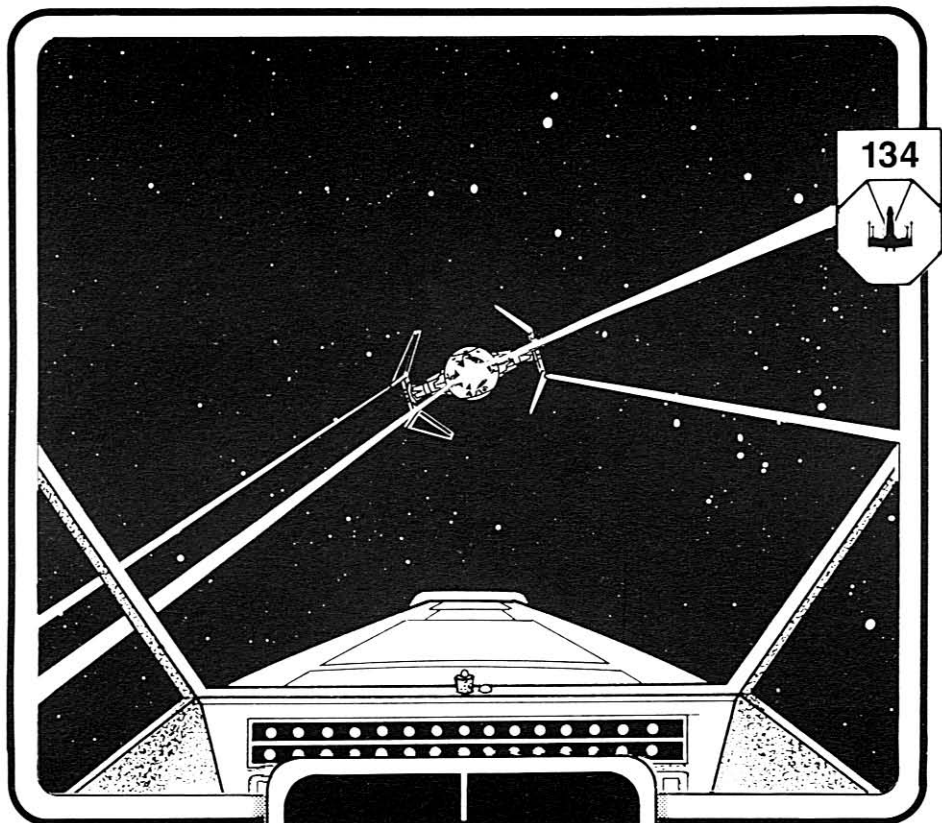
↖ ↗ ↘ ↙ ↑ ↗ ↘ ↙ ↘ ↗ ↘ ↙ ↘

96 73 133

180 141

61 50 121 72 37 62 114 84 222 142

13 39 19 20 106 108 221

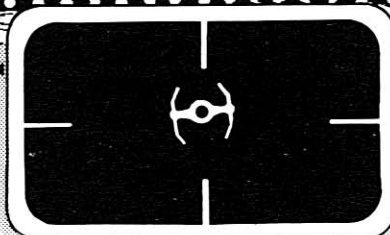


134

WARNING



LOCK-ON



DAMAGE-1

RANGE- L

SCORE- 1

GLIDING

HALF THROTTLE

FULL THROTTLE

⌒ ⋖ ⌒
B C D

⌒ ⋗
F G

⌒ ⌒ ⌒ ⌒ ⌒ ⌒ ⌒ ⌒ ⌒ ⌒
H I J K L M N O P Q

⌒ ⌒ ⌒ ⌒ ⌒ ⌒ ⌒
R S T U V W X

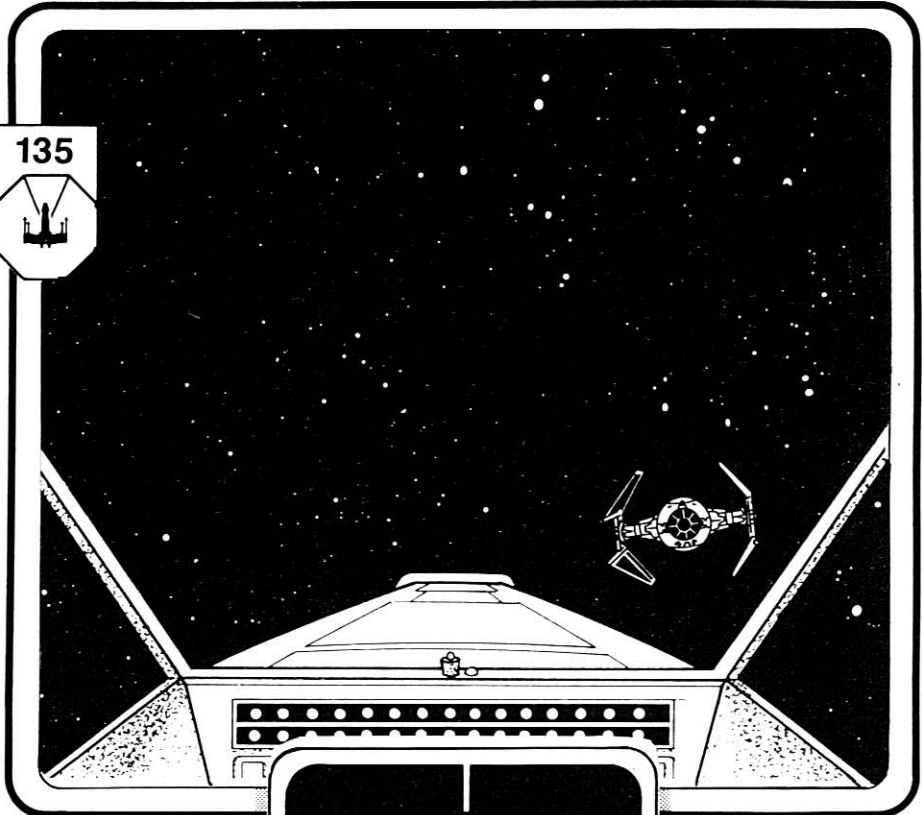
117 138 134

115 127

50 129 122 62 96 135 133 73 136 143

39 160 20 51 72 84 222

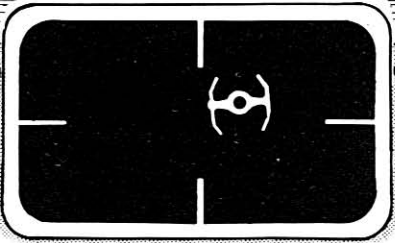
135



WARNING



LOCK-ON



RANGE- L



GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶
B C D

⤷ ⤸
F G

⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿ ⤿ ⤿ ⤿ ⤿
H I J K L M N O P Q

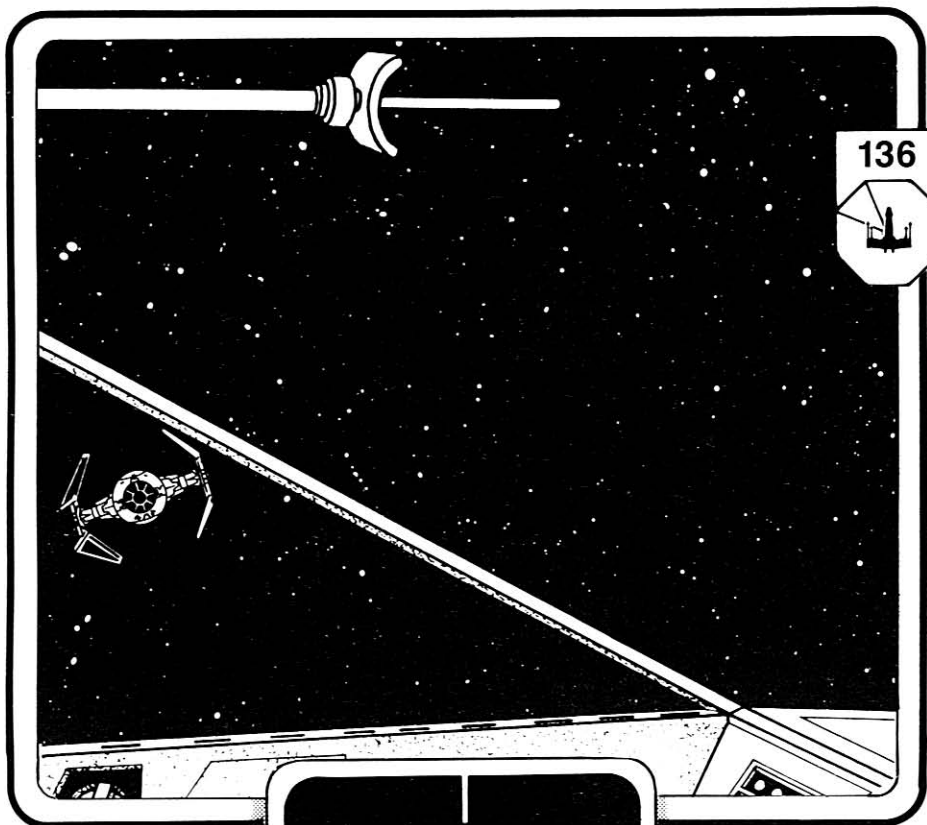
⤿ ⤿ ⤿ ⤿ ⤿ ⤿
R S T U V W X

223 130 135

96 50

39 160 123 51 86 166 62 63 73 144

98 161 21 40 20 26 84



136



WARNING



LOCK-ON



RANGE- L

GLIDING

HALF THROTTLE

FULL THROTTLE



B C D

49 95 136



F G

223 223



H I

114 72



J K

127 222



L M

174 84



N O

223 204



P Q

223 115



R S

106 19



T U

221 108



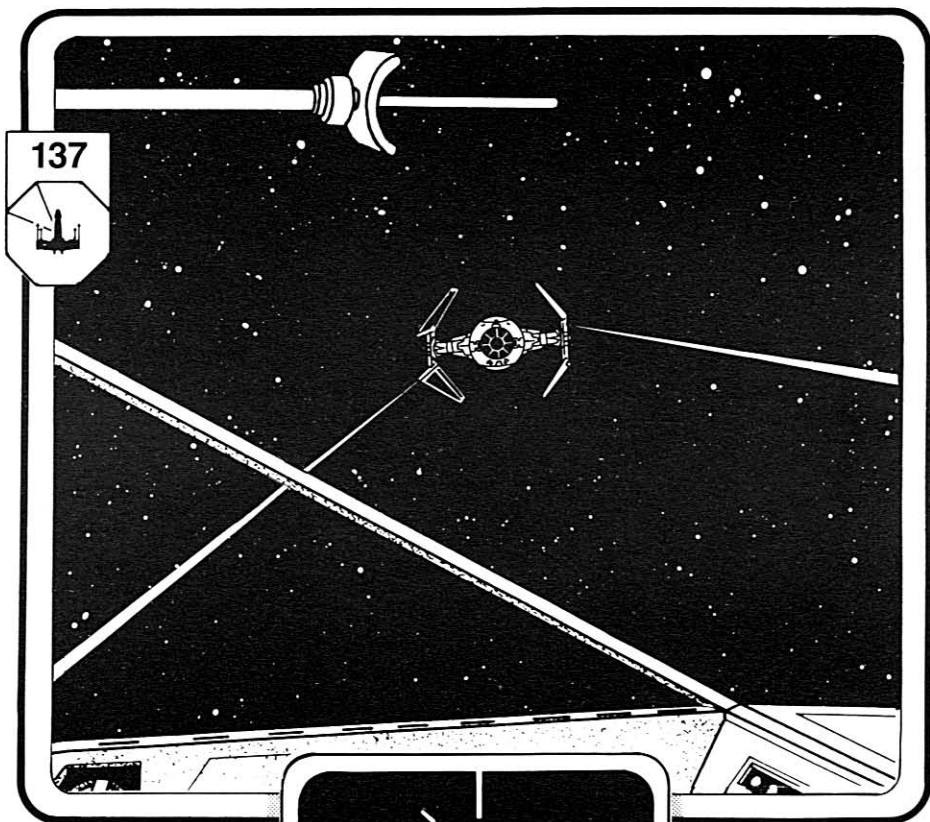
V W

223 223

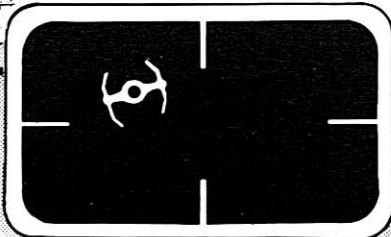


X

223



137



WARNING

LOCK-ON



DAMAGE-1



RANGE- L

GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶
B C D

⤴ ⤵ ⤶ ⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿
F G H I J K L M N O P Q R

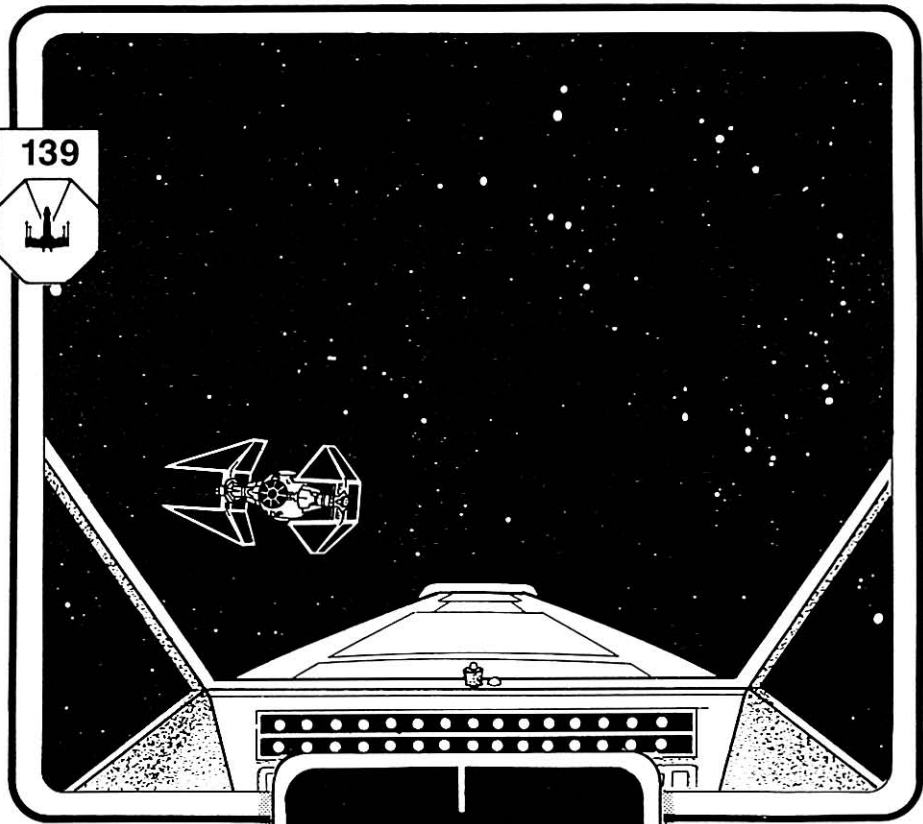
⤴ ⤵ ⤶ ⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿
S T U V W X

38 85 137

223 223 133 62 128 136 121 73 223 142 223 116

72 20 222 84 223 223 223

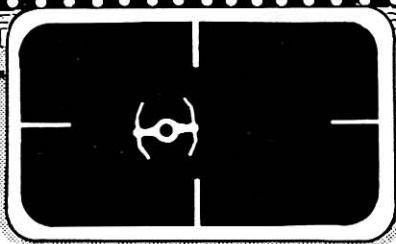
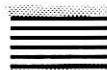
139



WARNING



LOCK-ON



RANGE - L

GLIDING

HALF THROTTLE

FULL THROTTLE

⌒ ⋖ ⌑

⌒ ⋗

⌒ ⌑ ⌒ ⌑ ⌒ ⌑ ⌒ ⌑ ⌒ ⌑ ⌒ ⌑

⌒ ⌑ ⌒ ⌑ ⌒ ⌑ ⌒ ⌑ ⌒ ⌑

B C D

F G

H I J K L M N O P Q

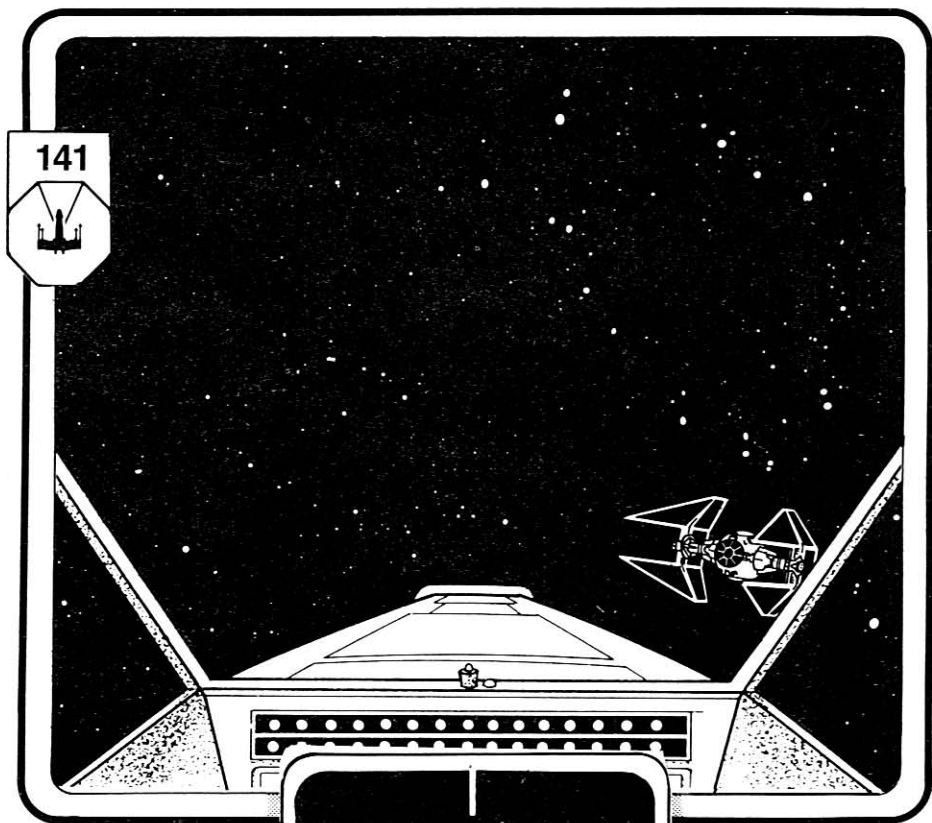
R S T U V W X

48 106 139

186 147

82 71 178 94 59 83 219 105 111 220

7 49 30 18 104 46 110



WARNING

RANGE - L

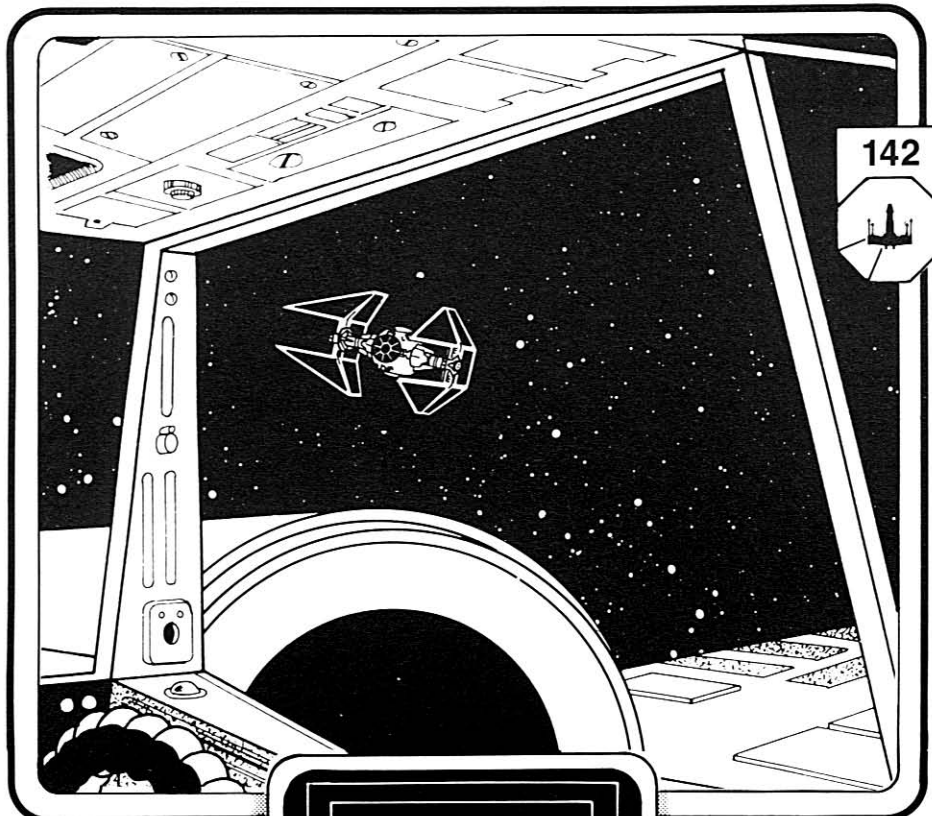
LOCK-ON

GLIDING

HALF THROTTLE

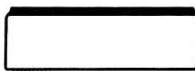
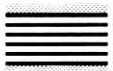
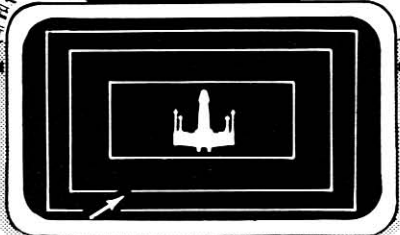
FULL THROTTLE

 B C D			 F G			 H I J K L M N O P Q							 R S T U V W X								
142	133	141	48	71	49	121	180	61	95	127	83	72	106	222	38	122	13	50	18	19	105

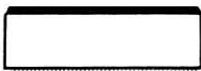


142

WARNING



RANGE - L



GLIDING

HALF THROTTLE

FULL THROTTLE

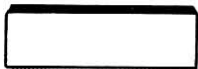
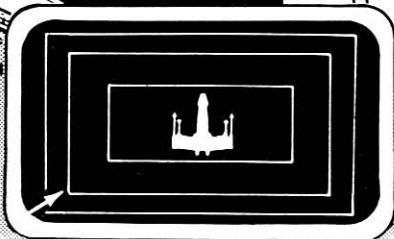
B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
141	180	142	223	223	223	222	133	223	223	204	223	223	223	121	223	221	223	223	223	223	223



144



WARNING



RANGE- L



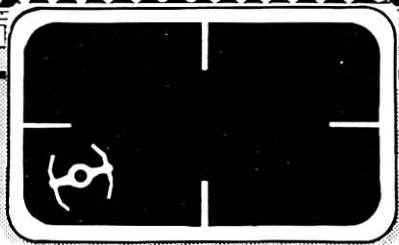
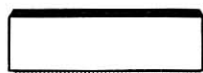
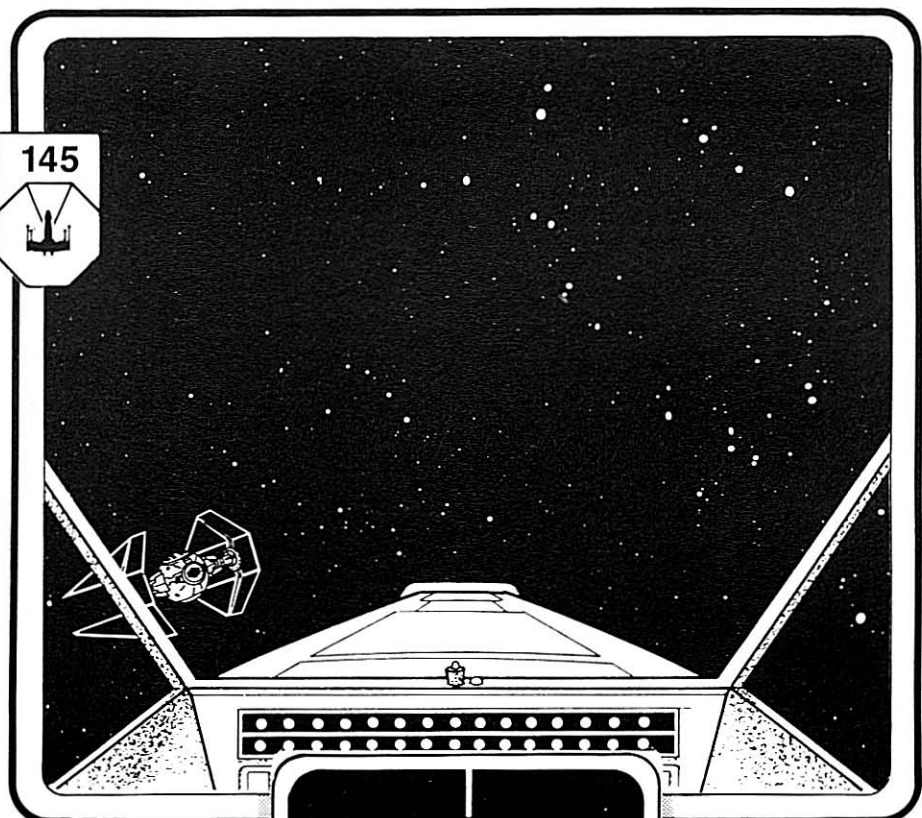
↖ ↙ ↑
B C D

↗ ↘ ↻ ↺ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻
F G H I J K L M N O P Q R

↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻
S T U V W X

50	96	144		223	223	137	73	135	143	223	85	223	116	223	123	136	84	223	142	223	223	223
----	----	-----	--	-----	-----	-----	----	-----	-----	-----	----	-----	-----	-----	-----	-----	----	-----	-----	-----	-----	-----

145



RANGE- L

LOCK-ON



GLIDING

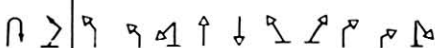
HALF THROTTLE

FULL THROTTLE



B C D

58 104 145



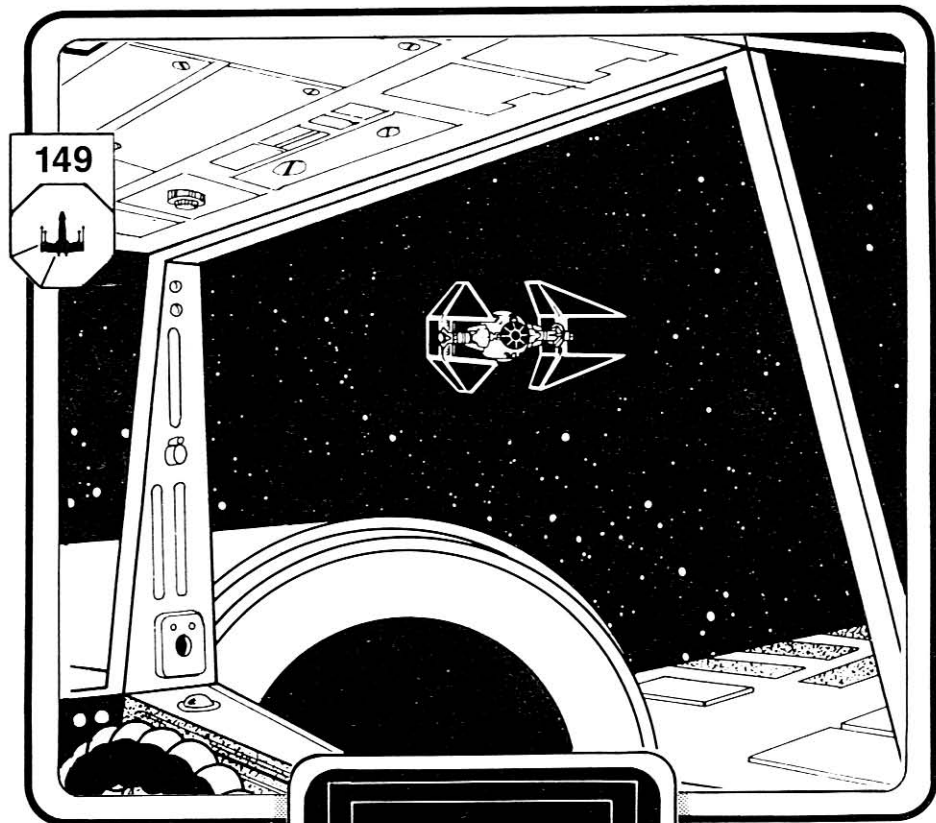
F G H I J K L M N O P Q

194 120 107 81 184 92 68 93 201 45 208 109



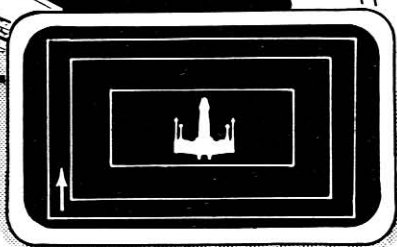
R S T U V W X

17 70 23 24 44 56 207



149

WARNING



RANGE- L

GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶
B C D

⤷ ⤸
F G

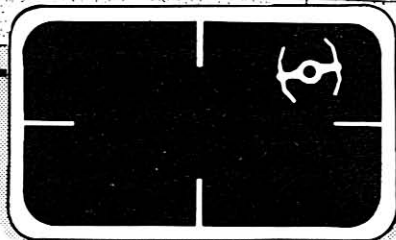
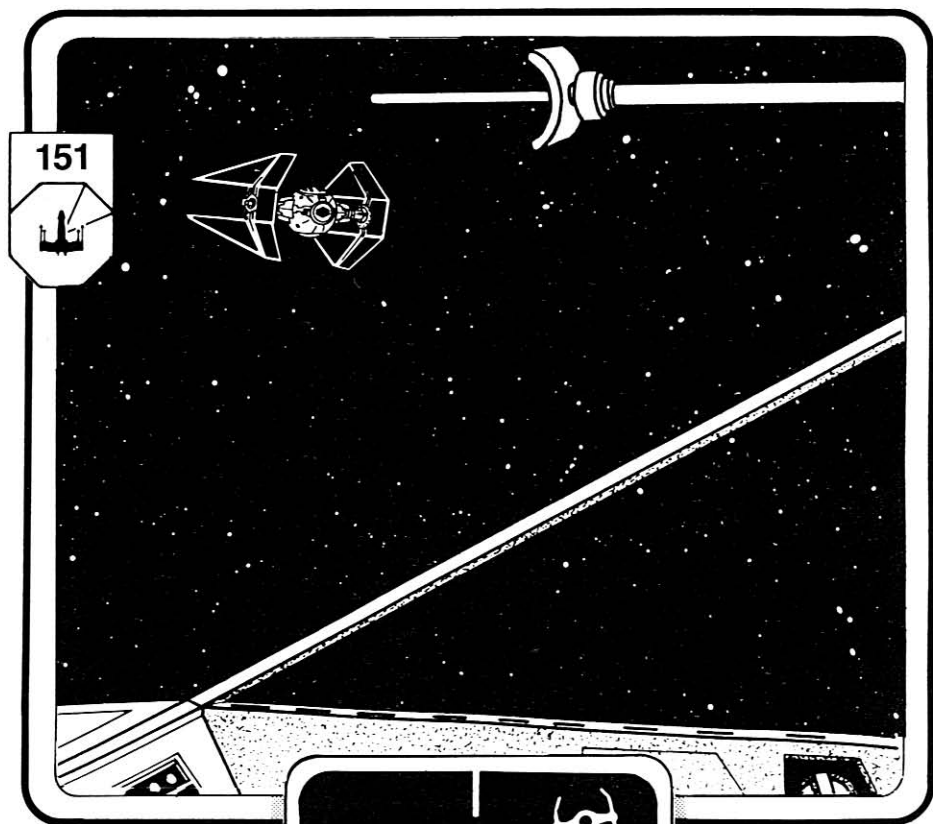
⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿ ⤿ ⤿ ⤿ ⤿
H I J K L M N O P Q R

⤿ ⤿ ⤿ ⤿ ⤿ ⤿
S T U V W X

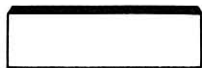
166 154 149

223 223 223 169 131 223 223 148 223 223 223 161

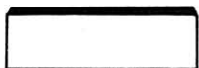
223 144 223 223 223 223 223



LOCK-ON



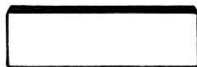
RANGE- L



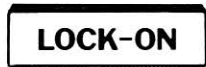
↶	↷	↑		↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷
B	C	D		F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X							
110	146	151		57	80	69	185	210	81	46	152	107	93	92	217	186	223	70	153	17	24	23							



158



RANGE - L



GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶
B C D

⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿ ⥀ ⥁ ⥂ ⥃ ⥄ ⥅ ⥆ ⥇ ⥈ ⥉ ⥊ ⥋ ⥌ ⥍ ⥎ ⥏
F G H I J K L M N O P Q

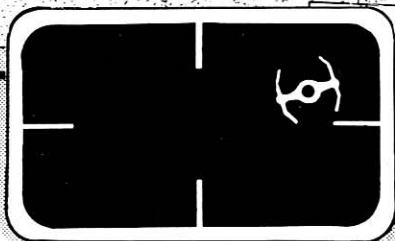
⥐ ⥑ ⥒ ⥓ ⥔ ⥕ ⥖ ⥗ ⥘ ⥙ ⥚ ⥛ ⥜ ⥝ ⥞ ⥟ ⥠ ⥡ ⥢ ⥣ ⥤
R S T U V W X

223 223 158

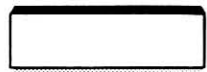
56 79 194 223 215 159 208 223 103 120 91 200

223 223 184 223 80 107 16

159



LOCK-ON



RANGE- L



GLIDING

HALF THROTTLE

FULL THROTTLE

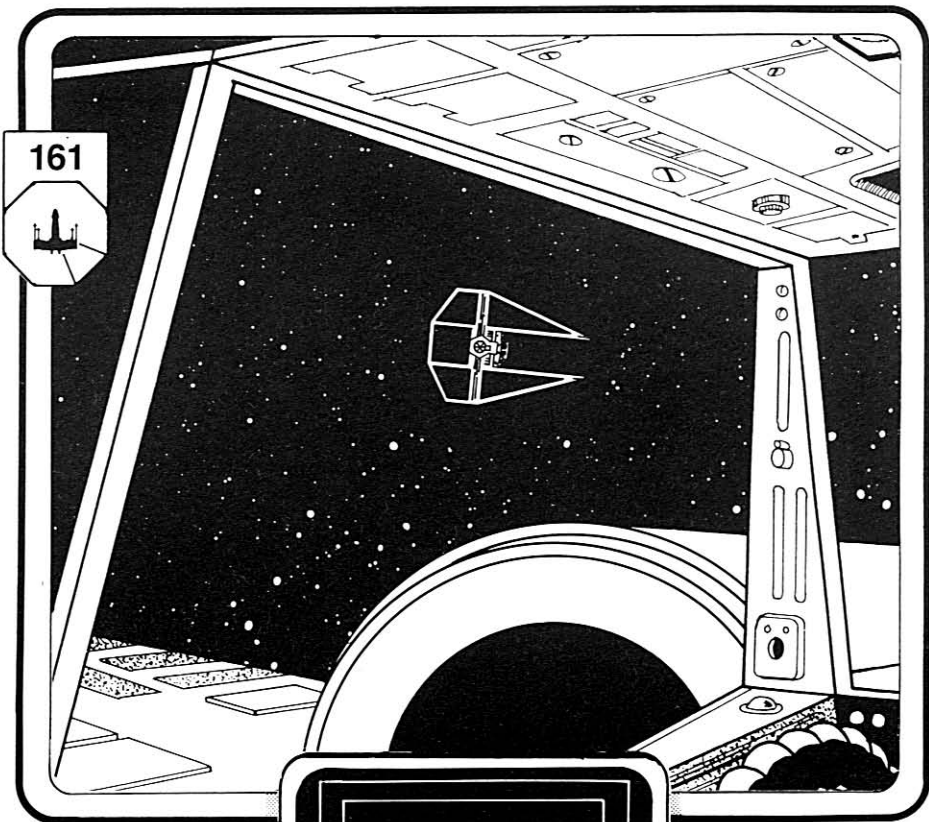
↶ ↷ ↵
B C D

↶ ↷
F G

↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵
H I J K L M N O P Q

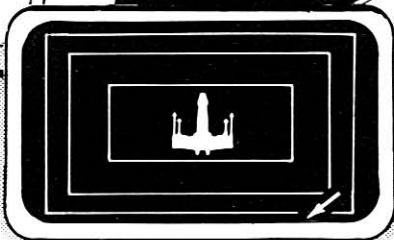
↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵
R S T U V W X

223	223	159		45	68	210	223	216	184	217	223	80	151	107	201	223	223	185	223	69	81	17
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161

WARNING



RANGE- L

GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶
B C D

⤷ ⤸
F G

⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿ ⤿ ⤿ ⤿ ⤿
H I J K L M N O P Q R

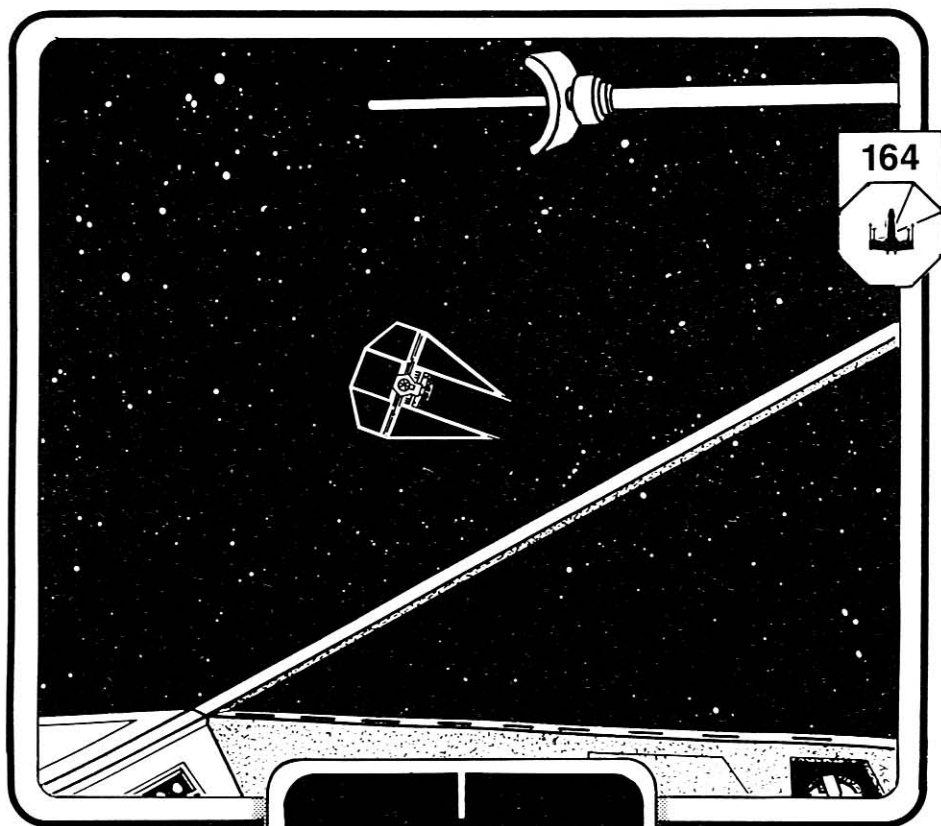
⤿ ⤿ ⤿ ⤿ ⤿ ⤿
S T U V W X

223 223 161

171 156

223 223 149 223 223 223 162 223 168 131

223 223 223 223 223 223 195



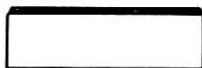
164



LOCK-ON



RANGE - L



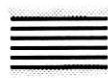
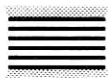
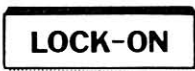
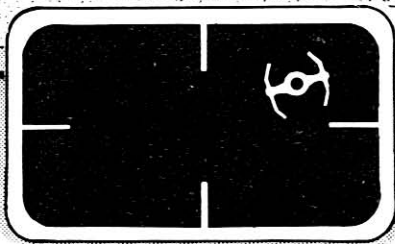
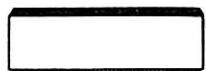
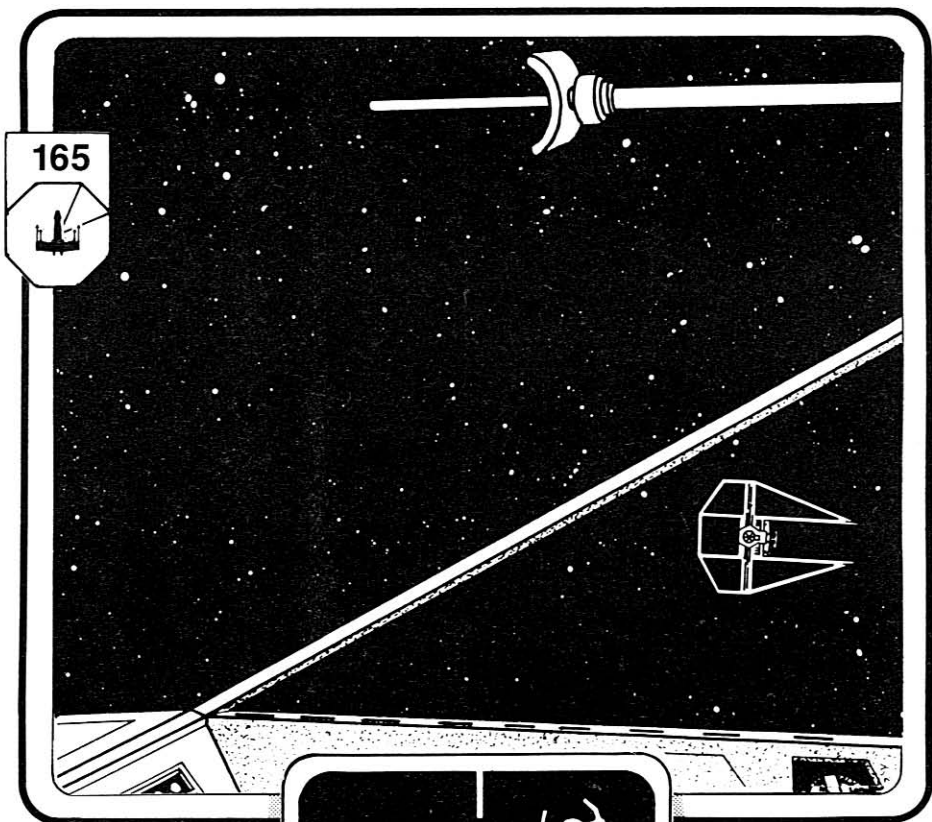
↖ ↗
B C D

↖ ↗
F G

↖ ↗ ↘ ↙ ↕ ↖ ↗ ↘ ↙ ↕
H I J K L M N O P Q

↖ ↗ ↘ ↙ ↕ ↖ ↗ ↘ ↙ ↕
R S T U V W X

190	223	164		65	89	197	223	190	165	183	223	100	126	42	176	223	223	192	223	90	102	10
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⤴ ⤵ ⤶

⤴ ⤵

⤴ ⤵ ⤶ ⤷

⤴ ⤵ ⤶ ⤷

⤴ ⤵ ⤶ ⤷

⤴ ⤵ ⤶ ⤷

⤴ ⤵ ⤶ ⤷

⤴ ⤵ ⤶ ⤷

⤴ ⤵ ⤶ ⤷

⤴ ⤵ ⤶ ⤷

B C D

F G H

I J K L

M N O P

Q R

S T

U V

W X

223 223 165

55 78

214 223 191

192 199 223

90 157 102

177 223 223

193 223 79

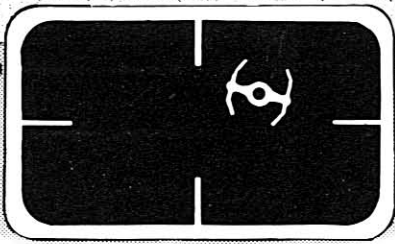
103 11



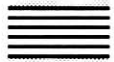
166



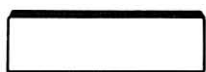
WARNING



LOCK-ON



RANGE- L



GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶
B C D

⤷ ⤸

⤹ ⤺ ⤻ ⤼

⤽ ⤾ ⤿

⤿ ⤺ ⤻ ⤼

⤽ ⤾ ⤿

⤿ ⤺ ⤻ ⤼

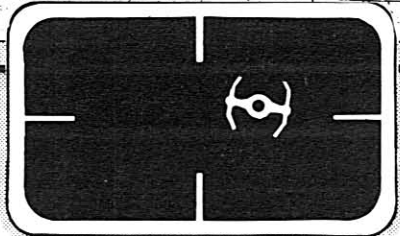
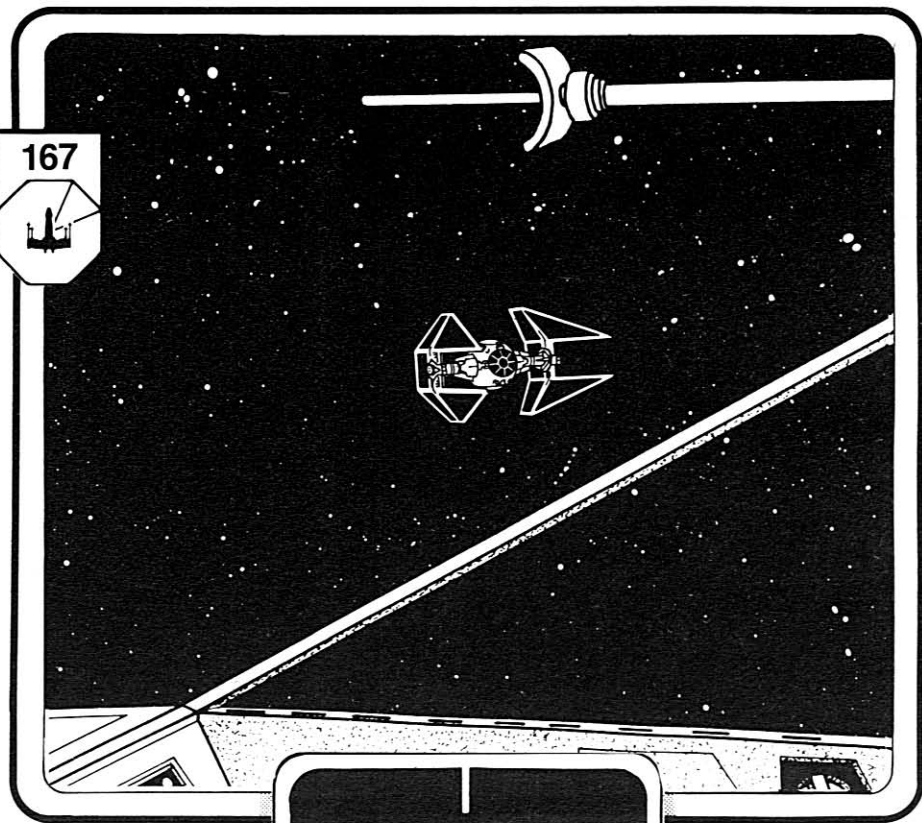
⤽ ⤾ ⤿

⤿ ⤺ ⤻ ⤼

⤽ ⤾ ⤿

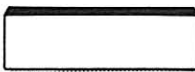
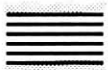
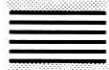
150	131	166	86	39	98	161	154	40	75	167	51	52	63	169	162	223	101	168	21	27	26
-----	-----	-----	----	----	----	-----	-----	----	----	-----	----	----	----	-----	-----	-----	-----	-----	----	----	----

167

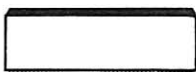


WARNING

LOCK-ON



RANGE- L



GLIDING

HALF THROTTLE

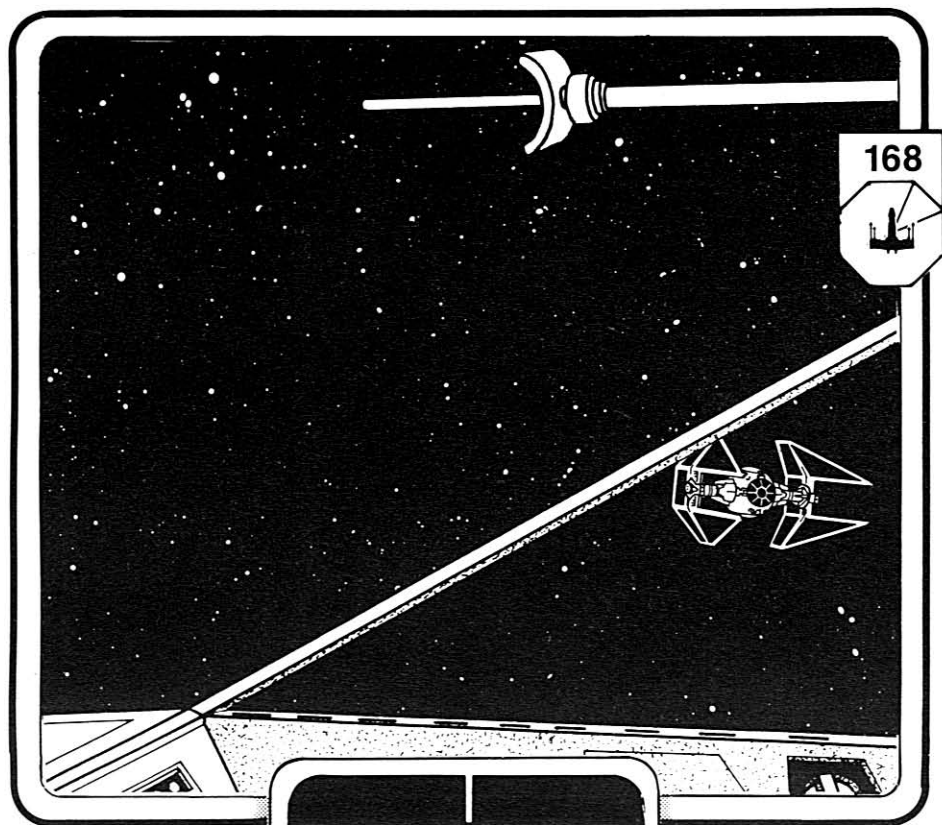
FULL THROTTLE

↶ ↷ ↵
B C D

↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷
F G H I J K L M N O P Q

↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷
R S T U V W X

223	223	167			75	98	162	223	155	168	150	223	40	132	52	170	223	223	195	223	101	41	27
-----	-----	-----	--	--	----	----	-----	-----	-----	-----	-----	-----	----	-----	----	-----	-----	-----	-----	-----	-----	----	----



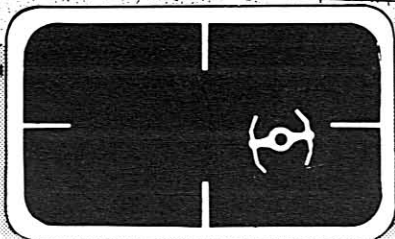
168



WARNING



LOCK-ON



RANGE- L

GLIDING

HALF THROTTLE

FULL THROTTLE

↶ ↷ ↵
B C D

↶ ↷ ↵
F G

↶ ↷ ↵
H I

↶ ↷ ↵
J K

↶ ↷ ↵
L M

↶ ↷ ↵
N O

↶ ↷ ↵
P Q

↶ ↷ ↵
R S

↶ ↷ ↵
T U

↶ ↷ ↵
V W X

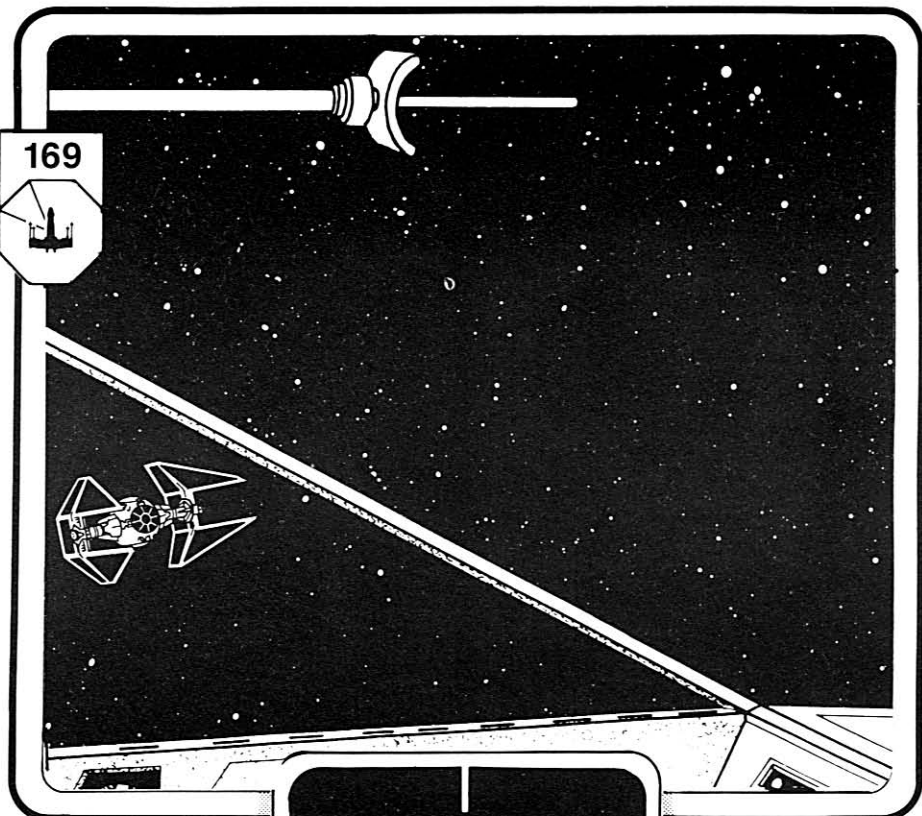
223 223 168

76 99

189 223 156 195 175

223 101 163 41 171

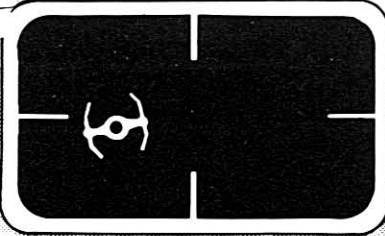
223 223 196 223 89 100 34



169

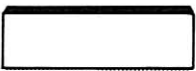


WARNING



RANGE- L

LOCK-ON



GLIDING

HALF THROTTLE

FULL THROTTLE

↖ ↙ ↘
B C D

↗ ↘ ↙ ↘ ↗ ↘ ↙ ↘ ↗ ↘
F G H I J K L M N O P Q

↖ ↗ ↘ ↙ ↘ ↗ ↘ ↙ ↘ ↗ ↘
R S T U V W X

39 86 169

223 223

138 63

166 144

129 74

223 117

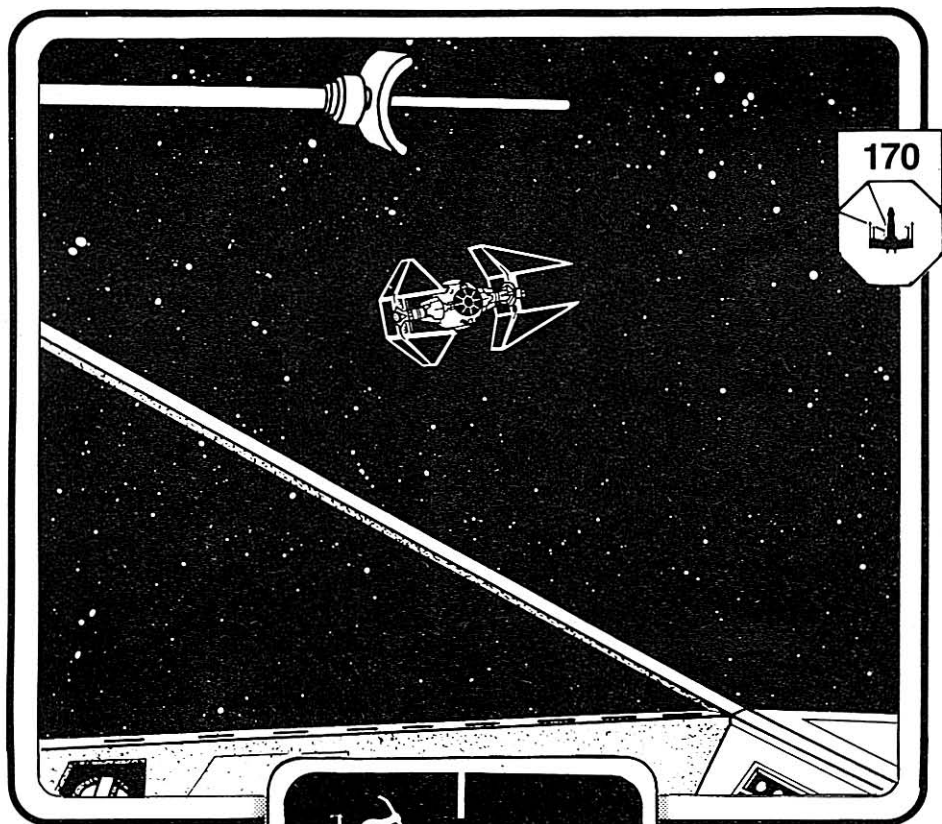
223 154

73 26

143 85

223 223

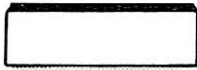
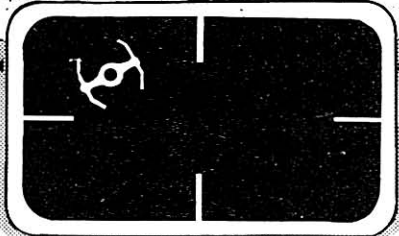
223



170

WARNING

LOCK-ON



RANGE- L



GLIDING

HALF THROTTLE

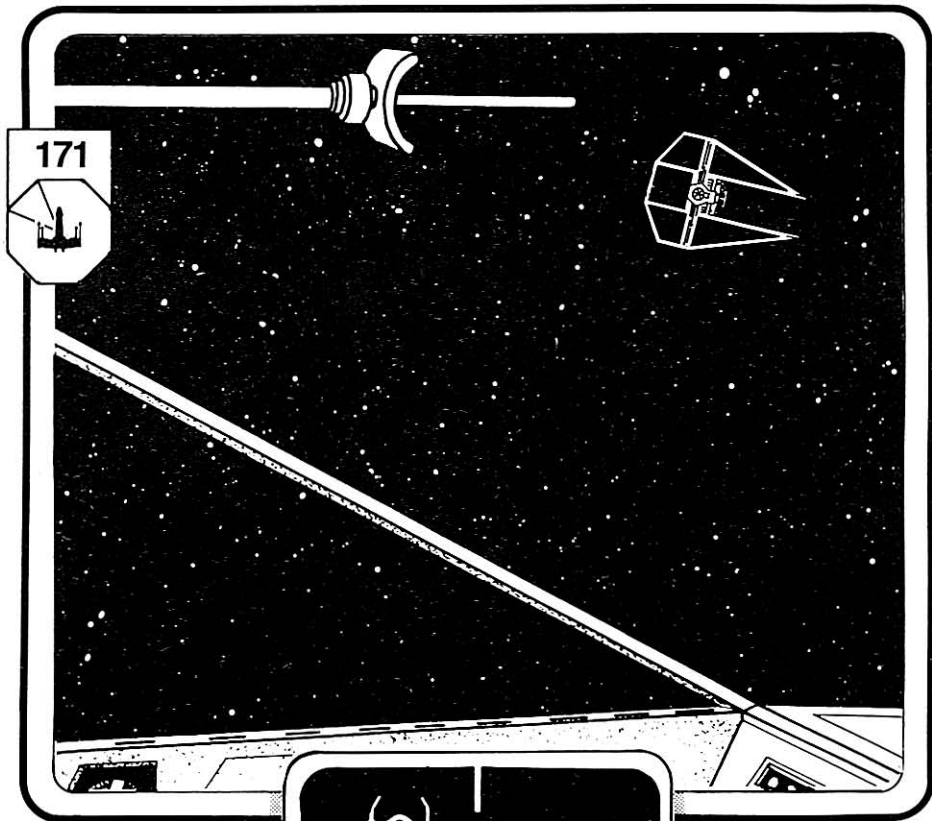
FULL THROTTLE

↖ ↙ ↑
B C D

↗ ↘ ↻ ↺ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻
F G H I J K L M N O P Q

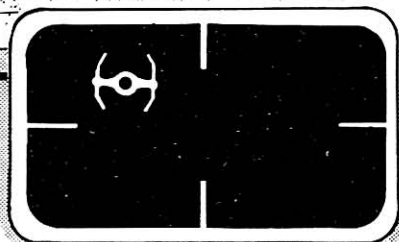
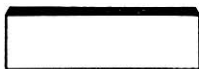
↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻
R S T U V W X

98	75	170		223	223	130	52	167	169	160	64	223	148	223	155	63	27	144	74	223	223	223
----	----	-----	--	-----	-----	-----	----	-----	-----	-----	----	-----	-----	-----	-----	----	----	-----	----	-----	-----	-----



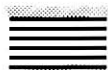
171

WARNING



RANGE- L

LOCK-ON



GLIDING

HALF THROTTLE

FULL THROTTLE

B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
99	76	171	161	131	52	41	168	64	98	53	170	75	149	156	27	34	74	35	169	148	223



174



WARNING



LOCK-ON



RANGE - L

GLIDING

HALF THROTTLE

FULL THROTTLE

B C D

F G

H I J K L M N O P Q R

S T U V W X

223 223 174

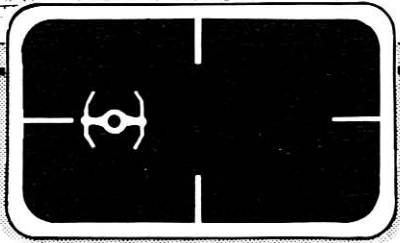
84 37

115 223 204 121 173 223 49 127 61 114

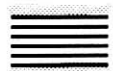
223 223 122 223 38 50 13



175

LOCK-ON



RANGE- L



GLIDING

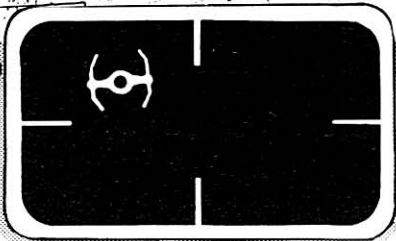
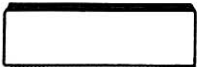
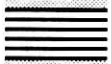
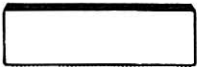
HALF THROTTLE

FULL THROTTLE

B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
101	88	175	223	223	171	53	163	150	168	76	223	156	223	189	64	35	149	75	223	223	223

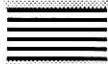


176



RANGE- L

LOCK-ON



⌂ < 1
B C D

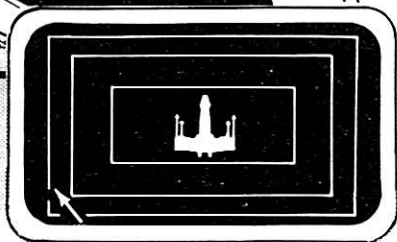
⌂ > ⤴ ⤵ ↶ ↷ ↸ ↹ ↺ ↻ ⌛

F G H I J K L M N O P Q

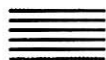
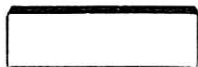
⤴ ⤵ ↶ ↷ ↸ ↹ ↺ ↻ ⤴ ⤵ ↶ ↷ ↸ ↹

R S T U V W X

89	65	176		223	223	124	42	164	175	195	54	223	181	223	190	53	10	150	76	223	223	223
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RANGE- L



GLIDING

HALF THROTTLE

FULL THROTTLE

↶ ↷ ↵
B C D

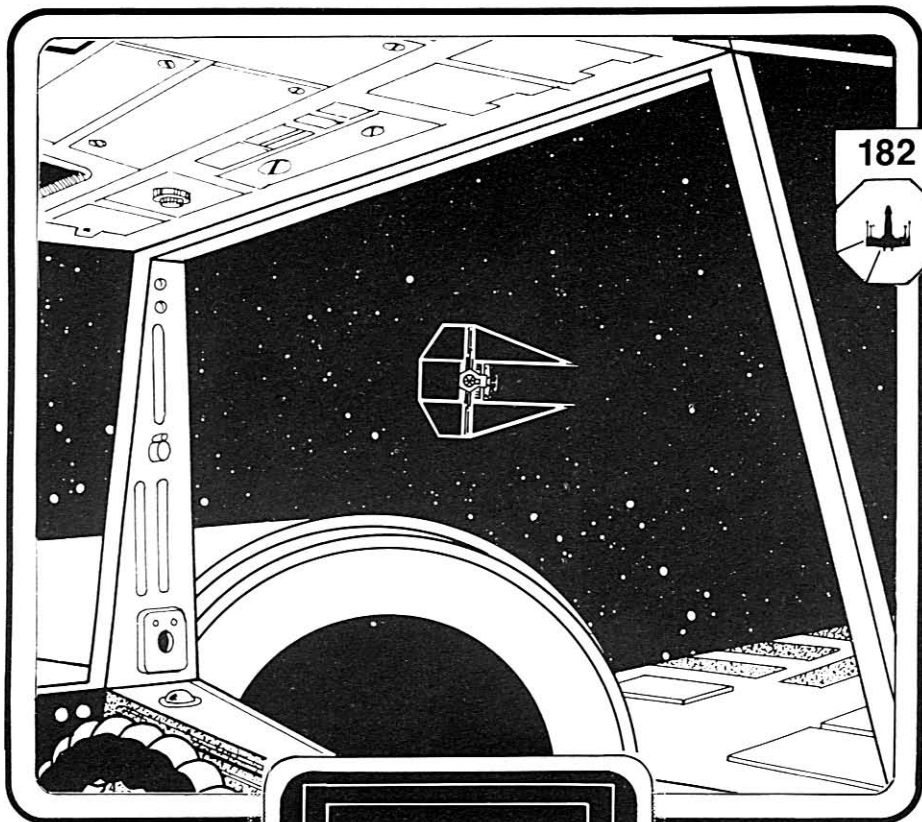
↶ ↷ ↸ ↹ ↻ ↺ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻
F G H I J K L M N O P Q R

↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻
S T U V W X

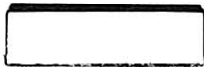
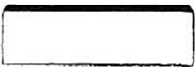
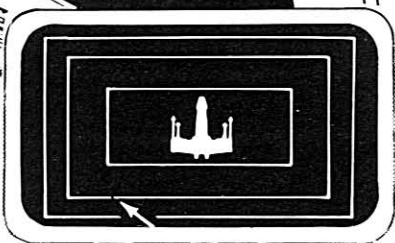
132 162 181

223 223 223 150 124 223 223 156 223 223 223 195

223 149 223 223 223 223 223



182



RANGE- L



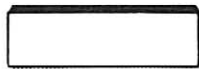
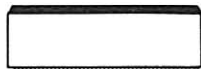
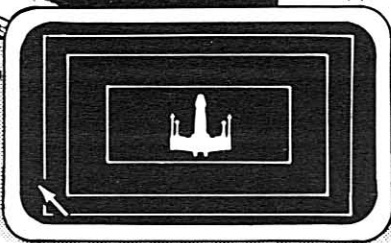
B C D

F G H I J K L M N O P Q

R S T U V W X

163	189	182		223	223	223	175	125	223	223	181	223	223	223	196	223	150	223	223	223	223	223
-----	-----	-----	--	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

183



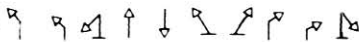
RANGE- L



GLIDING

HALF THROTTLE

FULL THROTTLE



B C D

F G

H I J K L M N O P Q

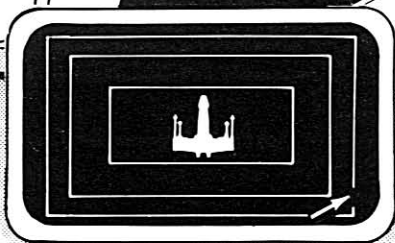
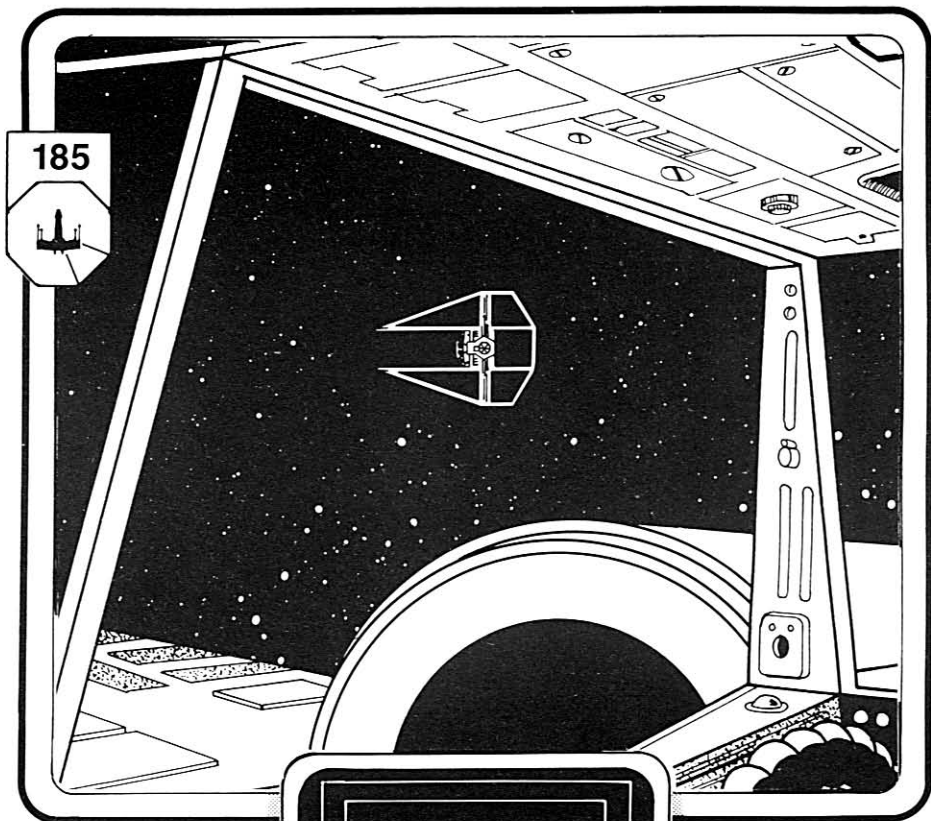
R S T U V W X

100 77 183

223 223

176 54 126 182 164 65 223 190 223 197

175 76 223 181 223 223 223



RANGE- L



GLIDING

HALF THROTTLE

FULL THROTTLE

⌋ ⌋ ⌋

B C D

⌋ ⌋

F G

⌋

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I

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⌋

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M

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N

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O

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P

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Q

⌋

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S

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U

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V

⌋

W

⌋

X

223 223 185

219 212

223 223

110 223

223 223

186 223

153 146

223 223

223 223

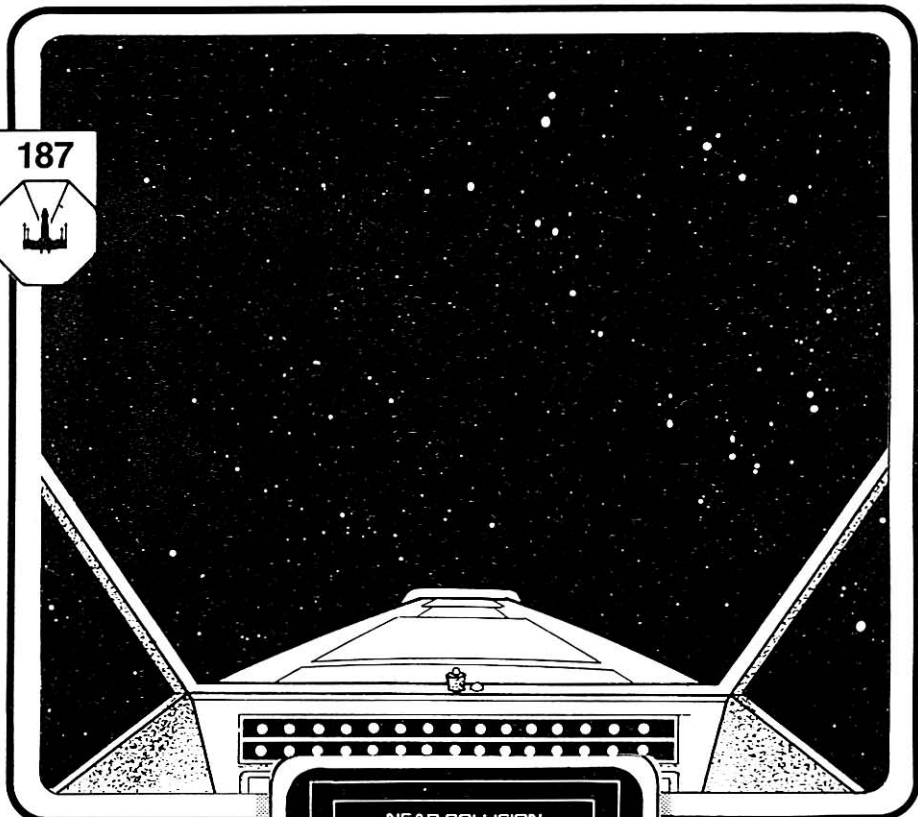
223 223

223 223

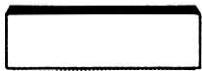
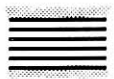
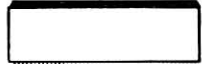
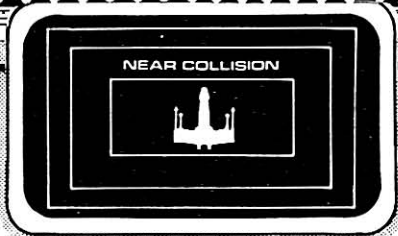
223 223

223 178

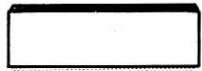
187



WARNING



RANGE-X



GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤴
B C D

⤴ ⤵
F G

⤴ ⤵ ⤴ ⤵ ⤴ ⤵ ⤴ ⤵ ⤴ ⤵
H I J K L M N O P Q R

⤴ ⤵ ⤴ ⤵ ⤴ ⤵ ⤴ ⤵
S T U V W X

19 7 187

21 35

36 31 209

2 20

1 3

8 9

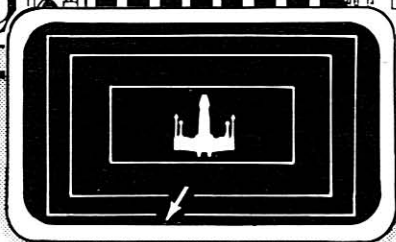
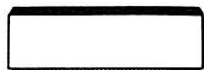
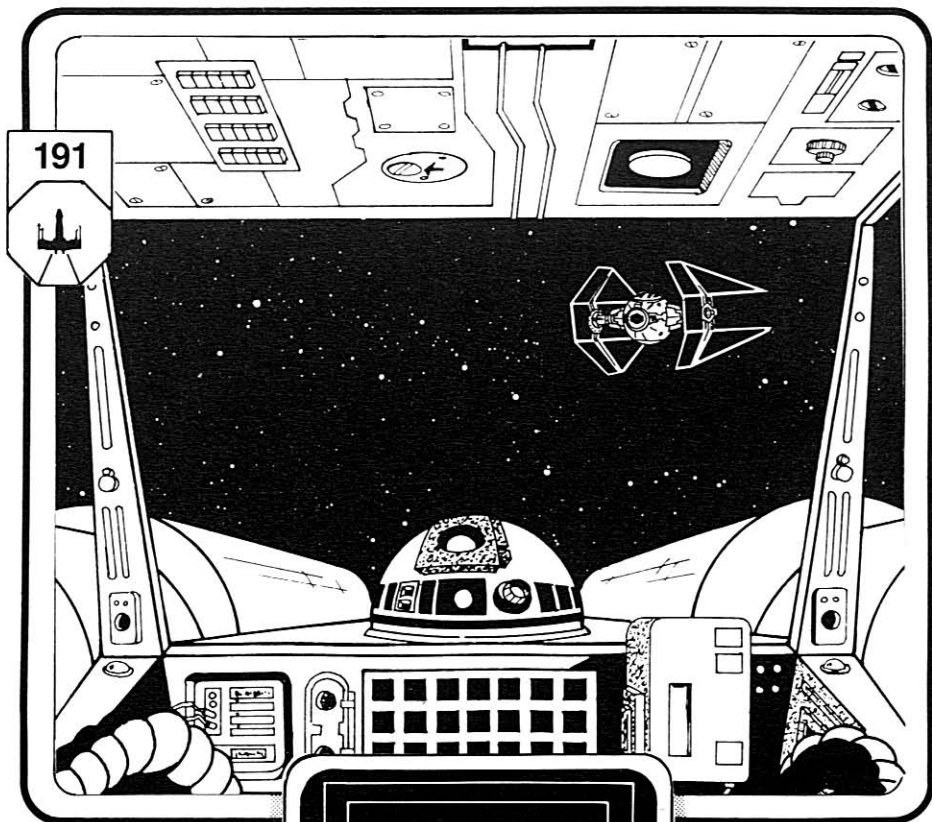
213

95 48

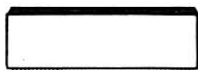
96 37

86 97

87



RANGE- L



GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶
B C D

⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿ ⤿ ⤿ ⤿ ⤿ ⤿ ⤿ ⤿
F G H I J K L M N O P Q

⤿ ⤿ ⤿ ⤿ ⤿ ⤿ ⤿ ⤿ ⤿ ⤿
R S T U V W X

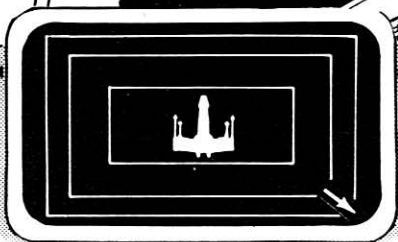
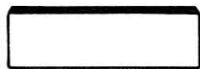
125 196 191

223 223 223 182 177 223 223 190 223 223 223 165

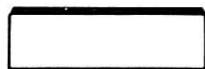
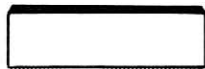
223 223 223 223 223 223 223



192



RANGE - L






B C D

















F G H I J K L M N O P Q R S T U V W X

223 223 192

44 67

215 223 206 193 200 223 79

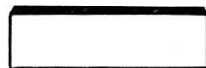
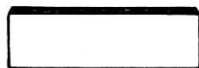
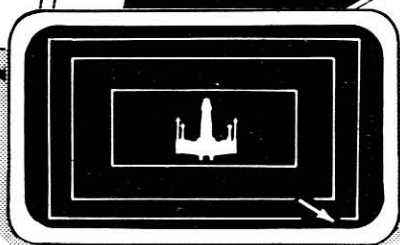
158 103 118

223 223 223 223

194 159 80



194



RANGE- L



GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶
B C D

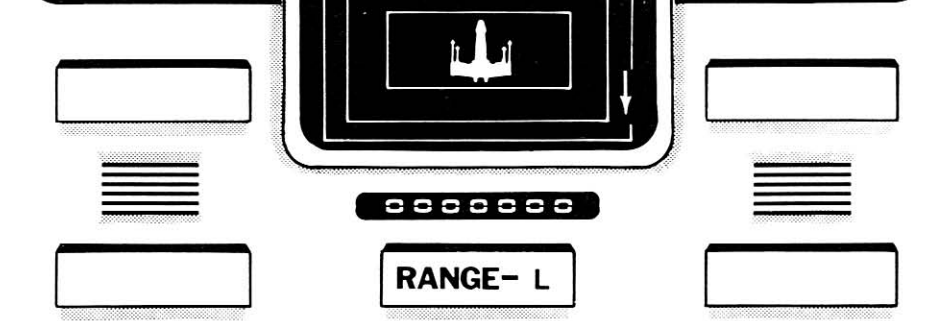
⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿
F G H I J K L M N O P Q R

⤿ ⤾ ⤽ ⤼ ⤻ ⤺ ⤹ ⤸ ⤷
S T U V W X

223 223 194

145 109 223 223 208 223 223 223 210 223 184 120

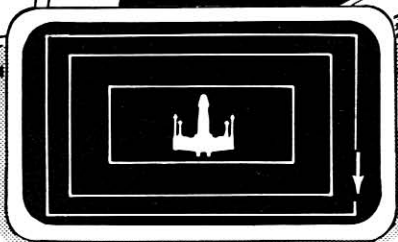
223 223 223 223 223 223 185



B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
223	223	195	54	77	190	223	181	196	176	223	89	164	100	124	223	223	223	223	197	165	90



196



RANGE - L



GLIDING

HALF THROTTLE

FULL THROTTLE

↶ ↷ ↵
B C D

↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵
F G H I J K L M N O P Q R

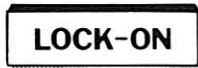
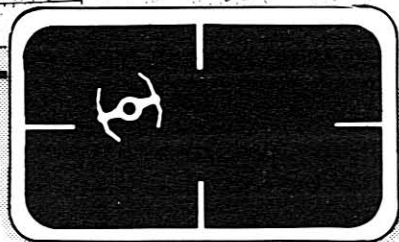
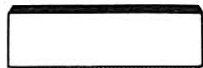
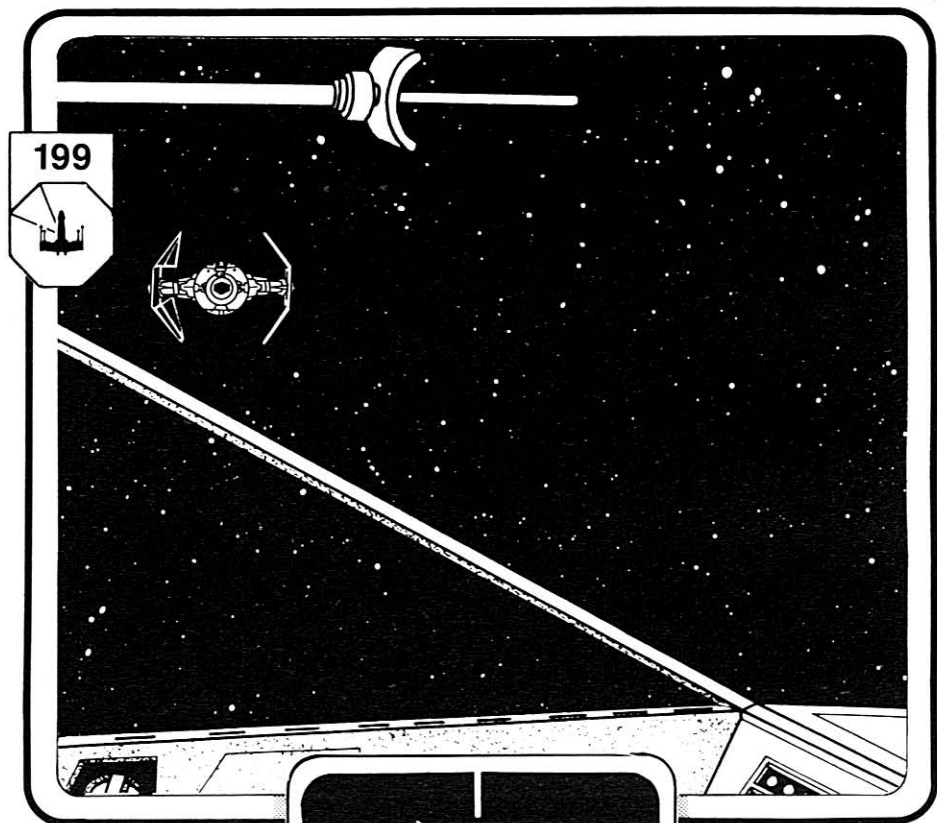
↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵
S T U V W X

223 223 196

177 191

223 223 182 223 223 223 197 223 165 125

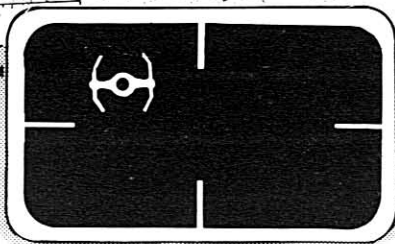
223 223 223 223 223 223 192



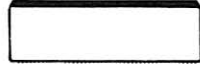
B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
90	66	199	223	223	177	43	157	183	165	55	223	191	223	214	54	15	182	65	223	223	223



200



LOCK-ON



RANGE-L

GLIDING

HALF THROTTLE

FULL THROTTLE

↶ ↷ ↵
B C D

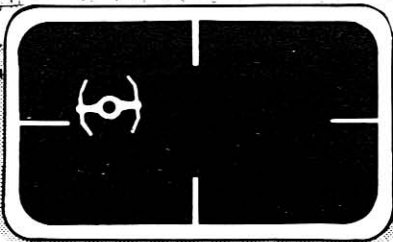
↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷
F G H I J K L M N O P Q

↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷ ↶ ↷
R S T U V W X

79	56	200		223	223	118	91	158	199	192	44	223	206	223	215	43	16	183	55	223	223	223
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201



LOCK-ON



RANGE- L

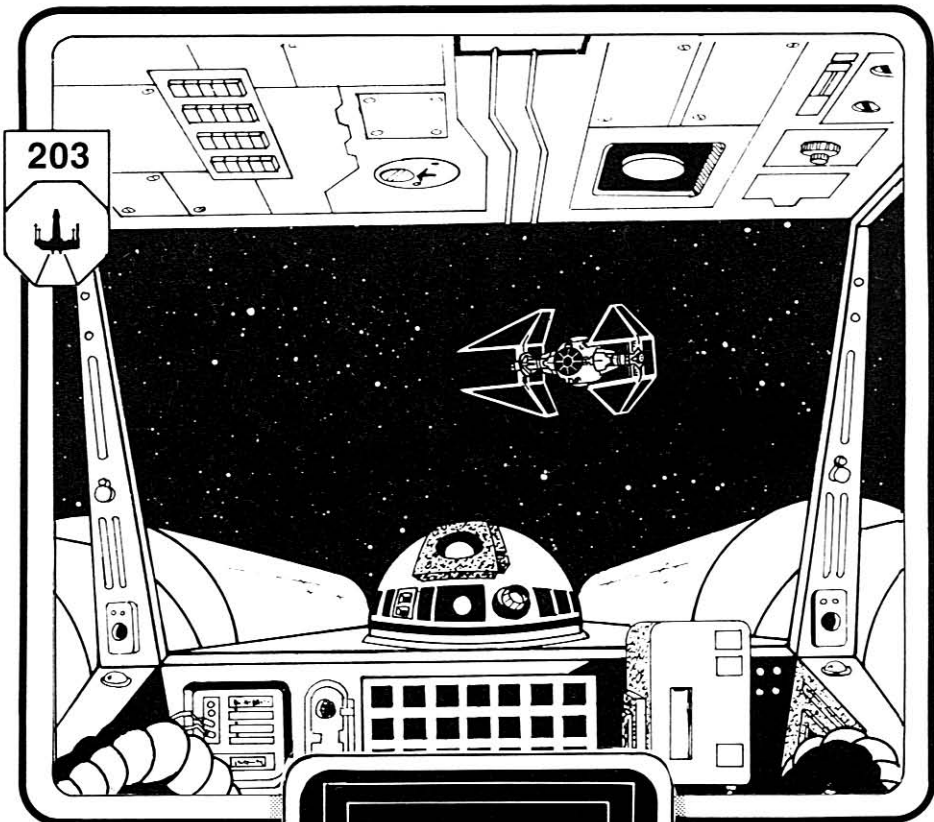


GLIDING

HALF THROTTLE

FULL THROTTLE

B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
68	45	201	193	119	91	107	159	44	79	92	200	56	207	216	16	17	55	23	199	206	223



203

WARNING



RANGE - L



GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶
B C D

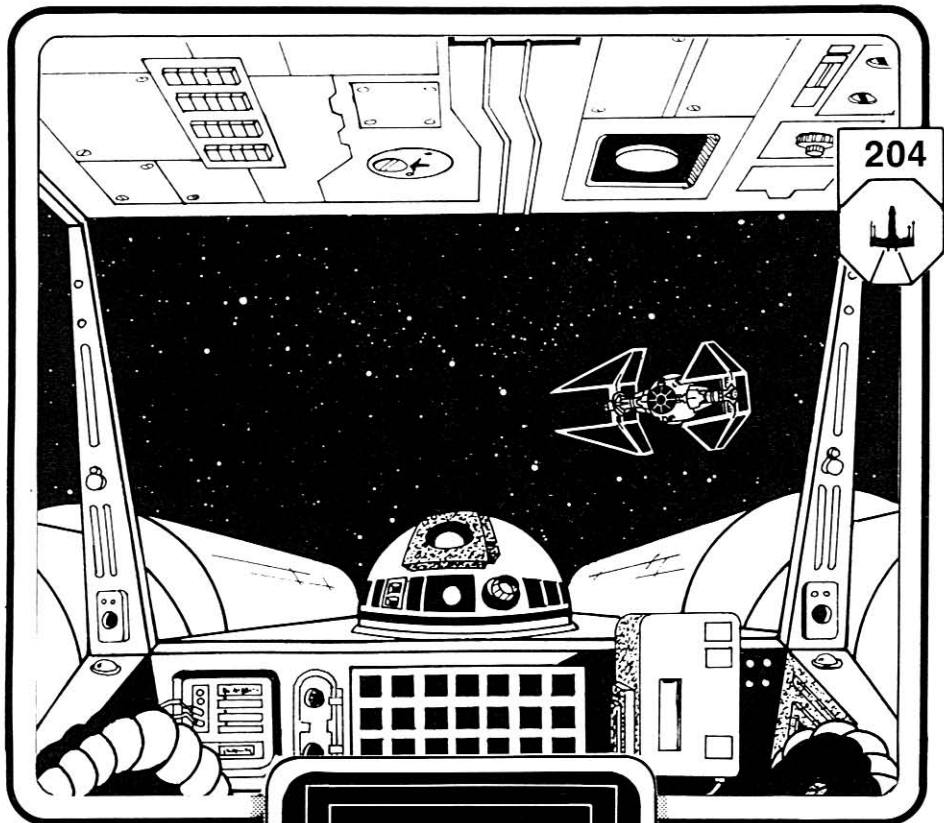
⤴ ⤵ ⤶ ⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿
F G H I J K L M N O P Q R

⤴ ⤵ ⤶ ⤷ ⤸ ⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿
S T U V W X

223 223 203

223 223 223 223 113 223 223 223 223 223 223 173

223 223 223 223 223 223 223



204

WARNING



RANGE - L

GLIDING

HALF THROTTLE

FULL THROTTLE

⌈ ⋖ ⌑
B C D

⌋ ⋗ ⋎

⋏ ⋐ ⋑ ⋒ ⋓ ⋔ ⋕ ⋖ ⋗ ⋘ ⋙ ⋚ ⋛ ⋜ ⋝ ⋞ ⋟ ⋠ ⋡ ⋢ ⋣ ⋤ ⋥ ⋦ ⋧ ⋨ ⋩ ⋪ ⋫ ⋬ ⋭ ⋮ ⋯ ⋰ ⋱ ⋲ ⋳ ⋴ ⋵ ⋶ ⋷ ⋸ ⋹ ⋺ ⋻ ⋼ ⋽ ⋾ ⋿

⋰ ⋱ ⋲ ⋳ ⋴ ⋵ ⋶ ⋷ ⋸ ⋹ ⋺ ⋻ ⋼ ⋽ ⋾ ⋿

140 179 204

223 223

223 221

114

223 223

203

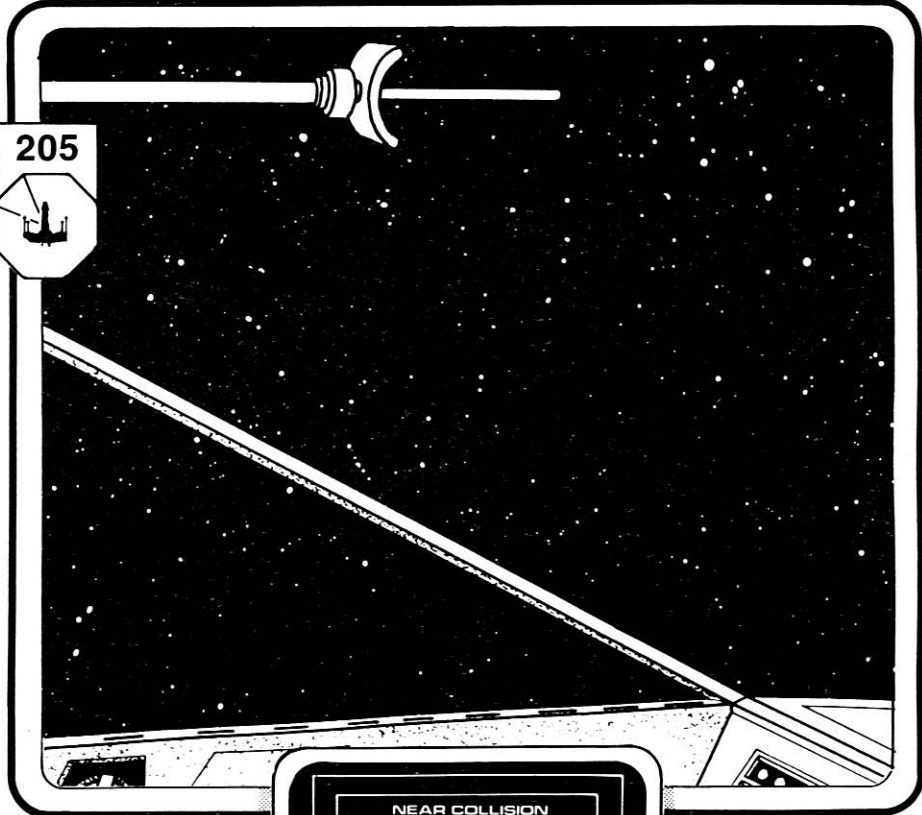
223 223

223 223

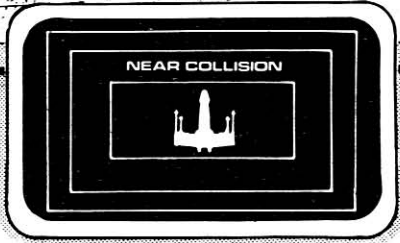
174

223 223

223 223 223 223 223 223 223



205



WARNING



RANGE- X



GLIDING

HALF THROTTLE

FULL THROTTLE

↶ ↷ ↵
B C D


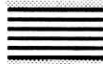

↶ ↷ ↵
F G

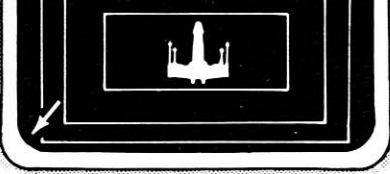

↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵
H I J K L M N O P Q R

↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵ ↶ ↷ ↵
S T U V W X


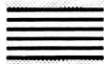

26	13	205		34	15	3	2	198	9	27	8	22	14	28	188	86	96	87	97	88	99	77
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RANGE - L

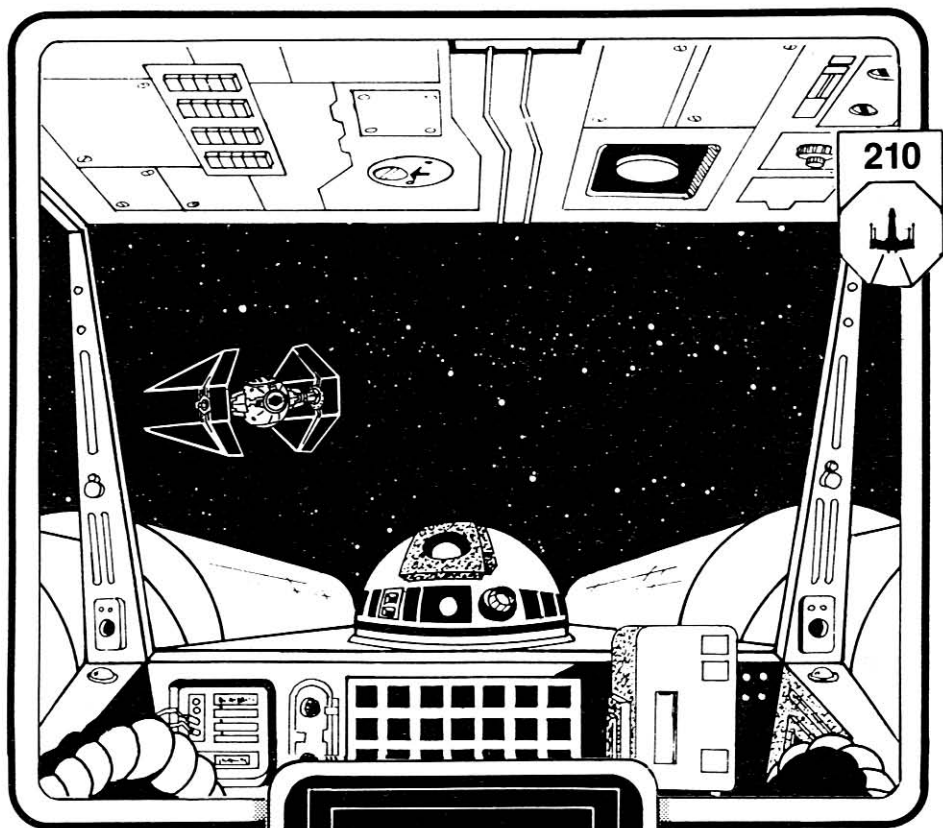




GLIDING

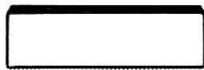
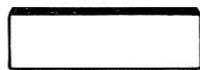
HALF THROTTLE

FULL THROTTLE

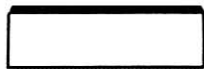
\curvearrowright \leq \uparrow				\curvearrowright \geq \curvearrowright \curvearrowleft \uparrow \downarrow \curvearrowright \curvearrowleft \curvearrowright \curvearrowleft								\curvearrowright \curvearrowleft \uparrow \curvearrowright \curvearrowleft											
B C D				F G H I J K L M N O P Q R								S T U V W X											
157	214	207		223	223	223	199	119	223	223	206	223	223	223	193	223	183	223	223	223	223	223	223



210



RANGE - L



GLIDING













HALF THROTTLE

FULL THROTTLE





B C D

F G H I J K L M N O P Q R








S T U V W X

223 223 210

146 110

223

217

223

223

223

211

223

185

151

223

223

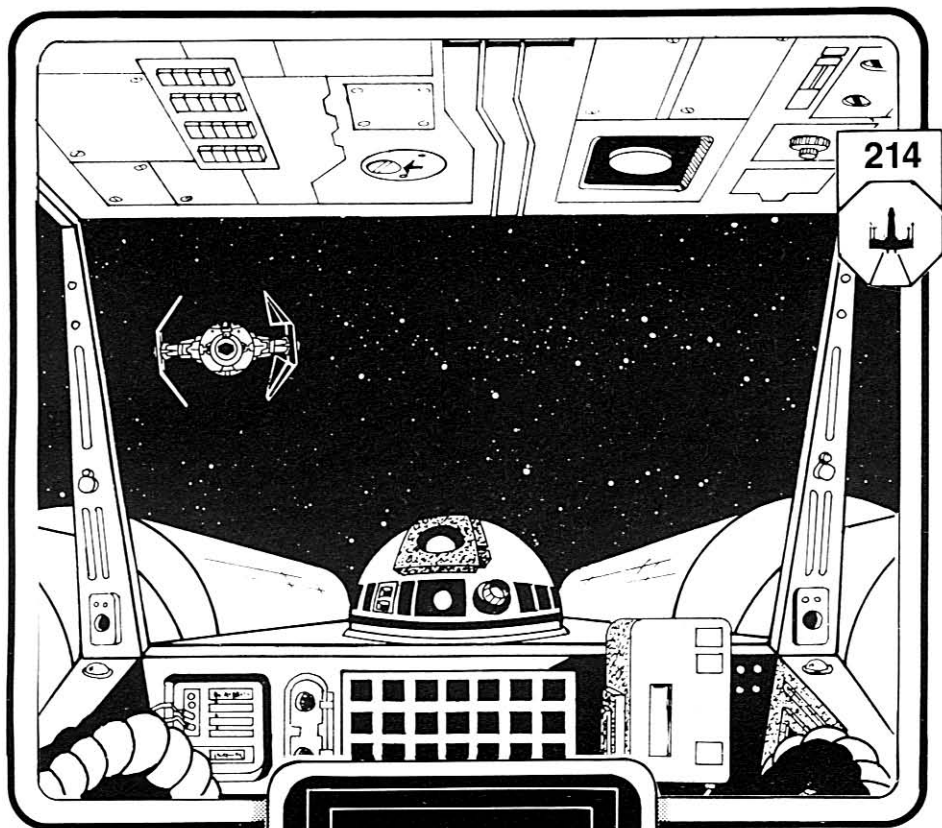
223

223

223

223

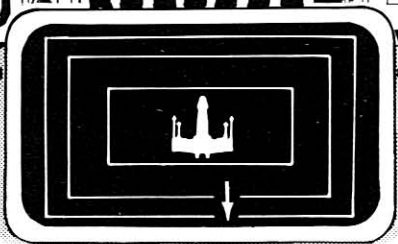
223



214



WARNING



RANGE - L

GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶

B C D

223 223 214

⤷ ⤸

F G

119 207

⤹ ⤺ ⤻

H I

223 223

⤼ ⤽ ⤾

J K

199 223

⤿ ⤿ ⤿

L M

223 215

⤿ ⤿ ⤿

N O

223 223

⤿ ⤿ ⤿

P Q

193 157

⤿ ⤿ ⤿

R S

223 223

⤿ ⤿ ⤿

T U

223 223

⤿ ⤿ ⤿

V W

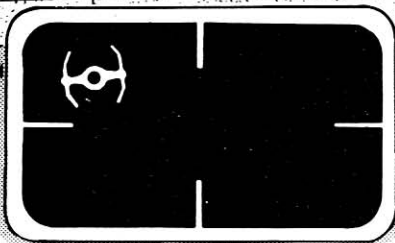
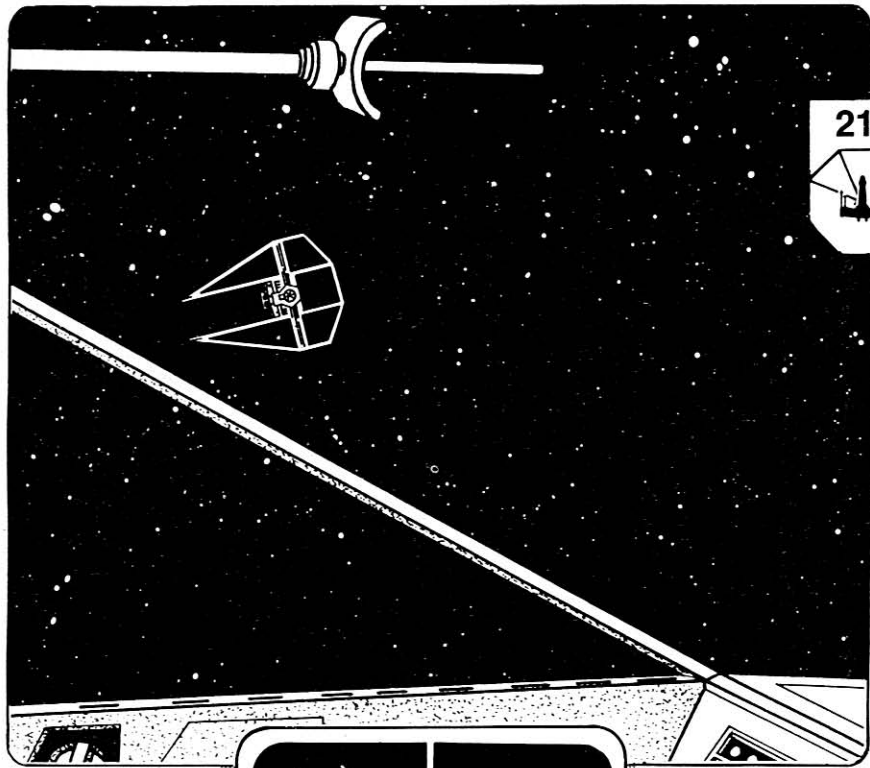
223 223

⤿ ⤿

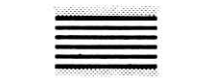
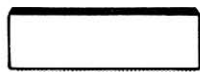
X

223 223

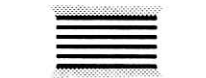
218



LOCK-ON



RANGE - L



GLIDING

HALF THROTTLE

FULL THROTTLE

⤴ ⤵ ⤶

⤷ ⤸

⤹ ⤺ ⤻ ⤼ ⤽ ⤾ ⤿ ⤿ ⤿ ⤿ ⤿ ⤿

⤿ ⤿ ⤿ ⤿ ⤿ ⤿

B C D

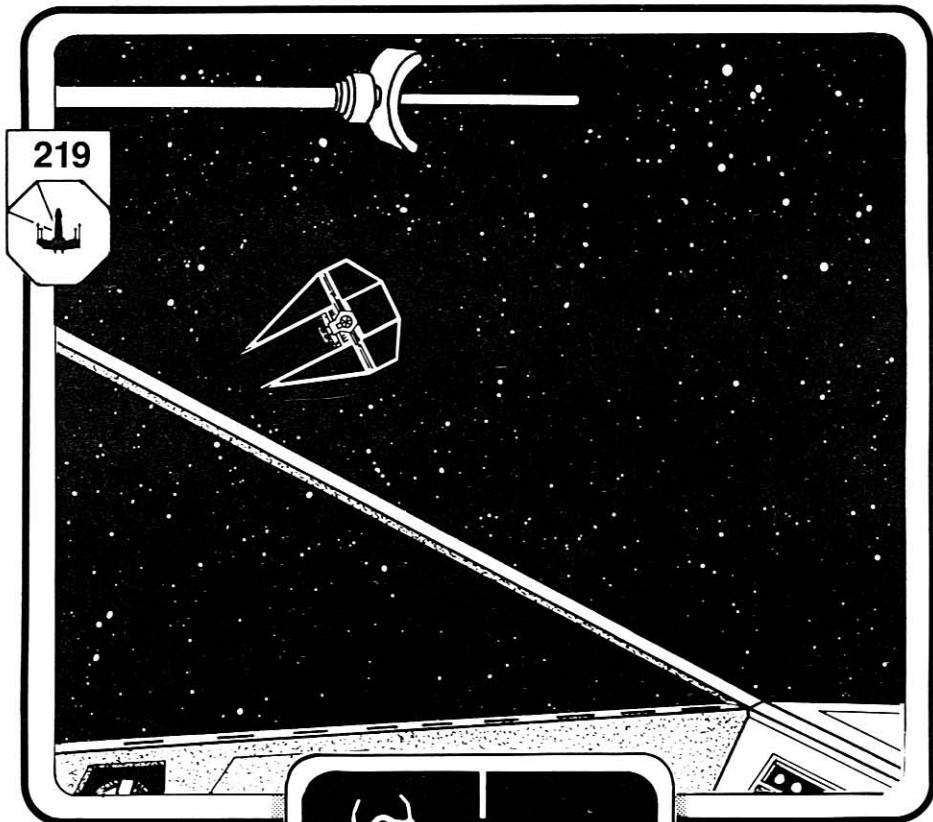
F G H I J K L M N O P Q

R S T U V W X

69 46 218

223 223 145 93 152 217 184 104 223 109 223 211

92 24 208 45 223 223 223



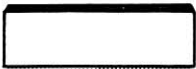
219



LOCK-ON

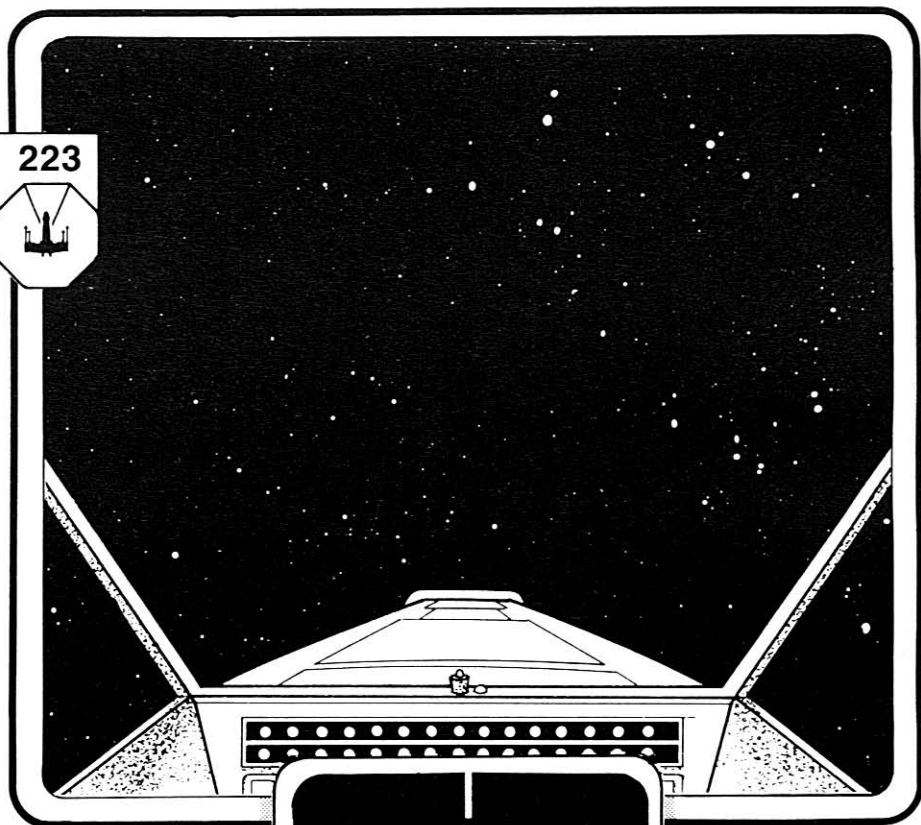


RANGE- L

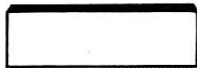
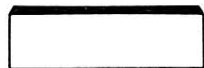
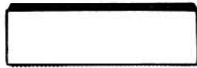
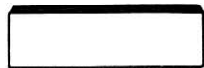


↶	↷	↵	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	↶	↷	
B	C	D	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X								
59	105	219	185	146	93	82	153	104	69	94	218	46	110	212	24	7	45	30	217	109	223								

223



LOST SIGHT
OF OPPONENT

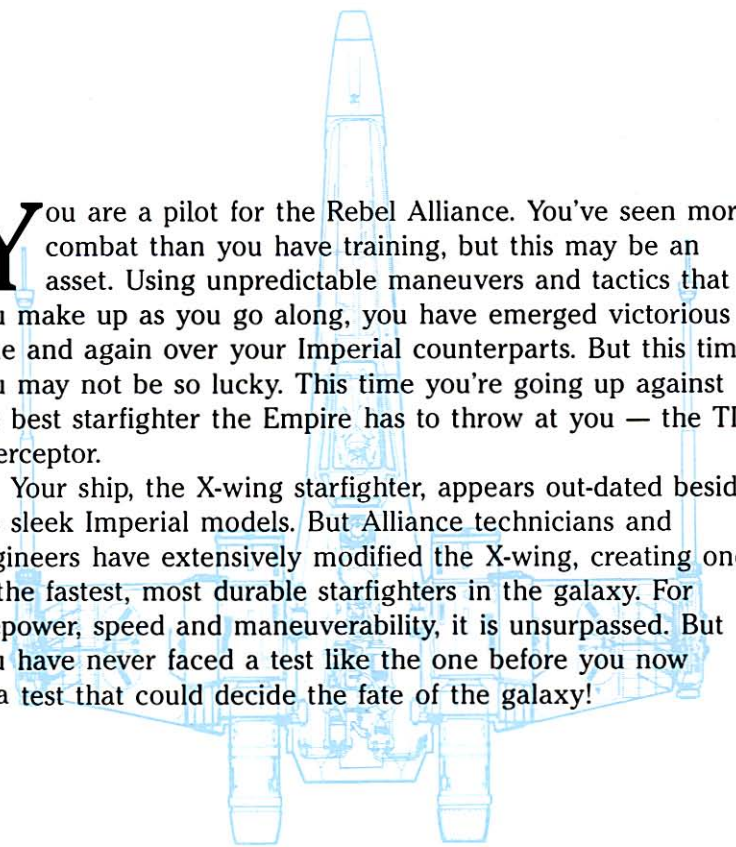


GLIDING

HALF THROTTLE

FULL THROTTLE

Lost sight of opponent. Go to page he ended his turn on. If he is on 223, the combat has ended as a draw.



You are a pilot for the Rebel Alliance. You've seen more combat than you have training, but this may be an asset. Using unpredictable maneuvers and tactics that you make up as you go along, you have emerged victorious time and again over your Imperial counterparts. But this time you may not be so lucky. This time you're going up against the best starfighter the Empire has to throw at you — the TIE Interceptor.

Your ship, the X-wing starfighter, appears out-dated beside the sleek Imperial models. But Alliance technicians and engineers have extensively modified the X-wing, creating one of the fastest, most durable starfighters in the galaxy. For firepower, speed and maneuverability, it is unsurpassed. But you have never faced a test like the one before you now — a test that could decide the fate of the galaxy!

40011-71

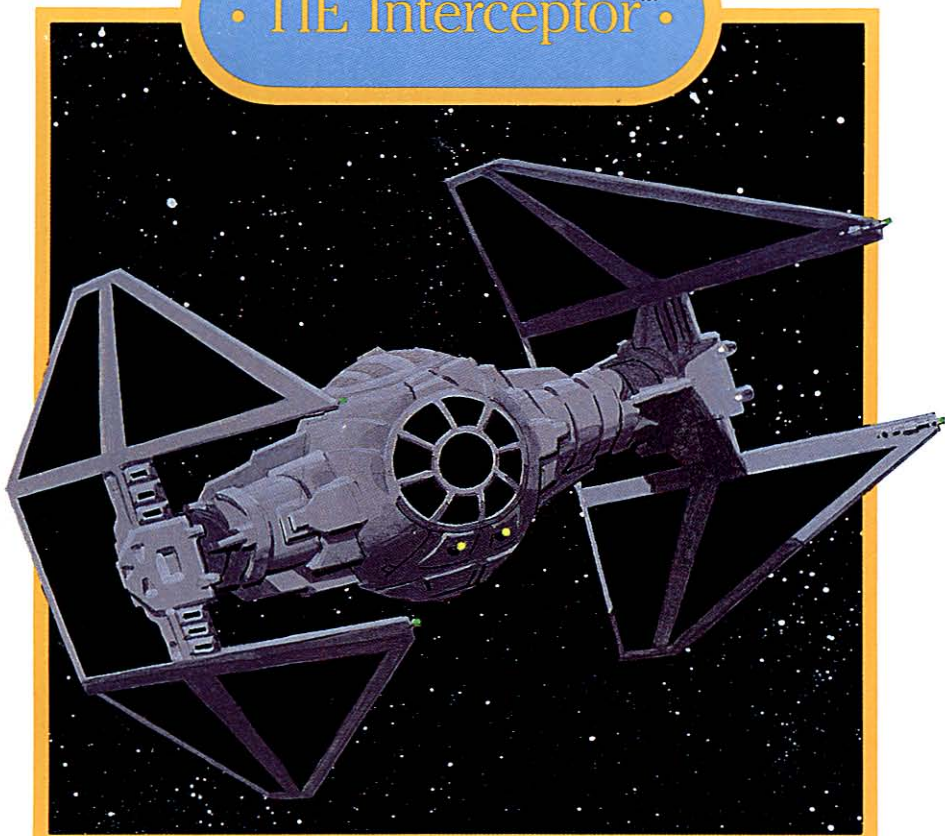
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STAR
WARS

STARFIGHTER BATTLE BOOK

• TIE Interceptor™ •



WEST
END
GAMES

Starfighter Battle Book

TIE INTERCEPTOR™

Starfighter Combat in the World of Star Wars!

You are a pilot in the mighty Imperial Navy — skilled, cunning, top of your class at the Academy. Your ship — the TIE interceptor — more speed and maneuverability than has ever been built into a starfighter. The Interceptor has been specifically designed to defeat the Rebel X-wing fighter.

Your mission — protect the Empire's new Death Star during a Rebel attack. They destroyed the last Death Star. But this time, the combat is supposed to go in your favor. The Emperor has something special planned for the Rebels, and there is a fleet of Star Destroyers to back your squadron, waiting to spring the trap. Hopefully, the Rebels' effective and efficient information gathering network hasn't gotten word of the Emperor's strategy.

Battle has been joined, and the Emperor has revealed his plans. Apparently, the surprise has scattered the Rebels and the moment has come to pick them off, one at a time. You finally get to fly, one-on-one, against your nemesis — the legendary X-wing starfighter. Will your ship live up to its design specifications? Will your Academy training match your enemy's experience? Will you be able to defeat the X-wing, the ship that you were trained to destroy?

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Starfighter Battle Book Rules of Play

This book represents your starfighter, an Imperial TIE Interceptor. Your ship is very fast and extremely maneuverable. Your opponent is an X-wing fighter, a devastating combination of power and speed. You've trained exhaustively for this moment. This is the greatest challenge you will ever face.

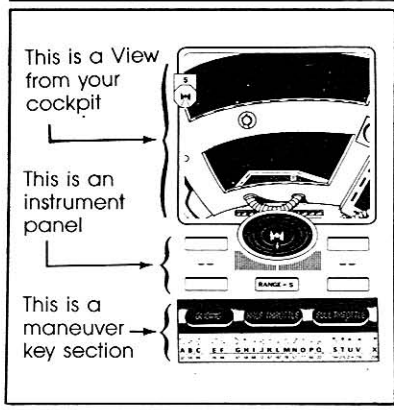
Components

This game is comprised of two *battle books*, each representing an opposing starfighter. Each page of each book is divided into three sections:

The larger section, covering the top half of the page, contains an illustration which represents a View from the cockpit of the starfighter designated on the book's cover.

The middle section represents the ship's *instrument panel*; including, a *targeting computer screen*, and instruments indicating *WARNING*, *DAMAGE*, *LOCK-ON*, *VIEW*, *SCORE*, and *RANGE*.

The bottom section of each page shows the *maneuver key*. This section displays the available maneuvers.



The Picture Section

If you have ever flown in an airplane, you know that there is a strong illusion that you are remaining motionless while the rest of the world is moving. In a spacecraft, this illusion is made even stronger by the lack of friction, gravity, and apparent mass. The *Starfighter Battle Book* simulates this feeling by showing you a picture of your opponent in relation to your position — as though you were not moving.

Each picture represents a perspective from your own cockpit and is made up of three major components: *View*, *Range*, *Facing*.

View:

View refers to the direction in which you, the pilot, are looking out of your own cockpit while observing the enemy. There are eight possible views: Forward, Forward Left, Forward Right, Left, Right, Rear Right, Rear Left, Rear.

View is also indicated on your instrument panel (see page 3).

Range:

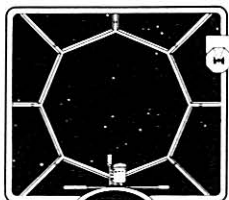
Range represents the distance between your ship and your enemy's ship. There are three possible ranges: Close Range, Medium Range, and Long range (see page 4).

Range is also indicated on your ship's instrument panel (see page 6).

Facing:

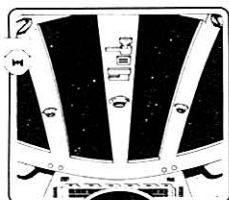
Facing refers to the direction which the enemy ship is pointing in the *View* you see. There are eight possible enemy facings: Front, Rear, Left Side, Right Side, Left Front, Right Front, Left Rear, Right Rear.

VIEW



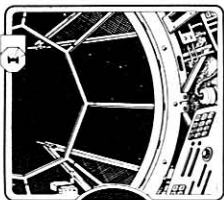
Forward

You are looking straight ahead, out of the front of the canopy.



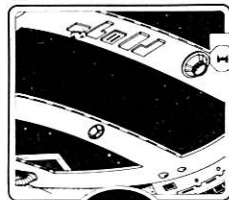
Rear

You are looking directly behind you, out of the rear of the canopy.



Forward Right

You are looking ahead and to the right, out of both the front and the right side of the canopy.



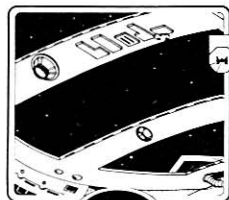
Rear Right

You are looking behind you, over your right shoulder, out of the right side and the rear of the canopy.



Forward Left

You are looking ahead and to the left, out of both the front and the left side of the canopy.



Rear Left

You are looking behind you, over your left shoulder, out of the left side and the rear of the canopy.



Left

You are looking directly to your left, out of the left side of the canopy.

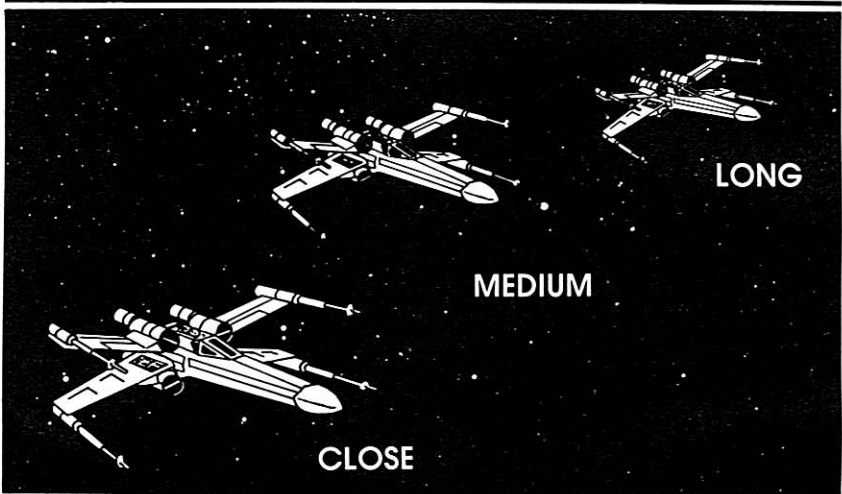


Right

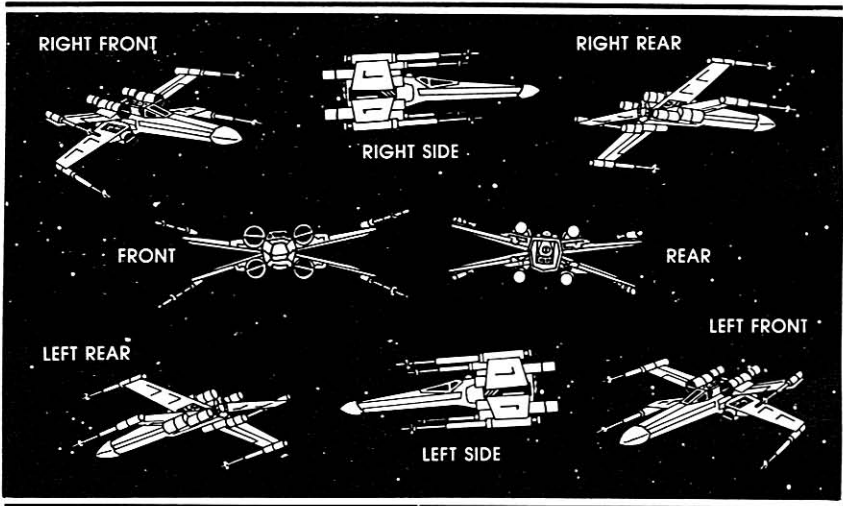
You are looking directly to your right, out of the right side of the canopy.



RANGE: represents the distance between your ship and your enemy's ship.

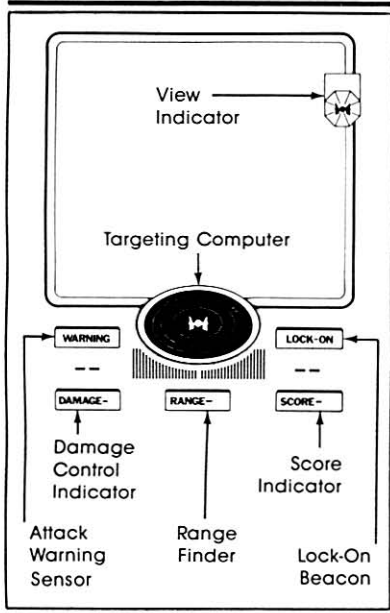


FACING: refers to the direction which the enemy ship is pointing in the View you see.



The Instrument Panel

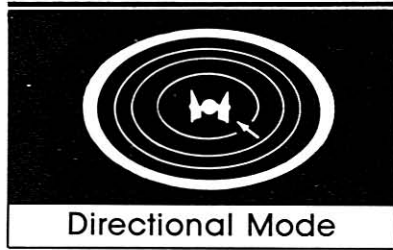
The instrument panel is crucial to your ship and your performance as a pilot. The panel is made up of seven basic instruments: The *Targeting Computer*, the *Attack Warning Sensor*, the *Damage Control Indicator*, the *Lock-On Beacon*, the *View Indicator*, the *Score Indicator*, and the *Range Finder*.



The Targeting Computer

The *Targeting Computer* screen has two distinct displays. In *directional mode*, the screen will display the relationship of your vessel to the enemy's. In the event that, using the View from the cockpit, you cannot determine the relative positions of the ships, this display will help illustrate exactly where the two ships are in relationship to each other and in which direction they are facing. This display shows your ship from above, and the enemy ship is represented by an

arrow, pointing in the direction it is facing.



The *Targeting Computer's* other display is called *tactical plot mode*. The computer will automatically switch to this display when your ship is *locked-on* to the enemy. The display now shows the enemy ship in a vulnerable position, a position which puts you in excellent attack attitude.

On certain pages, your computer screen will read *Near Collision*. This means that the enemy is directly below you and cannot be seen or scanned.



The Attack Warning Sensor

The *Attack Warning Sensor* appears on your instrument panel whenever your opponent *locks-on* to your ship. This means you are in danger of being fired upon. Evasive maneuvers are suggested.

The Damage Control Indicator

This indicator appears whenever your ship takes damage. The number following the word "DAMAGE" indicates

the amount of *damage points* your ship has taken.

The Lock-On Beacon

Whenever your opponent is in front of you, your *Targeting Computer* will automatically *lock-on* to the enemy ship. The *Lock-On beacon* appears at this time. Your ship is now in excellent position to attack, and you may receive a bonus in the form of a "clue" (see below).

The View Indicator

The *View Indicator* lets you know which *View* you are looking at from your cockpit.

The Score Indicator

The *Score Indicator* lets you know when you have scored hits upon the enemy. The number following the word "SCORE" indicates the number of hits.

The Range Finder

The *Range Finder* tells you, at all times, what range you are at from the enemy.

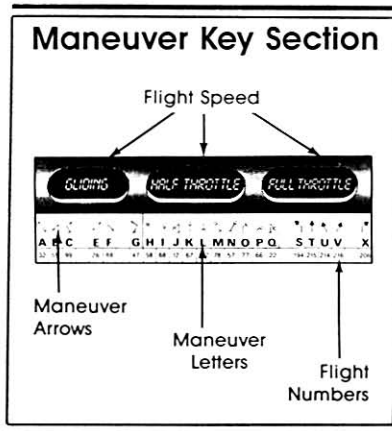
Note: The instrument panel will appear on all pages, regardless of the View seen in the picture section.

The Maneuver Key Section

The bottom panel of each page shows the maneuvers your starfighter can perform. Each maneuver is represented by a *letter* and an *arrow*; also, the maneuvers are grouped according to *flight speed*. The letter is used purely for identification purposes. The arrow demonstrates the movement your ship will make if you choose that maneuver.

Remember! The arrow shows the direction of your ship's forward

motion. If you are looking at a rear, rear side, or side View, the direction of your ship's forward motion is very different from the direction in which you are looking. You must imagine which way your *vessel* is pointing.




You must also have a sense of the *speed* of your ship combined with the maneuver you choose. The *flight speed* of each maneuver is indicated directly above the arrow. The three speeds are GLIDING, HALF THROTTLE, AND FULL THROTTLE. This is a very important part of the maneuver and will be crucial to its overall success.


Gliding Maneuvers


CUTS: A cut is a maneuver performed by drastically cutting your ship's forward velocity, virtually bringing your vessel to a dead stop. These maneuvers are often used to force the enemy to fly ahead of you and into your sights.


SHARP BANK: A sharp bank flips your ship 120 degrees, so that you face almost opposite of the direction you faced at the start of the maneuver.


 **JINKS:** A jink is a combination maneuver: a side-slip quickly followed by a bank and slight turn in the opposite direction. This maneuver swings your ship to the side (out of the line of fire), while allowing you to continue aiming at an enemy in front of you.


Half-Throttle Maneuvers


 **HALF-THROTTLE TURNS:** A straight flying maneuver, at half-throttle, with a turn at the end, changing your ship's direction by 60 degrees.

 **HALF-THROTTLE BANKS:** The ship banks and turns 60 degrees, then continues flying straight at half-throttle.


 **OVERTURNS:** This tight banking maneuver changes your ship's direction by 120 degrees. It is an excellent escape maneuver.


 **ACCELERATE:** This is simply flying straight, at half-throttle, with no turns.


 **SKYWALKER LOOP:** Invented by famed starpilot Anakin Skywalker, this difficult maneuver loops your ship around completely, so that it ends up facing in the direction exactly opposite to the direction it faced at the start of the maneuver, without moving forward or backward at all.

 **SLIPS:** By means of this maneuver, your ship slips to the side, sliding out of the line of fire.

Full-Throttle Maneuvers

 **FULL THROTTLE BANKS:** Same as the half-throttle bank, but performed at full-throttle, causing you to fly farther.

 **OVERACCELERATE:** This is simply flying straight, at full-throttle, with no turns.

 **OVERSLIPS:** Same as the half-throttle slip, but performed at full-throttle, causing you to slip farther off to the side.

How to Play

Turn to the Start Page: Open your booklet to page 170, the Start Page. You are looking at your Right Front View, and you see the X-wing approaching at long range. You are now ready to begin. The following steps are performed during each turn of your dogfight, until one or both of your ships have been destroyed, or until you and the enemy pilot have lost sight of each other.

1. Choose Maneuver: Pick a maneuver from the maneuver key section of the page. Note the *maneuver letter* you have chosen on a piece of scrap paper, or simply remember it.

2. Tell Your Opponent his Mid-Flight Page Number: Look at the number printed beneath the maneuver letter you have chosen. This is your opponent's *mid-flight page number* for this turn. Tell your opponent his mid-flight page number.

3. Turn to Your Mid-Flight Page: Turn to the mid-flight page called out to you by your opponent. (Page numbers are printed in the upper, outside corners of the pages.) **Important: Disregard the View and instrument panel on the mid-flight page to which you have turned.**

4. Find The End-Flight Page Number: On your mid-flight page, find the maneuver letter you have chosen for this turn. Below the maneuver letter is a number. This is the *end-flight page number*. If your mid-flight page number is 223, go

to your opponent's end-flight page. **Important: Both players should have the same end-flight page number.** If you don't, someone has made a mistake. Go back to the beginning of the turn and start again.

5. Turn to the End-Flight Page Number: Turn to the end-flight page. The picture on this page will show the position of both ships as they are now situated, as a result of this turn's maneuvers.

6. Check Status and Record Damage: Check your instrument panel for any *warnings* or *lock-ons* and announce them to your opponent. Also, if applicable, give clues and record damage (see below).

7. Continue Play: Begin the next turn with step one. If your end-flight page is 223, you have lost contact with the enemy ship, and the game ends in a draw.

Scoring and Damage

On certain pages, you see your lasers firing at your opponent. These are *score pages*. This means that you have hit the enemy ship and have scored *damage points* on it (provided that this View is on your *end-flight page*). A *score indicator* displays on the instrument panel, telling you how many damage points you have scored on the enemy ship.

On certain other pages, you see your enemy firing at you. These are *damage pages*. During step six of the combat turn, check your instrument panel to see if the *damage control indicator* is displayed. If it is, the number listed after the word "DAMAGE" tells you how many

damage points your ship has sustained.

Keep track of the damage sustained on a piece of scrap paper, adding damage points each time your ship is hit. **When your starfighter has reached twelve (12) damage points, it is considered destroyed.**

Some pages depict a *total destruction*. The View will show one of the ships being blown-up; the damage indicator reads "DESTROYED." This, of course, means that either you or your enemy has been instantly destroyed, and the game is over.

Locking-On

On some pages, the *lock-on beacon* displays on your instrument panel, indicating that your targeting computer is beginning to get a fix on your opponent. If "LOCK-ON" is displayed on your end-flight page, you should announce this to your opponent during step six of the combat turn (Check Status and Record Damage). If this beacon is displayed **two or more turns in succession**, your opponent must give you a clue as to his next move, during step six of that combat turn.

Your *attack warning sensor* displays "WARNING" on your instrument panel when your opponent locks-on to you.

To give a *clue*, you must secretly choose the maneuver you will perform. Then, you must tell your opponent a letter that is **within one letter** of the maneuver you have chosen. You may tell him the exact letter, if you wish. For example, if you choose to perform maneuver "M" and are forced to give a clue, you could tell your opponent "L," "M," or "N."

If both players are supposed to get clues from each other during the same turn, then **no clues** are given at all.

TIE Interceptor Model 1

Space Superiority Fighter

Excerpted from the (abridged) technical manual, SFS-TIE//1

1. Solar Ion-Collection Panels: High-efficiency, solar gather-panels provide the TIE-class fighters with an almost unlimited source of power. The bent-wing design (pioneered by Lord Vader) provides a receptor surface for a wider variety of ion streams than does the old, flat-panel design. The raked, dagger front gives the pilot greater visibility and a higher degree of atmospheric stability.

2. Grab-Field Generator: A modified, Trak-Tex, tractor field "scoops" ions from the space surrounding the ship and funnels them to the gather-panels, where the ions are collected and transferred to the microparticle accelerator.

3. Ion Inductors: Plasma-loop, Magna-Bottle, feed inductors carry the super-charged ions from the microparticle accelerator for system-wide use.

4. Laser Power Generator: Originally the TIE models drew laser power from the ion engines; this design reduced maneuverability in combat. Now, the TIE fighters have a separate, vapor-fusion, power generator for laser actuation.

5. Laser Power Lines: High-energy, dyornic lines feed energy from the power generators to each laser cannon. These power lines run along the interior of each gather-panel for easy access during repairs.

6. Laser Actuator: A single, double-helix, prismatic crystal in each laser

generates the laser beam. The crystals erode slightly each time the laser fires, but they have an estimated lifespan of approximately 20,000 shots.

7. Laser Cannon: Four, identical, Senko Systems 80-100, laser cannon (one mounted at the tip of each gather-panel) comprise the Interceptor's armament. The fire control system allows only diagonally opposite cannon to fire at the same time; while this restriction cuts available firepower in half, it allows an adequate shot spread and allows for rapid heat dissipation.

8. Laser Barrel: The Magna-Lok, "Short Round" barrel is standard issue on all TIE model fighters, being lightweight and easily serviced. These barrels are especially useful on the interceptor, since the accuracy and firepower of the longer barrel weapons is unnecessary with four firing locations.

9. Laser Generator Power Cells: RayTek, "BB," high-energy, plasma storage cells store laser power before a mission; they also collect energy from the ion engines during non-combat flight, for use during a dogfight.

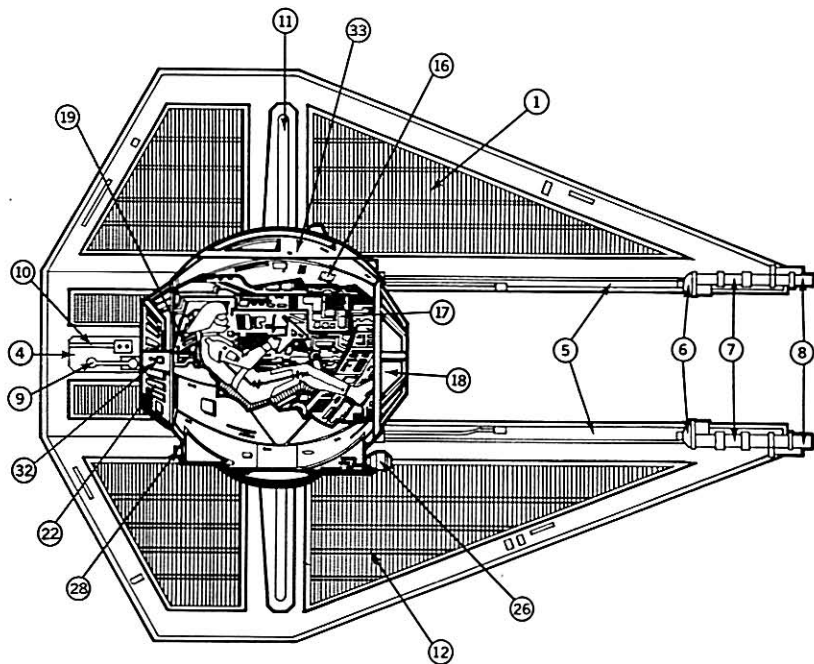
10. Ion/Laser Conduction Cable: During non-combat flight, excess energy from the ion engines can be diverted via this cable to recharge the laser generator power cells.

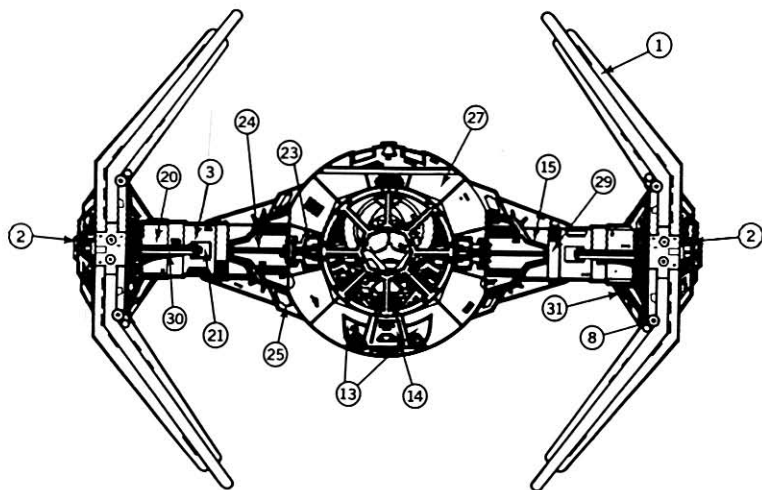
11. Solar Gather-panel Coupler: This bonded lock coupler allows flight crews to replace damaged solar gather-panels. Since this is the most common, non-fatal damage sustained by TIEs in combat, a

(continued on page 12)

SIENAR
Fleet Systems

TIE Interceptor Model 1





PRIMARY COMPONENTS

SEE PAGES 9, 12-13 FOR DESCRIPTIONS

- | | | |
|--------------------------------|-----------------------------------|---------------------------------------|
| 1. Solar Ion-Collection Panels | 11. Solar Gather-panel Coupler | 23. Main Power Cell |
| 2. Grab-Field Generator | 12. Solar Gather-panel Vane Lock | 24. Secondary Ion Feed Lines |
| 3. Ion Inductors | 13. Sensor Receptors | 25. Recharging Port |
| 4. Laser Power Generator | 14. Primary Sensor Array | 26. Acceleration Compensator |
| 5. Laser Power Lines | 15. Subspace Radio Antenna | 27. External Computer Link |
| 6. Laser Actuator | 16. Sensor Computer | 28. Twin-Port Ion Stream Exhaust Vent |
| 7. Laser Cannon | 17. Flight Computer | 29. Ion Stream Deflectors |
| 8. Laser Barrel | 18. Cockpit Window | 30. Stabilizer |
| 9. Laser Generator Power Cells | 19. Life Support Module | 31. Power Surge Loop |
| 10. Ion/Laser Conduction Cable | 20. Microparticle Ion Accelerator | 32. Power Converter |
| | 21. Particle Motivator | 33. Entry Hatch |
| | 22. Power Generator | |

large supply of spare gather-panels is kept in each Star Destroyer fighter bay. Because the Empire is blessed with an abundance of supplies, the entire gather-panel (and all pertinent hardware) is often replaced, even if only a few components of the assembly are damaged.

12. Solar Gather-panel Vane Lock: These allow quick replacement of individual damaged vanes in the TIE's solar gather-panels.

13. Sensor Receptors: These active/passive projector/receivers link directly to the sensor array in the pylon.

14. Primary Sensor Array: A Gamrod transceiver package collects all sensor data. This package provides the sensor data necessary for dogfights — all other active and passive jamming/sensing is handled from the mother ship/battle station, freeing the pilot to concentrate on the battle situation.

15. Subspace Radio Antenna: Due to the stream of plasma-hot, ion particles trailing behind the TIE, the antenna for subspace communication is woven amid the pylon support beams, negating the effect of the trailing ion particles and allowing transmission in any direction. Space vacuum provides the only cooling; extended transmissions are handled from the mother ship.

16. Sensor Computer: As with sensor reception, sensor information handling is kept at a minimum by the on-board computer linked, via subspace radio, to the mother ship which processes all sensor signatures and system information.

17. Flight Computer: An improved Torplex (the same computer used in the vaunted X-wing) monitors power, engine, and flight mechanisms, and translates the pilot's commands into the thousands of signals necessary to control the fighter. The diagnostic software found in

the X-wing, but not required by our superior ships and pilots, has been removed and replaced with the enhanced, Kon-Trol, ship-monitoring software, fully dedicated to guiding the TIE's ion stream deflectors.

18. Cockpit Window: The armored, transparisteel, cockpit port is extra-large to provide the TIE pilot with as much visibility as possible. Pilots report that, because of the small size of the TIE and the large, forward-facing window, there is a distinct sensation of bodily flying through space when piloting one of these ships.

19. Life Support Module: Because of the battle prerequisites for reaction mass, the life support module in TIE interceptors is adequate — required levels of temperature and pressure are provided by a superior, lightweight, field model of the Kentex Hostile Systems Unit, which can do double duty as a planetary survival device. The pilot wears a lightweight pressure suit attached directly to the HSU which provides heat and air requirements.

20. Microparticle Ion Accelerator: The heart and soul of the TIE-class starfighter, the accelerator accepts super-charged ions from the solar gather-panels and brings them nearly to lightspeed before shunting them through repulsor fields and, then, to the exhaust ports.

21. Particle Motivator: The "kick-starter" for the ion acceleration process, this Sarylcorp fusion-reactor begins the acceleration process by using power from the main generator. A "drop-launch" into space (or a repulsor launch from a ground base) provides the needed kinetic energy to begin the process. Since a TIE is unpowered during its first few moments of flight, it may seem to "tumble" into space when launched.

22. Power Generator: To supplement the ion engine and the laser power generator, a miniature ionization reactor provides energy to the on-board systems: ion stream deflectors, grab-field generator, and particle motivator.

23. Main Power Cell: Although extremely small, this cell is all that is required to store power for the on-board systems, since the lasers have their own cells, and most systems are run from excess ion energy.

24. Secondary Ion Feed Lines: These power lines carry excess power from the ion acceleration process to the main power cell.

25. Recharging Port: On-board power cells can be recharged through this super-conductive port. The port was designed to handle the small power flows needed to recharge the supplemental generator and life-support systems. When used to power laser storage cells, severe feedback can result if care is not taken.

26. Acceleration Compensator: Due to the extremely high G forces involved with TIE maneuvers, the compensator used is a state-of-the-art Wegern System-7, capable of negating maneuvers of nearly 100 Gs (at least theoretically — estimates are that no combat maneuver yet attempted has exceeded 64 Gs).

27. External Computer Link: Through this link, an external computer can load mission information into the flight computer. Ground crews also use this link to run diagnostic tests on the fighter's internal systems.

28. Twin-Port Ion Stream Exhaust Vent: Highly temperature resistant, made of an alloy whose composition is still a major military secret (an intact TIE is still high on the Rebellion's "must capture" list), these ports control and channel the exhaust from the particle accelerator to provide reaction thrust for the vehicle.

29. Ion Stream Deflectors: The TIE starfighter does carry deflectors. However, because of the TIE's supreme maneuverability and, thus, a minimal need for deflector shields, their power output is equivalent to that necessary to combat-shield a morrt-sized starfighter. Their dominant use is to deflect the ion streams and provide almost omnidirectional reaction thrust. This is the secret of the TIE's extreme maneuverability.

30. Stabilizer: The ion flow is stabilized by a Magna-Lok, plasma-bottling process.

31. Power Surge Loop: Computer-linked to the stabilizer, this mechanism prevents buildup of excess, "hot" ions, rerouting them through an emergency bypass and back to the accelerator.

32. Power Converter: Takes excess energy from the ion accelerator and makes it available through three-grade step-down to other on-board systems, via their dedicated lines.

33. Entry Hatch: The top-opening hatch is a unique characteristic of the TIE models: They are "parked" in bays like bats in a cave, hanging from ceiling racks through the use of magnetic couplings. The pilot enters the ship from the top and practically drops into his seat.

About You and Your Ship

The following passages are excerpted from the Imperial Flight Datatrans, required reading for all pilot-candidates at the Imperial Academy.

The TIE Fighter Tradition

TIE fighters perform a number of tasks crucial to the Imperial military establishment. They provide: fighter protection for fleets; military reconnaissance; armed patrols in disputed space; firepower support for ground troops; police action against smugglers and pirates; and fast, maneuverable vessels with which to seek out and destroy Rebels. To many pilots, the TIE fighter, rather than the Star Destroyer, symbolizes the true might of the Empire.

TIE fighters and their pilots are highly regarded by both the Empire and its foes. Even those Rebels who fly larger starfighters have a healthy respect for the TIEs and for their pilots.

This is the tradition which you have sworn to uphold and the honor to which you have pledged your lives.

What to Expect in Training

TIE fighter pilots form an elite corps within the Imperial Navy. Each candidate must undergo a rigorous screening and selection process. Only a small percentage of candidates will meet the requirements and be selected; the remainder will return to their original units. Those of you who are selected will then receive the benefit of prolonged and thorough training, including hundreds of hours of flight time. As you

progress, your training will be conducted with Star Destroyers as your base of operations, to directly expose you to the flight environment and to mission requirements.

TIE pilots operate most effectively in teams. As a TIE pilot, you will learn and employ tactics that require coordinated, team efforts: cutting off the escape routes of ships being pursued by your team, catching enemy ships in your crossfire, and having your team cooperate with the larger ships of the fleet and with ground forces, as necessary.

Strengths and Weaknesses

The Twin Ion Engines from which the TIE fighter draws its name are the key factor in your success over your foes. Learn to use the ion port exhausts to their maximum effect, and you shall always triumph. Remember, your starfighter is the most maneuverable in the galaxy — always use that maneuverability to your advantage.

Much has been made of the TIE fighter's minimum of ray shielding. This is, of course, not so much a disadvantage as it may seem. First, the bulky shielding mechanisms of other starfighters increase their mass and, thus, lower their maneuverability; second, the TIE pilot's training and the speed of his ship make him a difficult target to hit, and, therefore, heavy shielding is unnecessary. However, the TIE's amount of shielding makes it important to somewhat alter your tactics from the standard, non-TIE, starfighter tactics.

Solutions

The TIE pilot's best weapons are his ship's speed and its maneuverability. Ingenious, evasive tactics (as taught in section 243.6998 of the Starfighters' Demo Holo) and a constant awareness, by the pilot, that a straight course is a dead-end course (see section 344.0082) are the ways to achieve victory.

General Tactics of Starfighting

Helpful Hints from Admiral Piett

- 1) The best place to be is where your enemy is. He cannot fire at himself, but neither can two starfighters occupy the same location. In a dogfight, he cannot stay where he is for too long. So, if you can't be in the best place to be, put your ship in the second best place to be. This means that if you can perform a maneuver that puts you where he just was, it is unlikely that you will be in danger, and you may be in a good position to attack, or to lock-on to your opponent.
- 2) If you want to follow someone who

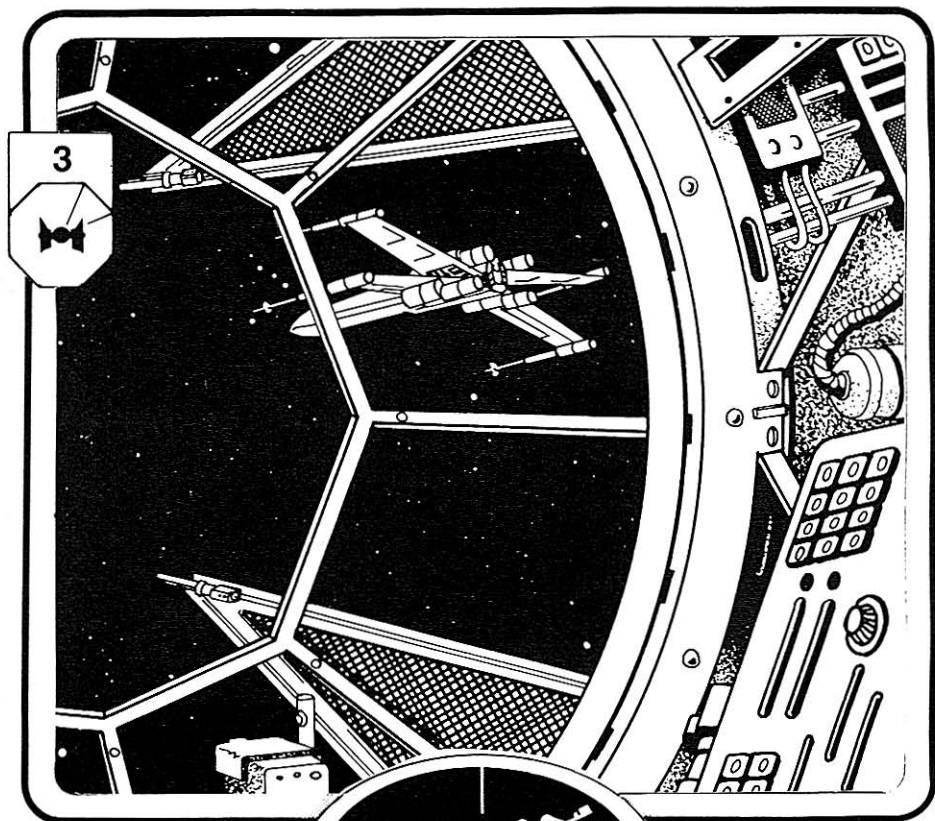
is turning left, fly a little to his right. If you continue to follow tighter and tighter turns to the left, you may end up with your opponent outside your turning radius (and possibly behind you). It's far better to follow him by flying slightly to his right at first, hanging back. Then, follow your opponent in his new course, after you have determined that new course. Which leads us to . . .

3) When in doubt, hang back. If you are uncertain what to do (or what your opponent is going to do), it is far better to swoop slightly away from the battle and re-evaluate your tactics than to take a guess and expose yourself to Rebel laser fire. A dogfight is no place for guessing.

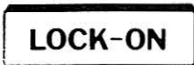
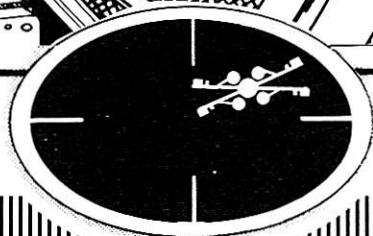
4) All of these tactics require a certain amount of patience — that is, you must not expect, or attempt, the immediate gratification of having your targetting computer lock-on at every turn. Instead, set up your attacks in advance. Doing this may afford you fewer opportunities for shots, but it will also mean that you are much less likely to be exposed to return fire, and the shots you get off should be more telling.

TIE INTERCEPTOR

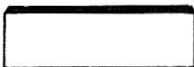




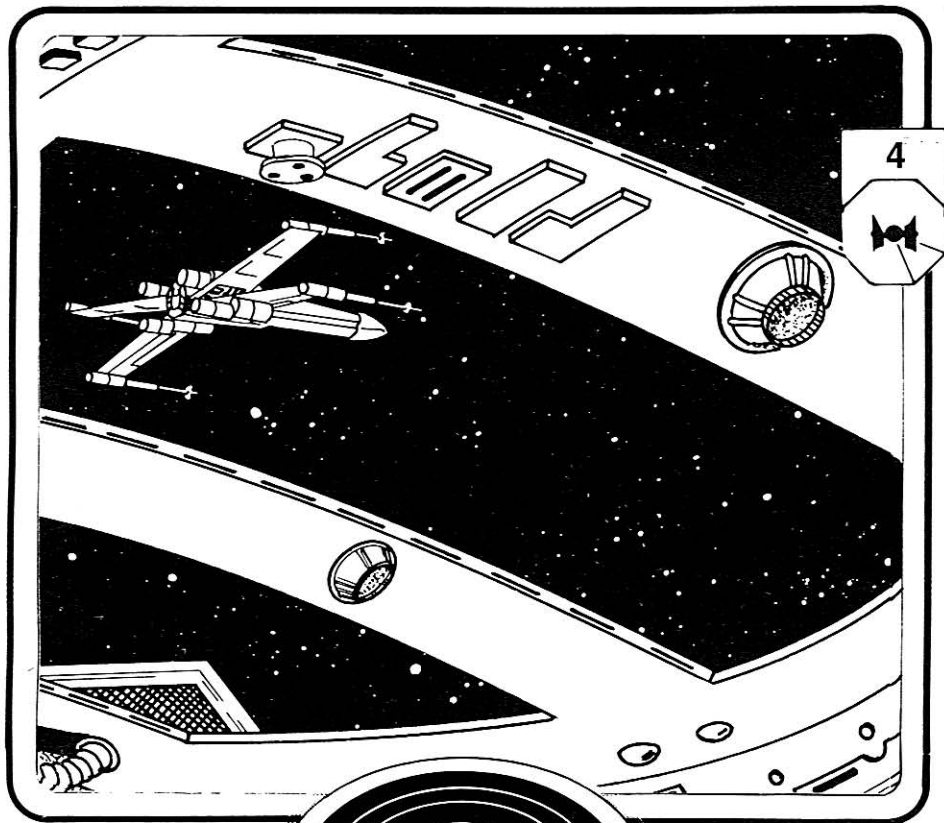
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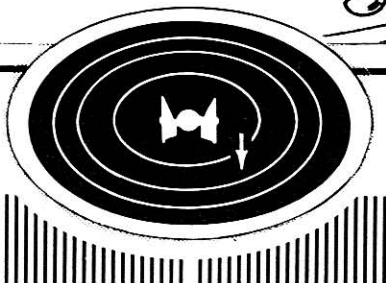
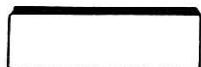
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↖	↗	↘	↙	↕	↔	↖	↗	↘	↙	↕	↔	↖	↗	↘	↙	↕	↔	↖	↗	↘	↙	↕	↔	
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X				
22	45	74	36	209	205	23	55	56	15	57	76	187	35	198	32	199	43	54	16					11



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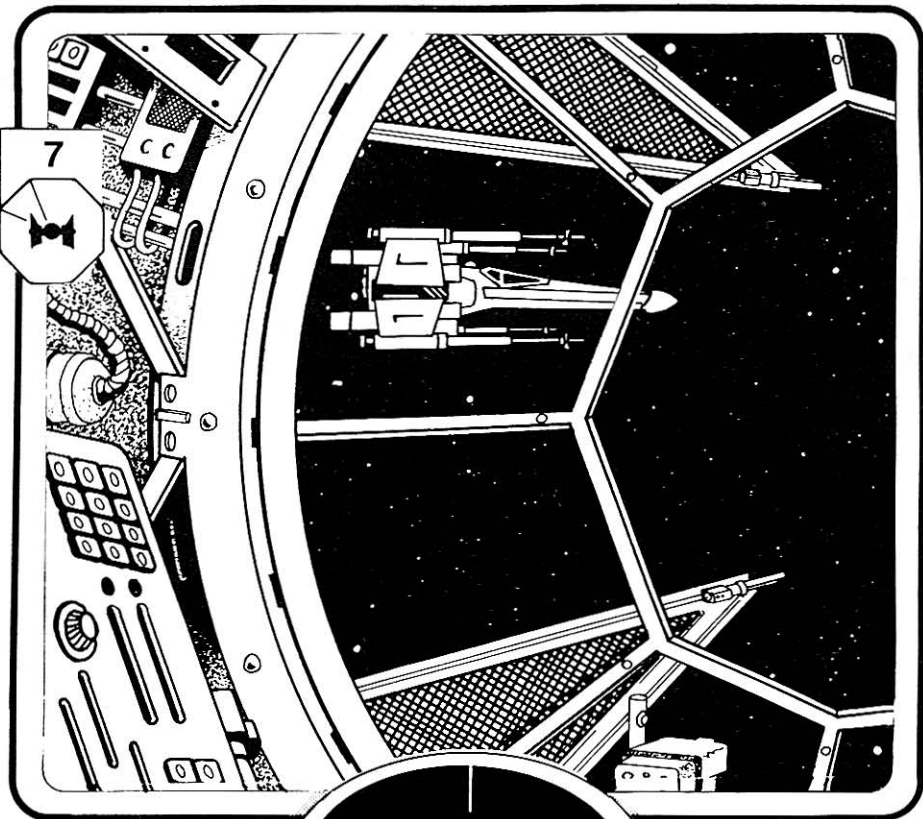
RANGE- S



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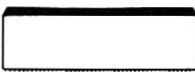
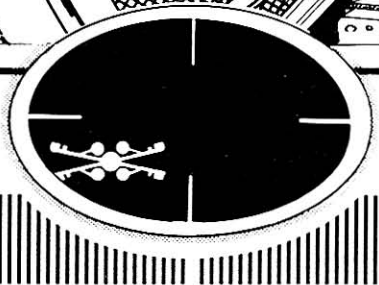


A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
33	69	98	14	9	32	68	79	80	78	17	89	5	99	28	205	193	214	197	67	66

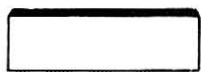


WARNING

LOCK-ON

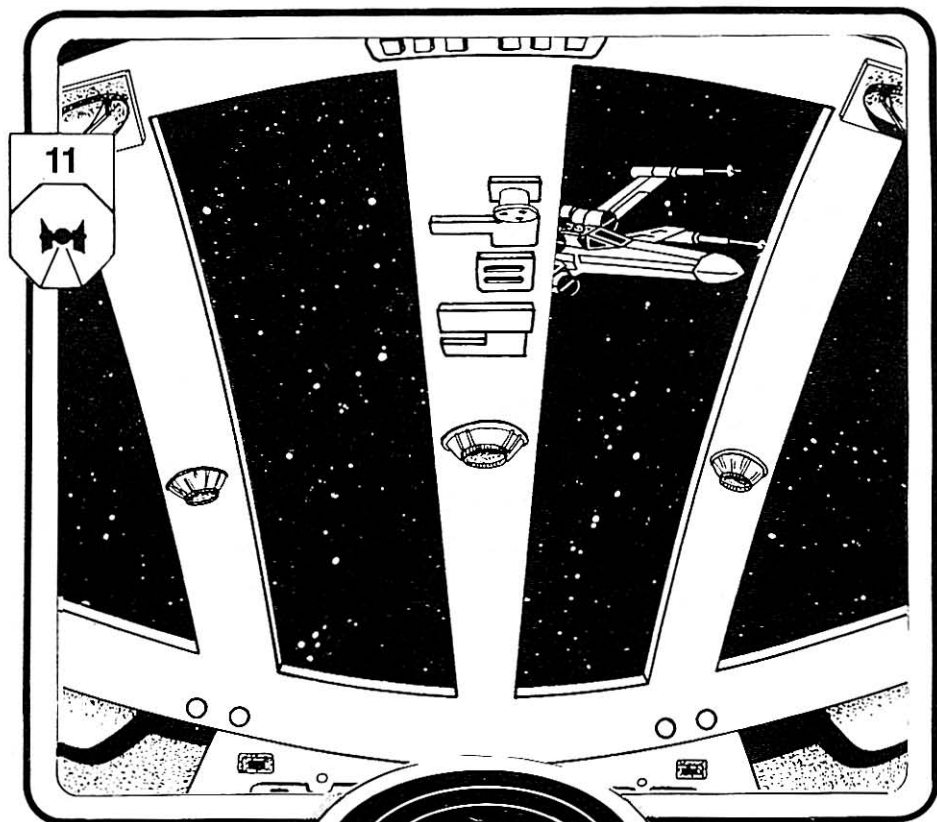


RANGE - S

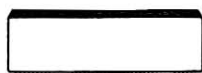
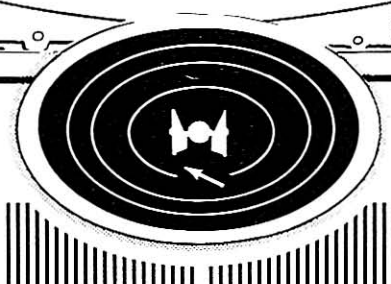


GLIDING **HALF THROTTLE** **FULL THROTTLE**

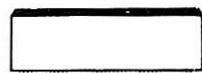
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
13	188	187	17	102	61	18	213	4	24	90	205	82	16	107	103	29	92	23	93	120



WARNING



RANGE - S

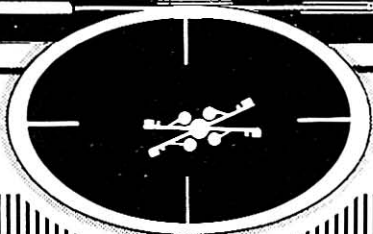
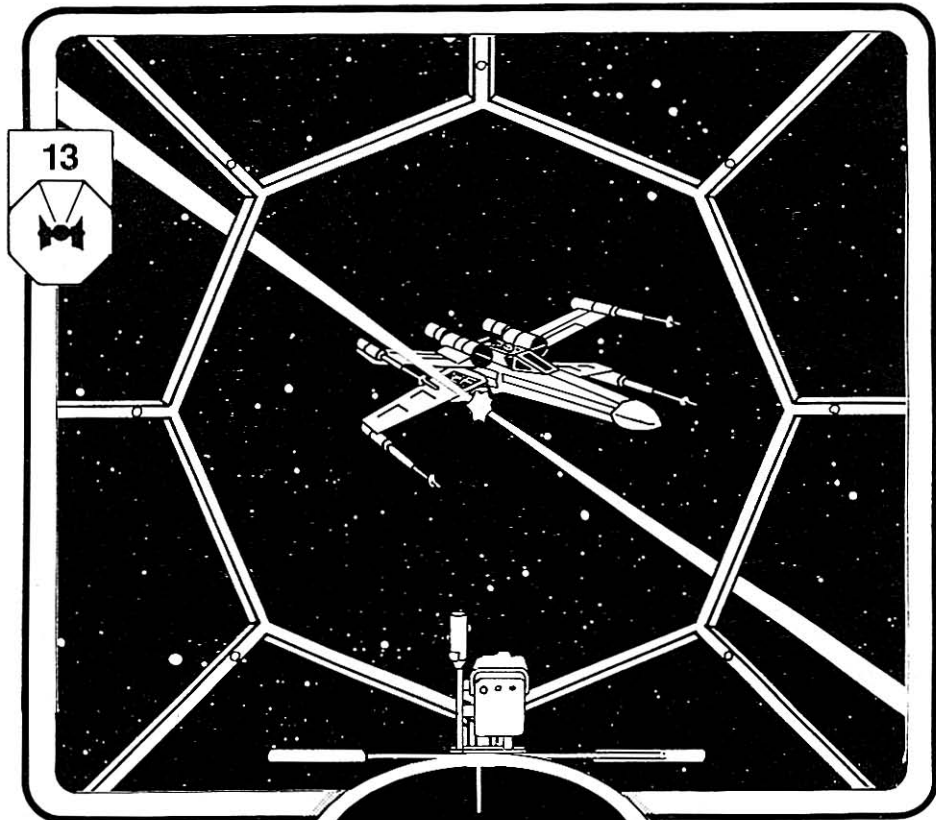


GLIDING

HALF THROTTLE

FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
17	82	41	34	101	70	81	107	24	103	213	102	80	100	90	4	120	158	157	159	192



WARNING

LOCK-ON

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[Empty box]

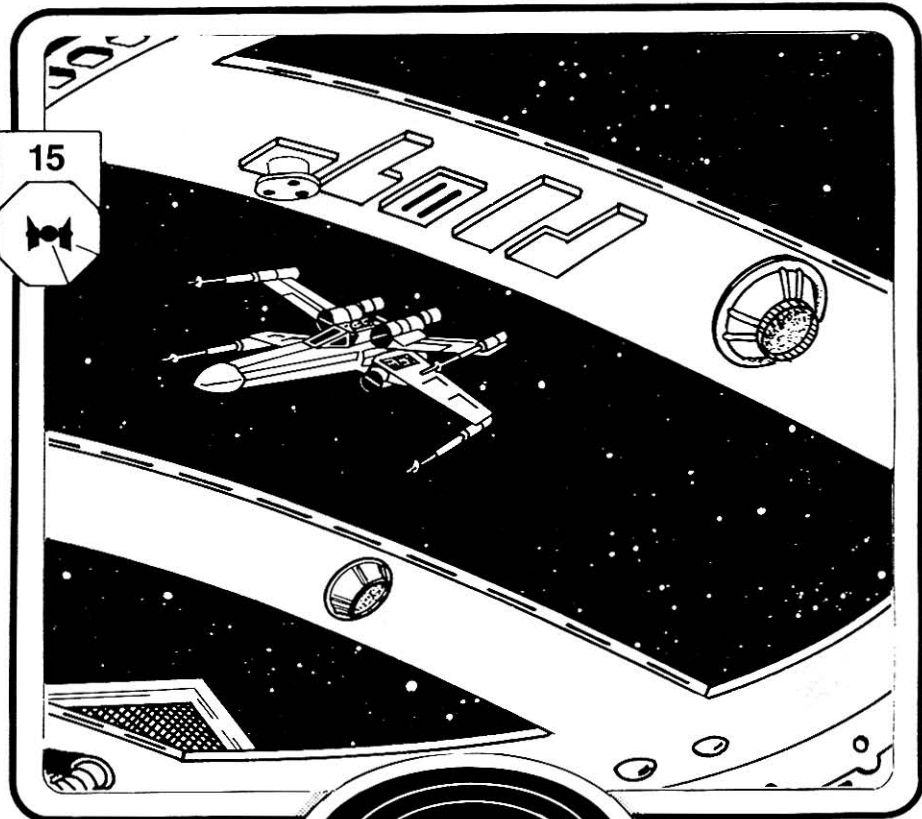
RANGE - 5

SCORE - 5



↘	↙	↖	✓	↗	↘	↖	↗	↘	↙	↖	↗	↘	↙	↖	↗	↖	↗	↘	↙	↖
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
21	33	8	7	16	20	188	4	90	213	103	14	18	205	24	107	78	29	28	30	92

15



WARNING

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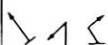
RANGE - S

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GLIDING

HALF THROTTLE

FULL THROTTLE



A B C



E F



G



H



I



J



K



L



M



N



O



P



Q



S



T



U



V



X

23 104 64

35 27

24

92

44

45

43

6

54

16

53

10

209

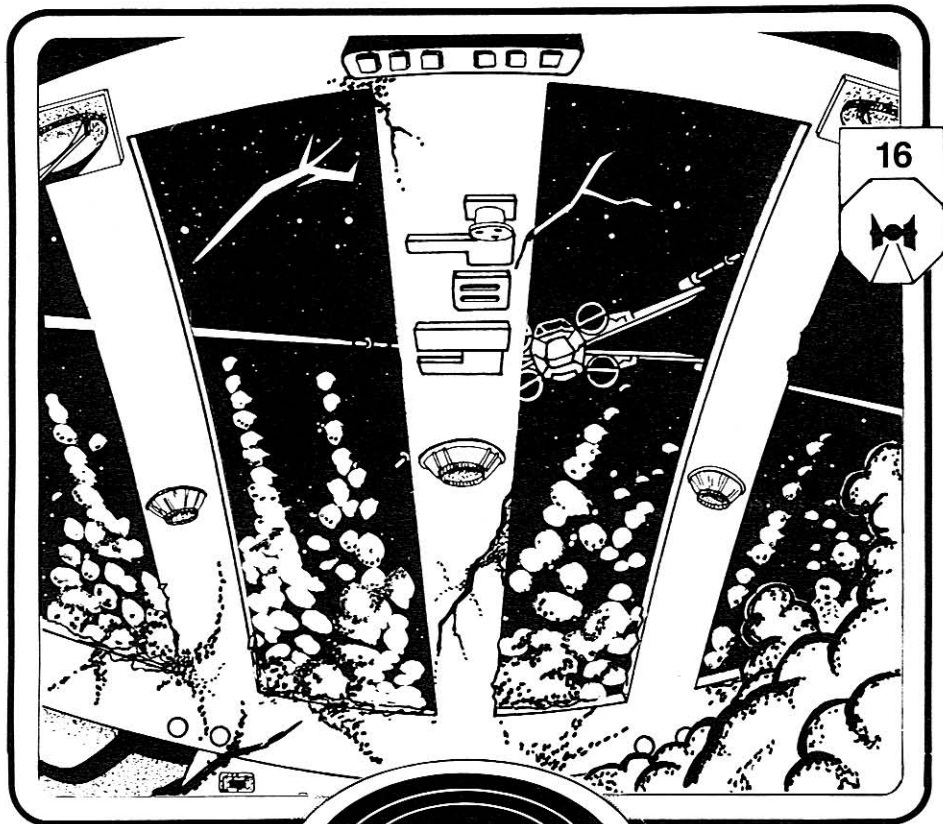
200

118

177

91

102



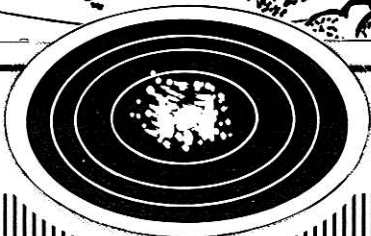
16



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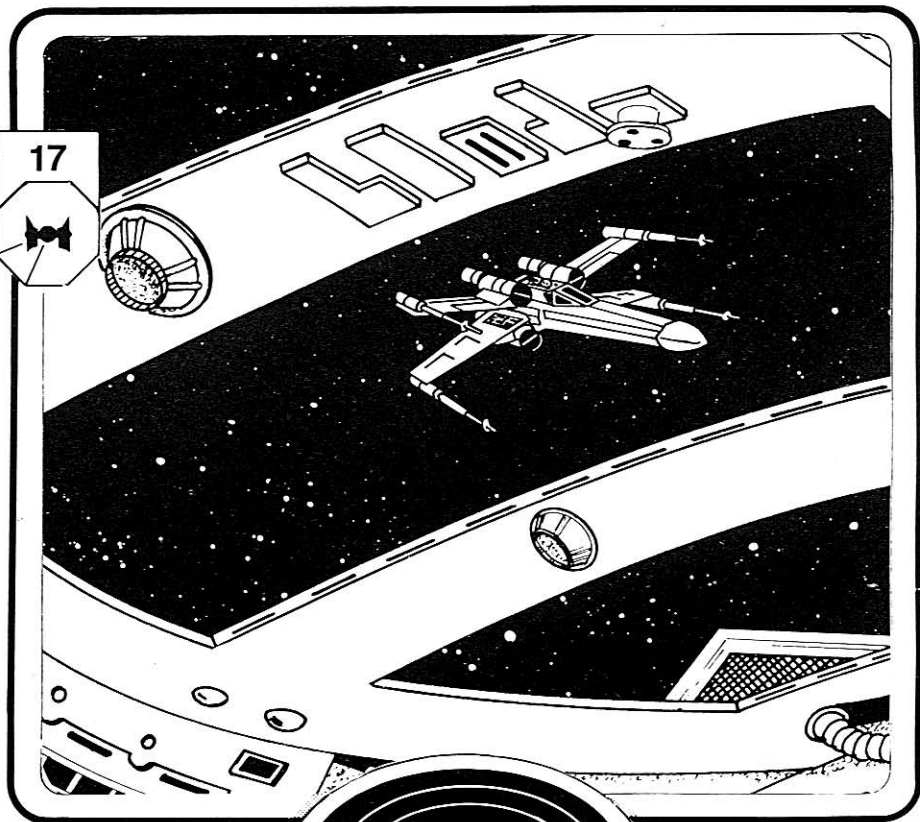
DESTROYED

RANGE-S



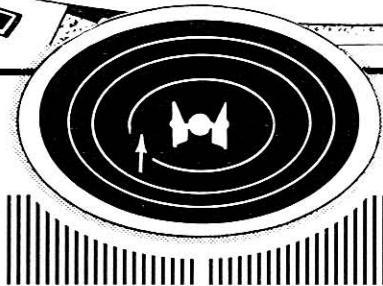
A B C	E F	G H I	J K L	M N O P Q	S T U V	X
24 94 53	10 41	82 93 92 30	91 188 43 107 42 102 34	201 119 118 120	157	

17



WARNING

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RANGE - S

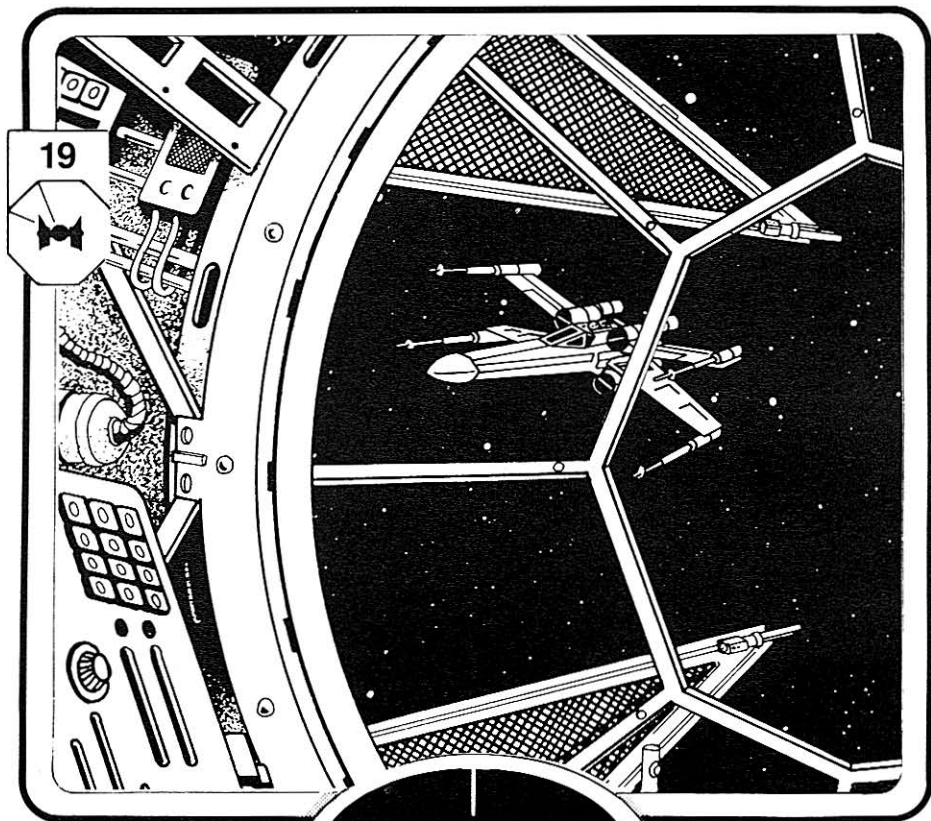
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GLIDING

HALF THROTTLE

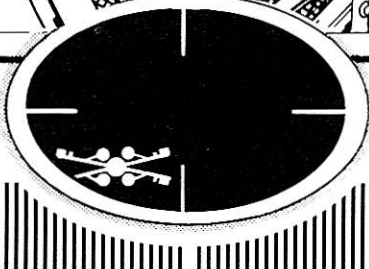
FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
7	18	10	11	100	71	82	24	213	107	4	16	81	102	103	90	92	120	91	151	158



WARNING

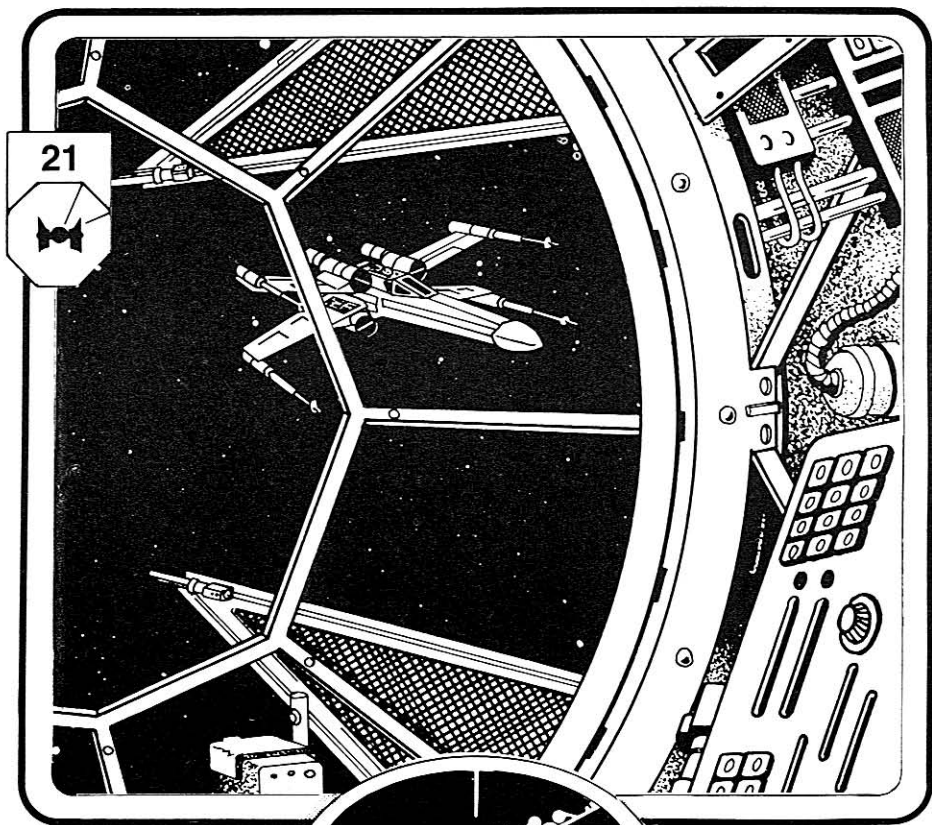
LOCK-ON



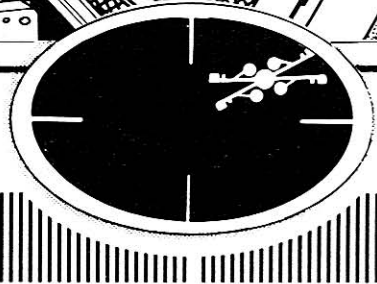
RANGE - S

GLIDING **HALF THROTTLE** **FULL THROTTLE**

↙	↗	↘	↖	↗	↘	↙	↗	↘	↖	↗	↘	↙	↗	↘	↖	↑	↖	↗	↘	
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
26	198	213	30	55	84	25	209	10	6	43	188	105	29	45	44	33	57	5	46	208



21

WARNING

LOCK-ON

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













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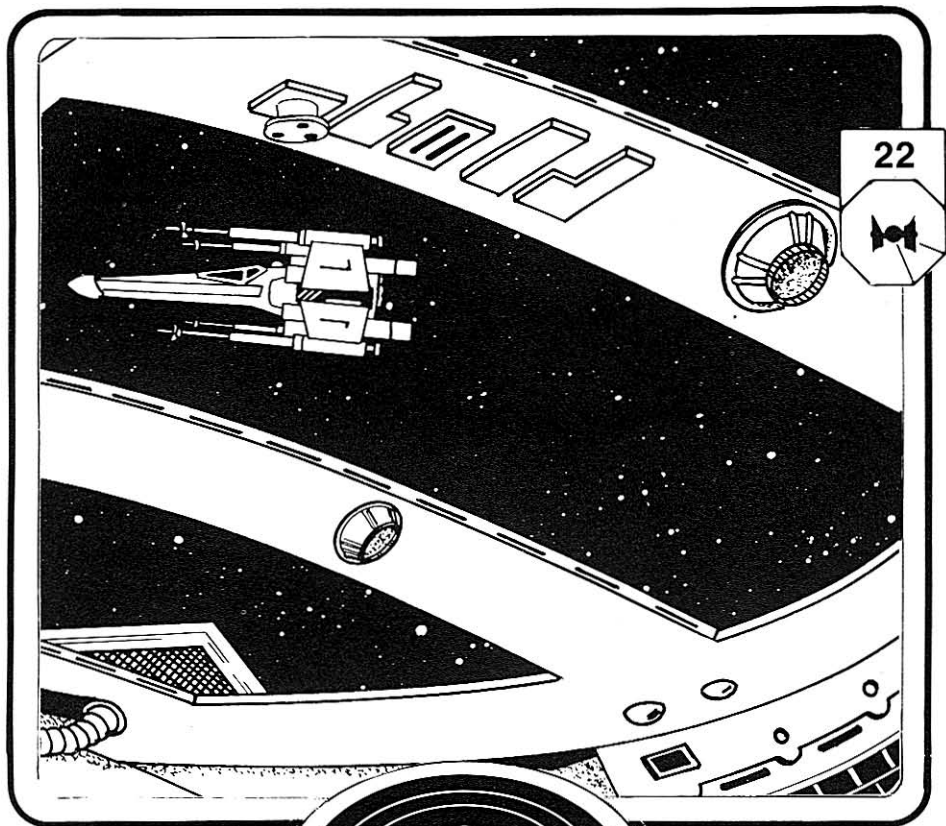
[Empty box]

RANGE - S

[Empty box]

GLIDING **HALF THROTTLE** **FULL THROTTLE**

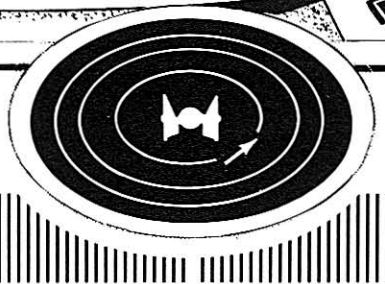
																				
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
34	80	39	13	205	209	33	90	103	4	107	101	188	14	213	24	192	78	89	5	29



22



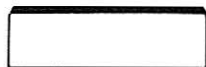
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RANGE - S



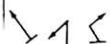
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GLIDING

HALF THROTTLE

FULL THROTTLE



A B C

29 46 75



E F

3 35



G

30



H

45



I

56



J

57



K

55



L

32



M

65



N

23



O

76



P

15



Q

198



S

207



T

199



U

183



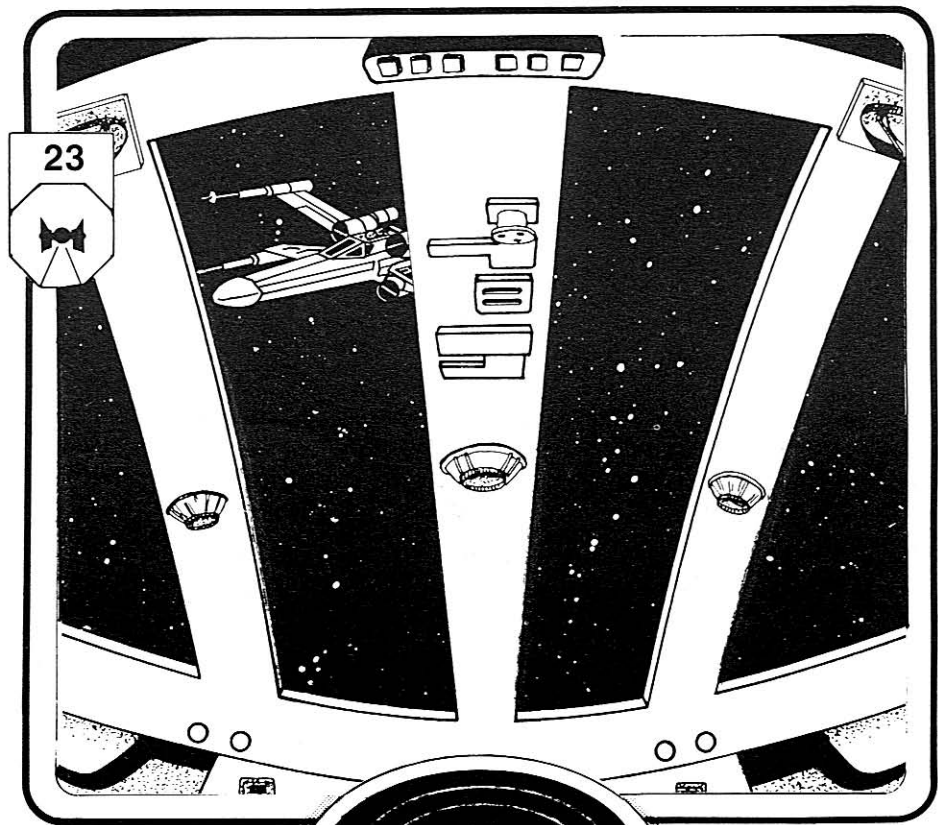
V

44



X

43

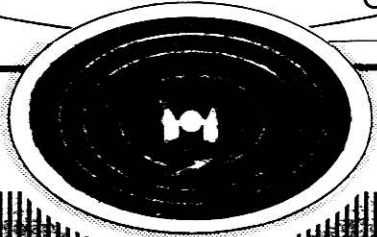


23

WARNING

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[Empty rectangular box]



[Empty rectangular box]

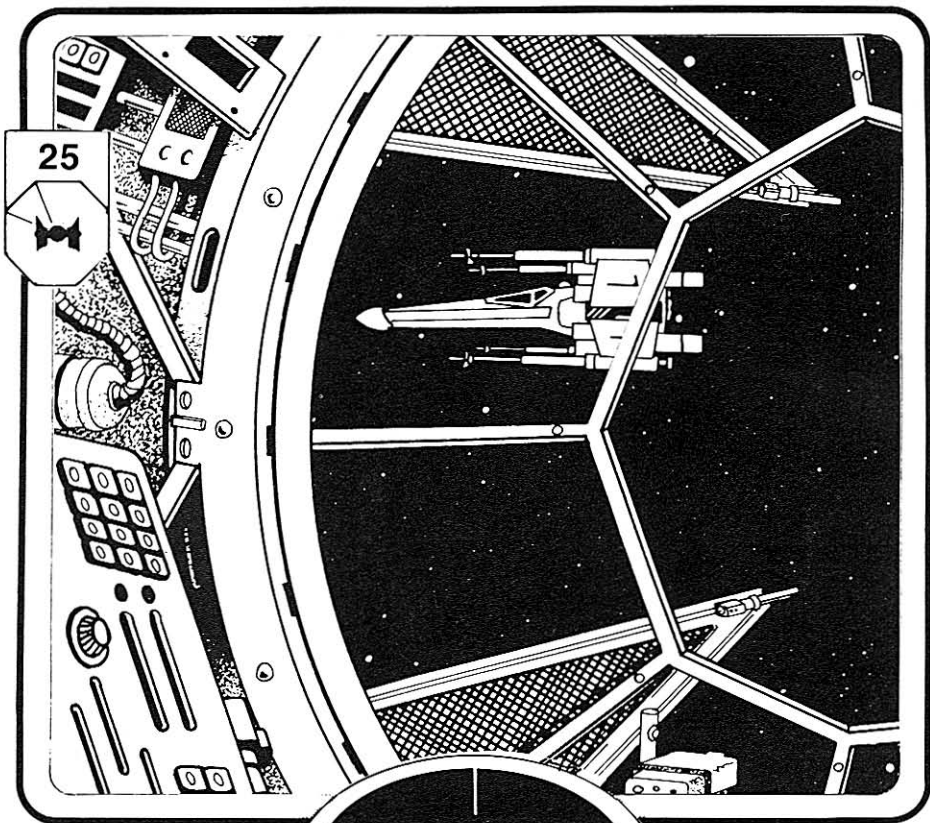
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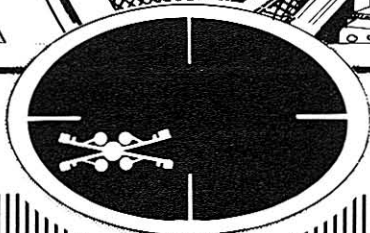
RANGE - S

GLIDING **HALF THROTTLE** **FULL THROTTLE**

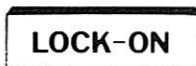
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X	
30	105	76	15	53	94	104	45	6	44	209	55	92	54	43	10	208	200	199	201	118	



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RANGE - S



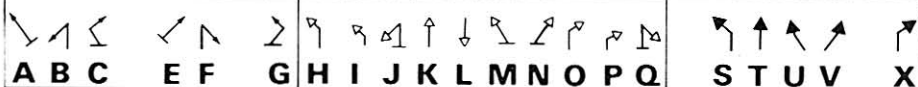
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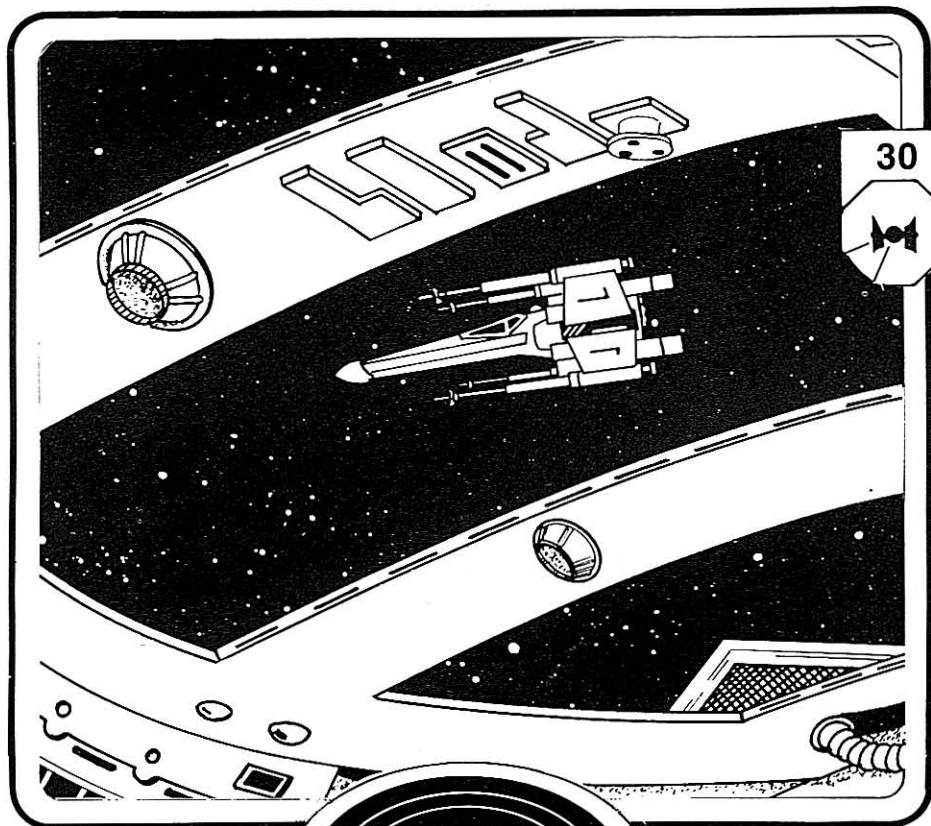
GLIDING

HALF THROTTLE

FULL THROTTLE



36	187	188	6	66	95	31	198	15	32	55	209	47	5	57	56	11	68	33	58	216
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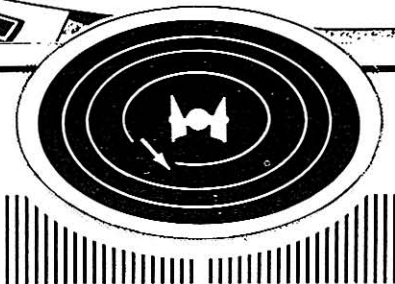
30



WARNING

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[Empty rectangular box]



[Empty rectangular box]

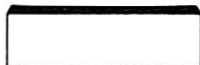
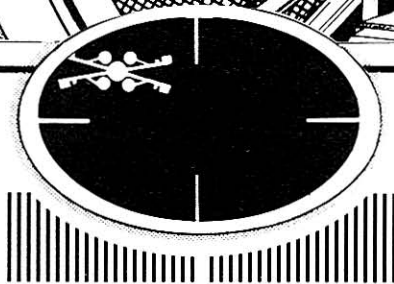
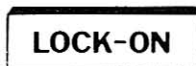
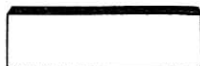
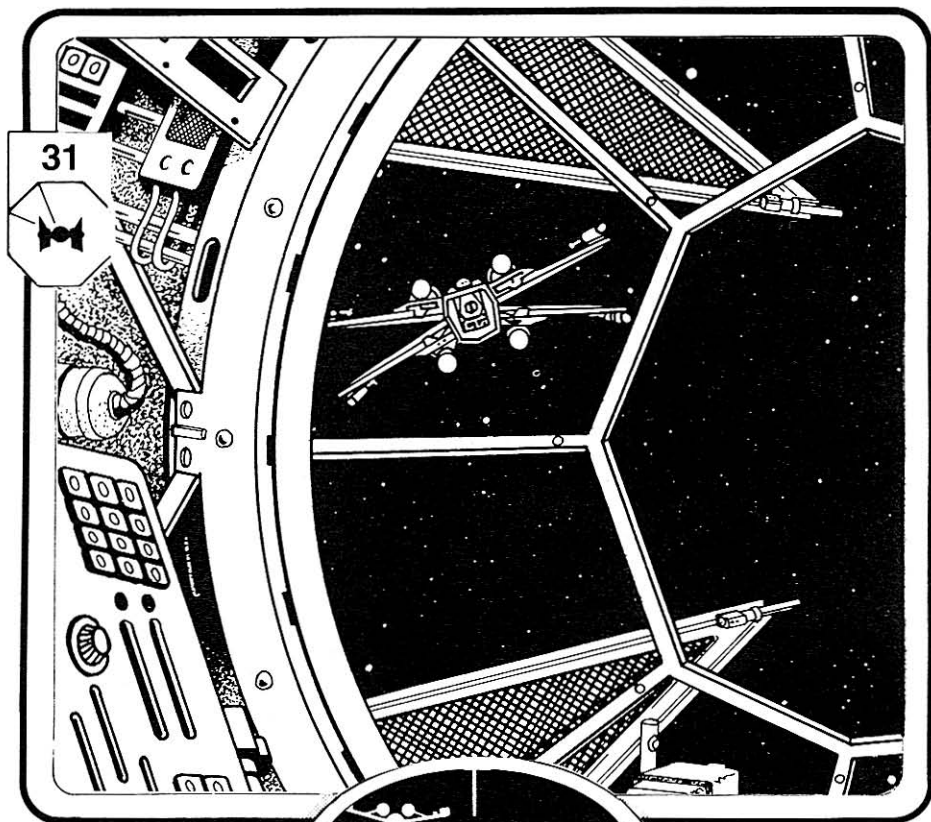
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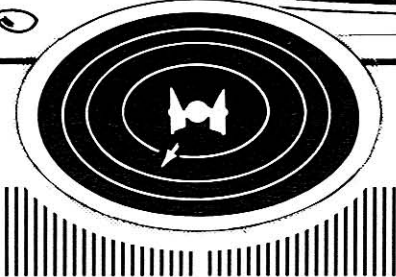
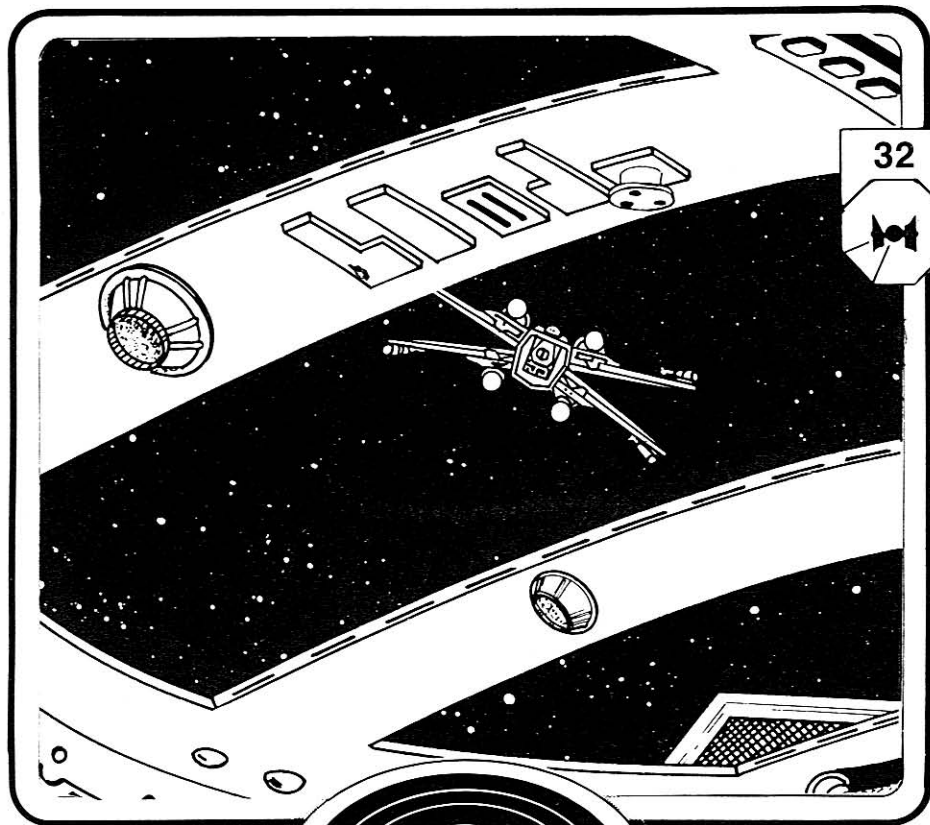
RANGE - S



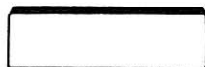
↘ ↗ ↙	✓ ↖	↘	↖ ↗ ↘ ↙ ↕ ↔ ↗ ↘ ↙ ↕ ↔	↖ ↗ ↘ ↙ ↕ ↔ ↗ ↘ ↙ ↕ ↔	↖ ↗ ↘ ↙ ↕ ↔ ↗ ↘ ↙ ↕ ↔
A B C	E F	G H I	J K L M N O P Q	S T U V	X
19 25 22	23 54	106 105 6	209 45 10 29 104 55 44 43	57 208 56 217	200



↙ ↘ ↵	✓ ↗	↘	↖ ↗ ↘ ↙	↑ ↓ ↖ ↗ ↘ ↙	↖ ↗ ↘ ↙	↖ ↗ ↘ ↙
A B C	E F	G	H I J K L M N O P Q	S T U V	X	
2 205 209	32 78	37	1 187 22 12 66 198 59 33 68 67	16 80 11 69	194	



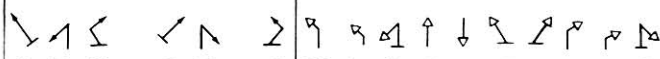
RANGE-S



GLIDING

HALF THROTTLE

FULL THROTTLE



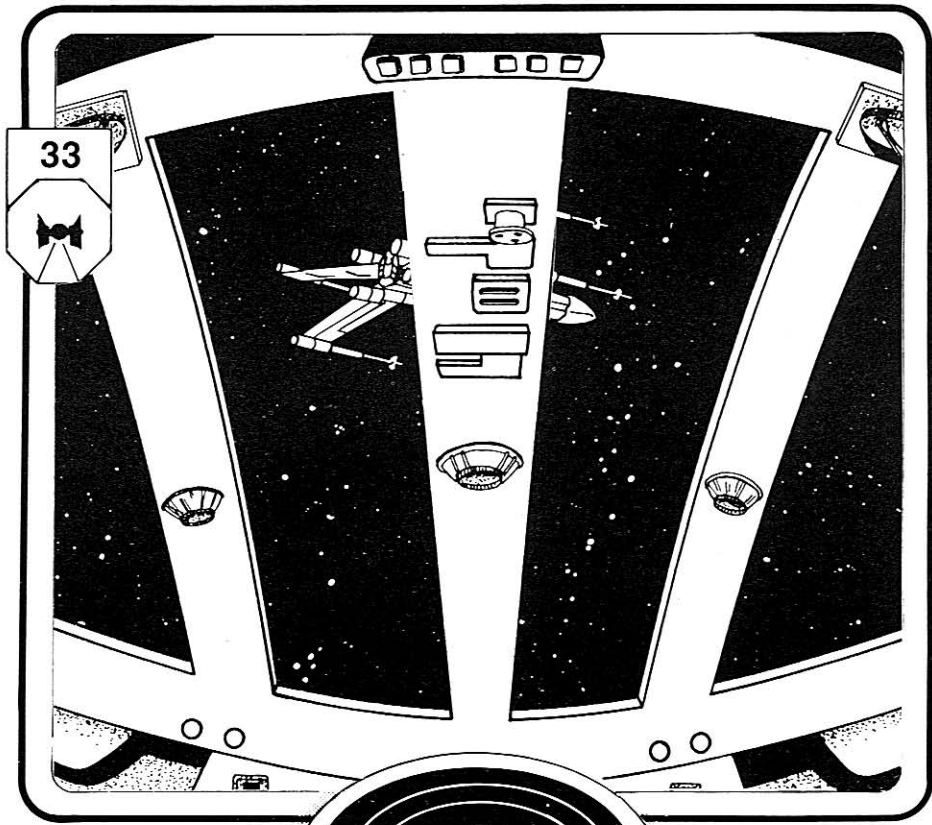
A B C E F G H I J K L M N O P Q



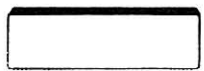
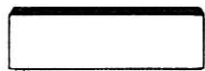
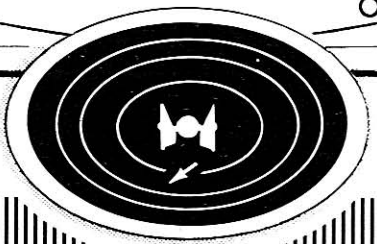
S T U V X

31 1 4 5 77 48 59 12 187 68 22 33 58 78 67 66

80 194 79 210 215



33



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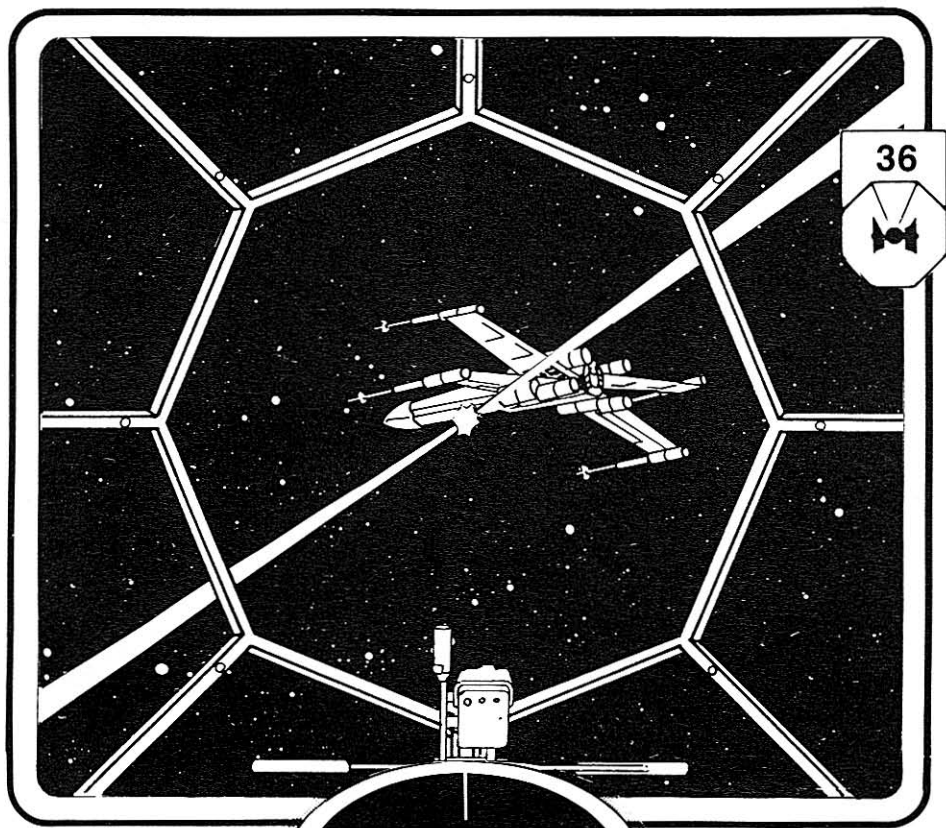


RANGE - S

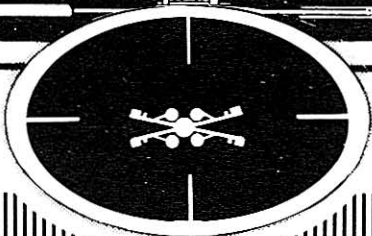


GLIDING HALF THROTTLE FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X	
12	70	101	4	99	59	69	80	17	79	205	90	68	89	78	28	159	193	192	194	214	



36



LOCK-ON

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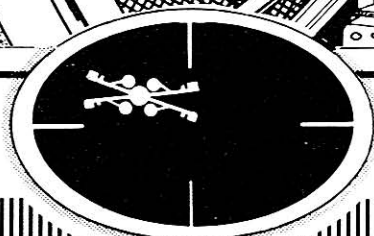
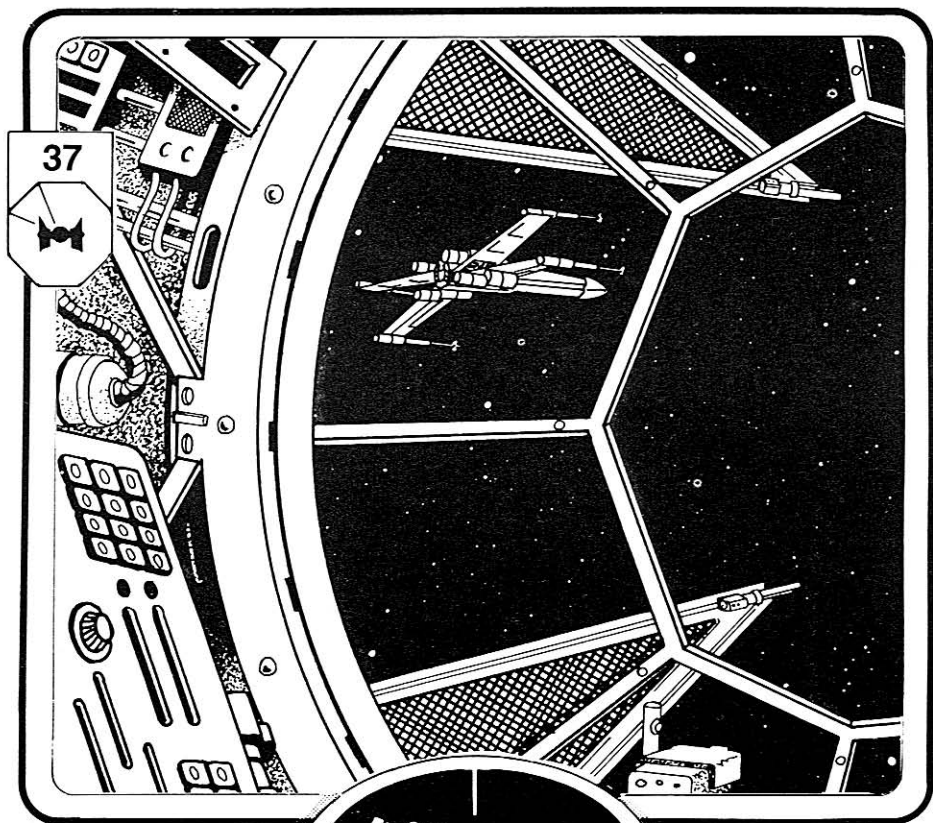


RANGE- S

SCORE- 8



A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
3	23	26	25	5	2	187	15	55	198	56	35	31	209	32	57	43	11	10	12	68



LOCK-ON

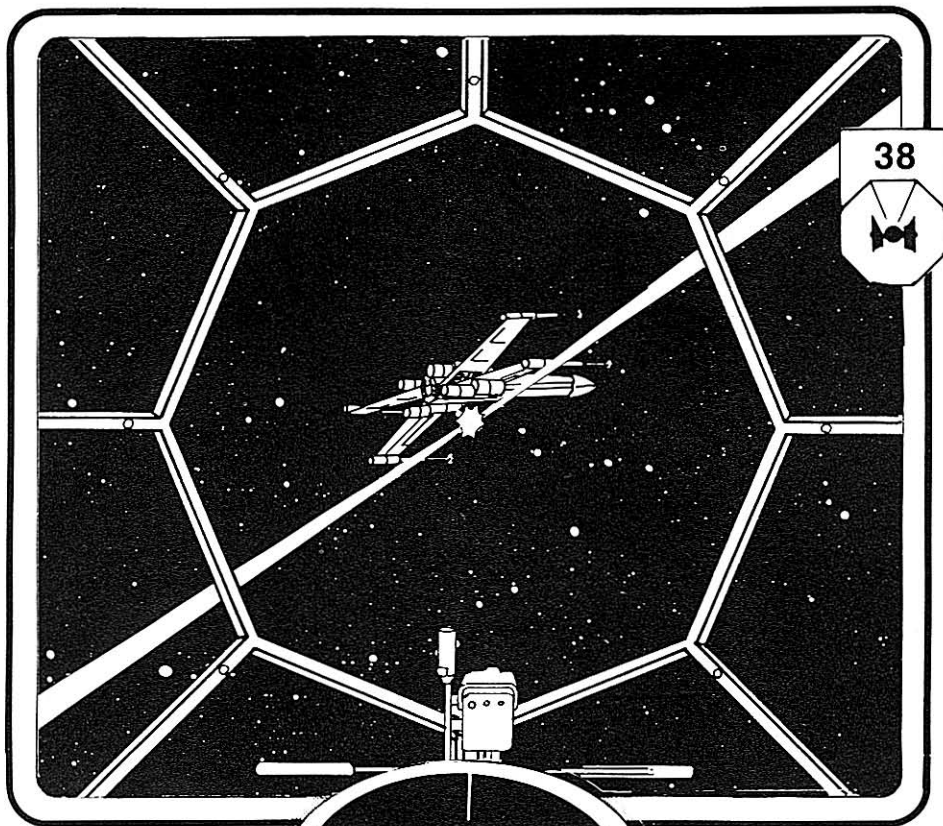
RANGE - M

GLIDING

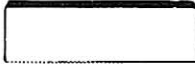
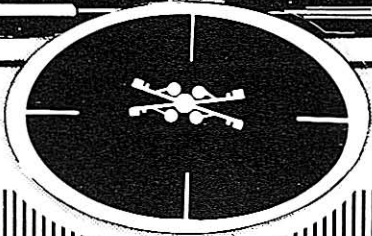
HALF THROTTLE

FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
97	28	31	59	79	38	8	9	77	1	214	2	60	12	69	194	22	17	187	70	184



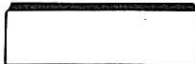
38



LOCK-ON

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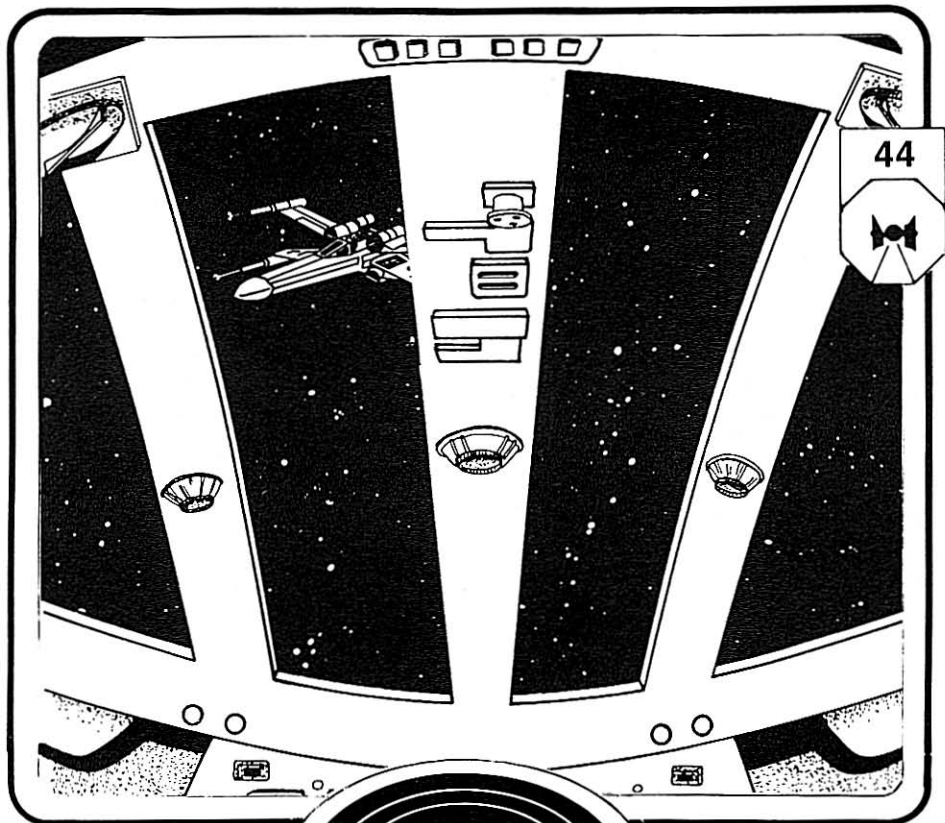


RANGE - M

SCORE - 5



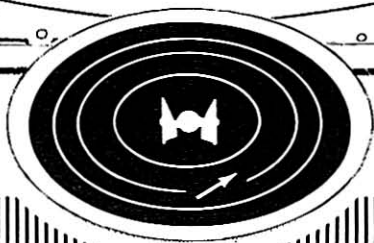
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
98	78	37	60	80	39	14	99	197	8	193	97	49	1	70	184	77	205	9	7	81



44



WARNING



RANGE - M

GLIDING

HALF THROTTLE

FULL THROTTLE



A B C

104 112 175



E F

54 171



G

219



H

218



I

217



J

105



K

200



L

26



M

199



N

201



O

176



P

177



Q

53



S

223



T

223



U

223



V

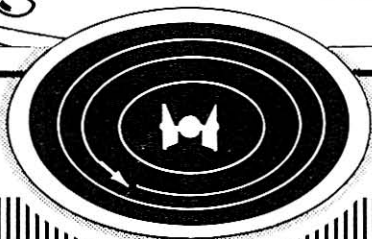
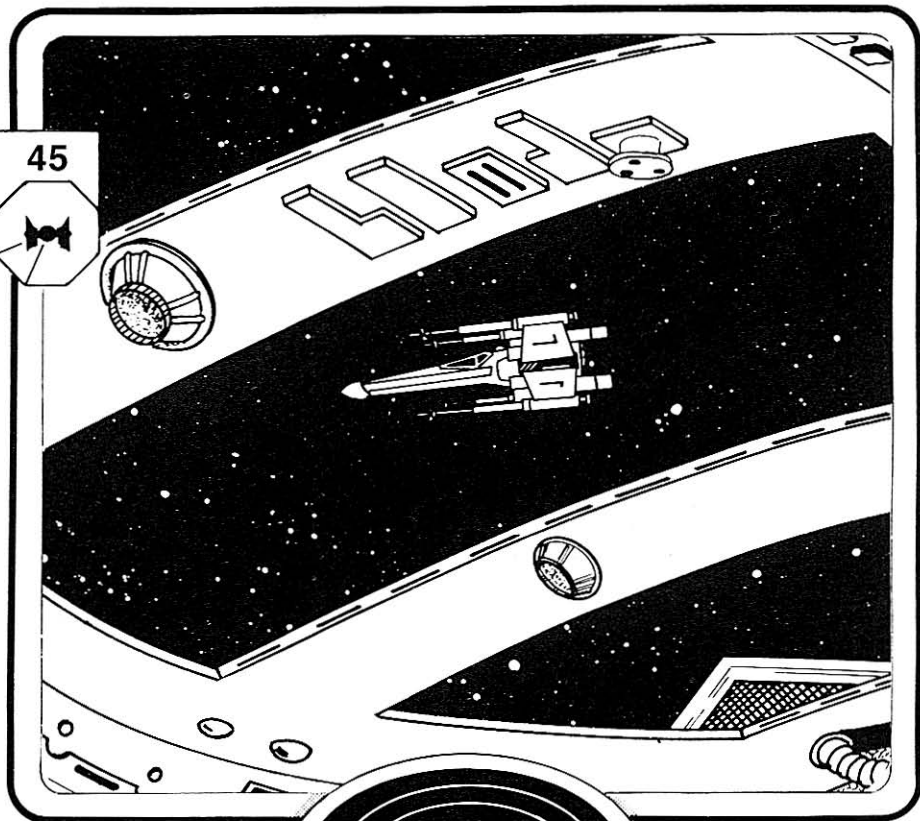
223



X

223

45



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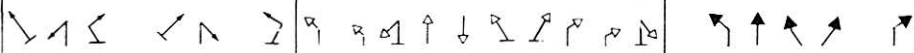
RANGE - M



GLIDING

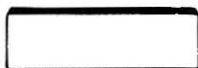
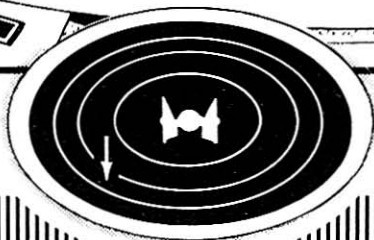
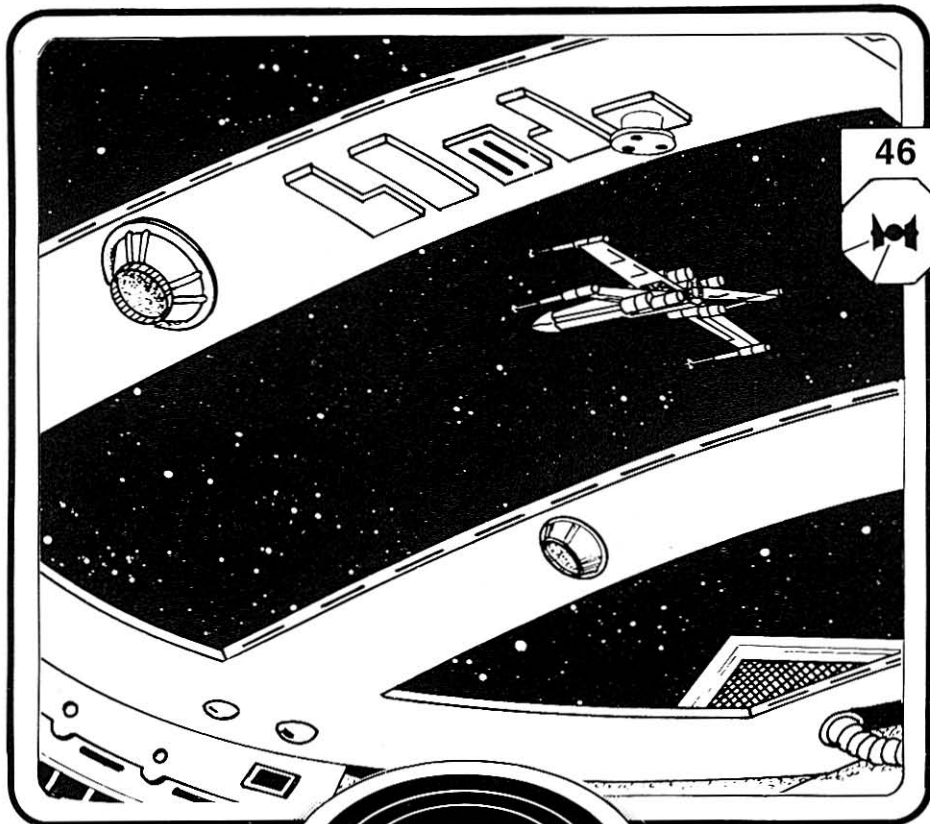
HALF THROTTLE

FULL THROTTLE



A B C E F G H I J K L M N O P Q S T U V X

105 108 65 55 175 112 111 46 25 208 35 56 217 183 199 54 109 223 207 223 223



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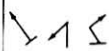
RANGE - M



GLIDING

HALF THROTTLE

FULL THROTTLE



A B C



E F



G



H



I



J



K



L



M



N



O



P



Q



S



T



U



V



X

108 95 66

56 182

221

220

47

36

109

76

57

110

206

207

183

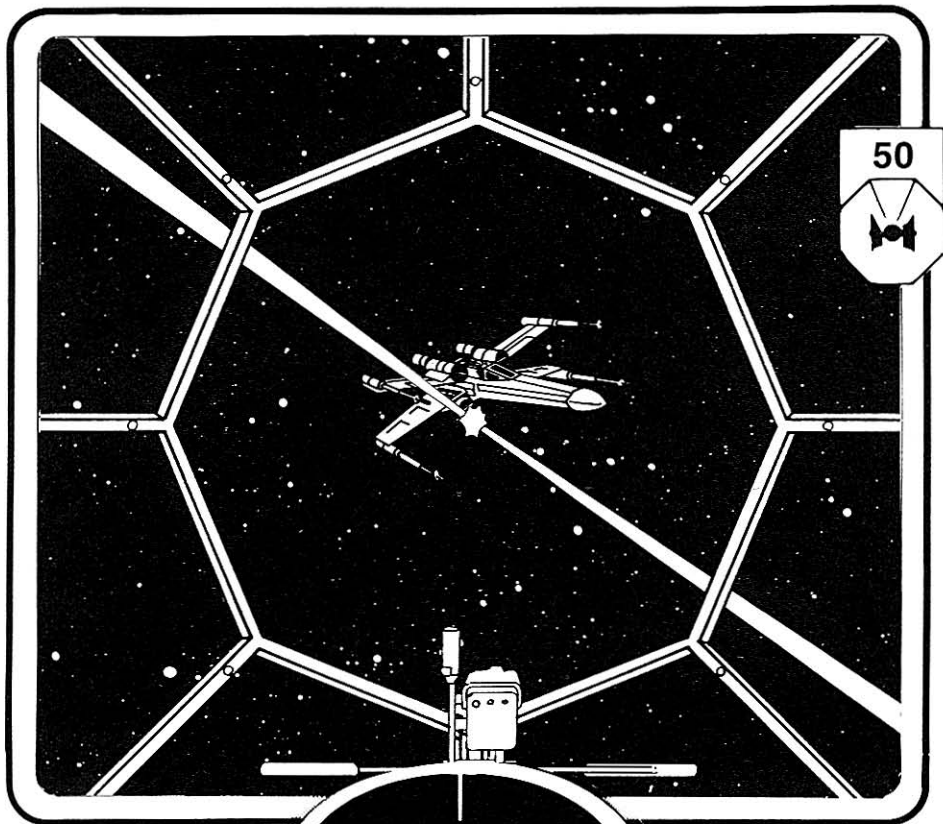
58

223

216

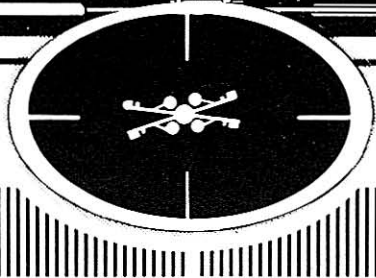
223

223



WARNING

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LOCK-ON

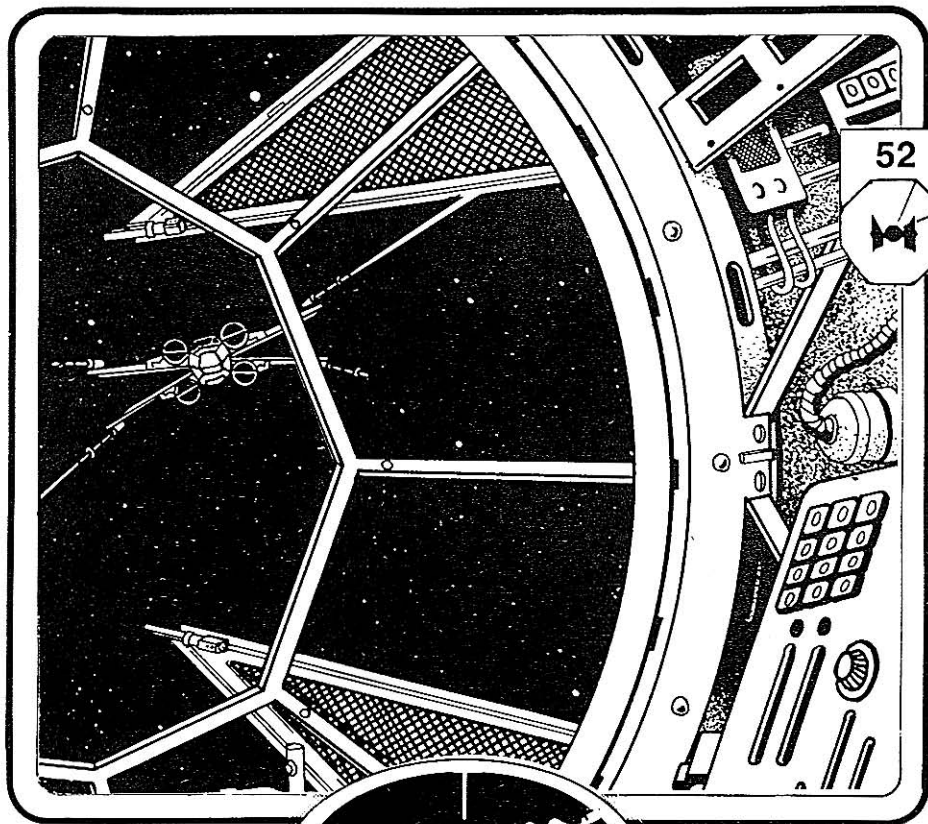
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RANGE - M

SCORE - 2



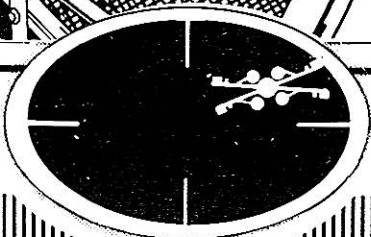
↘ ↗ ↙	✓ ↖	↘	↖ ↗ ↘ ↙	↑ ↓ ↗ ↘ ↙ ↖	↗ ↘ ↙ ↖	↗ ↘ ↙ ↖	↗ ↘ ↙ ↖
A B C	E F	G	H I J K L M N O P Q	S T U V	X		
40 90 49	71 107	51	21 101 165 13 158 39 61 7 82 151	89 213 14 18	93		



WARNING

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DAMAGE-2



RANGE-M

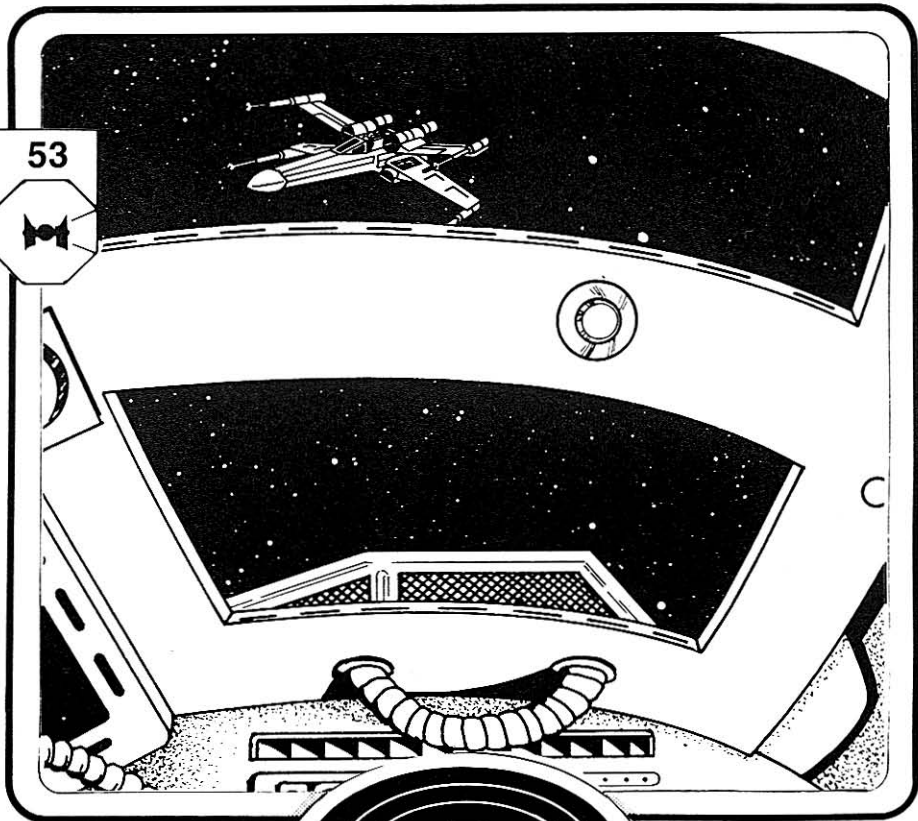
LOCK-ON

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↘ ↗ ↙	✓ ↖	≥	↻ ↺ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻	↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻
A B C	E F	G	H I J K L M N O P Q	S T U V X
42 120 135	62 18	10	102 126 119 41 145 132 27 51 20 94	223 100 163 34 188

53



WARNING

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RANGE - M

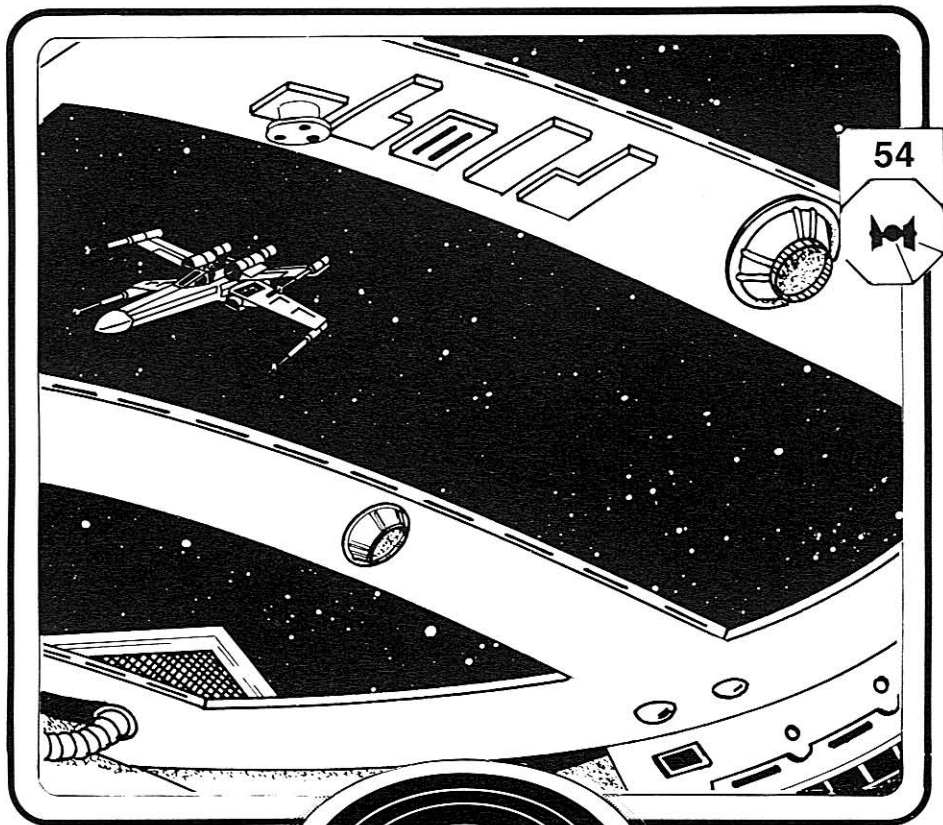
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GLIDING

HALF THROTTLE

FULL THROTTLE

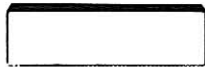
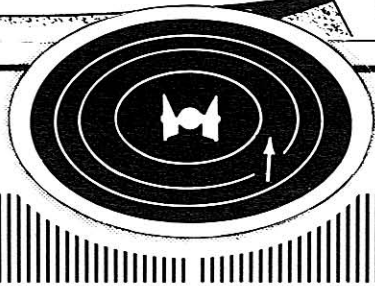
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
43	145	130	63	20	16	91	118	201	42	104	124	10	52	27	19	223	126	125	102	34



54



WARNING



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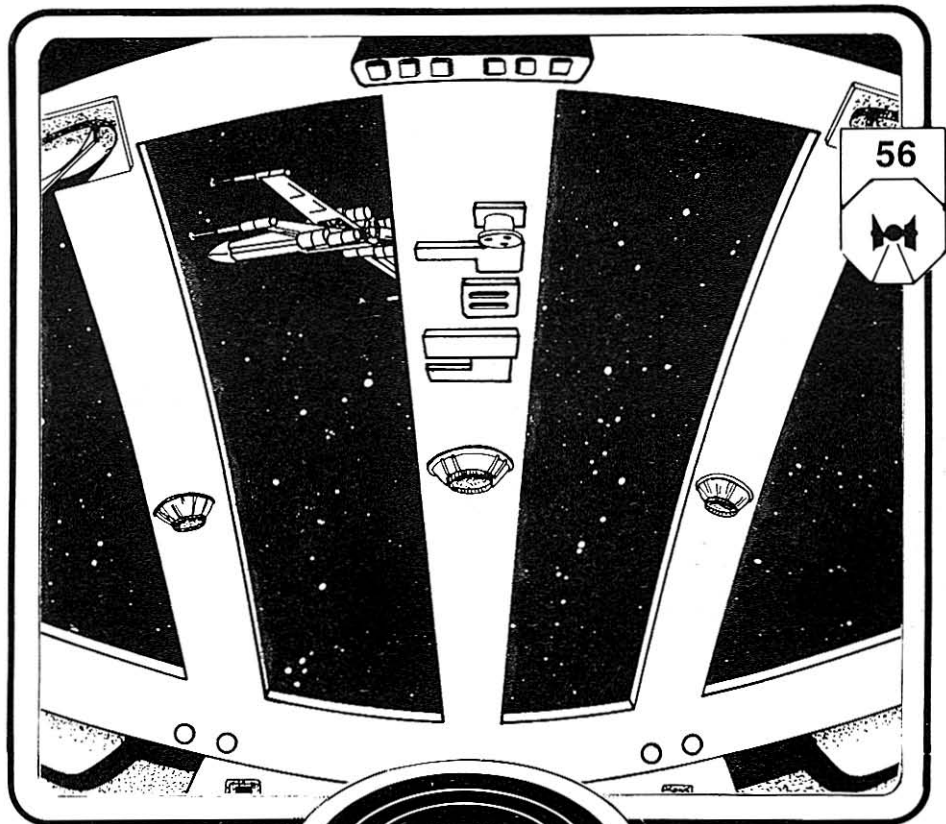
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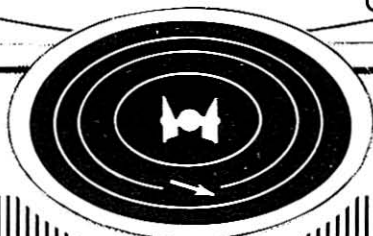
RANGE - M



A B C	E F	G H I	J K L	M N O	P Q	S T U V	X
44 218 170	64 63	92 201 200 217	177 105 176 43	171 53 26		223 223 223 118	42



56

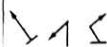


RANGE - M

GLIDING

HALF THROTTLE

FULL THROTTLE



A B C

46 220 181



E F

65 150



G

111



H

110



I

109



J

47



K

207



L

36



M

206



N

208



O

182



P

183



Q

76



R

182



S

223



T

223



U

223



V

223



W

223



X

223



Y

223



Z

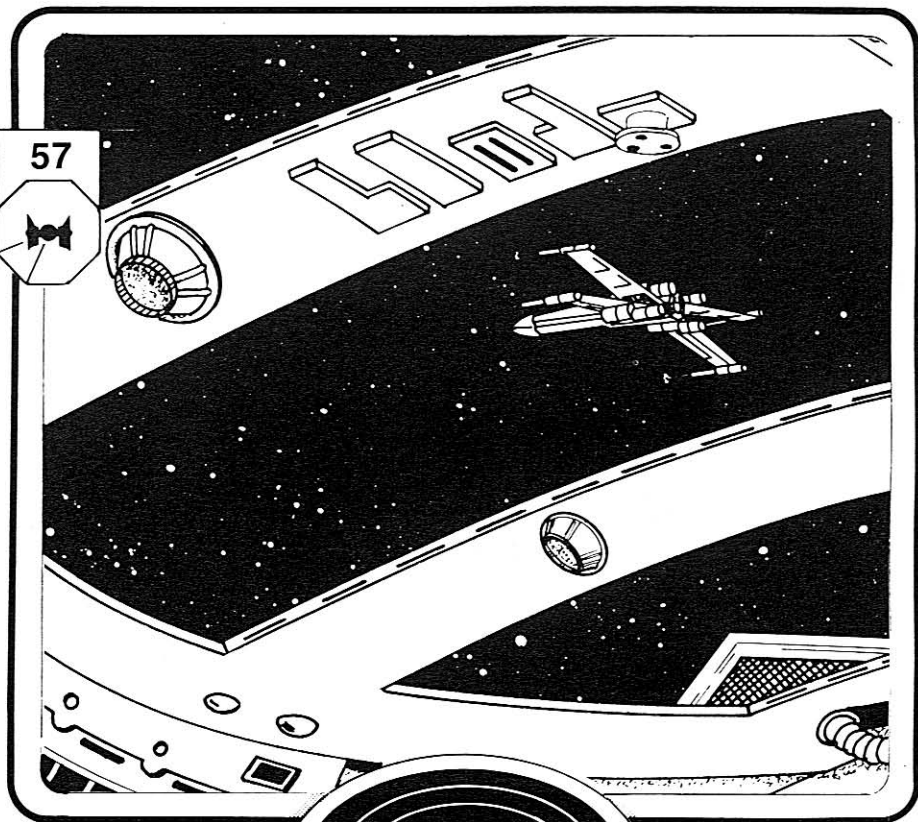
223



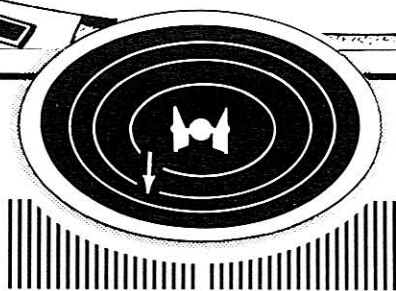
X

223

57



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RANGE - M



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GLIDING

HALF THROTTLE

FULL THROTTLE



A B C



E F



G



H



I



J



K



L



M



N



O



P



Q



S



T



U



V



X

47 48 77

66 181

220

212

58

31

216

3

67

109

191

206

65

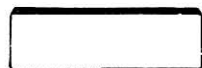
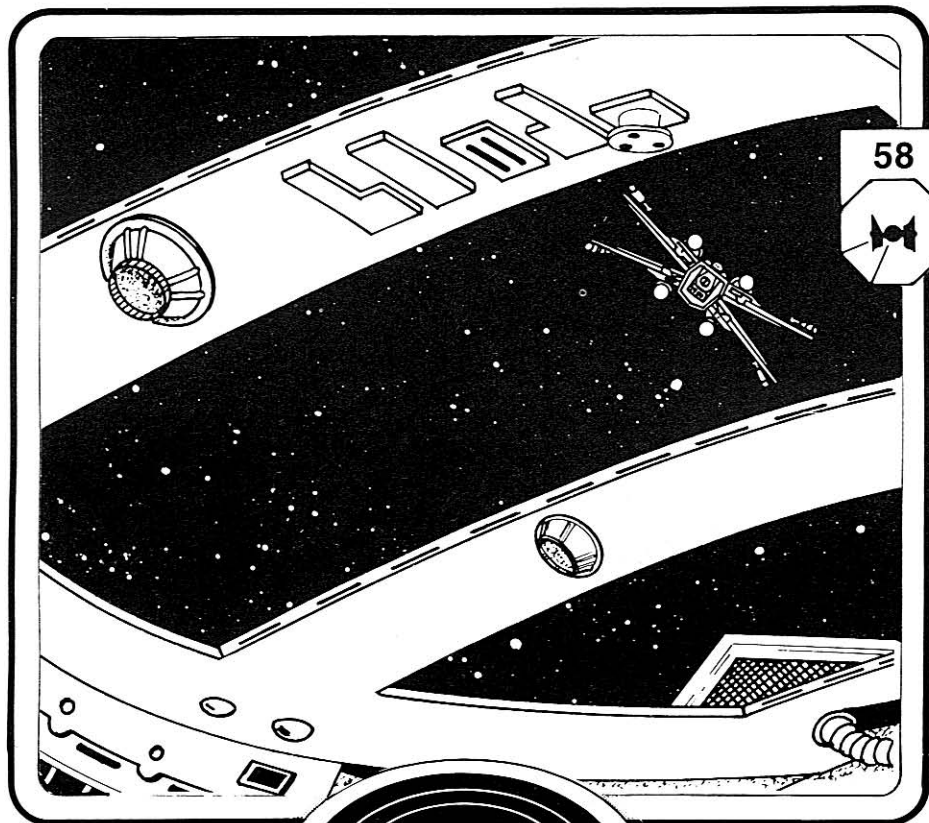
210

223

215

223

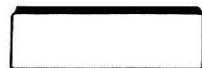
223



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RANGE - M



GLIDING

HALF THROTTLE

FULL THROTTLE

↘ ↗ ↵

A B C

✓ ↗

E F

≥

G

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H

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I

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J

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K

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L

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M

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N

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O

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P

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Q

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R

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S

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T

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U

↖

V

↖

W

↖

X

48 37 78

67 190

203

202

59

2

210

88

68

211

214

215

191

69

223

194

223

223

223

223

223

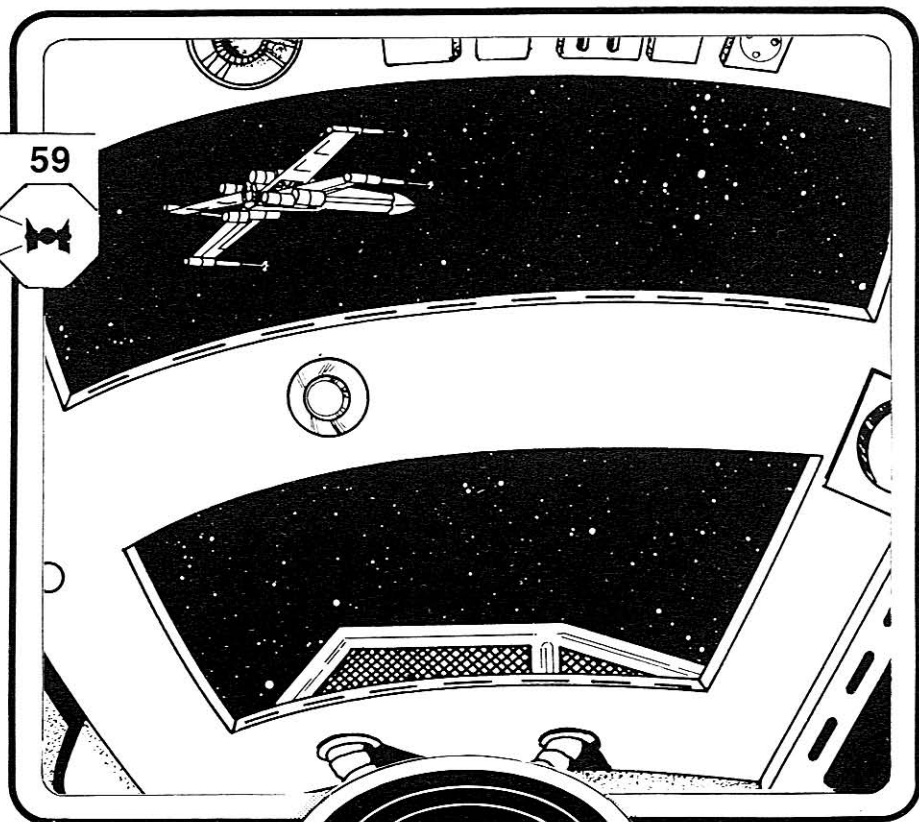
223

223

223

223

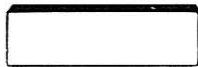
59



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RANGE - M



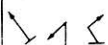
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GLIDING

HALF THROTTLE

FULL THROTTLE



A B C



E F



G



H



I



J



K



L



M



N



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P



Q



R



S



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V



W



X

37 8 33

68 197

180

60

1

9

69

77

12

186

79

194

214

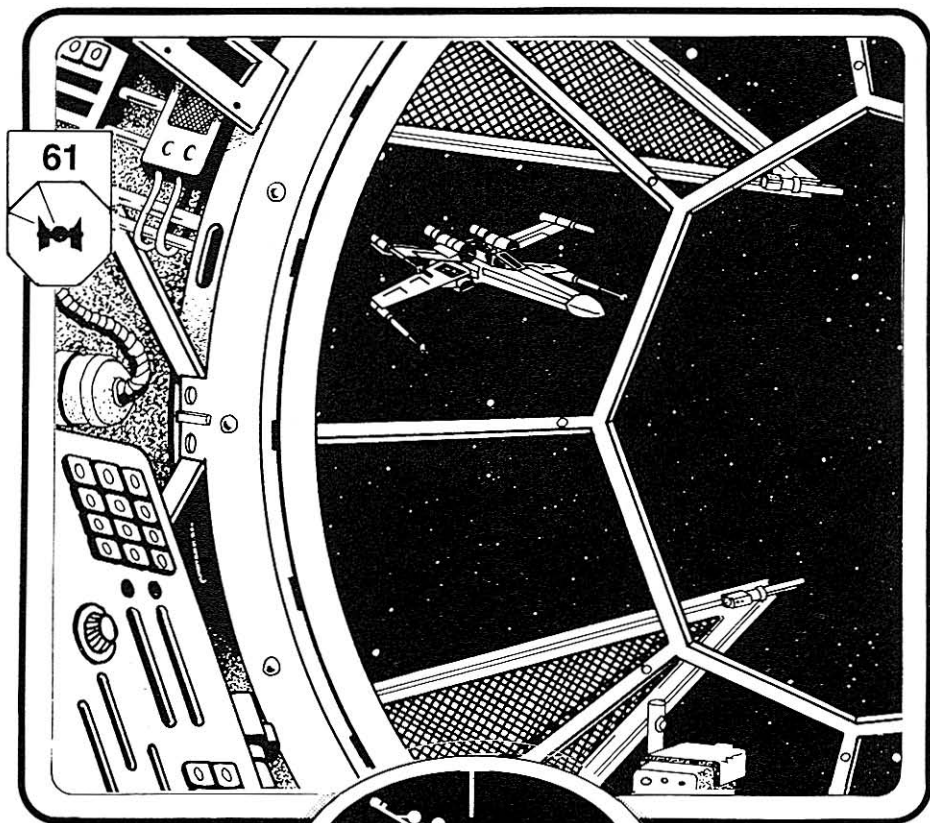
17

184

80

185

223



WARNING

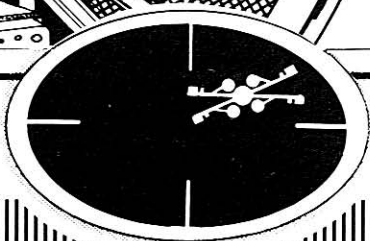
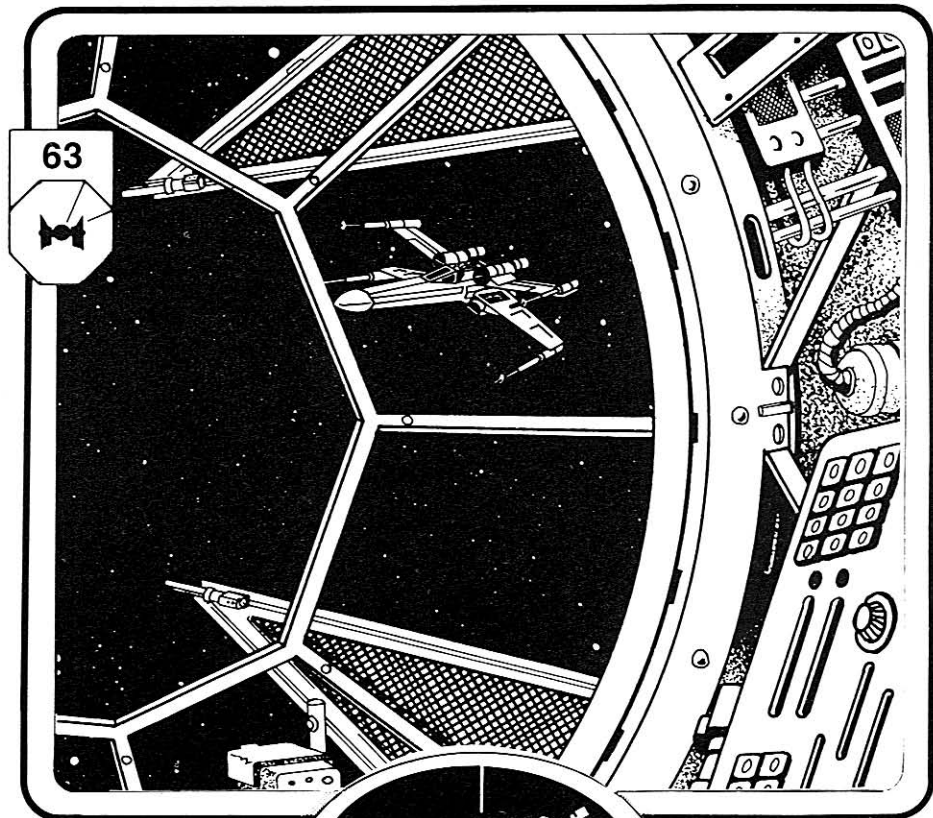
LOCK-ON



RANGE - M

GLIDING **HALF THROTTLE** **FULL THROTTLE**

↘ ↗ ↵	✓ ↘	∑	↖ ↗ ↘ ↙ ↕ ↔ ↗ ↘ ↙ ↘	↖ ↗ ↘ ↙ ↕ ↔ ↗ ↘ ↙ ↘
A B C	E F	G	H I J K L M N O P Q	S T U V X
51 34 7	82 91	62	20 21 100 18 157 13 83 24 93 120	4 30 213 94 145

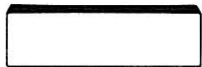


WARNING

LOCK-ON

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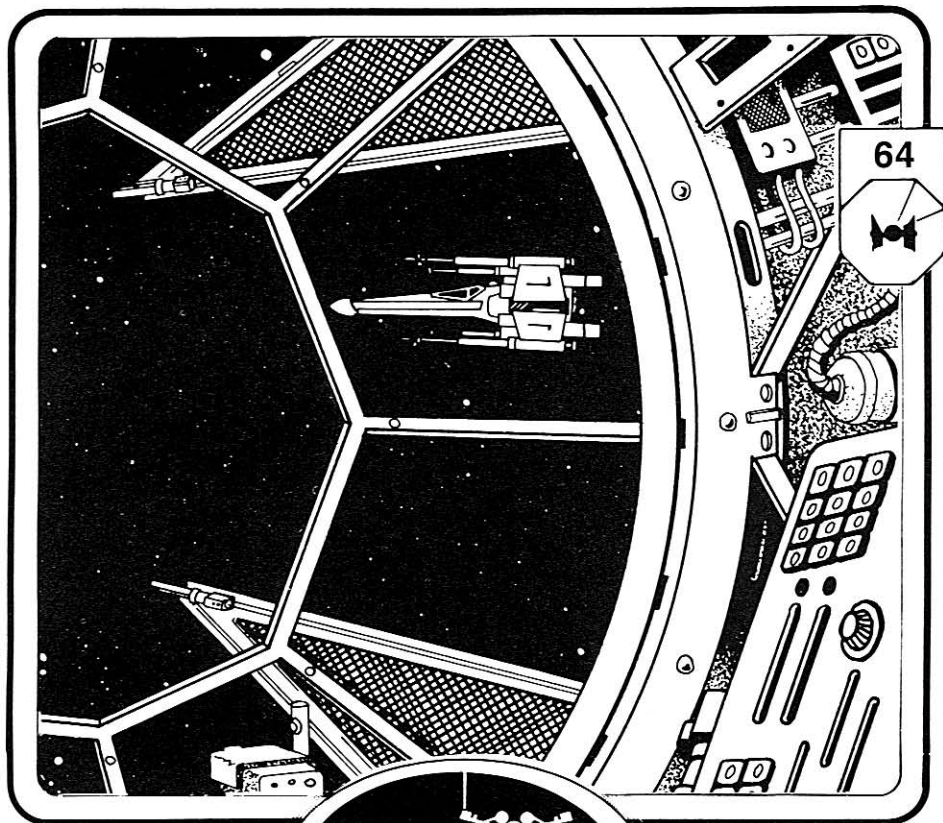
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RANGE - M



A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
53	91	62	72	30	35	10	42	118	27	201	52	26	20	19	104	126	34	41	209	6



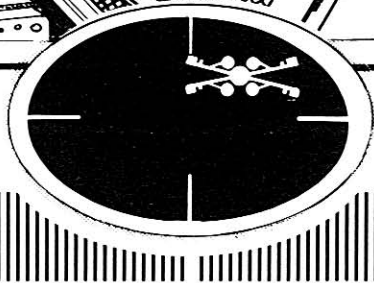
64



WARNING



LOCK-ON

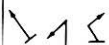


RANGE - M

GLIDING

HALF THROTTLE

FULL THROTTLE



A B C

54 201 138



E F

73 19



G

15



H

43



I

177



J

200



K

53



L

217



M

171



N

35



O

63



P

26



Q

105



R

63



S

223



T

42



U

124



V

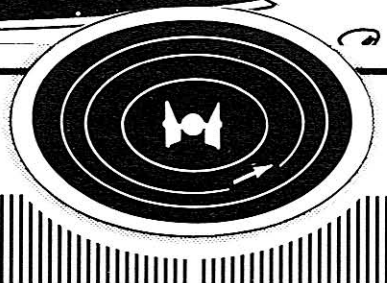
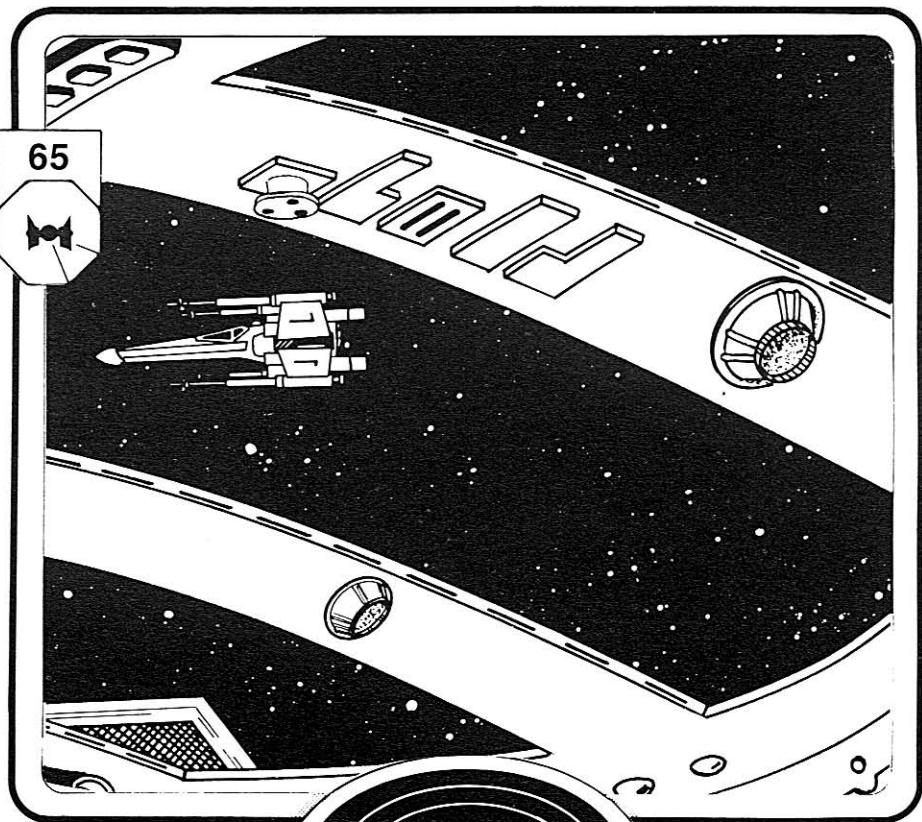
10



X

209

65



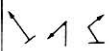
RANGE - M



GLIDING

HALF THROTTLE

FULL THROTTLE



A B C

56 110 149



E F

75 74



G

45



H

208



I

207



J

109



K

183



L

47



M

182



N

55



O

150



P

76



Q

36



S

223



T

223



U

223



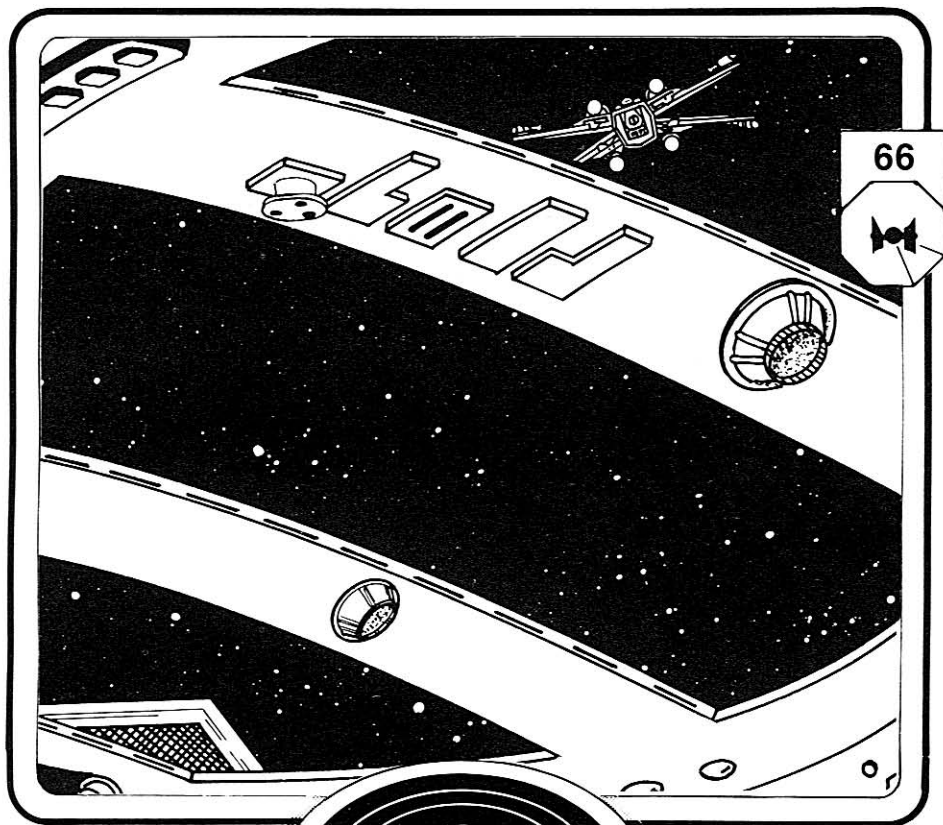
V

199

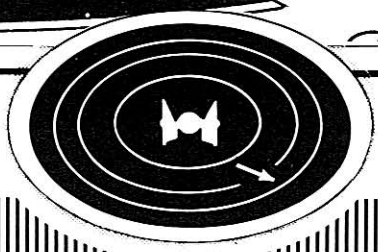
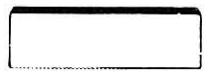


X

54



66

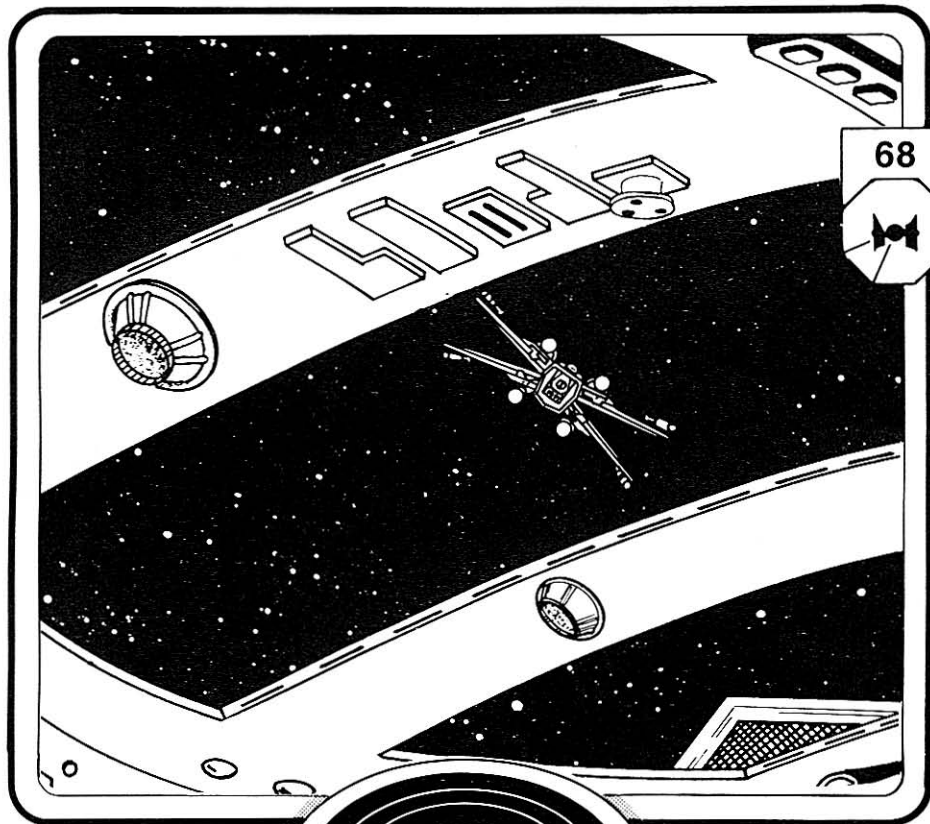


RANGE - M

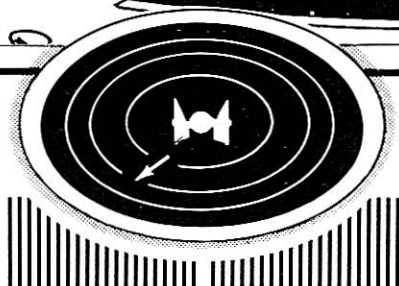


GLIDING HALF THROTTLE FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
57	212	156	88	75	46	109	216	58	206	31	191	56	181	65	3	223	223	223	207	183



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RANGE- M



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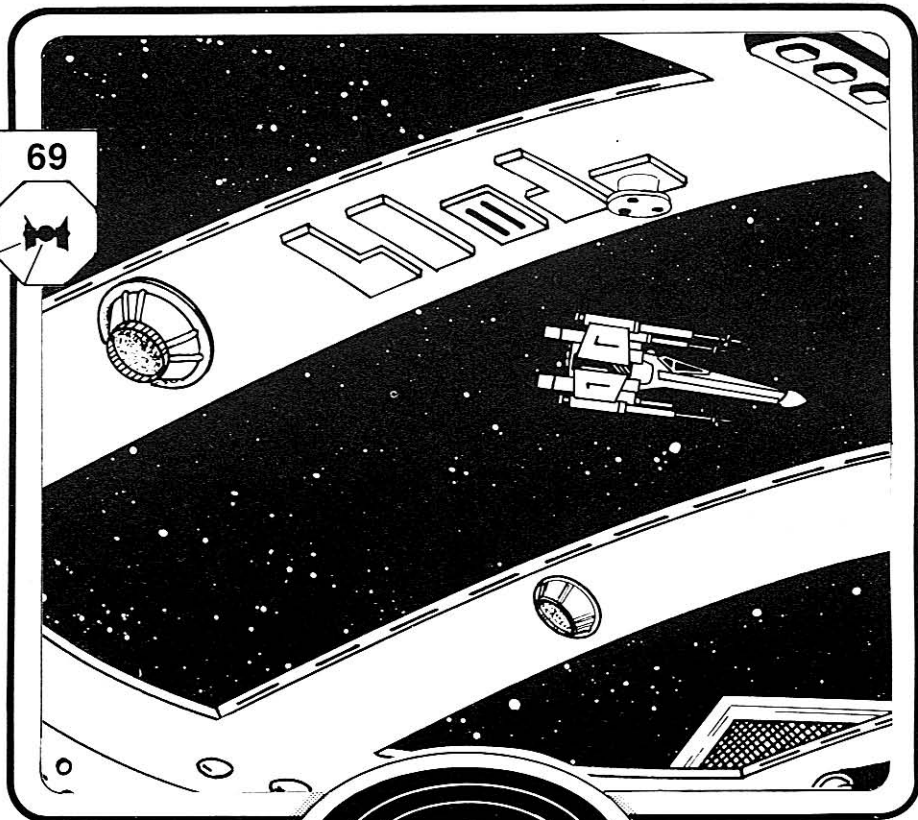
GLIDING

HALF THROTTLE

FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
59	60	89	78	189	202	186	69	1	194	9	79	210	197	214	77	184	223	193	223	223

69



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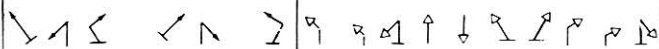


RANGE - M

GLIDING

HALF THROTTLE

FULL THROTTLE



A B C

E F

G H I J K L M N O P Q



S T U V

X

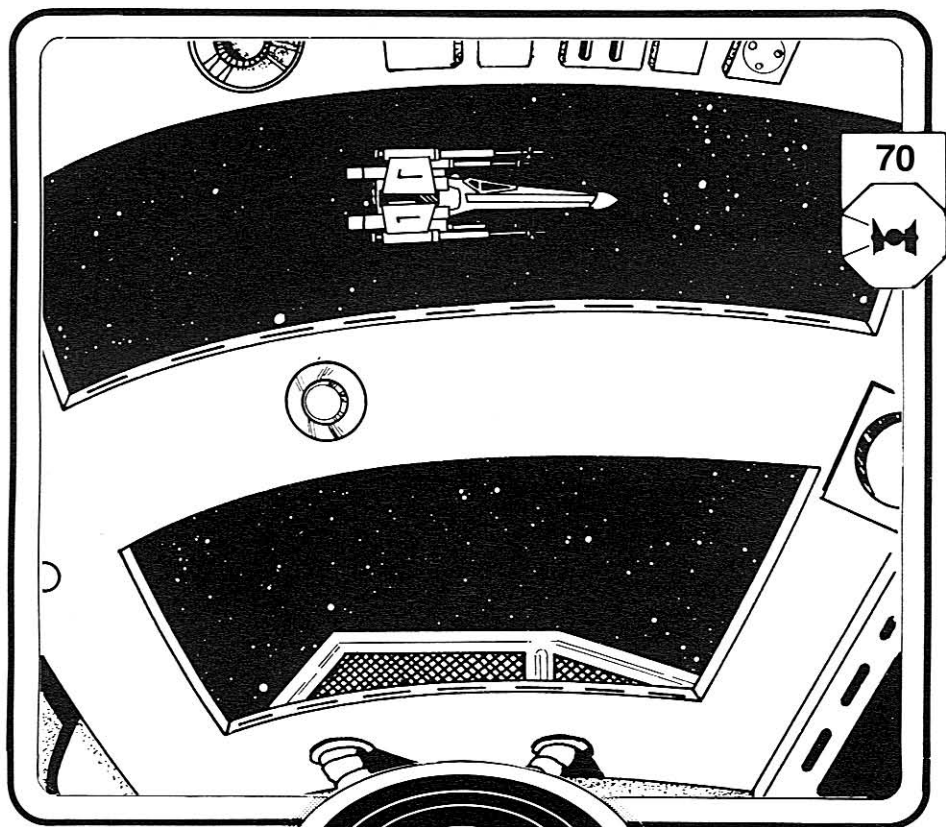
60 49 90

79 196

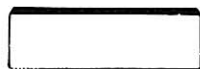
179 178 70 7 184 99 80 185 192 193 197

81 223 159 223

223



70



RANGE - M



GLIDING

HALF THROTTLE

FULL THROTTLE



A B C

49 13 11



E F

80 165



G

174



H

71



I

7



J

14



K

81



L

89



M

17



N

153



O

103



P

159



Q

192



S

24



T

151



U

107



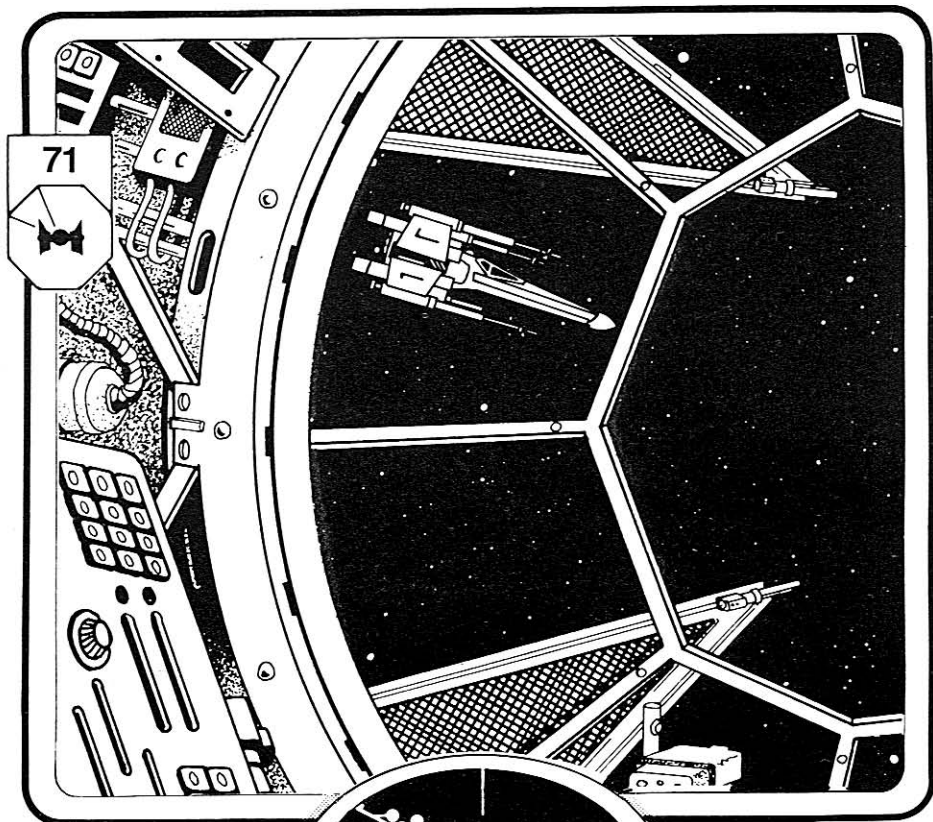
V

152



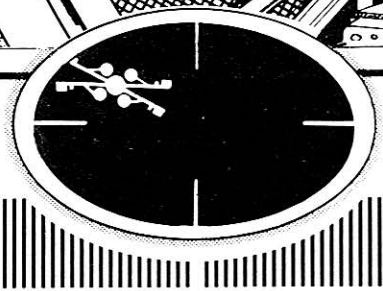
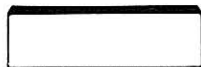
X

223



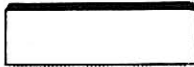
WARNING

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LOCK-ON

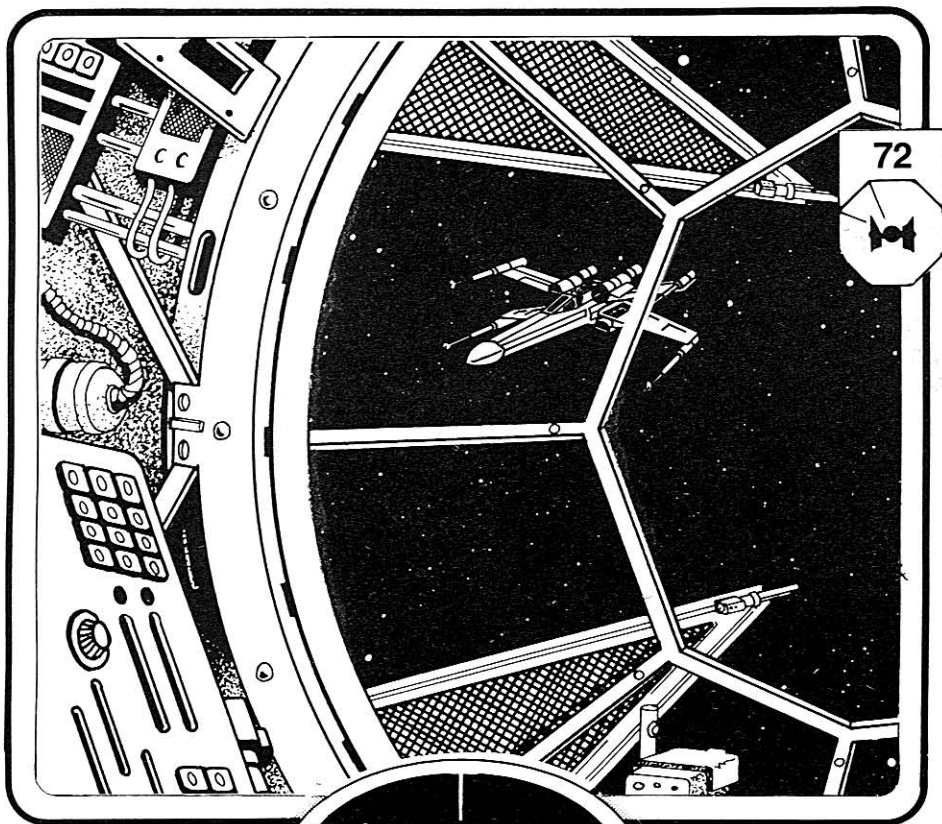
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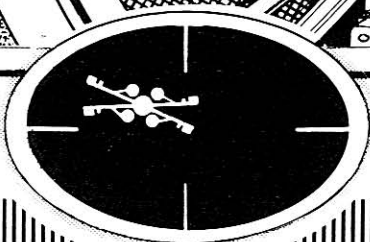
RANGE - M



A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
50	21	17	81	157	127	61	13	101	82	165	7	172	107	151	158	213	93	24	147	223



72



WARNING

LOCK-ON

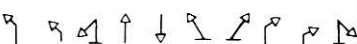


RANGE - M

GLIDING

HALF THROTTLE

FULL THROTTLE



A B C

E F

G

H I J K L M N O P Q

S T U V

X

63 10 18

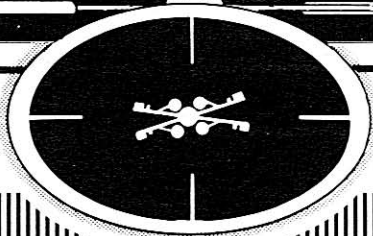
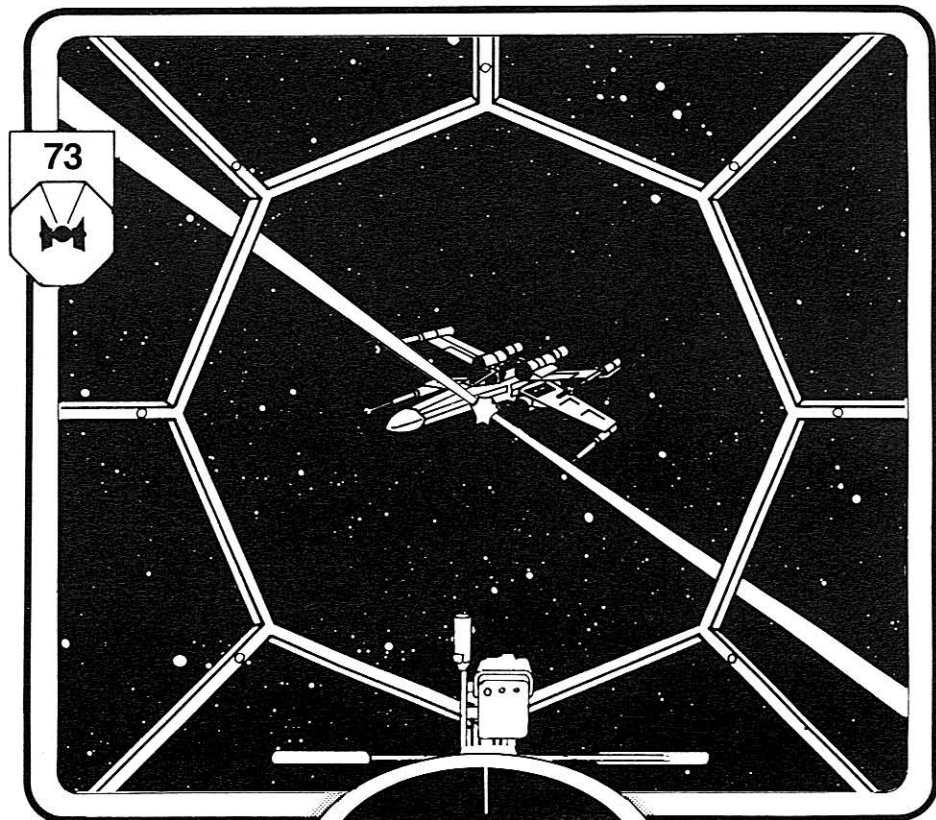
94 44

73

26 27 42 19 118 20 106 30 104 201

34 6 188 105

217

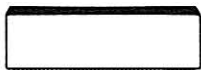


WARNING

LOCK-ON

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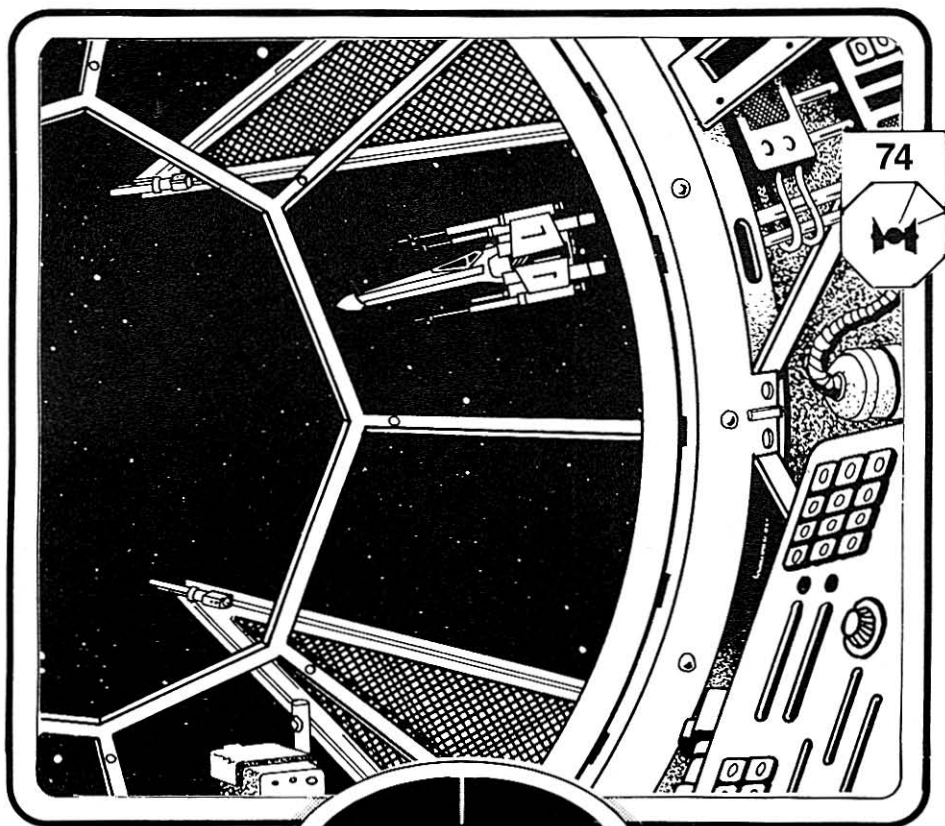


RANGE - M

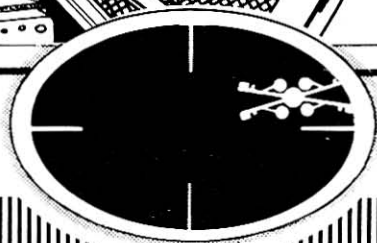
SCORE - 2



A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
64	43	72	106	45	74	35	53	177	26	200	63	84	19	105	217	42	209	27	25	46



74



LOCK-ON

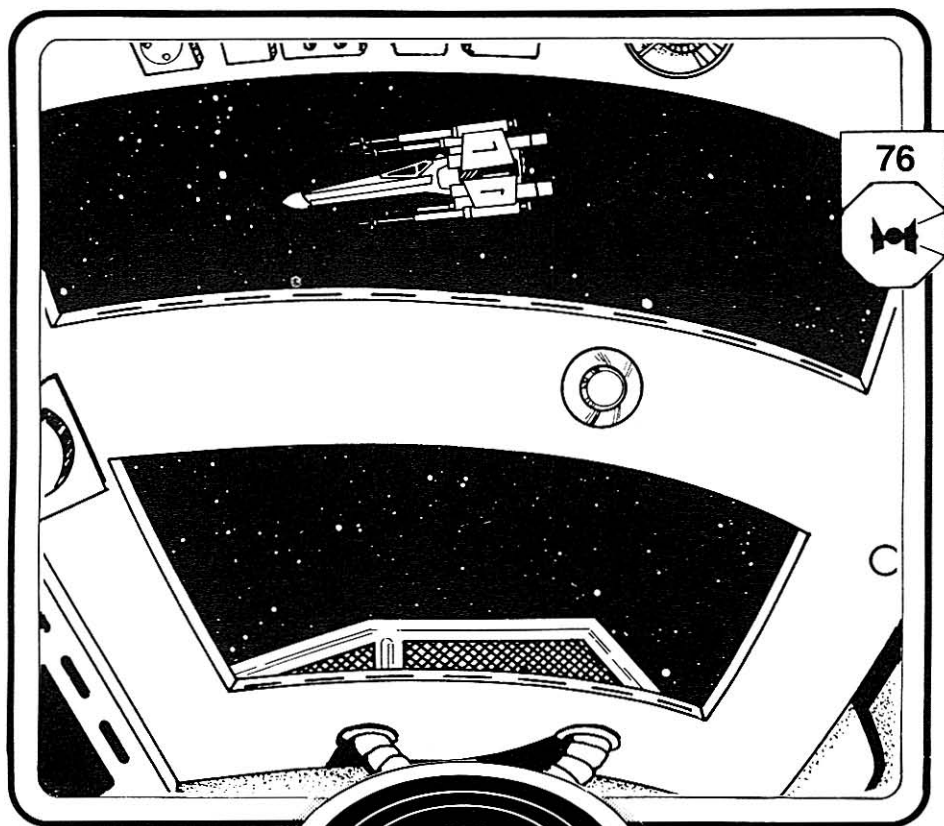
RANGE - M

GLIDING

HALF THROTTLE

FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
76	44	73	84	6	3	15	54	199	35	208	64	36	26	25	46	177	10	53	198	32



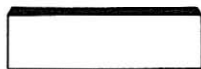
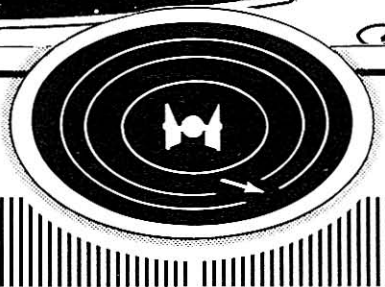
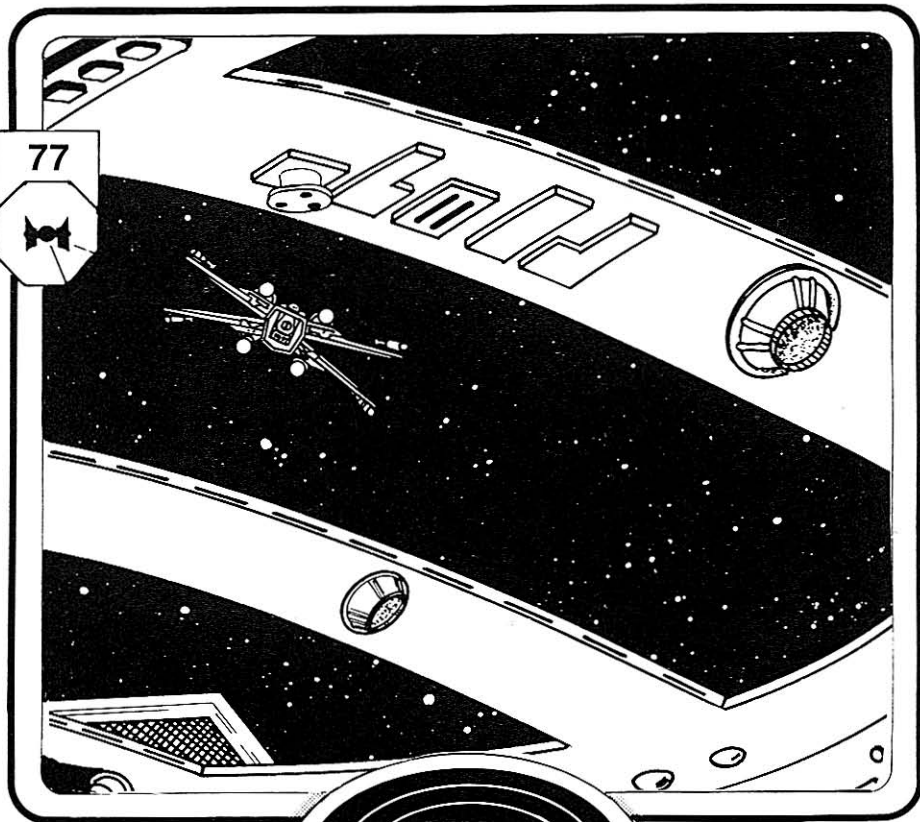
76



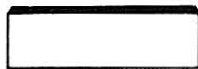
RANGE-M



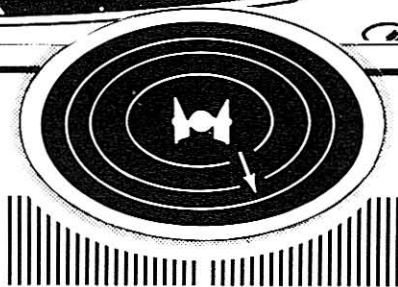
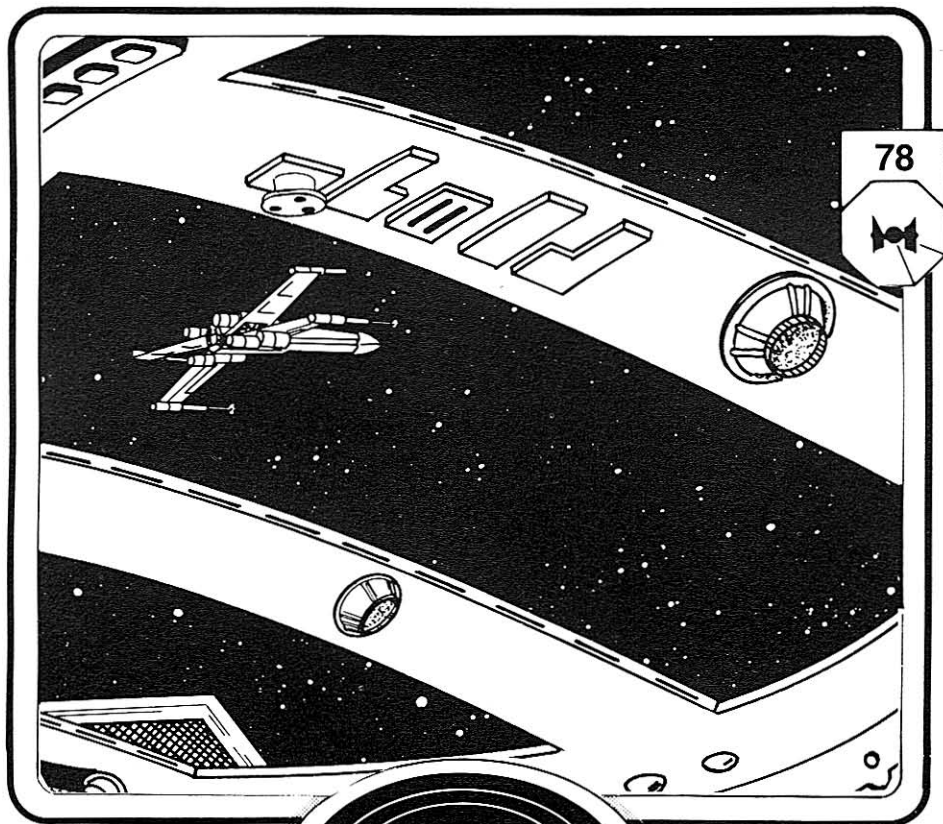
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X		
55	217	169	74	26	23	44	199	208	54	46	175	15	64	35	25	223	177	176	43	10		



RANGE - M



A B C	E F	G H I	J K L	M N O	P Q	S T U	V X
67 211 155	87 86	57 216 215 210	191 59 190 66 156 88 2	223 223 223 206	65		



RANGE - M



GLIDING

HALF THROTTLE

FULL THROTTLE



A B C



E F



G



H



I



J



K



L



M



N



O



P



Q



S



T



U



V



W



X

68 186 162

99 87

58

210

194

69

214

1

197

67

189

77

9

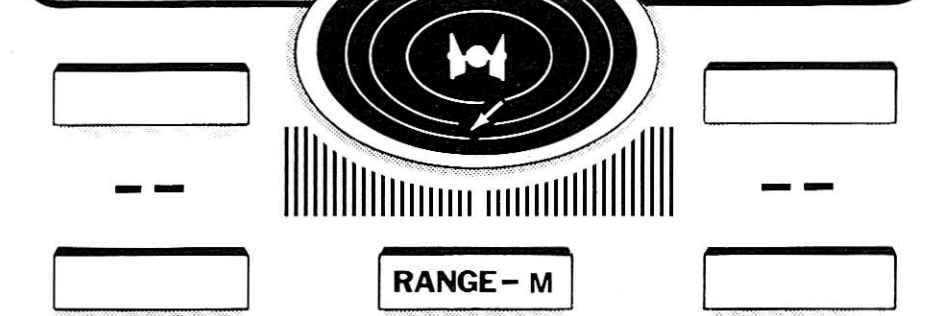
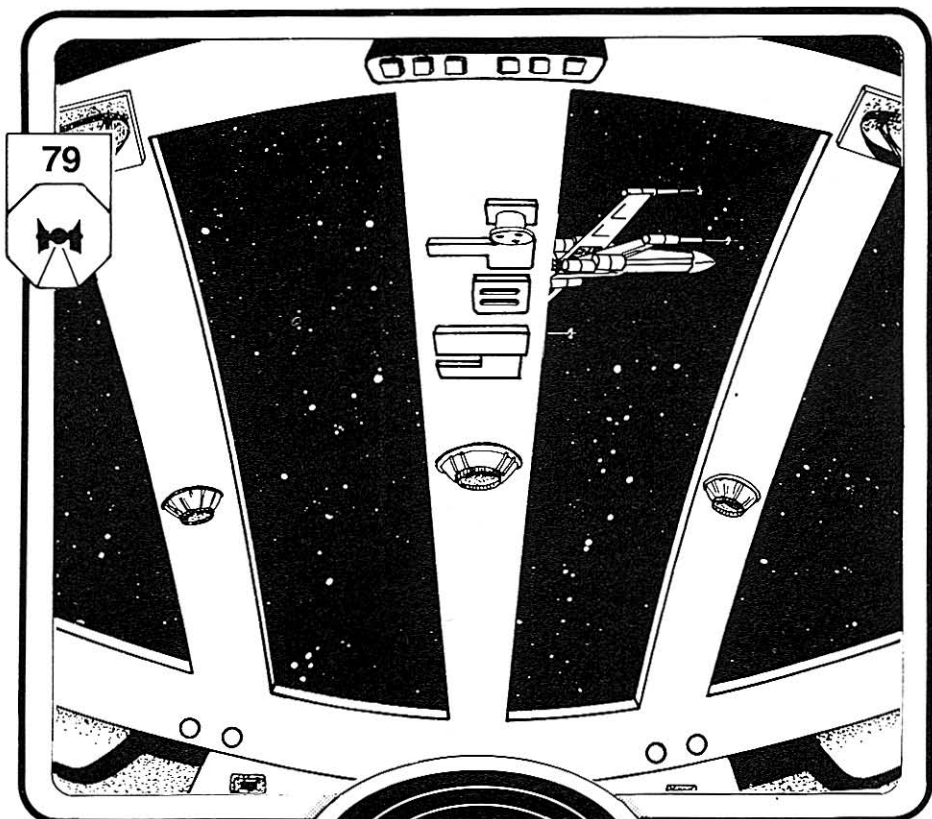
223

223

223

215

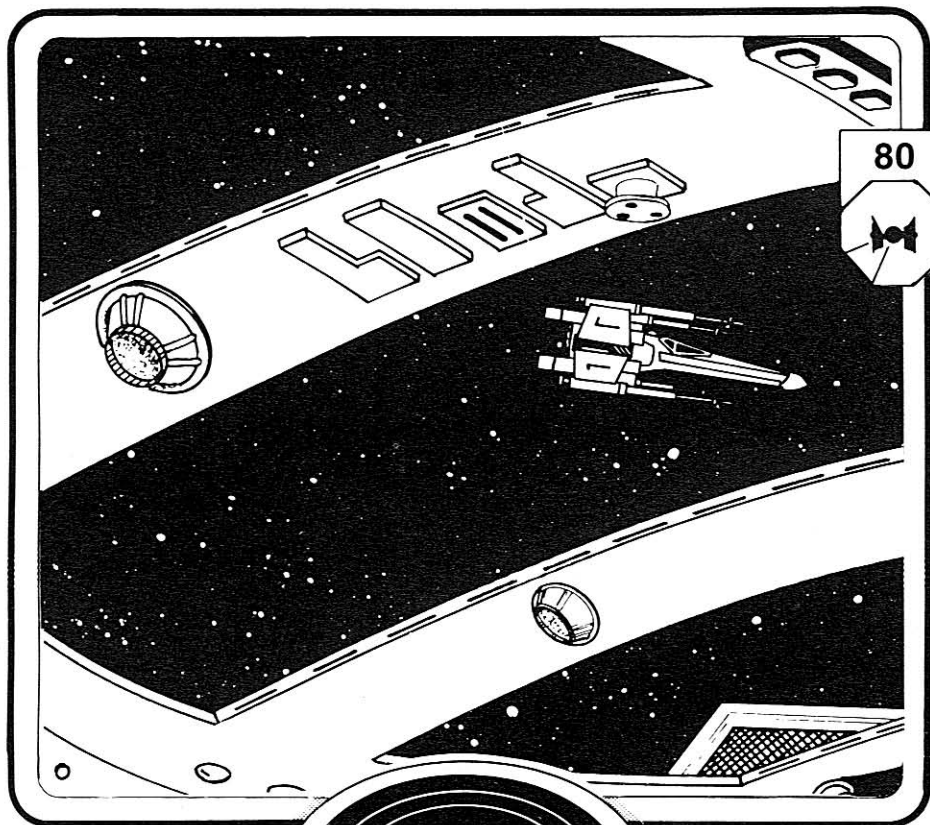
191



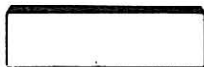
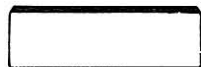
RANGE - M



↘	↙	↖	✓	↗	∑	↖	↗	↘	↑	↓	↙	↘	↗	↖	↗	↘	↙	↑	↑	↑	↑	↑
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X		
69	178	195	89	162	186	185	184	70	193	8	192	194	196	197	99	223	223	223	223			223



80

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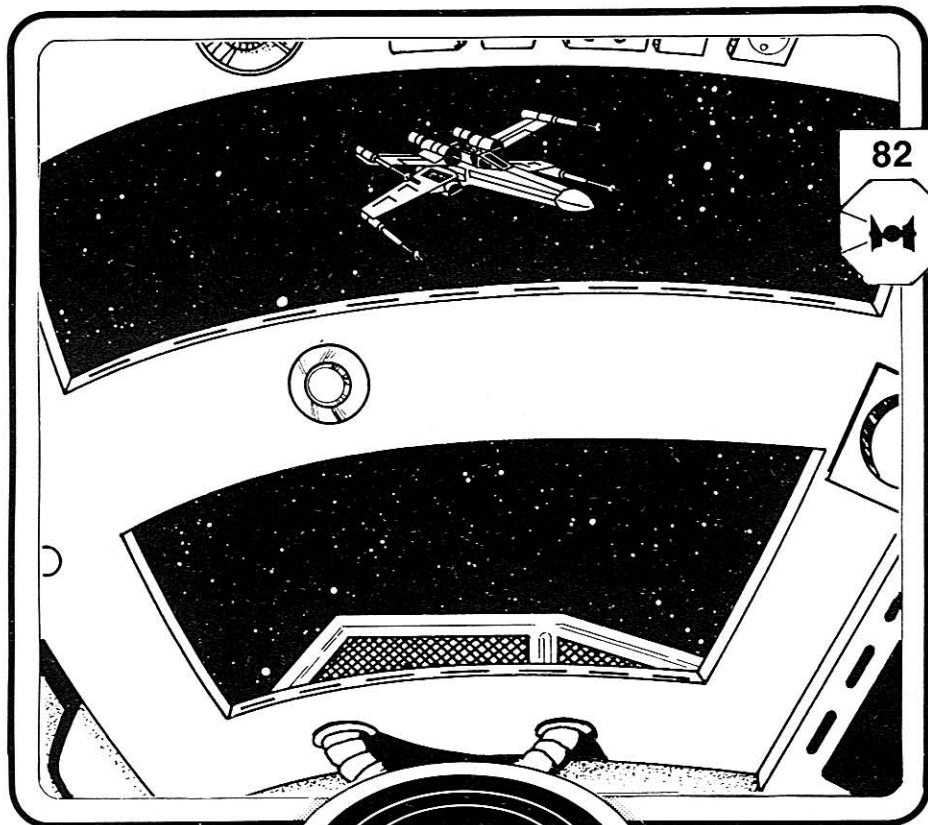
--



RANGE - M



A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
70	71	100	90	195	178	153	81	7	159	14	103	184	165	192	89	151	223	158	223	223



WARNING

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RANGE - M



GLIDING

HALF THROTTLE

FULL THROTTLE

A B C

E F

G

H

I

J

K

L

M

N

O

P

Q

S

T

U

V

W

X

61 20 16

107 126

141

83

18

21

93

100

24

147

91

120

157

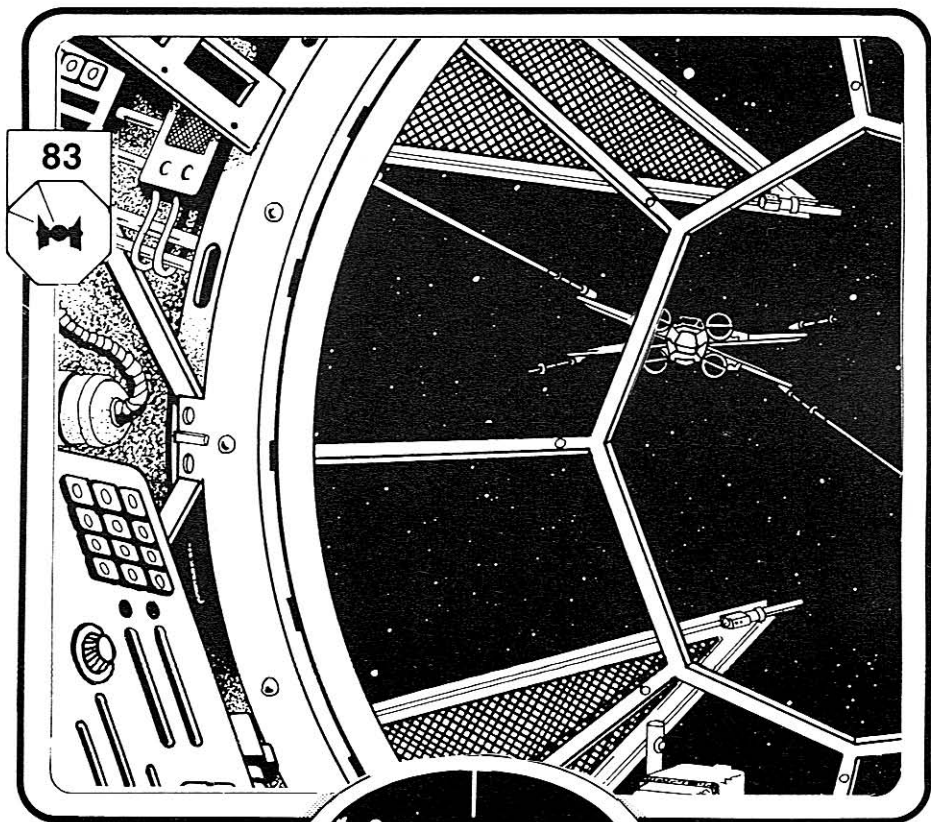
30

145

92

146

223



WARNING

LOCK-ON

DAMAGE-2

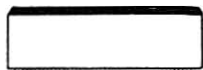
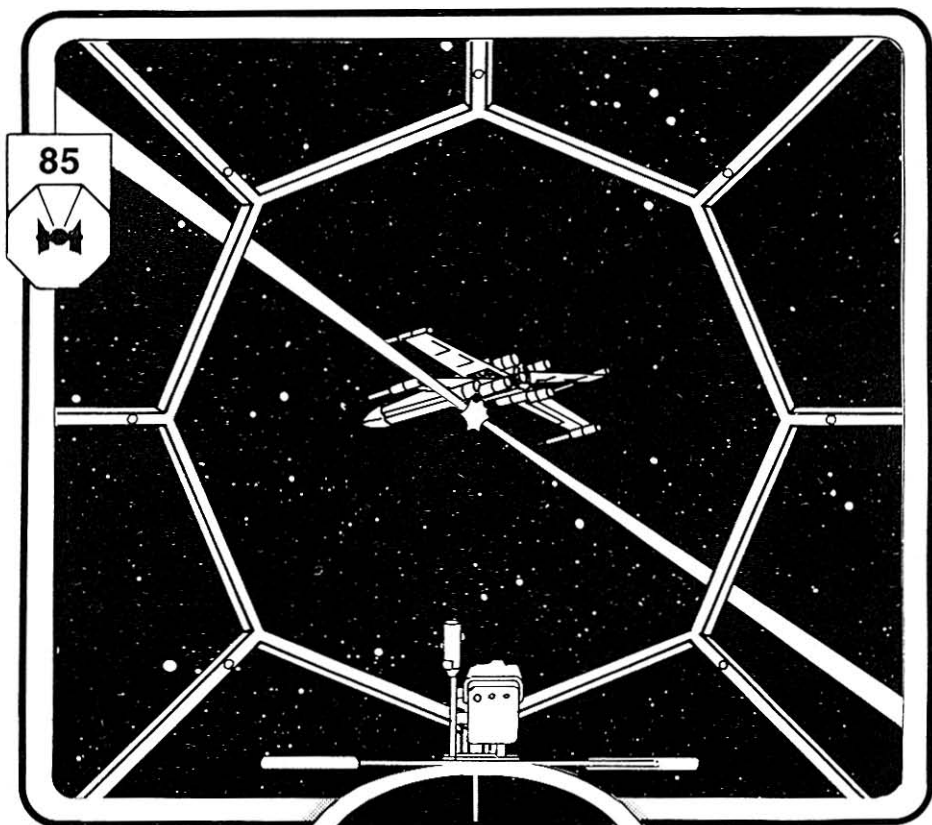
RANGE - M

GLIDING

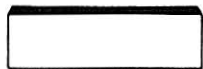
HALF THROTTLE

FULL THROTTLE

A B C	E F	G	H I J K L M N O P Q	S T U V	X		
62 27 24	93 118	133	72 20 41 94 126 18 139 92 145 119	188 104 30 219	223		



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RANGE - M

LOCK-ON

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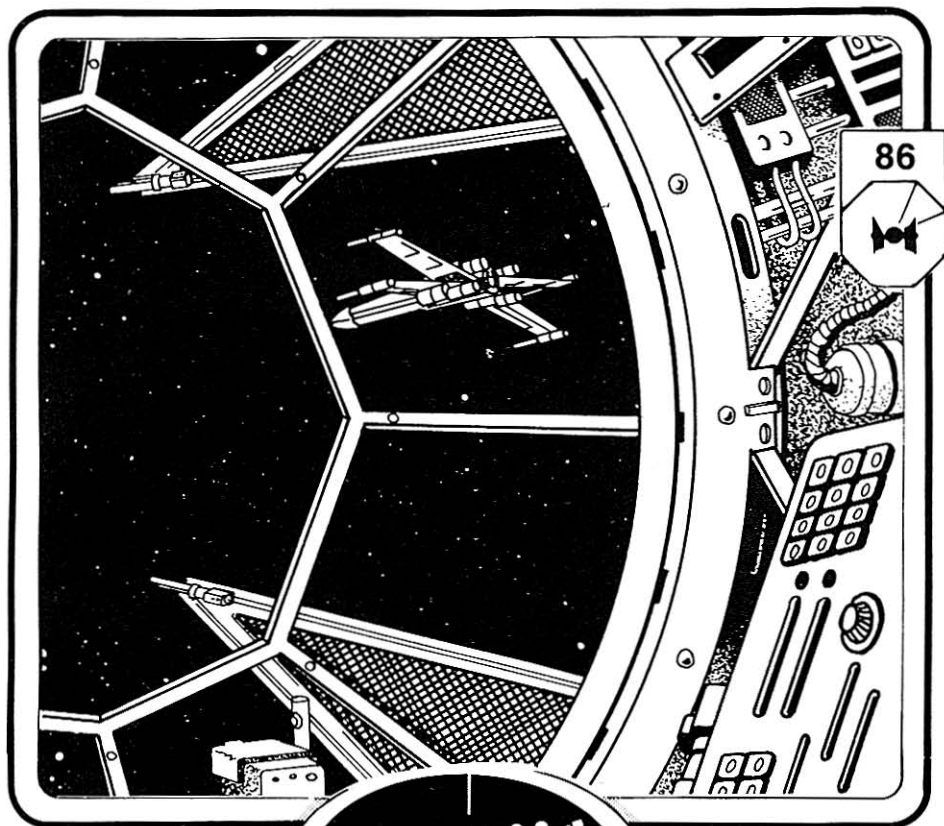
SCORE - 5

GLIDING

HALF THROTTLE

FULL THROTTLE

A B C	E F	G H I	J K L	M N O	P Q	S T U V	X
75 55 84	108 57	86	3 76 183 36 207 74 95 25 47 109	54 198 35 31	58		



86



LOCK-ON

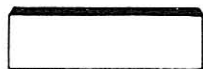
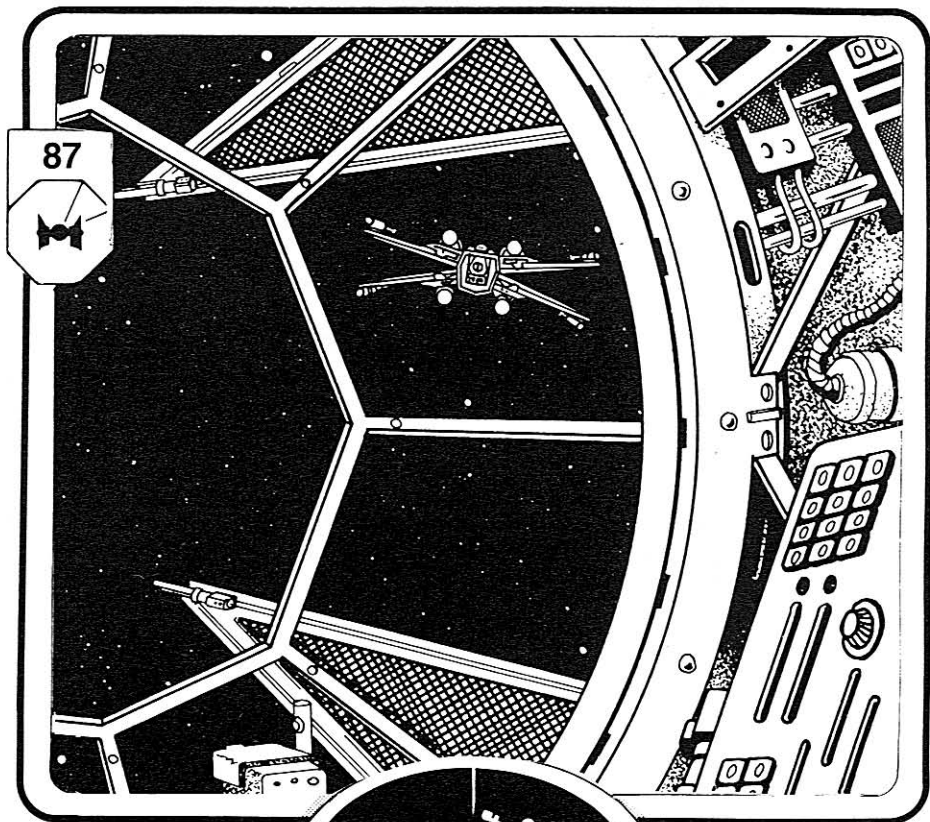
RANGE - M

GLIDING

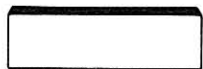
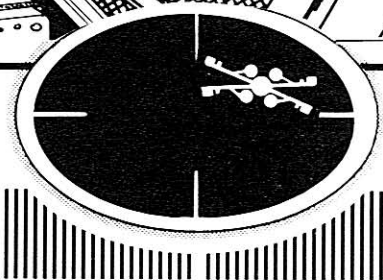
HALF THROTTLE

FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
88	56	85	95	32	9	22	65	206	3	216	75	2	36	31	58	183	15	76	187	12



LOCK-ON

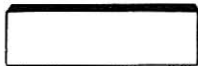
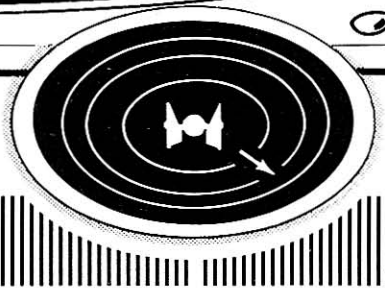
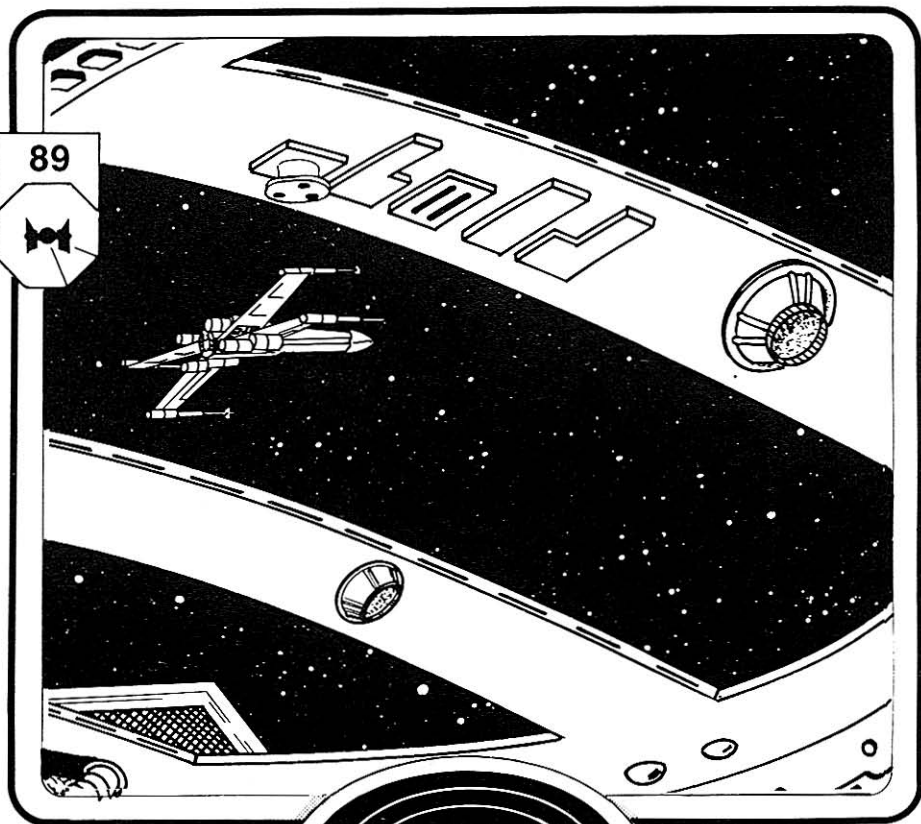


RANGE - M

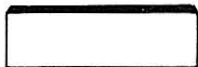


↘	↙	↖	↗	↘	↙	↖	↗	↘	↙	↖	↗	↘	↙	↖	↗	↘	↙	↖	↗	↘	↙	↖
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X		
77	216	117	96	31	28	66	191	215	88	210	156	9	86	2	59	223	65	181	22	187		

89



RANGE - M

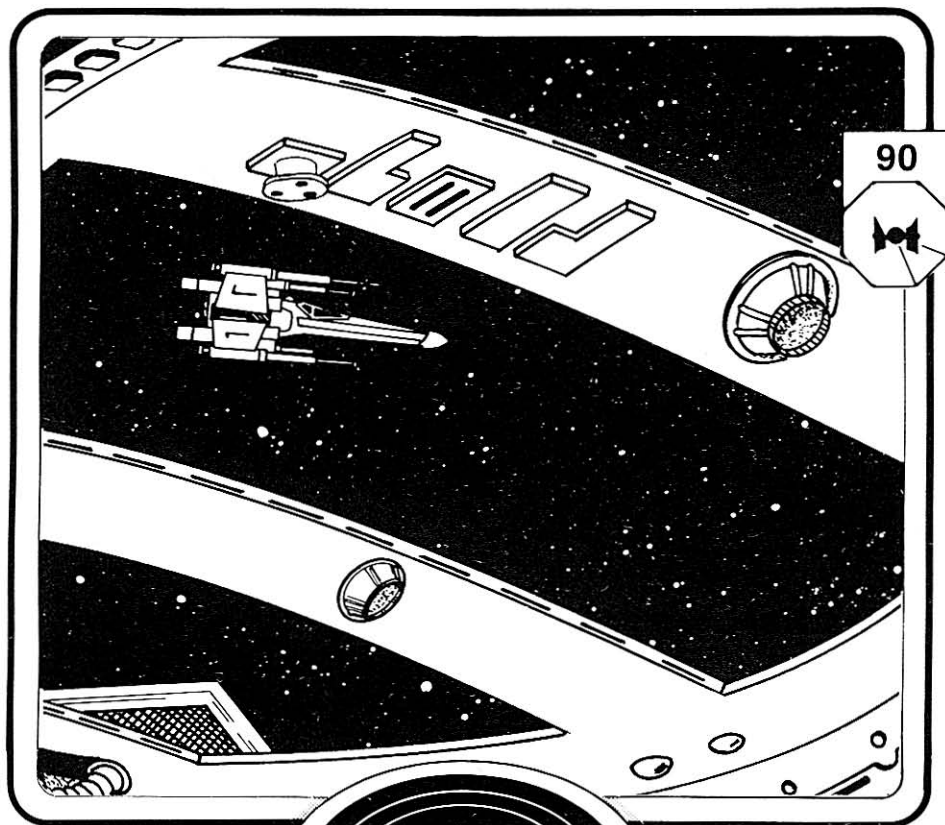


GLIDING

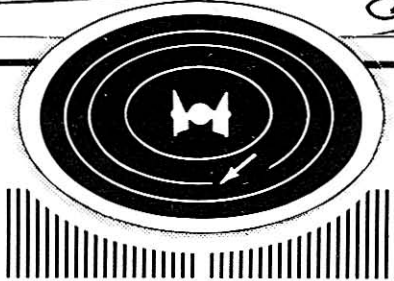
HALF THROTTLE

FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
79	185	161	98	97	68	194	193	184	197	70	196	78	162	99	8	223	223	223	214	77



90



RANGE - M



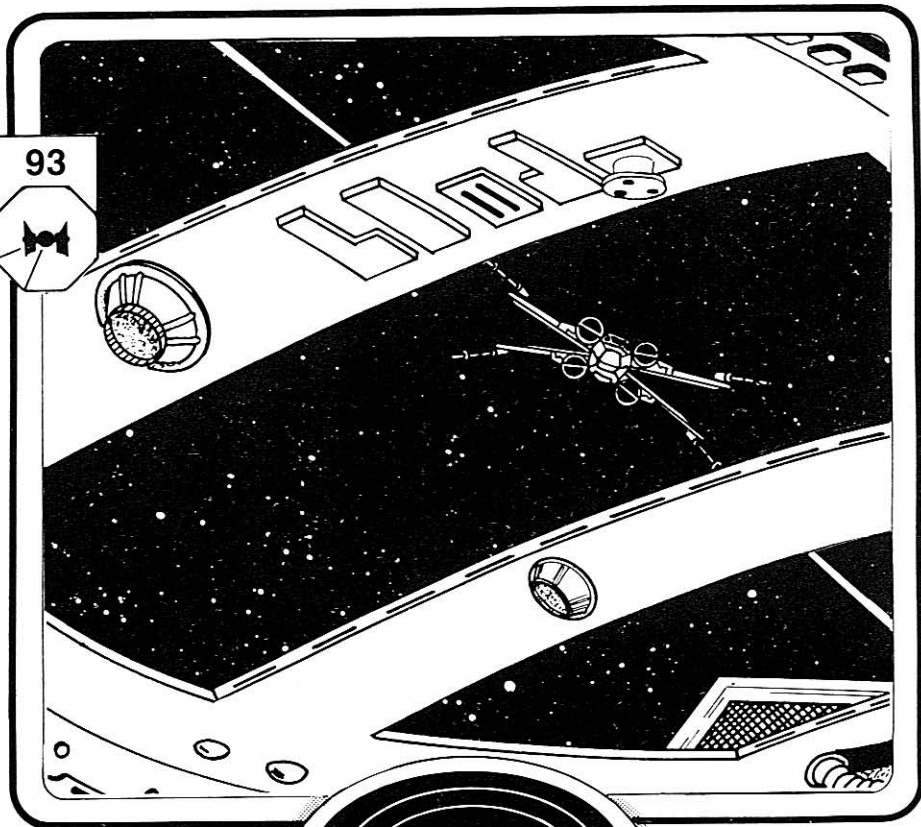
GLIDING

HALF THROTTLE

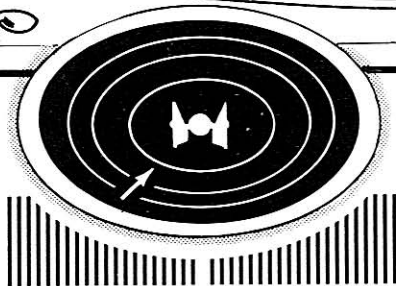
FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
80	153	168	101	98	69	184	159	81	192	7	165	79	195	89	14	223	223	223	193	197

93



WARNING



DAMAGE-5

RANGE - M



GLIDING

HALF THROTTLE

FULL THROTTLE



A B C

83 72 43



E F

91 125



G

140



H

139



I

94



J

20



K

145



L

41



M

92



N

146



O

118



P

119



Q

126



S

104



T

223



U

201



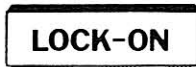
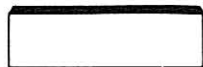
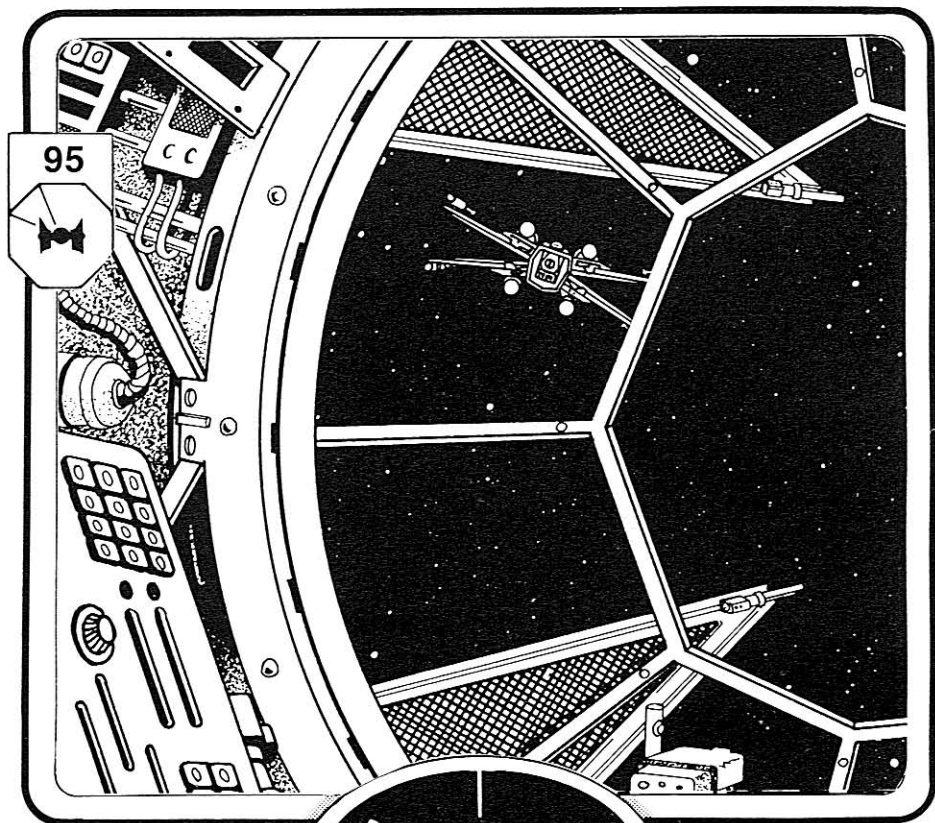
V

223

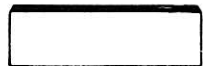
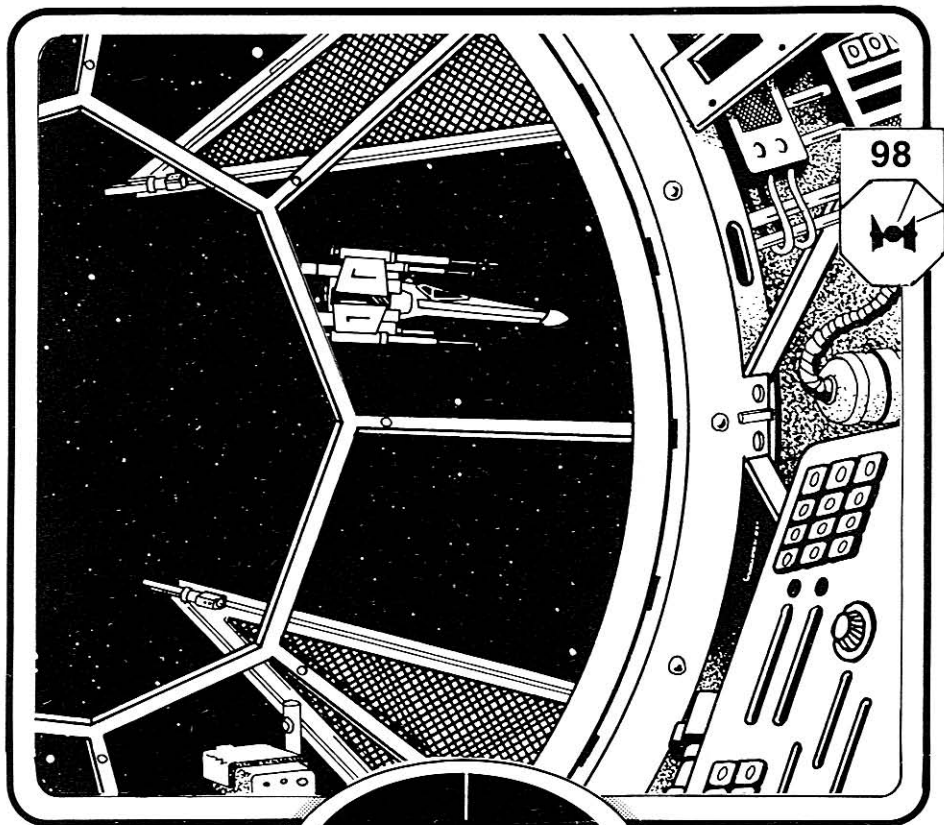


X

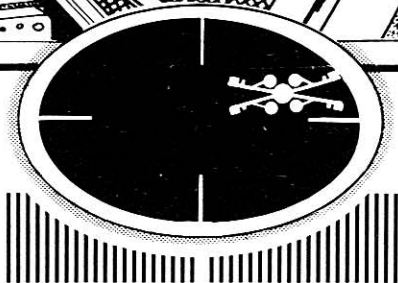
223



A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
86	22	25	47	67	96	2	3	65	31	206	36	48	32	58	216	15	12	198	59	210



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RANGE-M

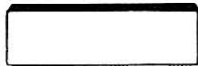
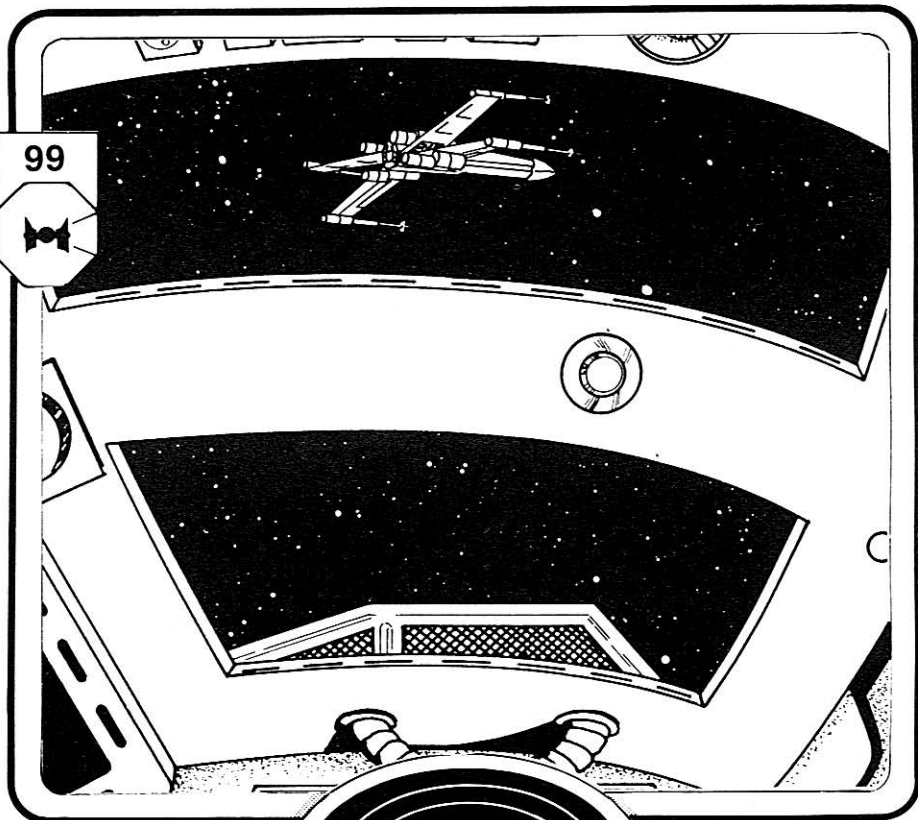
LOCK-ON

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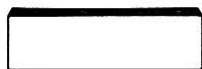
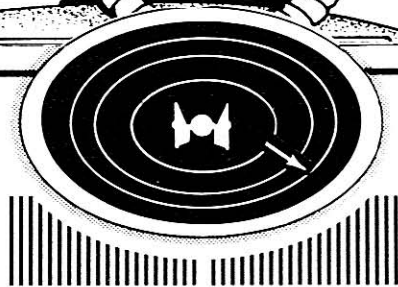
↙	↖	↗	↘	↙	↘	↗	↖	↗	↘	↙	↘	↗	↖	↗	↘	↖	↗	↘	↙	↘
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
89	194	123	38	1	4	78	197	193	99	184	162	14	97	8	70	223	77	189	28	205

99



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RANGE - M



GLIDING

HALF THROTTLE

FULL THROTTLE

A B C

E F

G

H

I

J

K

L

M

N

O

P

Q

R

S

T

U

V

W

X

Y

Z

78 210 154

97 2

5

67

214

194

77

69

189

28

87

9

1

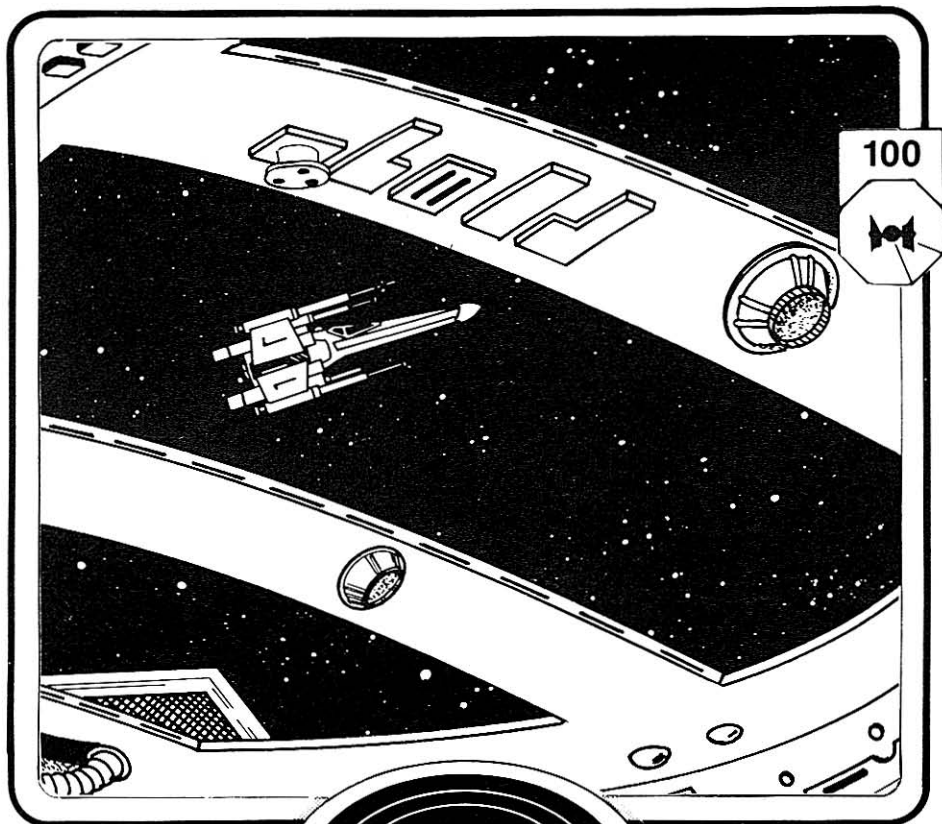
223

191

190

66

22

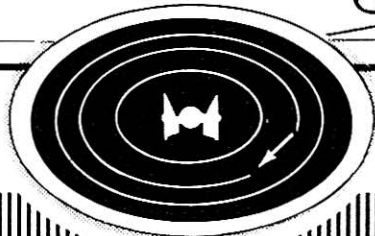


100



WARNING

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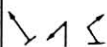
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RANGE - M

GLIDING

HALF THROTTLE

FULL THROTTLE



A B C

103 152 167



E F

40 39



G

80



H

159



I

158



J

151



K

165



L

82



M

164



N

90



O

168



P

101



Q

13



S

223



T

223



U

223



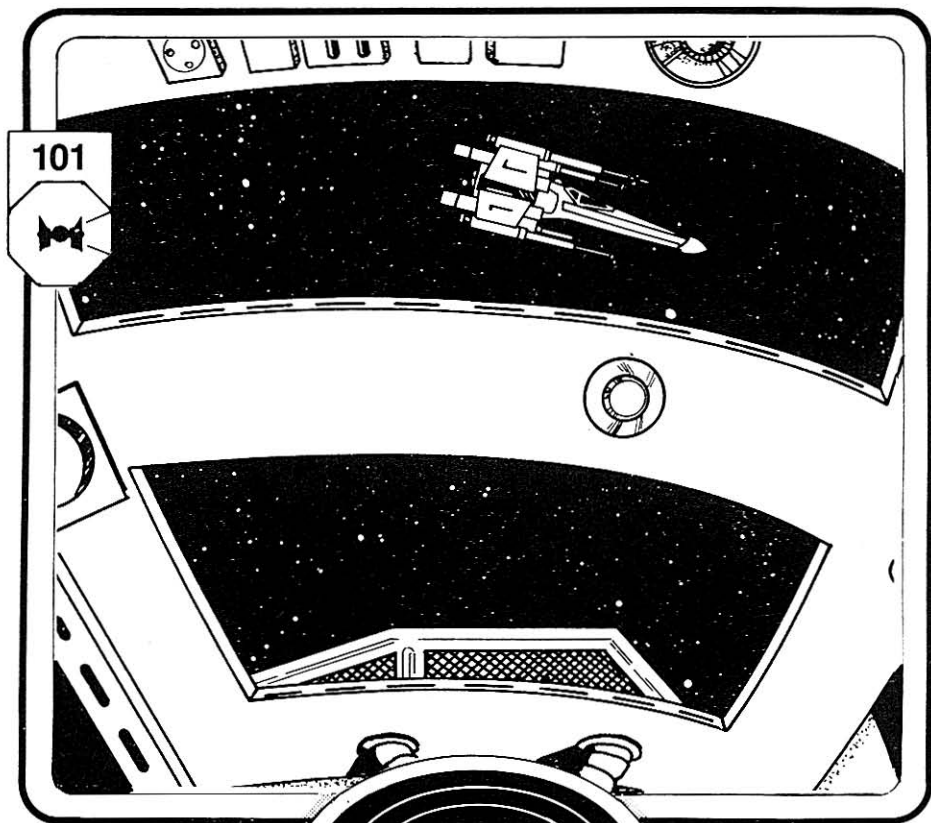
V

192

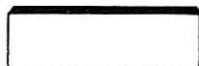
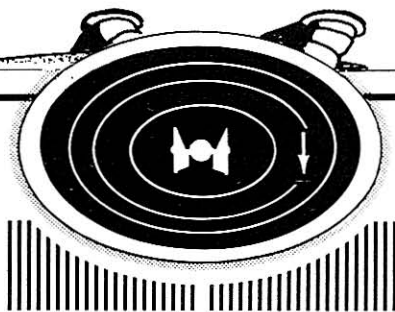
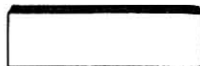


X

89



101

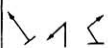


RANGE - M

GLIDING

HALF THROTTLE

FULL THROTTLE



A B C

90 184 160



E F

39 8



G

33



H

79



I

192



J

159



K

89



L

81



M

195



N

4



O

98



P

14



Q

7



S

223



T

197



U

196



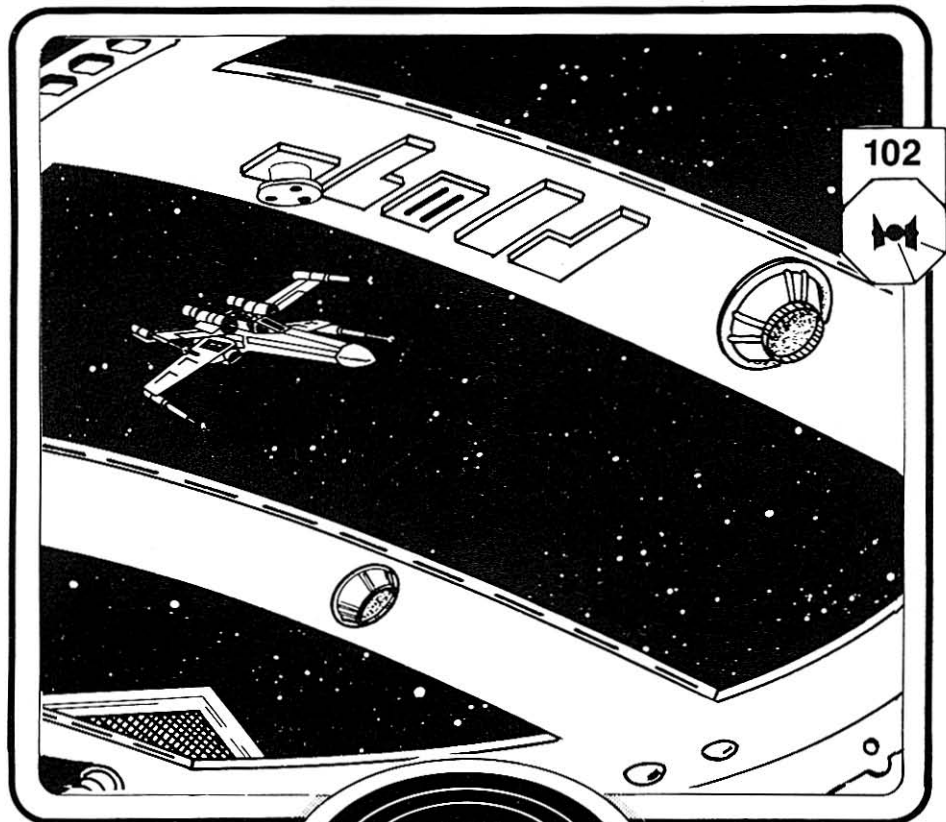
V

78



X

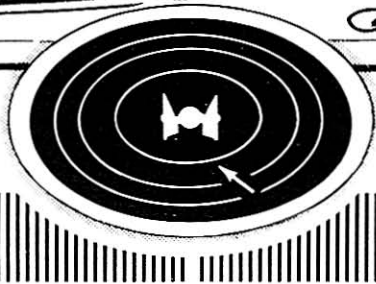
28



102



WARNING

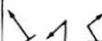


RANGE - M

GLIDING

HALF THROTTLE

FULL THROTTLE



A B C



E F



G



H



I



J



K



L



M



N



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P



Q



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V



X

107 147 132

41 40 50

81

151

120

93

157

18

126

103

163

100

21

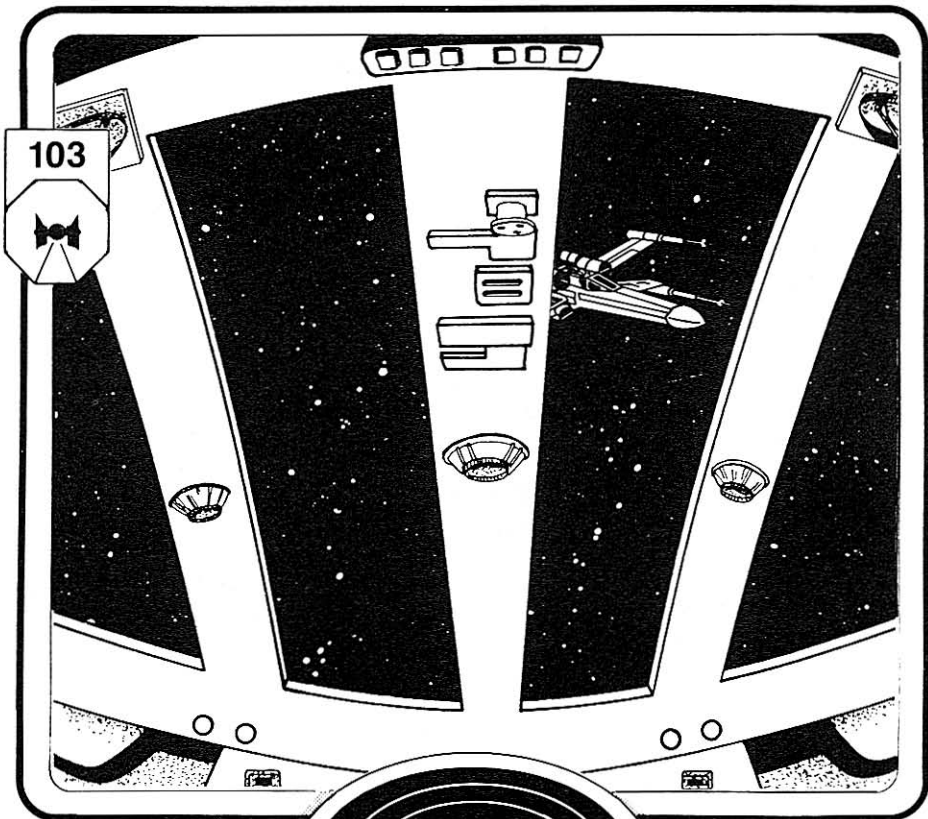
223

223

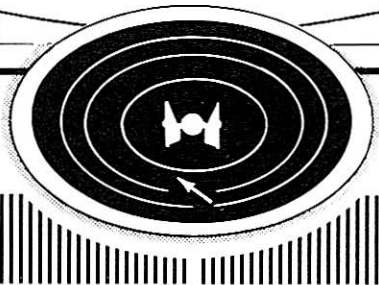
223

158

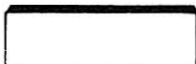
165



103

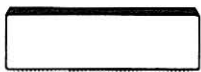


WARNING

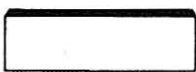


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RANGE - M

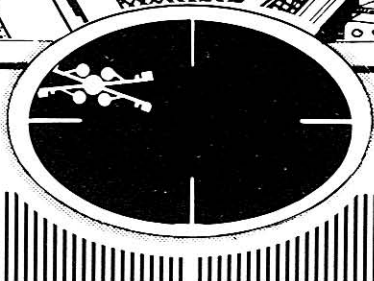
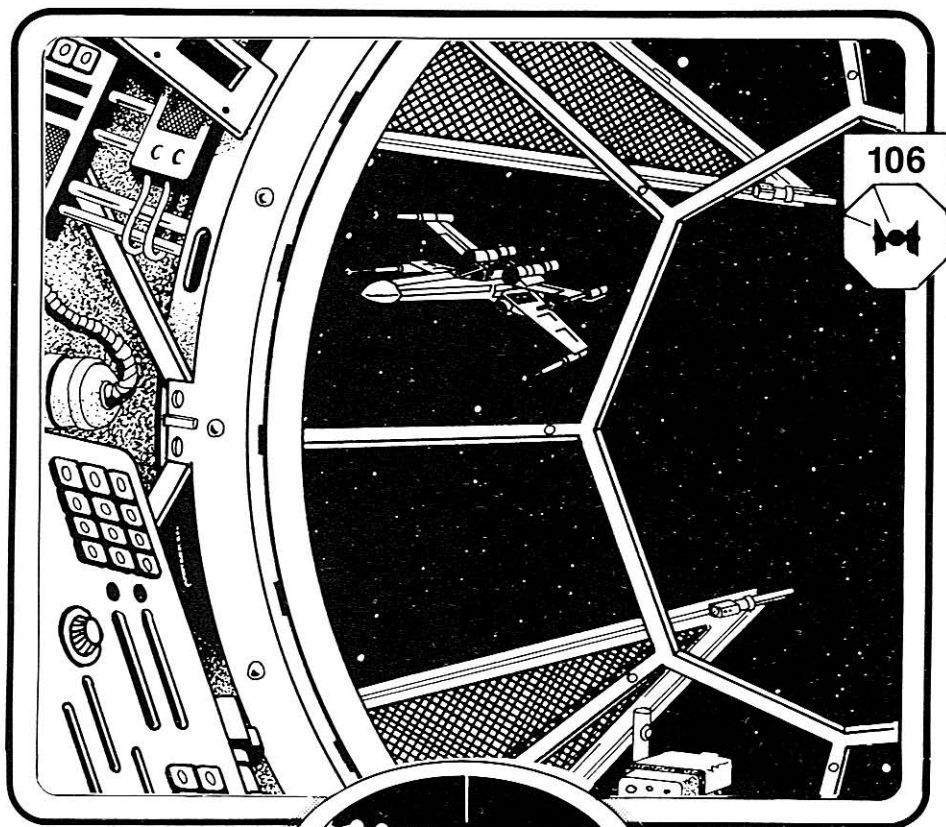


GLIDING

HALF THROTTLE

FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
81	172	163	100	168	153	152	151	82	158	13	157	159	164	165	101	223	223	223	223	223



WARNING

LOCK-ON

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[Empty rectangular box]

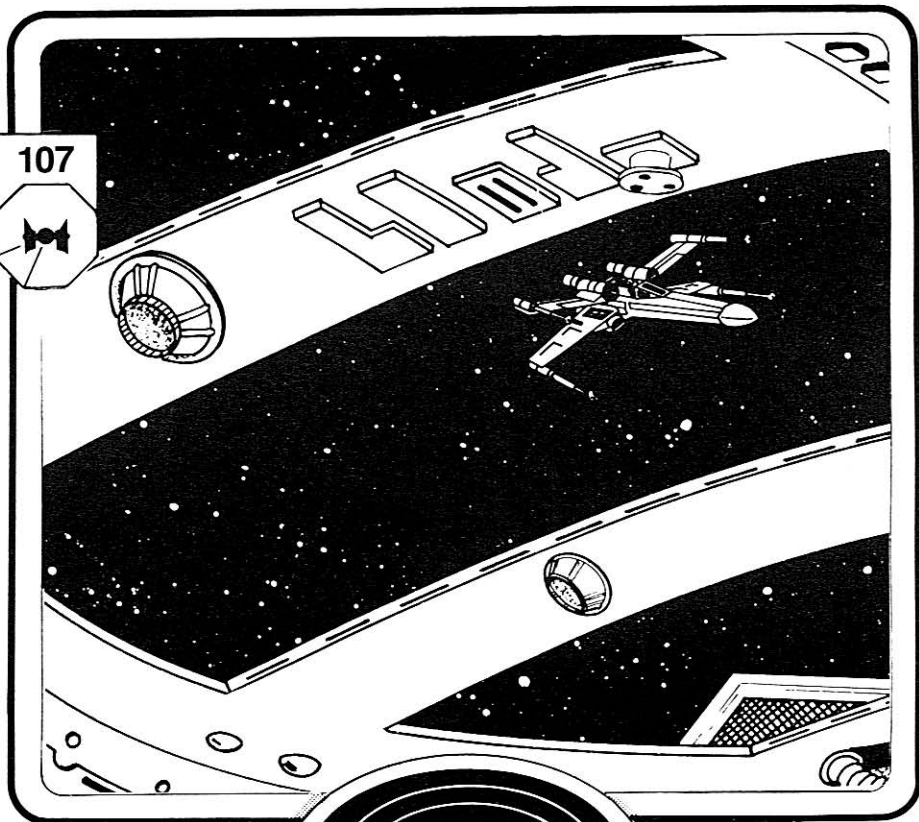
RANGE - M

[Empty rectangular box]



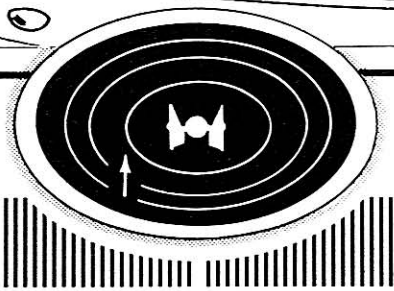
A B C	E F	G H I	J K L	M N O	P Q	S T U V	X
73 35 30	104 199	136	84 26 53	105 177	19 112 45 217 200	209 46 6 111	223

107



WARNING

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RANGE - M

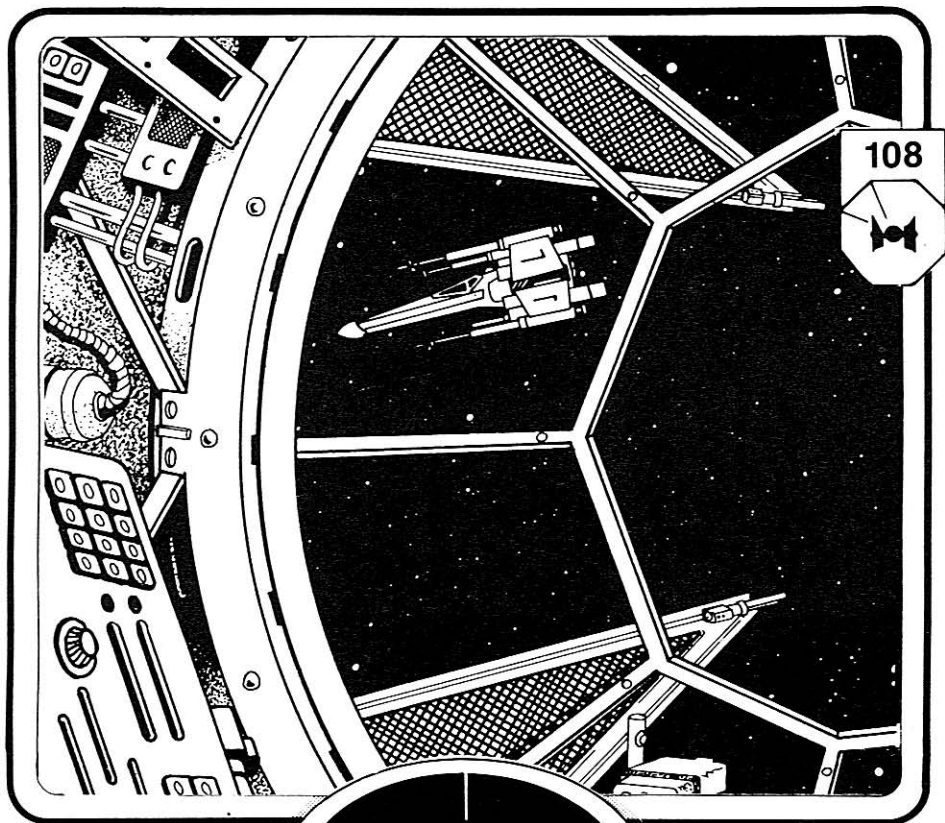


GLIDING

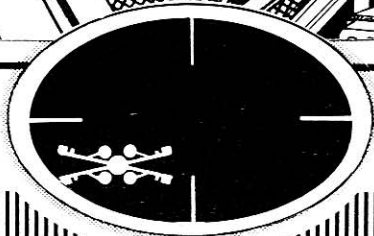
HALF THROTTLE

FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
82	83	42	102	163	172	147	93	18	120	21	91	151	126	157	100	145	223	119	223	223



108



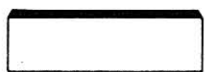
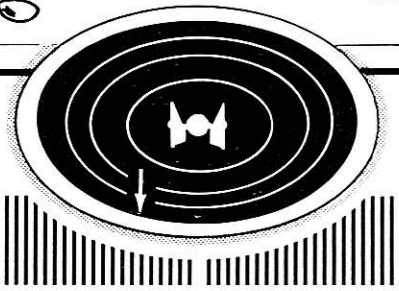
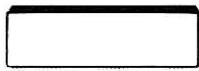
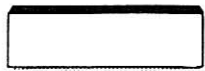
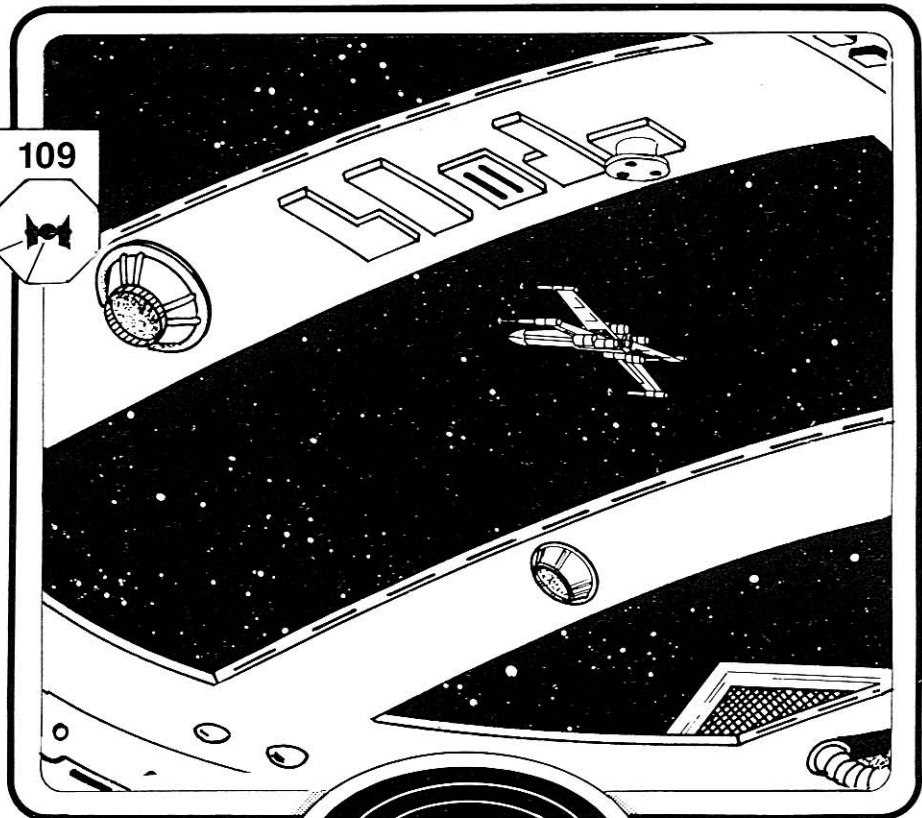
LOCK-ON

RANGE - M

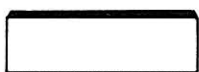


↘	↗	↙	✓	↖	↘	↖	↗	↘	↑	↓	↖	↗	↘	↖	↗	↘	↖	↑	↖	↗	↘	↖	↗	↘
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X				
85	3	6	46	206	142	95	36	76	47	183	25	220	57	109	207	198	58	32	212	223				

109



RANGE - L



GLIDING

HALF THROTTLE

FULL THROTTLE



A B C

E F

G

H I J K L M N O P Q

S T U V

X

220 204 191

206 223

223

223 212

95 223

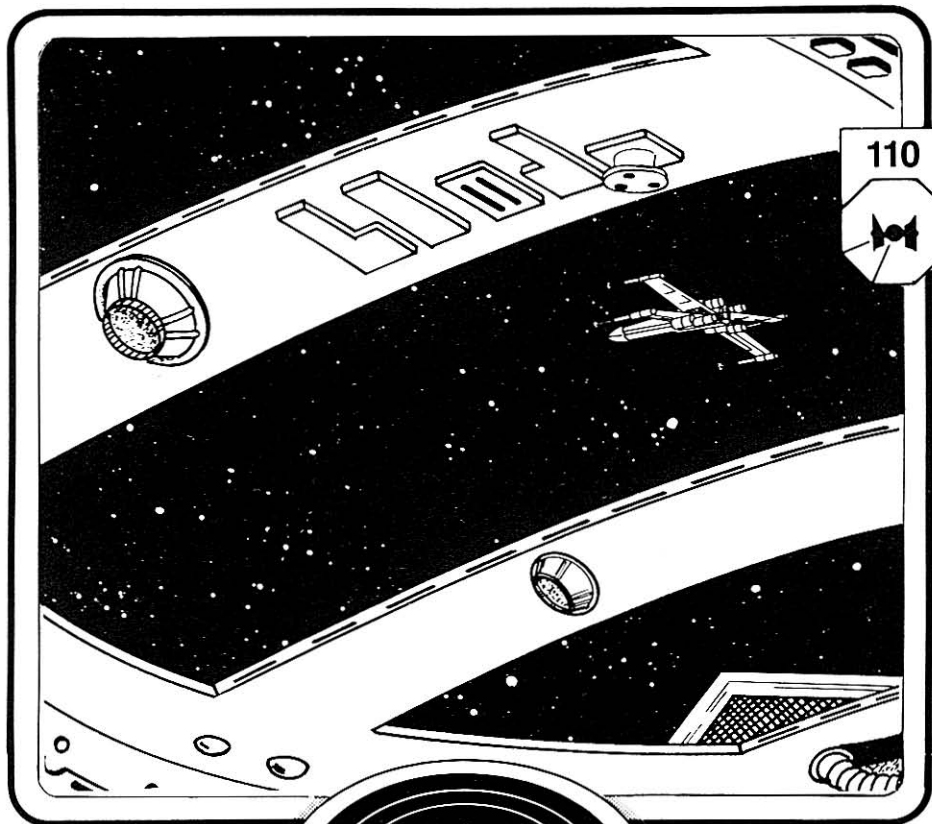
75 216

223 223

223 182

211 223 223 223

223

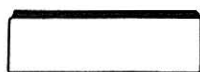


110

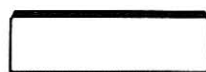


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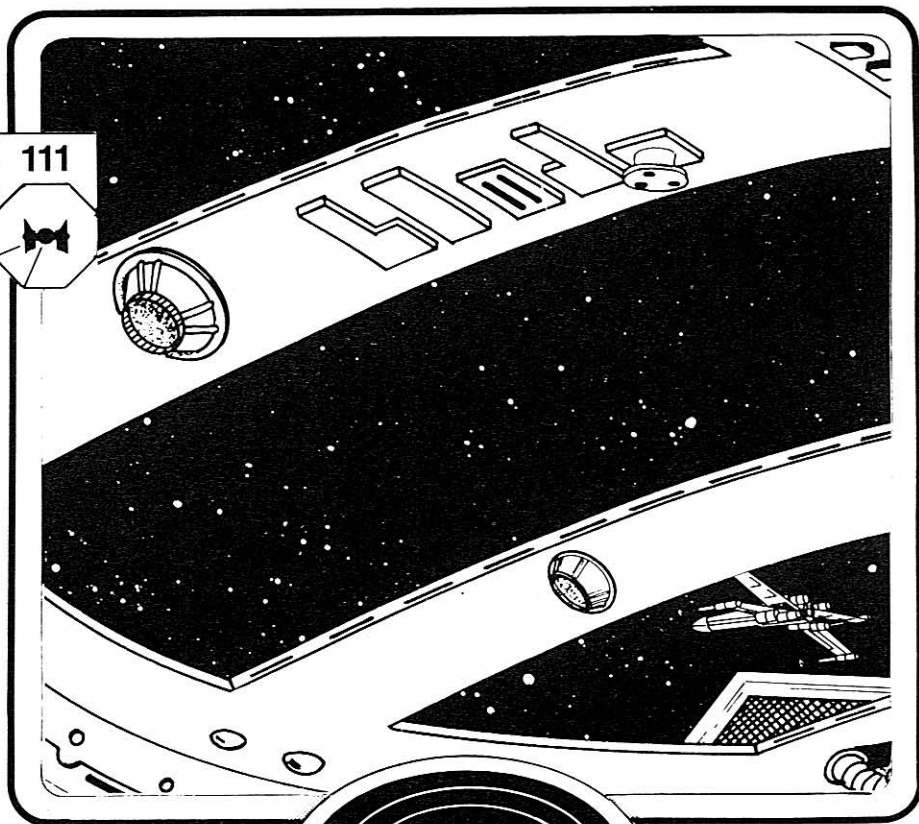


RANGE - L

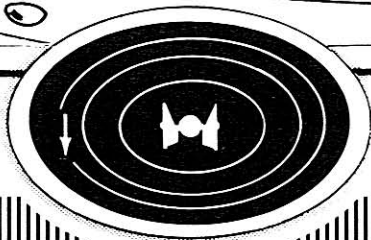


A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
221	142	206	207	223	223	223	220	85	223	150	109	223	223	223	223	212	223	223	223	223

111



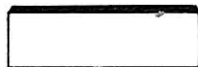
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RANGE - L



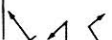
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GLIDING

HALF THROTTLE

FULL THROTTLE



A B C



E F



G



H



I



J



K



L



M



N



O



P



Q



S



T



U



V



X

222 85 56

208 223

223

221

108

74

110

175

46

223

207

223

223

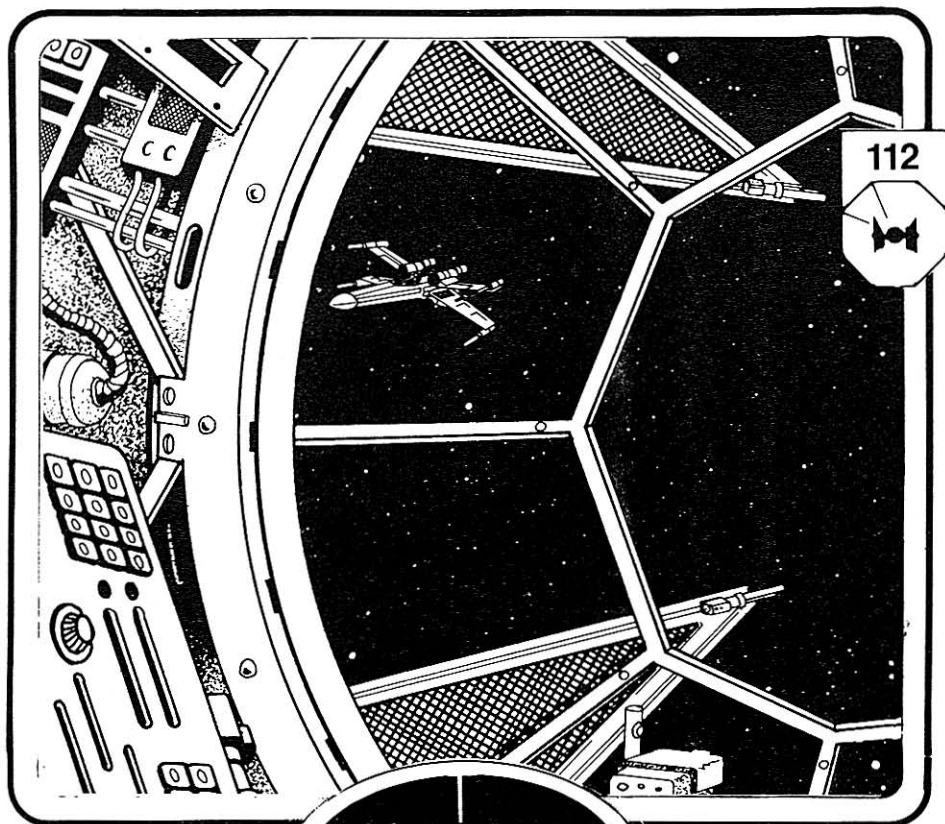
47

223

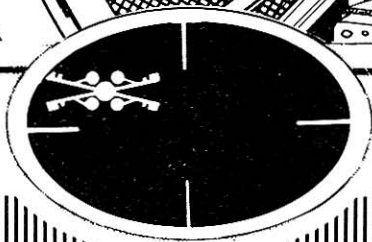
109

223

223



112



WARNING

LOCK-ON



RANGE - L

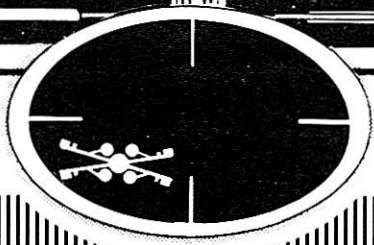
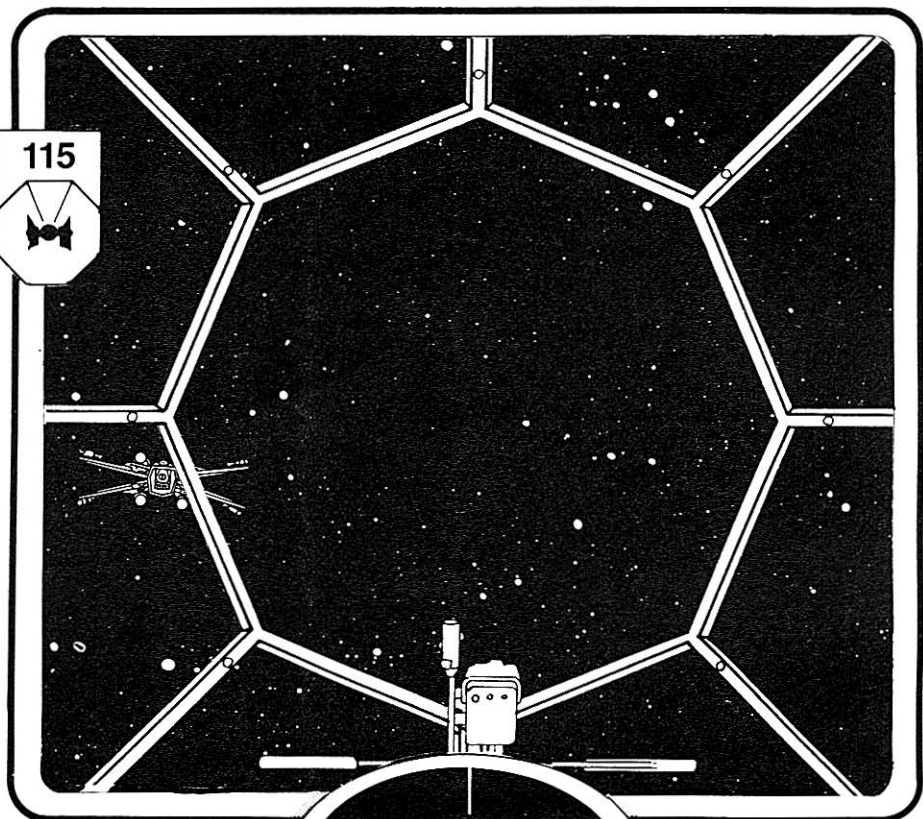
GLIDING

HALF THROTTLE

FULL THROTTLE

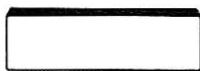
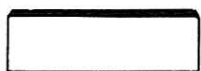
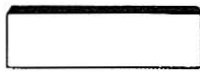
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X			
136	74	45		217	223	223	222	84	64	111	176	105	223	208	223	223		25	110	46	223		223

115



LOCK-ON

RANGE - L

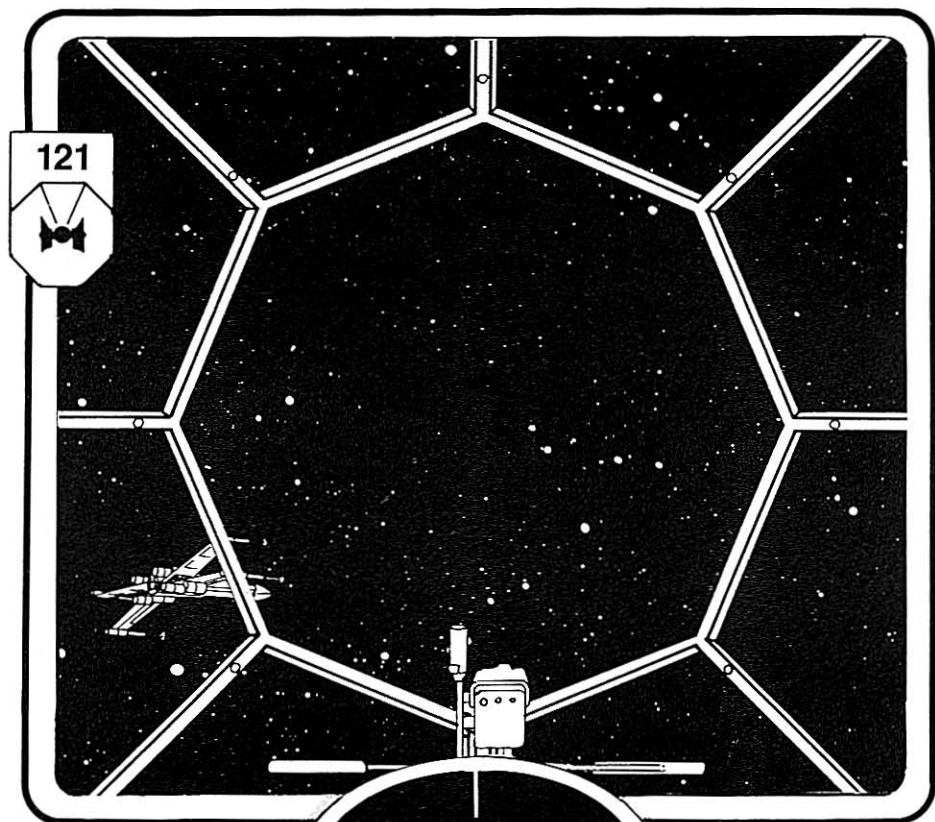


GLIDING

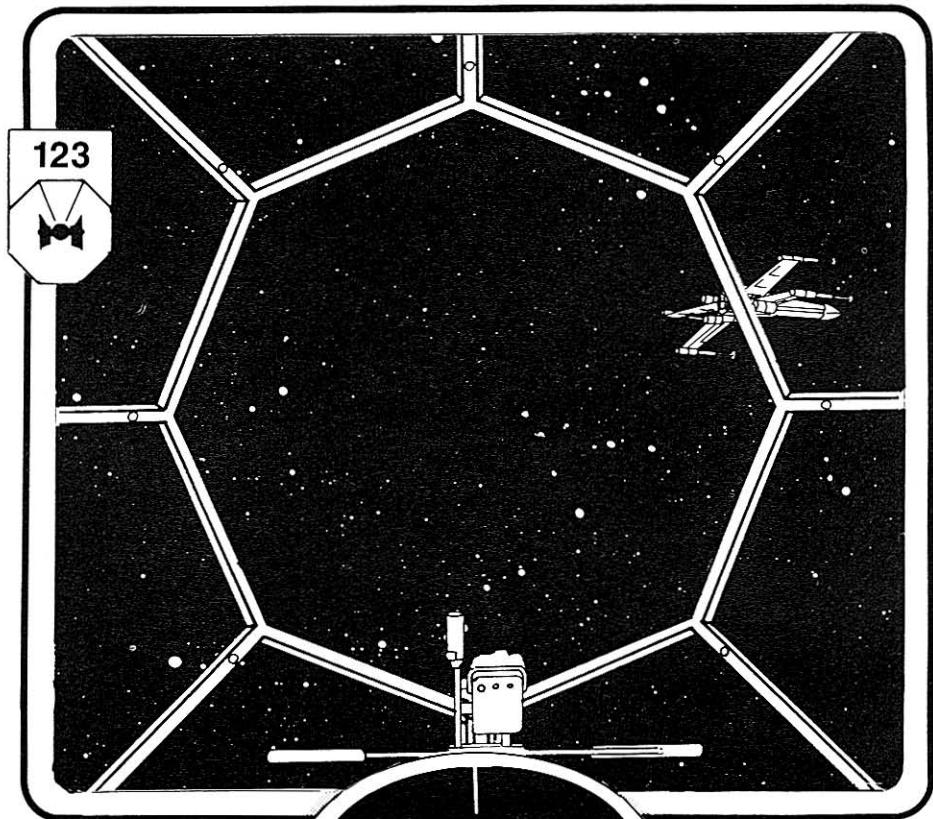
HALF THROTTLE

FULL THROTTLE

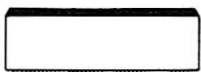
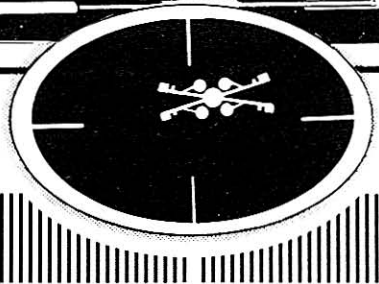
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X	
154	77	48	202	194	123	97	87	190	37	223	96	180	59	186	223	88	1	2	60	185	



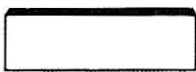
↖	↗	↘	↙	↕	↔	↖	↗	↘	↙	↕	↔	↖	↗	↘	↙	↕	↔	↖	↗	↘	↙	↕	↔	
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X				
160	89	60	178	159	129	39	98	196	49	223	38	174	70	153	223	99	7	8	71	152				



LOCK-ON



RANGE - L

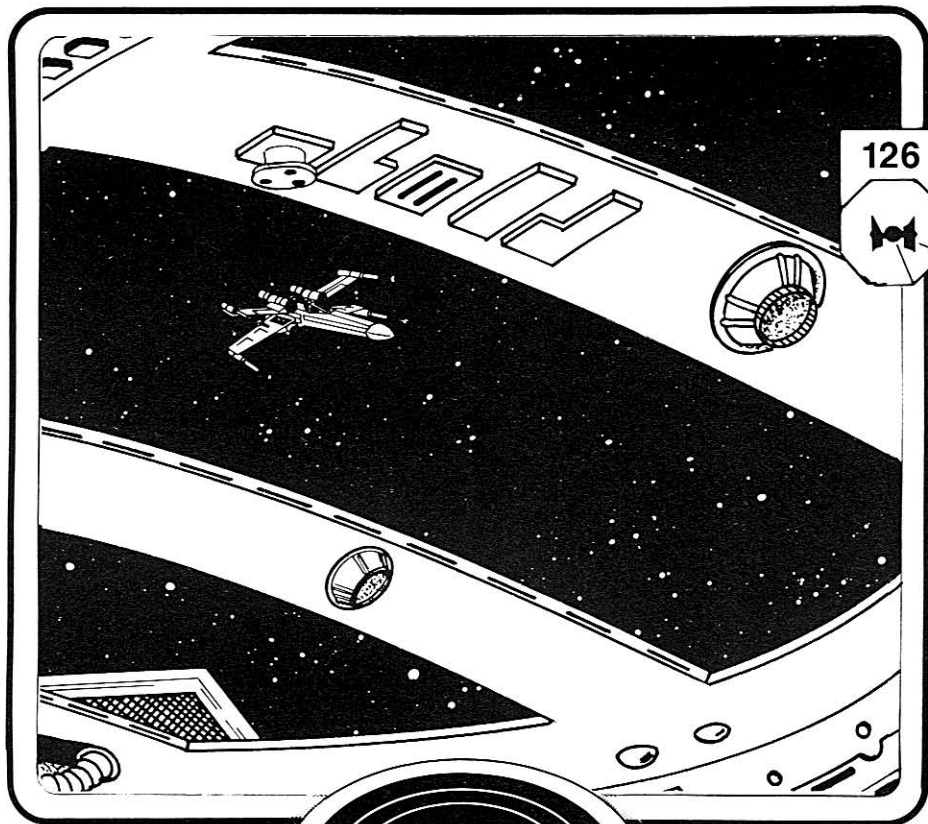


GLIDING

HALF THROTTLE

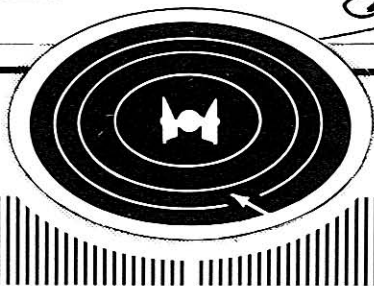
FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X				
162	214	115	180	69	98	99	189	223	97	223	154	38	37	60	185	190	9	87	8	70				



WARNING

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RANGE- L

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GLIDING

HALF THROTTLE

FULL THROTTLE

\ / < ✓ ▽ > ♀ ♂ ♀ ↑ ↓ ♀ ↗ ↖ ♀ ♀ ♀
A B C E F G H I J K L M N O P Q

♀ ↑ ♀ ↗ ♀
S T U V X

120 223 223

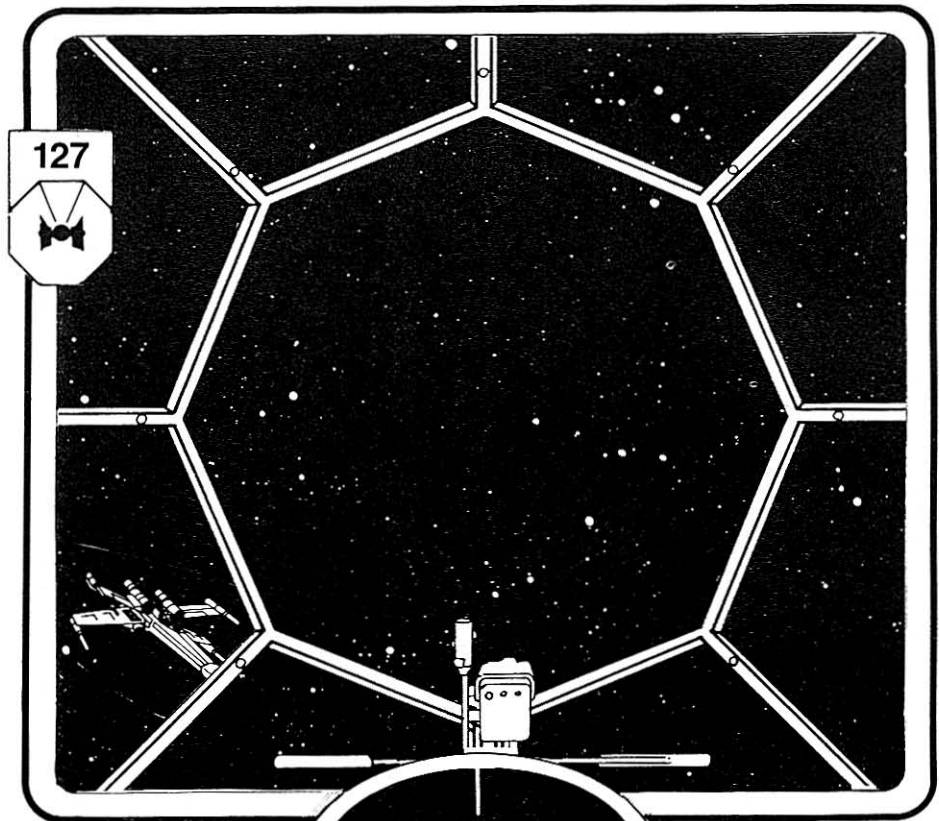
132 166

151

223 223 146 223 83 223 157 223 163 51

223 223 223 223

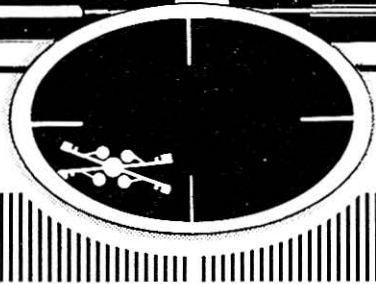
164



127

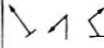


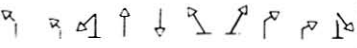


WARNING

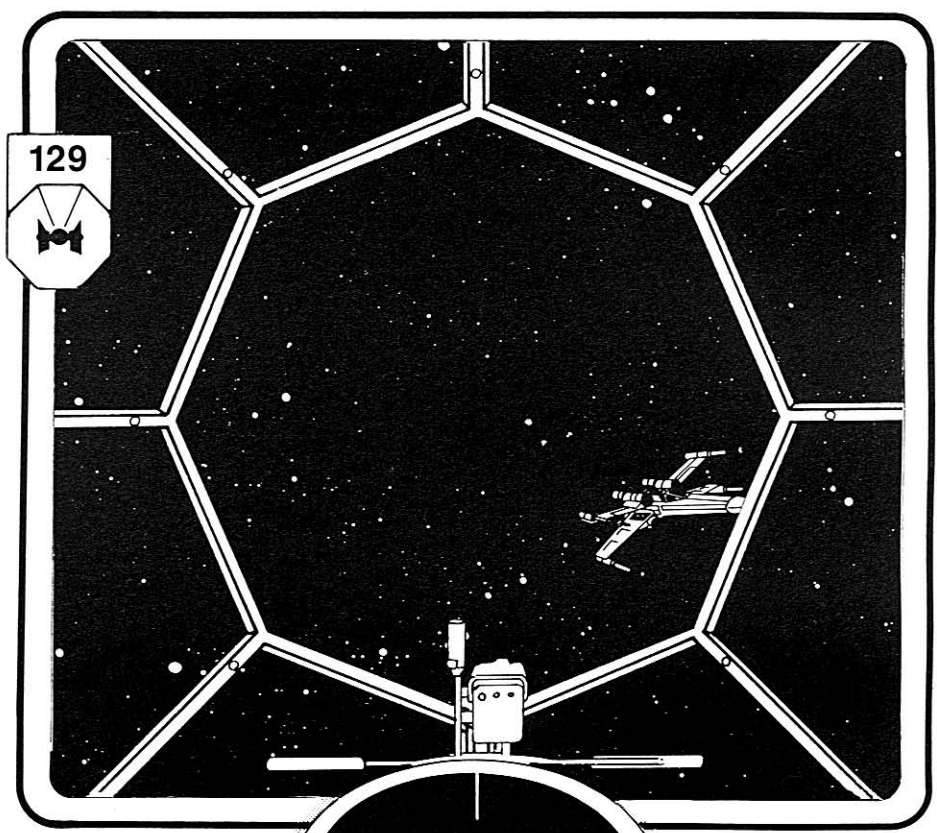
LOCK-ON



RANGE - L

GLIDING HALF THROTTLE FULL THROTTLE

				
A B C	E F	G H I	J K L M N O P Q	S T U V X
166 100 71	172 120	135 51 40 164 61	223 50 141 82 147 223	101 18 13 83 146

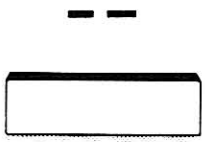
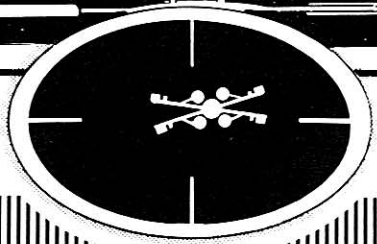


129

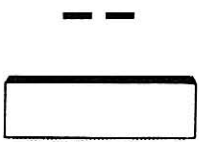


WARNING

LOCK-ON



RANGE - L



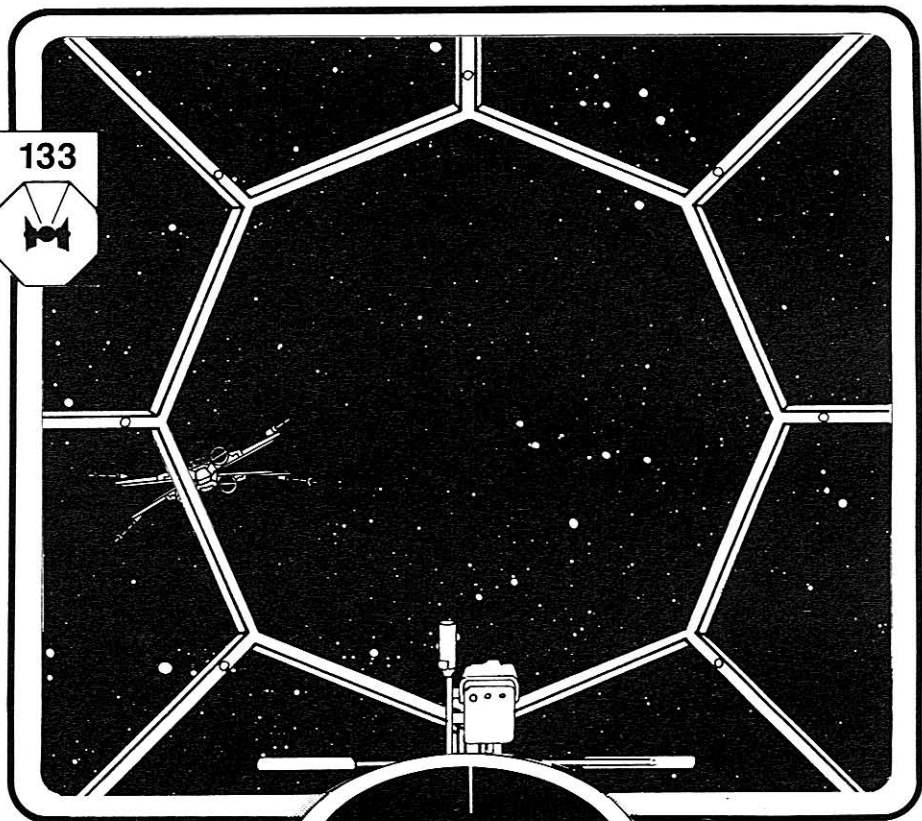
GLIDING

HALF THROTTLE

FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
168	192	121	174	81	40	101	195	223	39	223	160	50	49	71	152	196	14	98	13	82

133

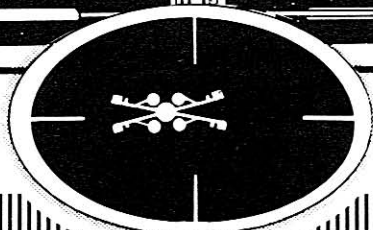


WARNING

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LOCK-ON

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RANGE - L

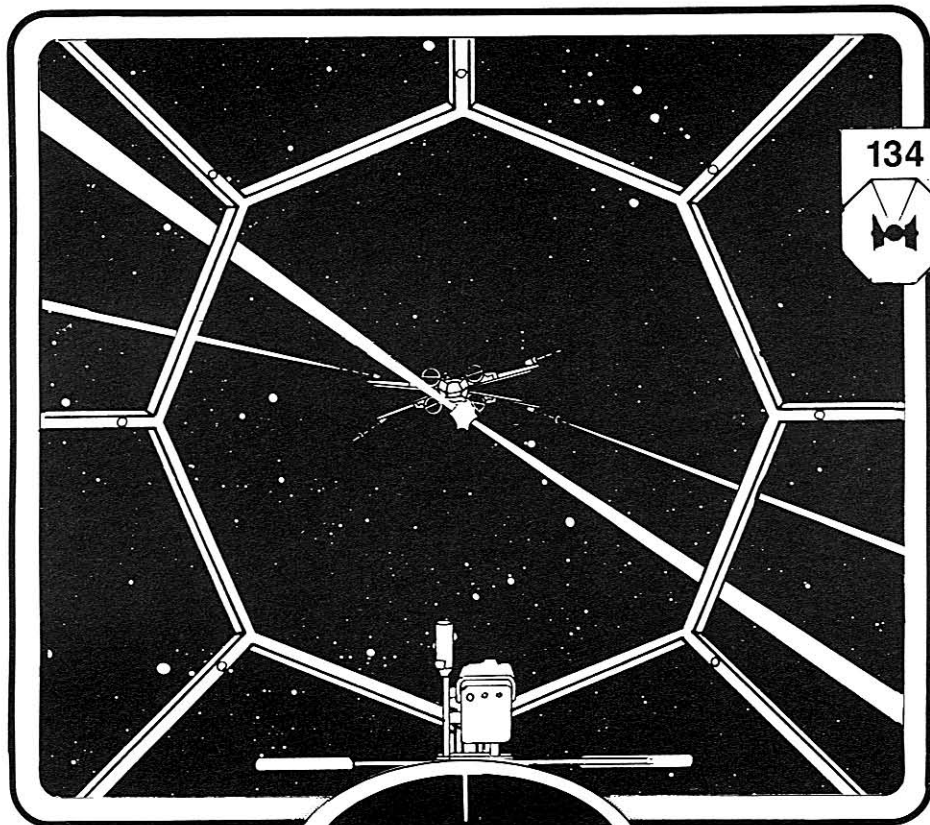
GLIDING

HALF THROTTLE

FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
130	42	83	139	201	138	63	52	125	72	223	62	114	94	219	223	41	19	20	106	218

134



WARNING

LOCK-ON

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DAMAGE-1

RANGE- L

SCORE- 1

GLIDING

HALF THROTTLE

FULL THROTTLE

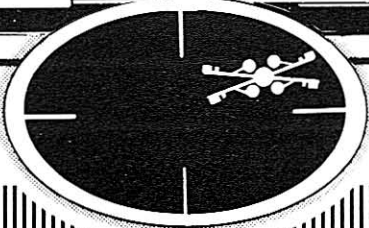
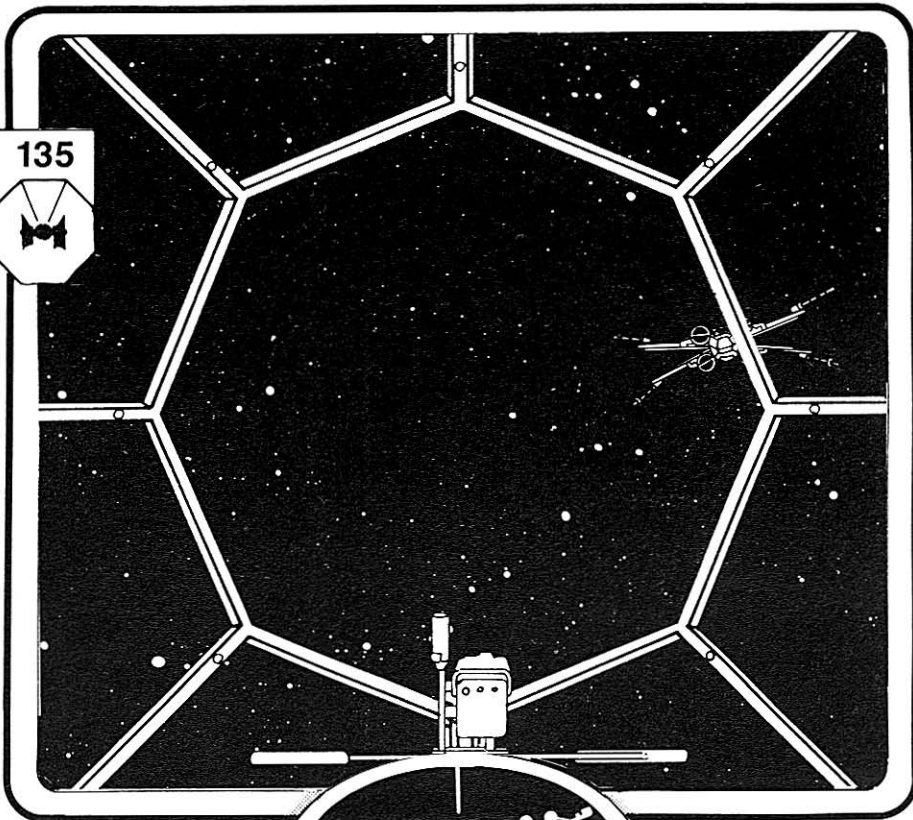
\ / < ✓ ʌ > ʁ ʀ ʁ ʀ ʀ ʀ ʀ ʀ ʀ ʀ
A B C E F G H I J K L M N O P Q

ʀ ↑ ʀ ↗ ʀ
S T U V X

131 126 141 140 145 130 52 132 223 62 223 135 133 83 139 223

163 20 51 72 219

135

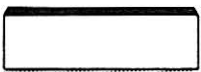


WARNING

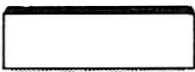
LOCK-ON

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RANGE - L

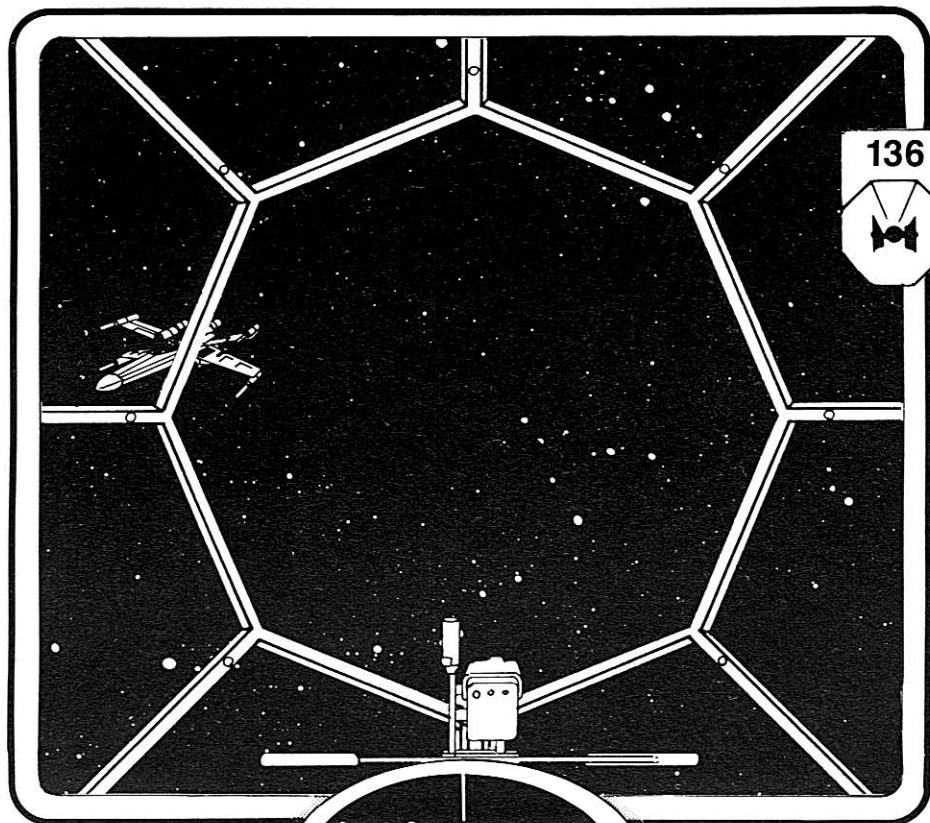


GLIDING

HALF THROTTLE

FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
132	157	127	141	93	52	41	163	223	51	223	166	62	61	83	146	164	21	40	20	94

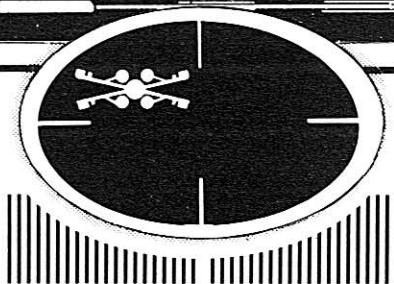


WARNING

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LOCK-ON

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RANGE - L

GLIDING

HALF THROTTLE

FULL THROTTLE

↘ ↙ ↵ ✓ ↗ ≥ ↶ ↷ ↘ ↙ ↕ ↖ ↗ ↘ ↙ ↕

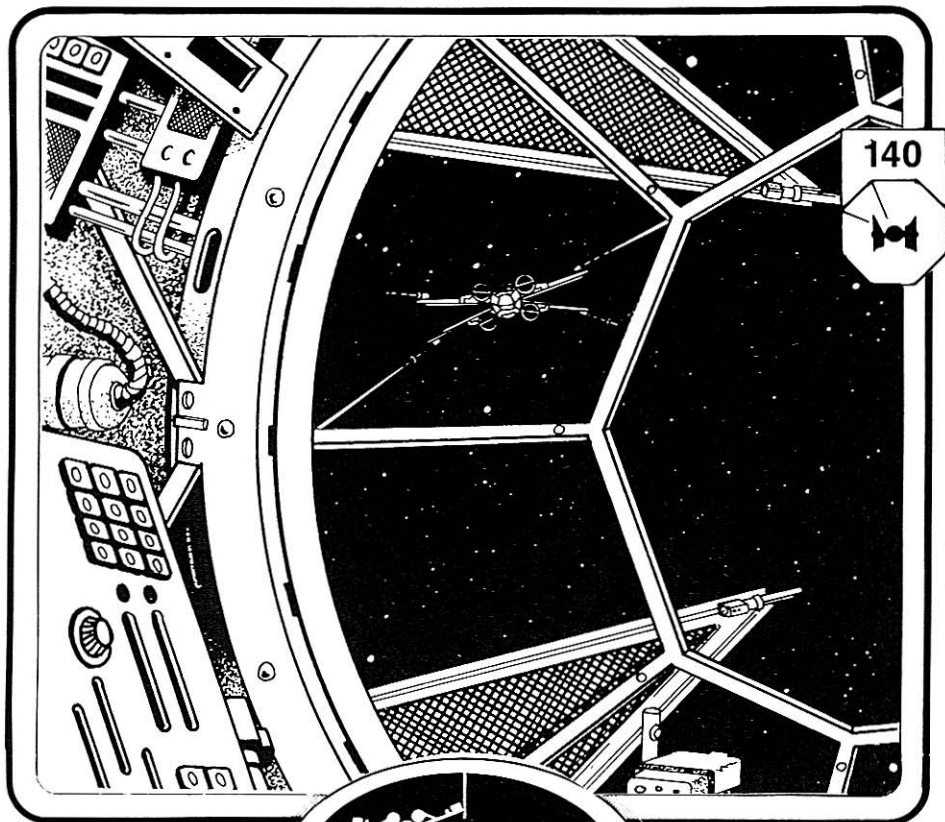
A B C E F G H I J K L M N O P Q

↶ ↗ ↘ ↙ ↕

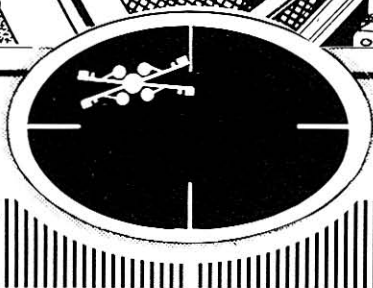
S T U V X

169 54 106 112 208 144 74 64 176 84 223 73 222 105 111 223

53 25 26 108 110



140



WARNING

LOCK-ON

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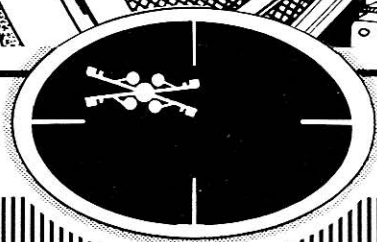
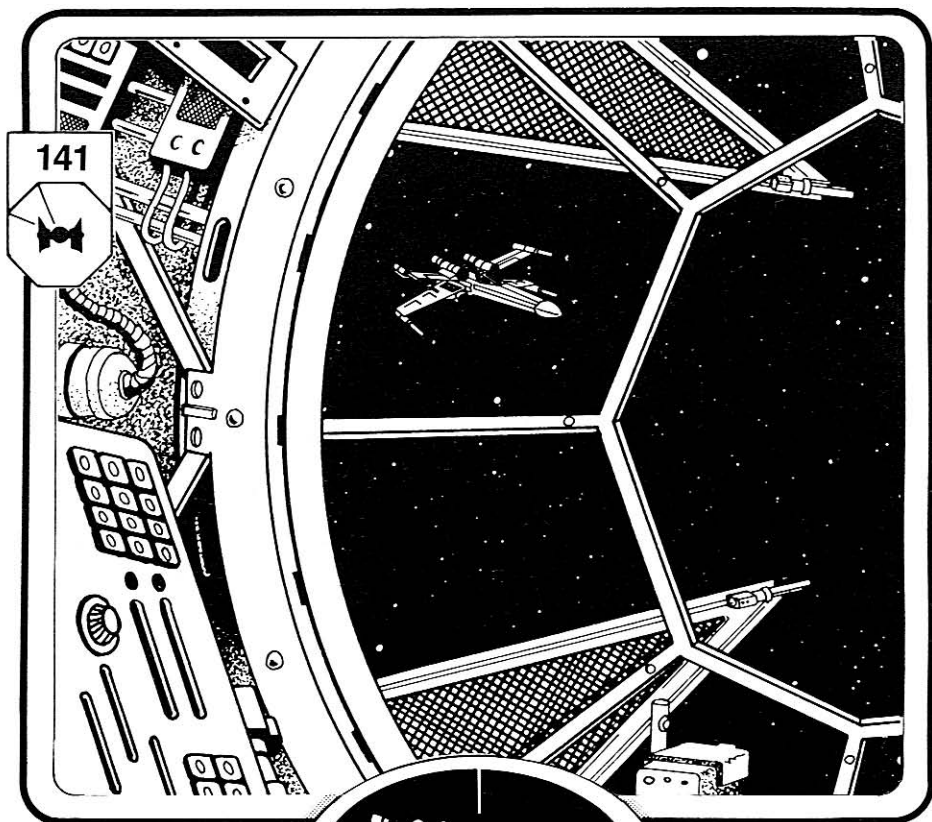
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DAMAGE-1

RANGE-L



A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
134	52	93	146	223	223	133	62	132	139	223	83	223	145	223	223	20	219	94	223	223



WARNING

LOCK-ON

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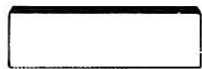
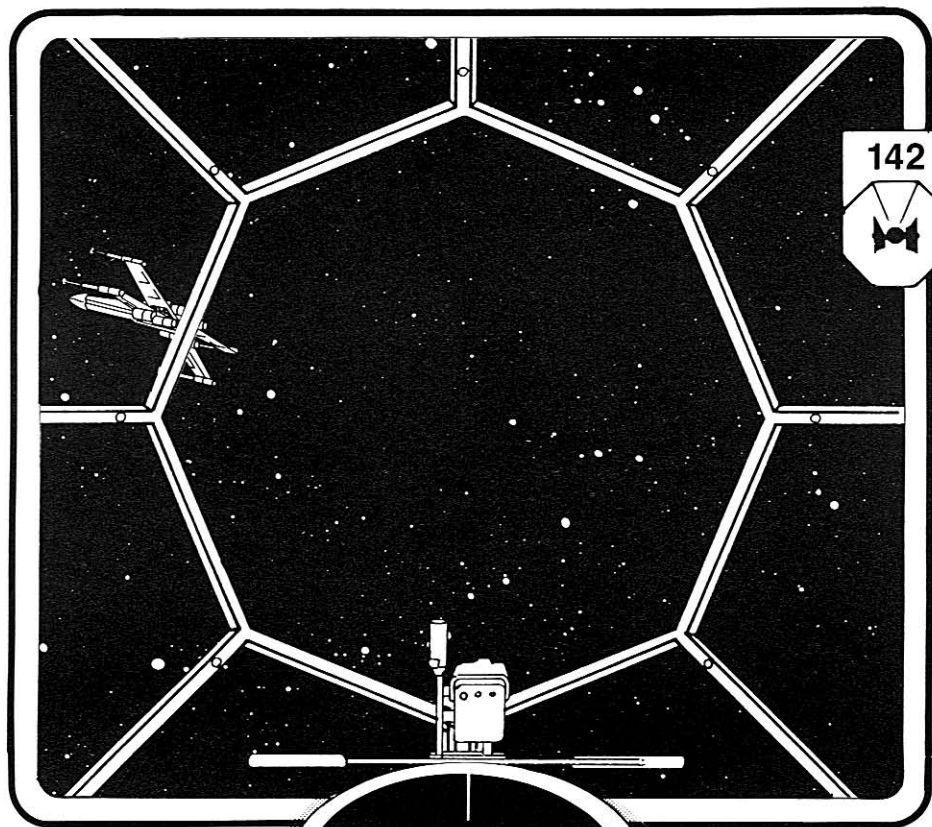


RANGE - L



A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
135	41	82	147	119	134	62	51	163	83	223	61	140	93	146	223	21	94	18	139	223

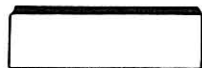
142



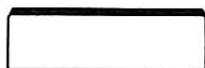
LOCK-ON

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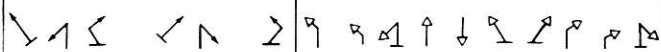
RANGE - L



GLIDING

HALF THROTTLE

FULL THROTTLE



A B C E F G H I J K L M N O P Q

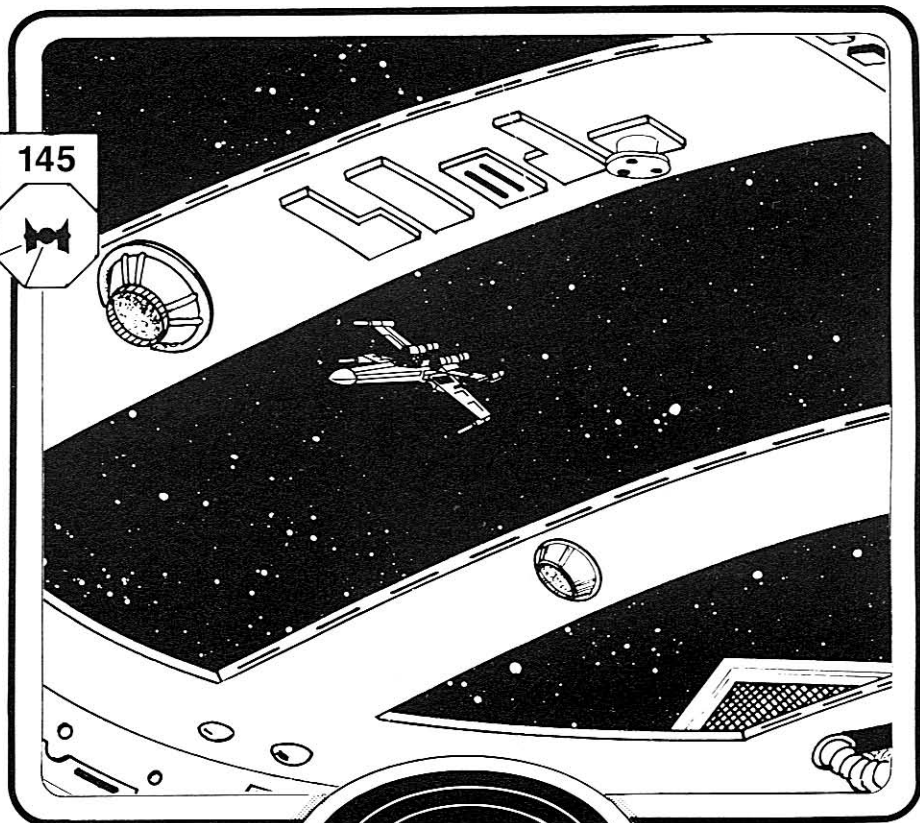


S T U V X

148 65 108 220 216 117 86 75 182 95 223 85 204 47 212 223

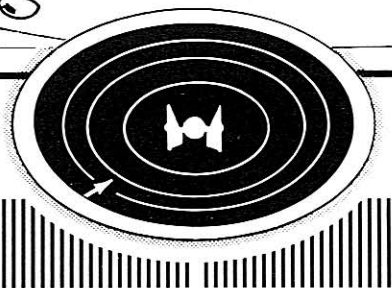
76 31 36 48 211

145

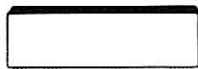


WARNING

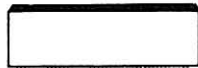
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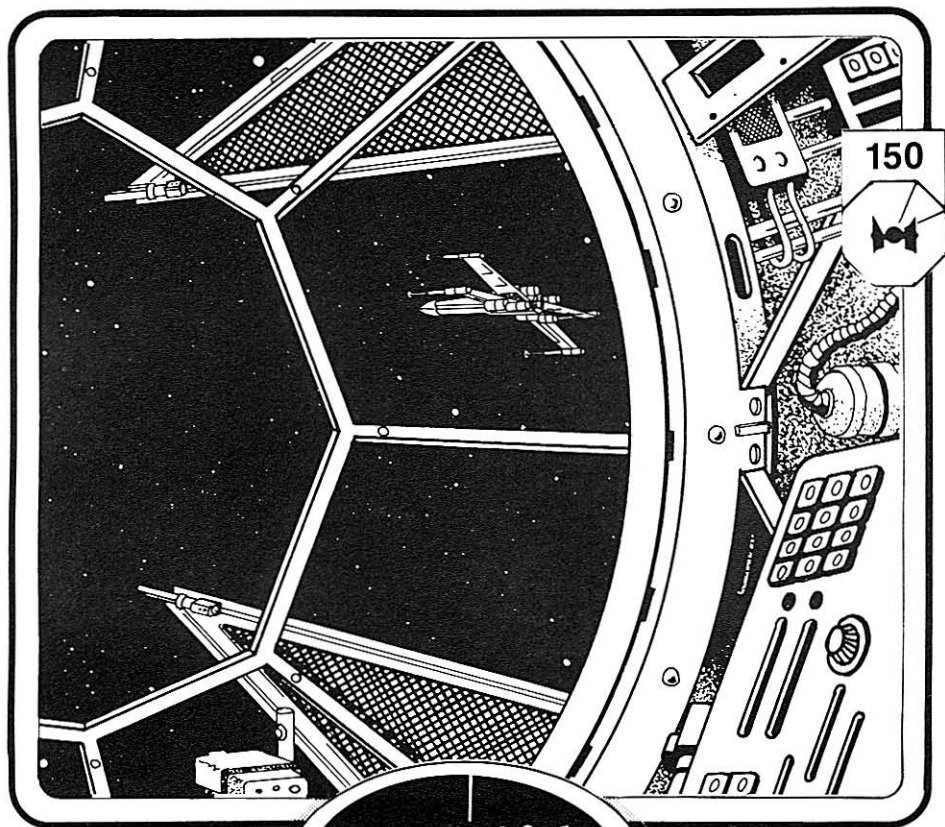
RANGE - L



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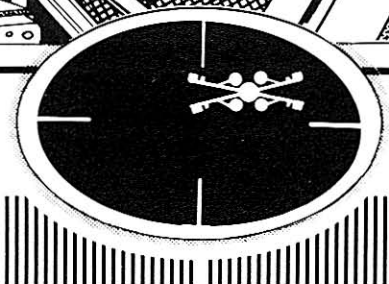
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
139	114	177	118	223	223	223	219	72	223	52	201	223	223	223	125	218	223	223	223	223



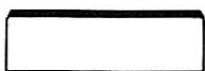
150



LOCK-ON



RANGE-L



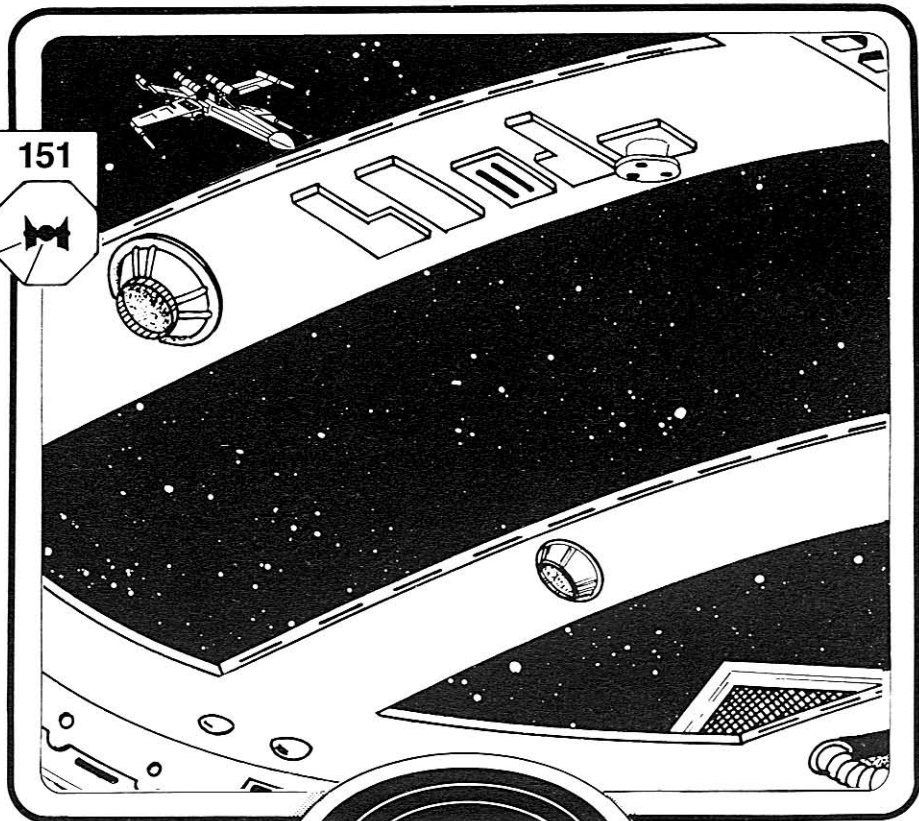
GLIDING

HALF THROTTLE

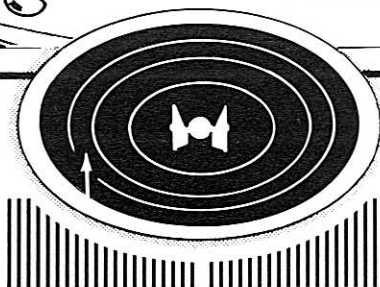
FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
183	223	223	144	84	55	199	223	223	175	110	223	76	169	74	108	223	176	223	54	35

151



WARNING



RANGE - L

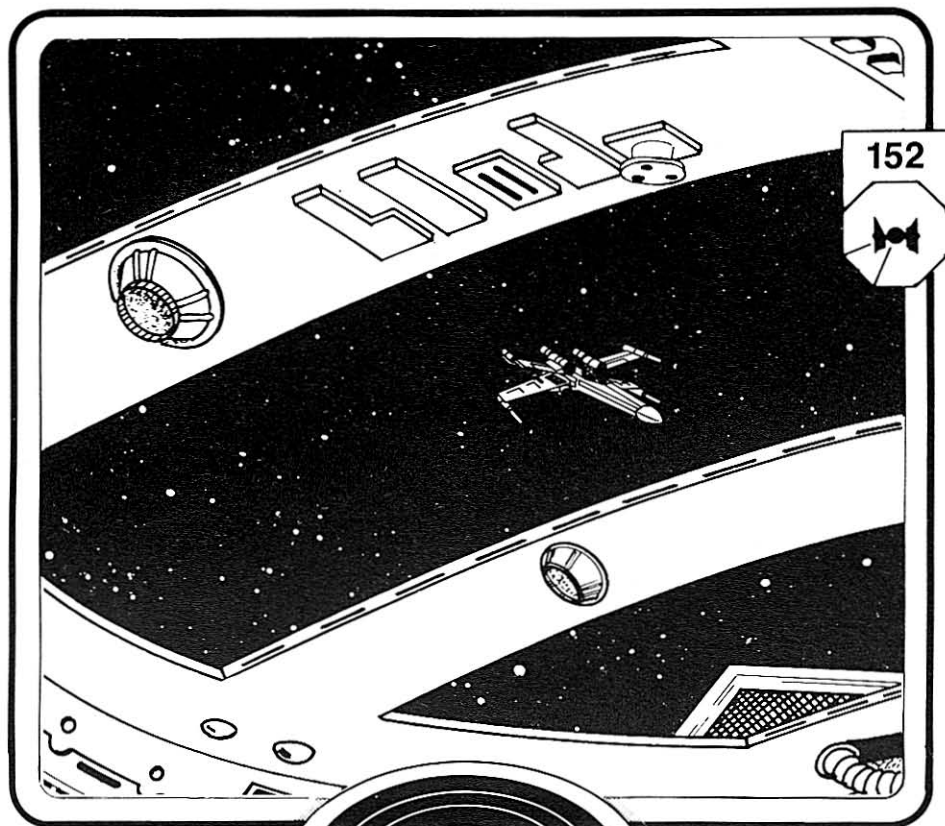


GLIDING

HALF THROTTLE

FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
172	141	126	157	223	223	223	147	61	223	40	120	223	223	223	164	146	223	223	223	223

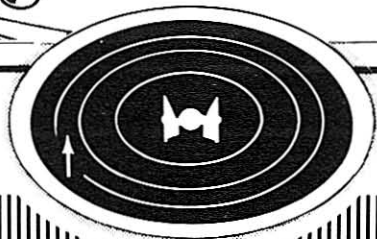


152

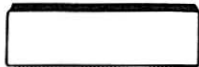


WARNING

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RANGE- L



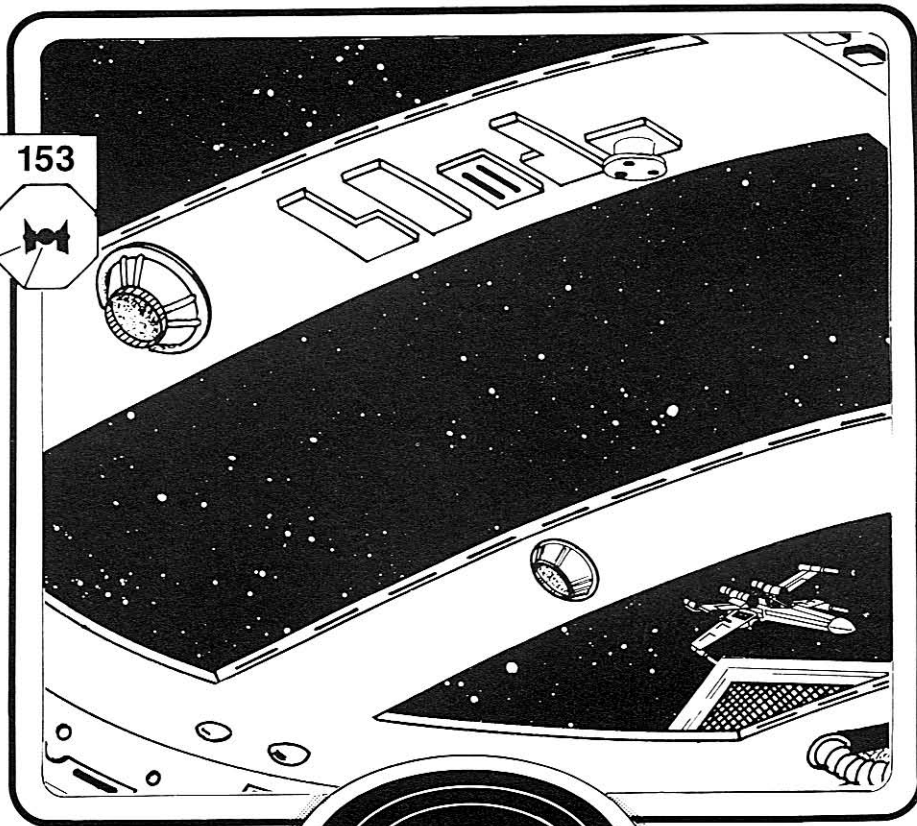
GLIDING

HALF THROTTLE

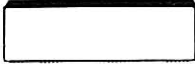
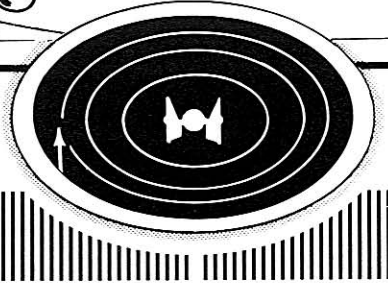
FULL THROTTLE

↘	↙	↖	✓	↗	↘	↙	↘	↗	↑	↓	↖	↗	↘	↙	↘	↗	↖	↗	↘	↙	↖	↑	↗	↘	↙
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X					
173	127	157	158	223	223	223	172	50	223	168	151	223	223	223	223	147	223	223	223	223	223				

153



WARNING



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RANGE - L

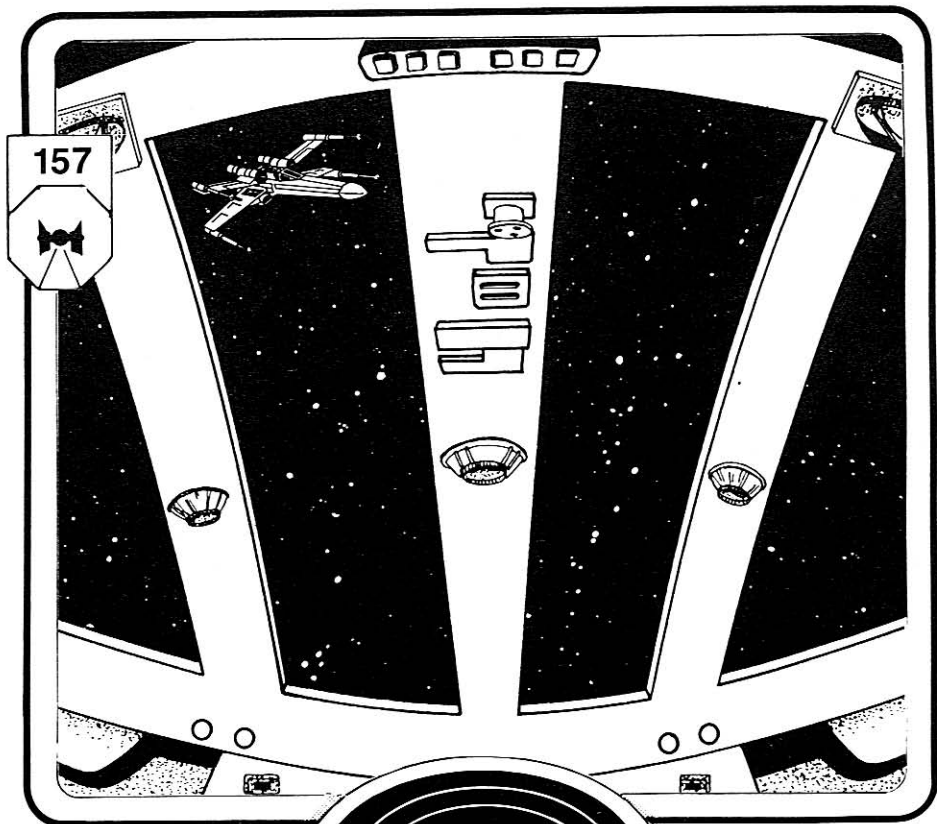


GLIDING

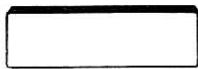
HALF THROTTLE

FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
174	50	103	159	223	223	173	71	39	152	195	81	223	158	223	223	82	223	151	223	223

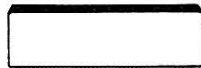
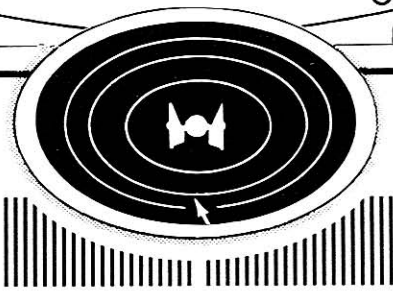


WARNING



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RANGE - L

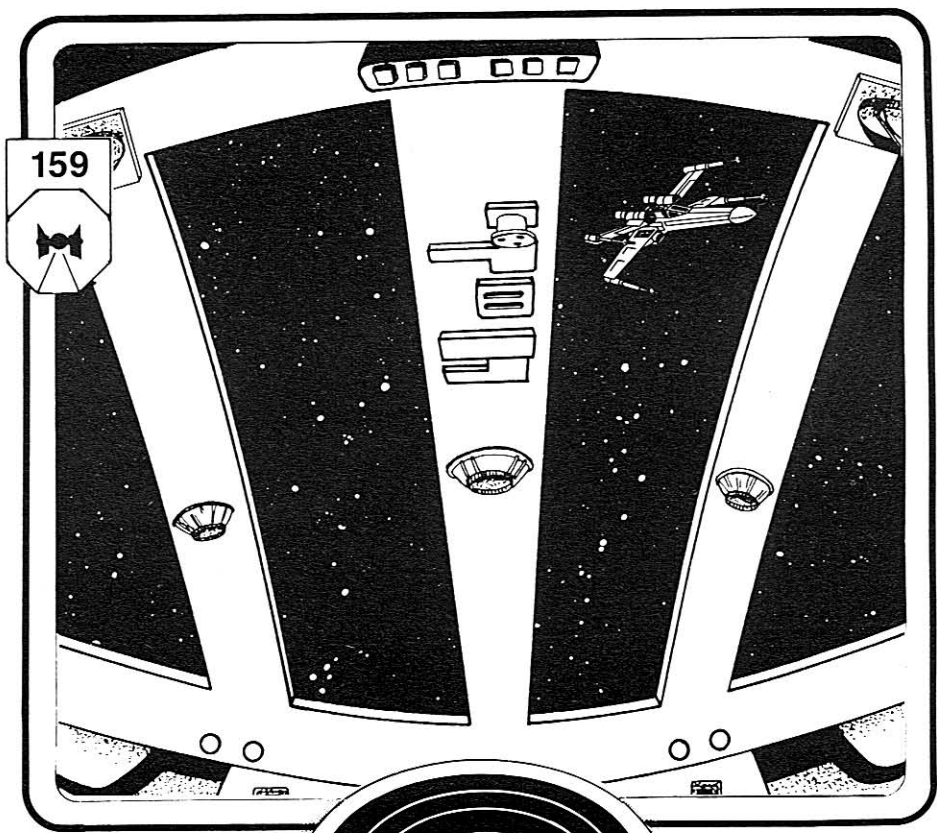


GLIDING

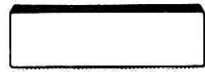
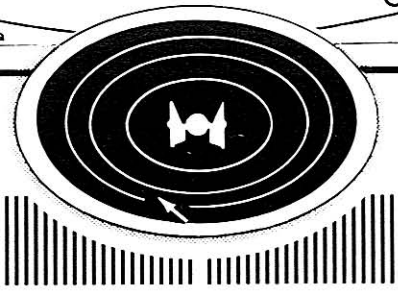
HALF THROTTLE

FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
151	223	223	163	167	152	223	223	147	223	61	223	158	223	164	40	223	223	223	223	223



WARNING



RANGE - L



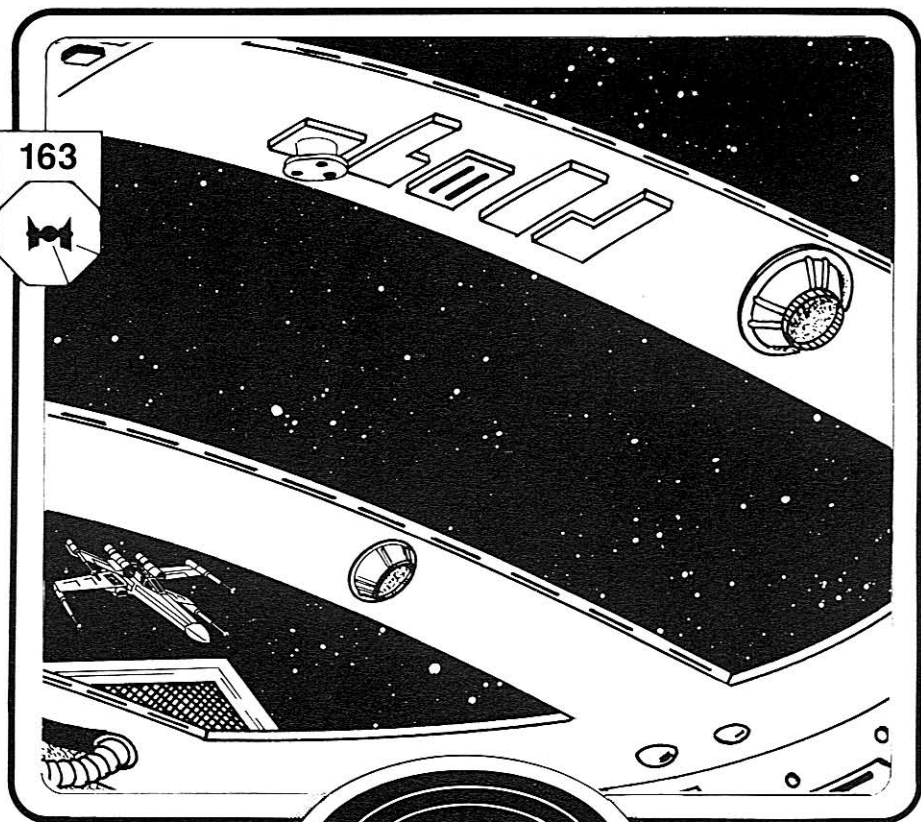
GLIDING

HALF THROTTLE

FULL THROTTLE

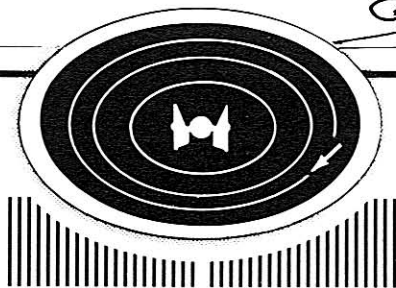
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
153	173	164	165	223	223	223	152	71	223	39	158	223	223	223	195	223	223	223	223	223

163



WARNING

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RANGE - L

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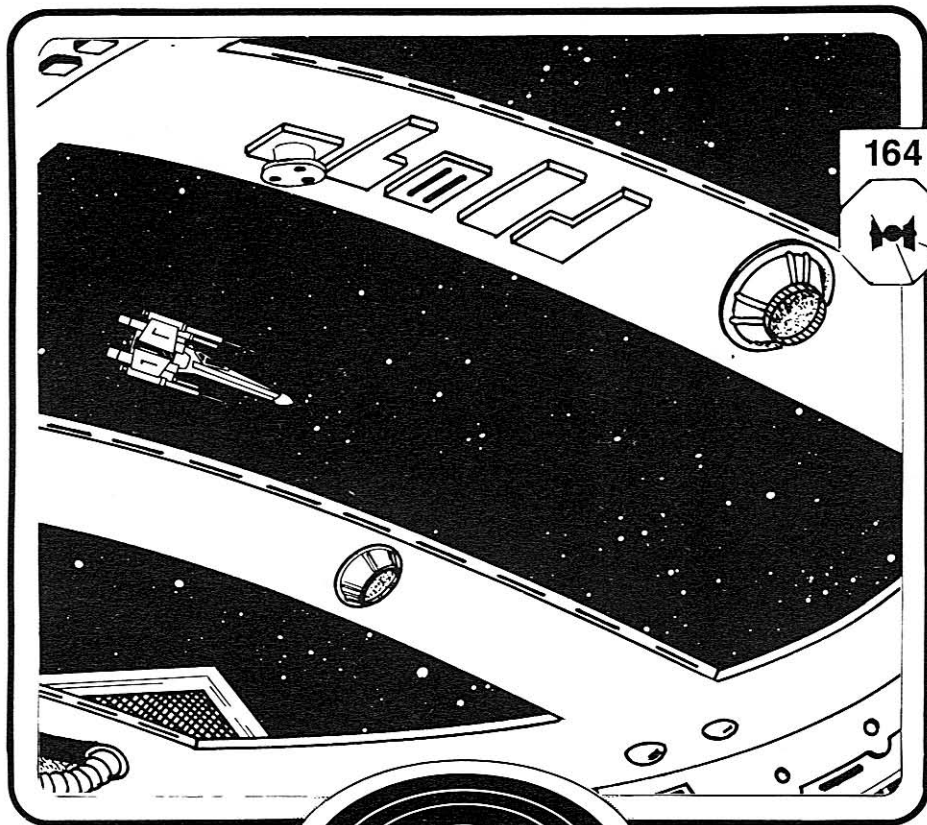
GLIDING

HALF THROTTLE

FULL THROTTLE

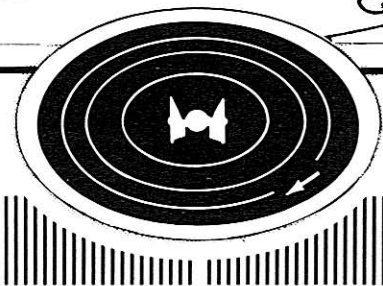
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
157	223	223	166	50	103	158	223	223	164	147	223	100	167	40	61	223	223	223	165	101

164



WARNING

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RANGE - L

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GLIDING

HALF THROTTLE

FULL THROTTLE

A B C

E F

G

H

I

J

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L

M

N

O

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S T U V

X

158 223 223

167 129

159 223 223 223 223 172 223 165 223 168 50

223 223 223 223

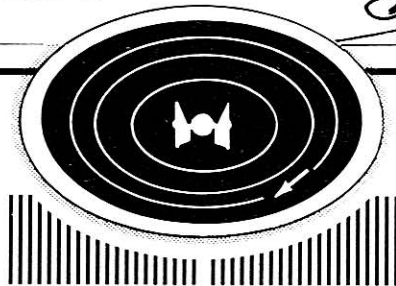
195

165



WARNING

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RANGE - L

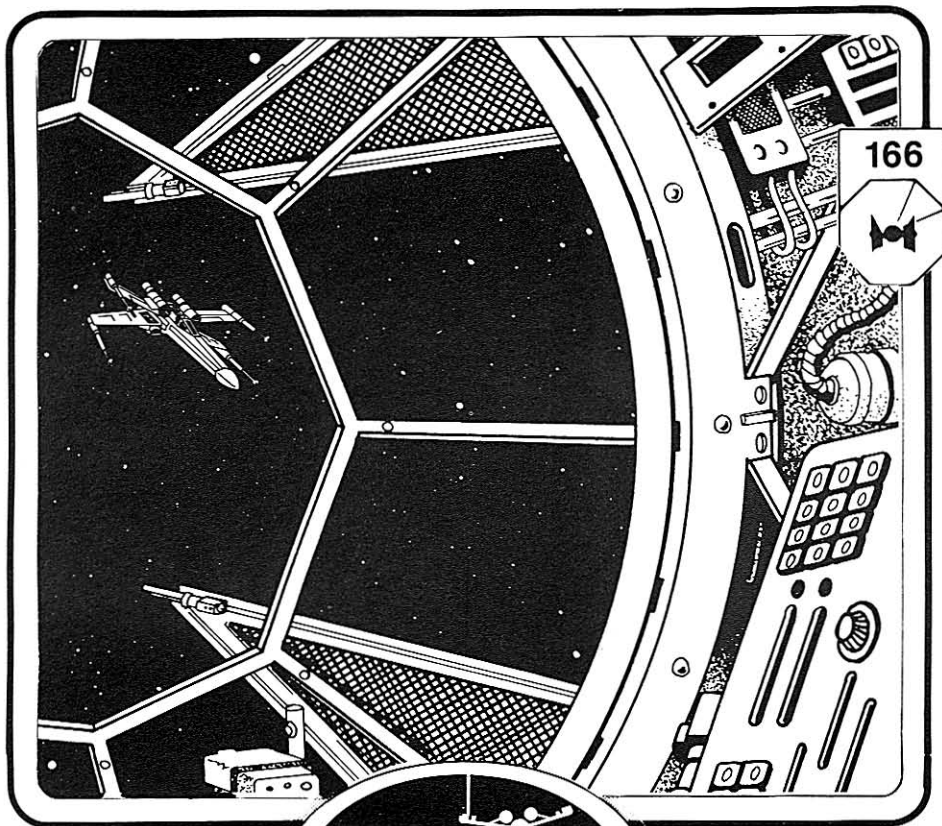
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GLIDING

HALF THROTTLE

FULL THROTTLE

A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
159	223	223	168	160	184	223	223	152	223	71	223	192	223	195	39	223	223	223	223	196

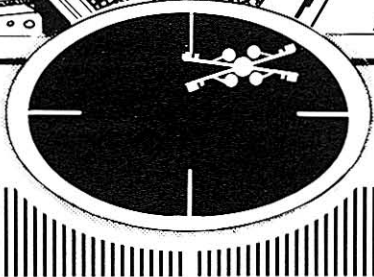


166

WARNING

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[Empty box]



RANGE - L

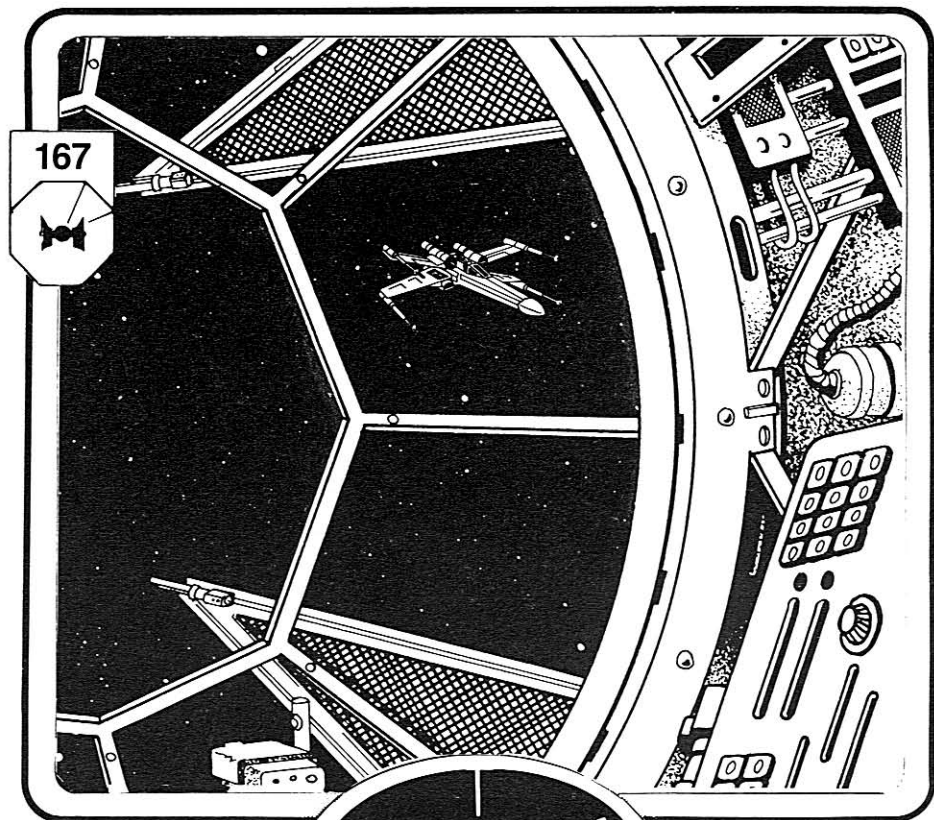
LOCK-ON

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[Empty box]

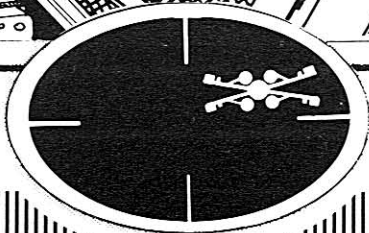
GLIDING HALF THROTTLE FULL THROTTLE

↙	↗	↘	↖	↗	↘	↙	↘	↗	↑	↓	↖	↗	↘	↙	↘	↗	↖	↑	↗	↘	↙
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X	
163	158	128	127	82	41	100	164	223	40	223	167	51	50	61	147	223	101	168	21	18	



WARNING

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LOCK-ON

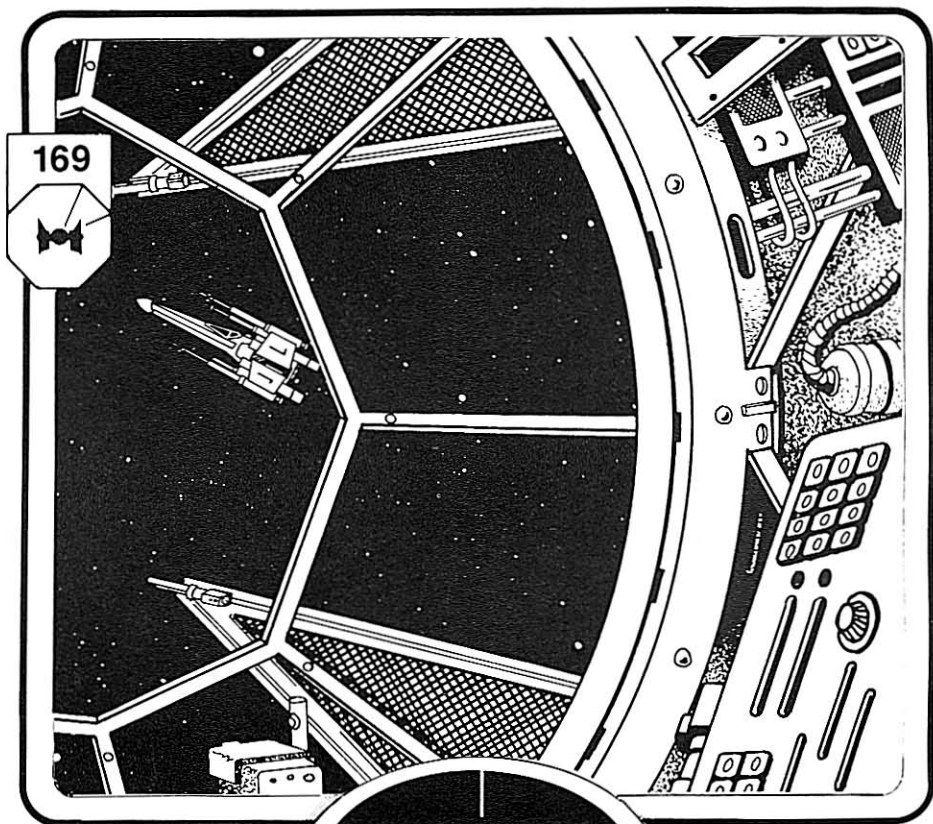
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RANGE - L

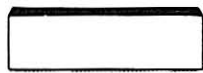
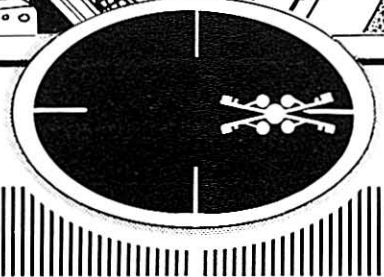


A B C	E F	G H I	J K L	M N O	P Q	S T U	V X
164 223 223	128 71	100 165 223 223	168 223 223 40	129 50 172		223 195 223 101	13

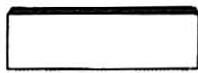


WARNING

LOCK-ON



RANGE - L

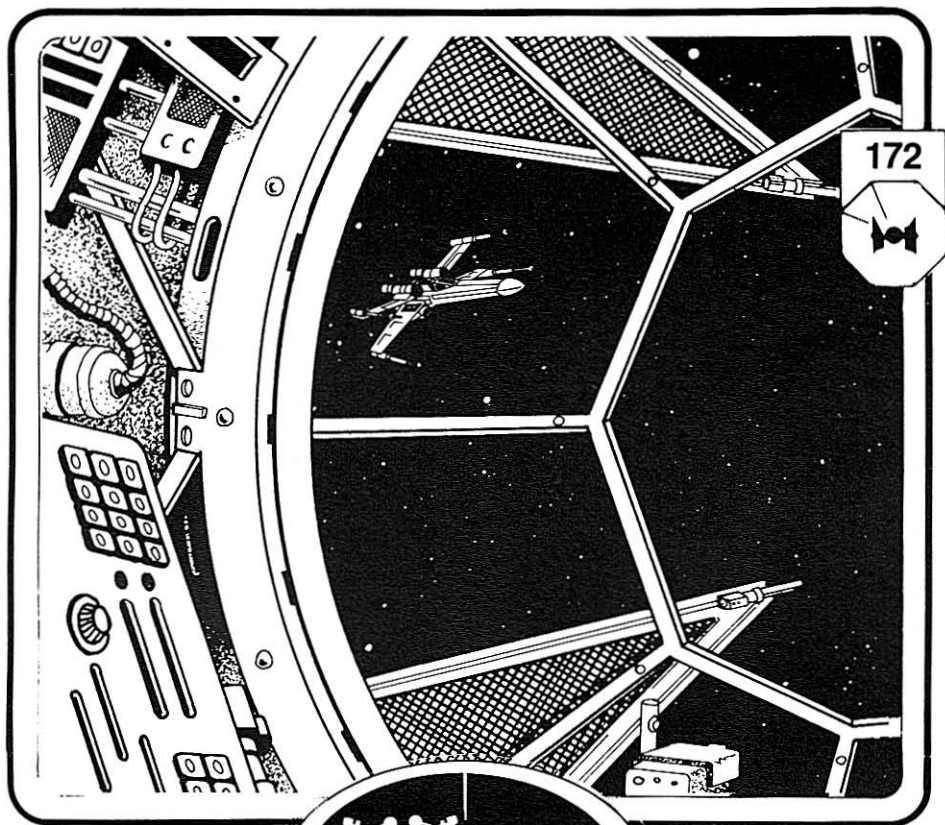


GLIDING

HALF THROTTLE

FULL THROTTLE

↙	↗	↘	↖	↗	↘	↙	↘	↗	↖	↗	↘	↙	↘	↗	↖	↗	↘	↙	↘	
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	S	T	U	V	X	
175	200	137	136	105	76	54	176	223	64	223	170	74	73	84	111	223	53	171	35	25

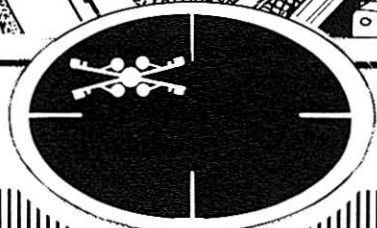


172



WARNING

LOCK-ON



RANGE - L

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GLIDING

HALF THROTTLE

FULL THROTTLE



A B C

E F

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S

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U

V

X

127 51 107

151 223

223

141

61

40

147

164

82

223

120

223

223

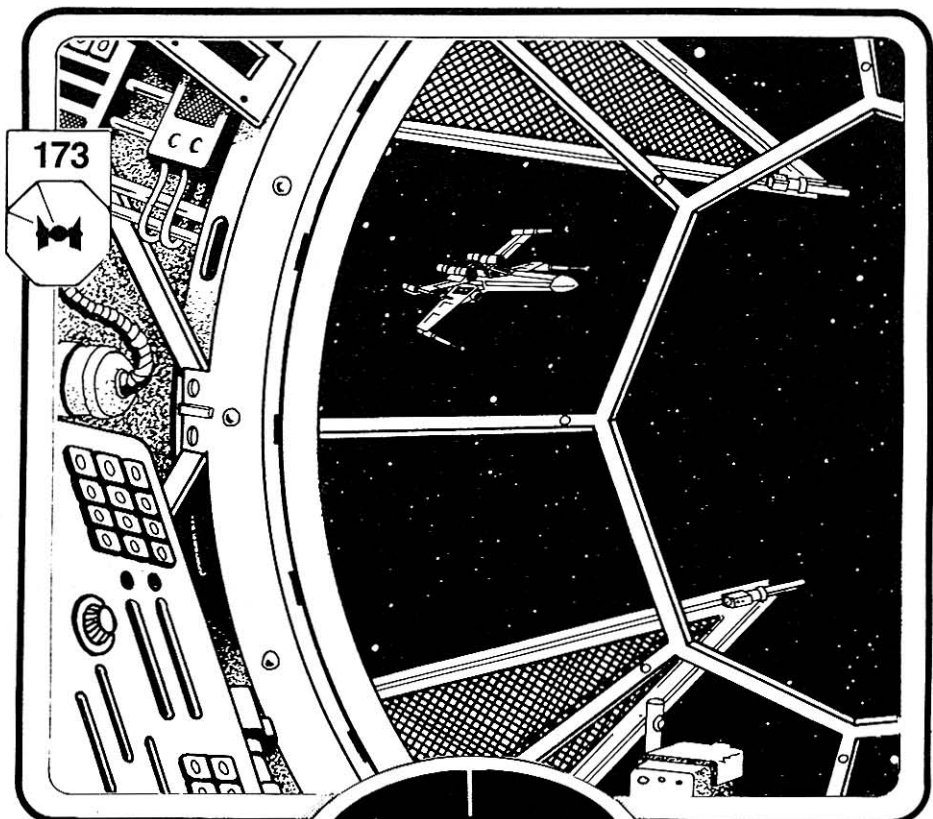
18

146

93

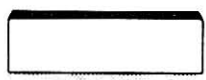
223

223

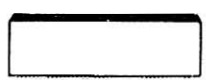


WARNING

LOCK-ON



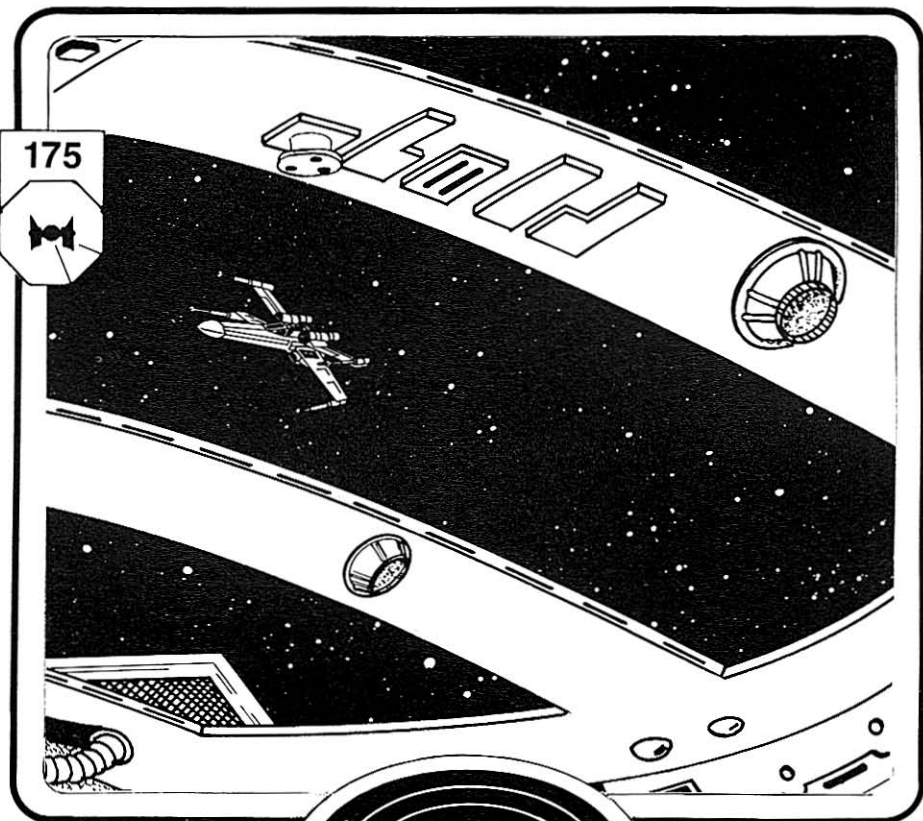
RANGE - L



GLIDING **HALF THROTTLE** **FULL THROTTLE**

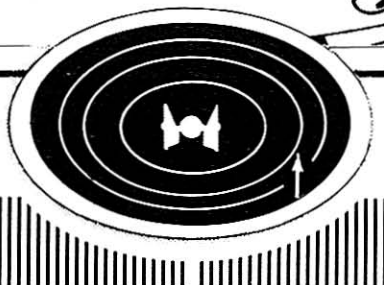
A B C	E F	G	H I	J K	L M	N O	P Q	S	T U	V	X						
128 40 81	152 223	223	127 50	168 172	223 71	223 151	223 223	13	147 82	223	223						

175



WARNING

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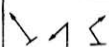
RANGE - L

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GLIDING

HALF THROTTLE

FULL THROTTLE



A B C

199 223 223



E F

169 73



G

44



H

200



I

223



J

223



K

176



L

111



M

223



N

54



O

170



P

64



Q

84



S

223



T

223



U

223



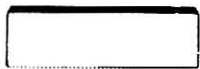
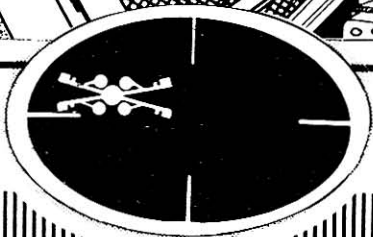
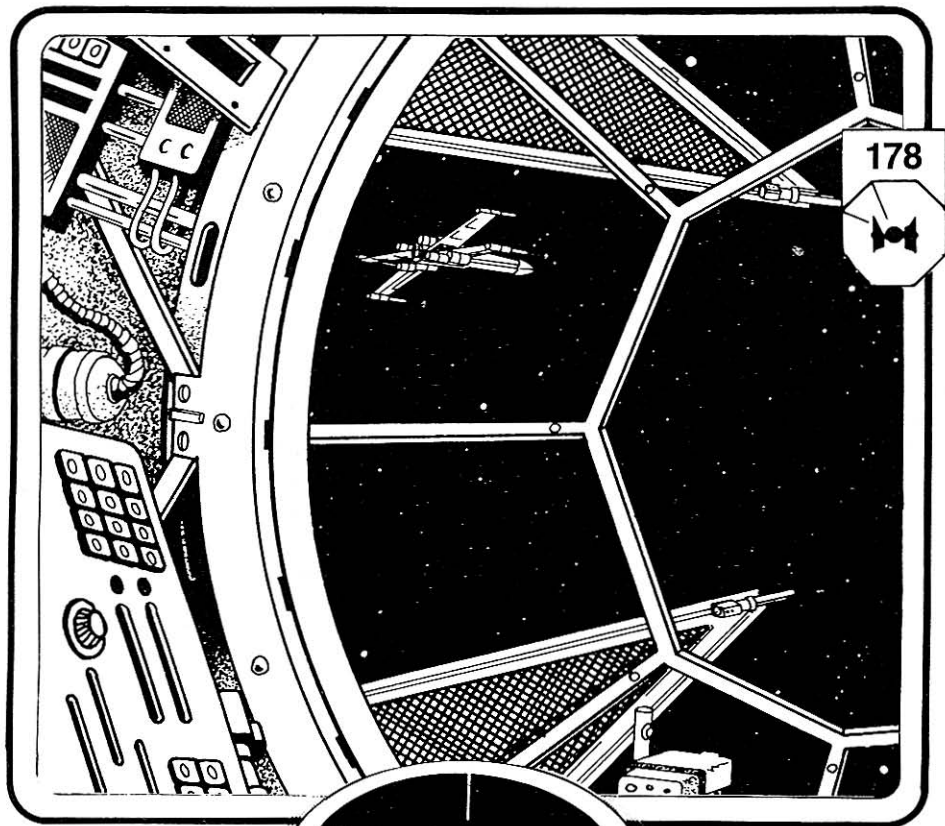
V

177

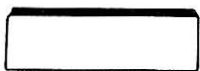


X

53



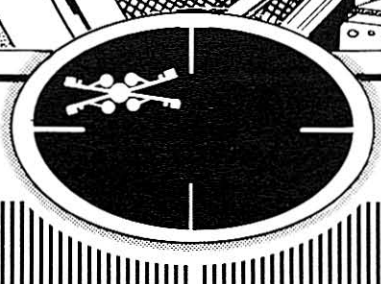
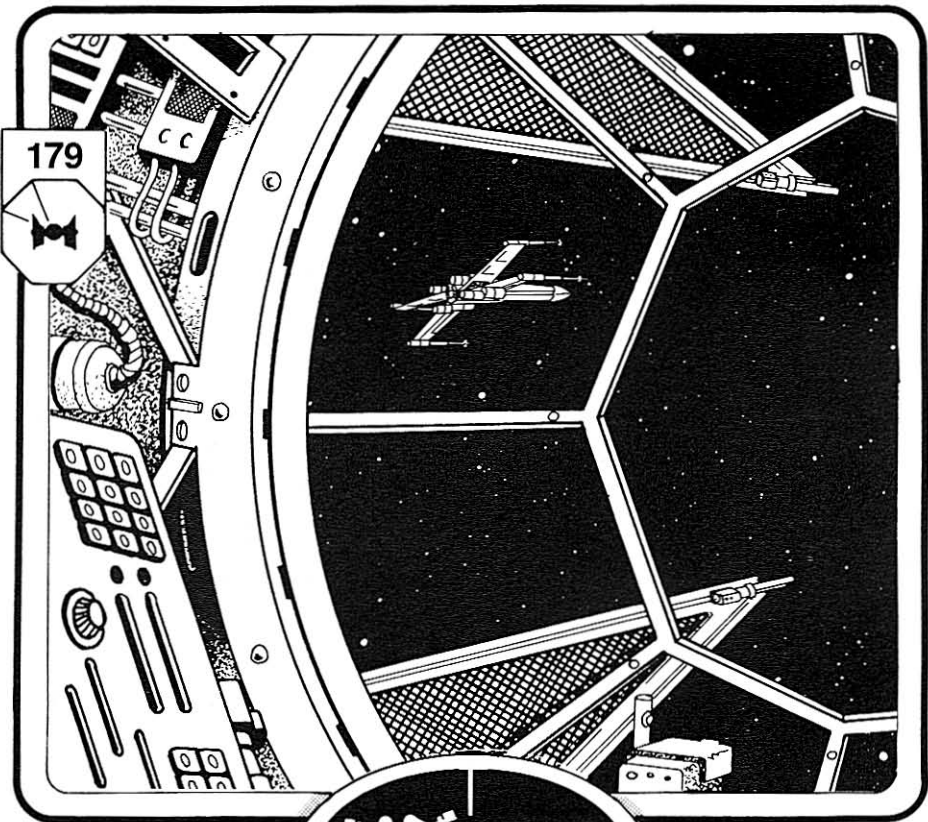
LOCK-ON



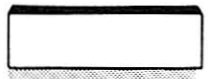
RANGE - L



A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
121	39	80	184	223	223	174	49	98	153	196	70	223	159	223	223	7	152	81	223	223



LOCK-ON



RANGE - L

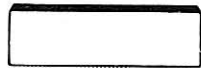
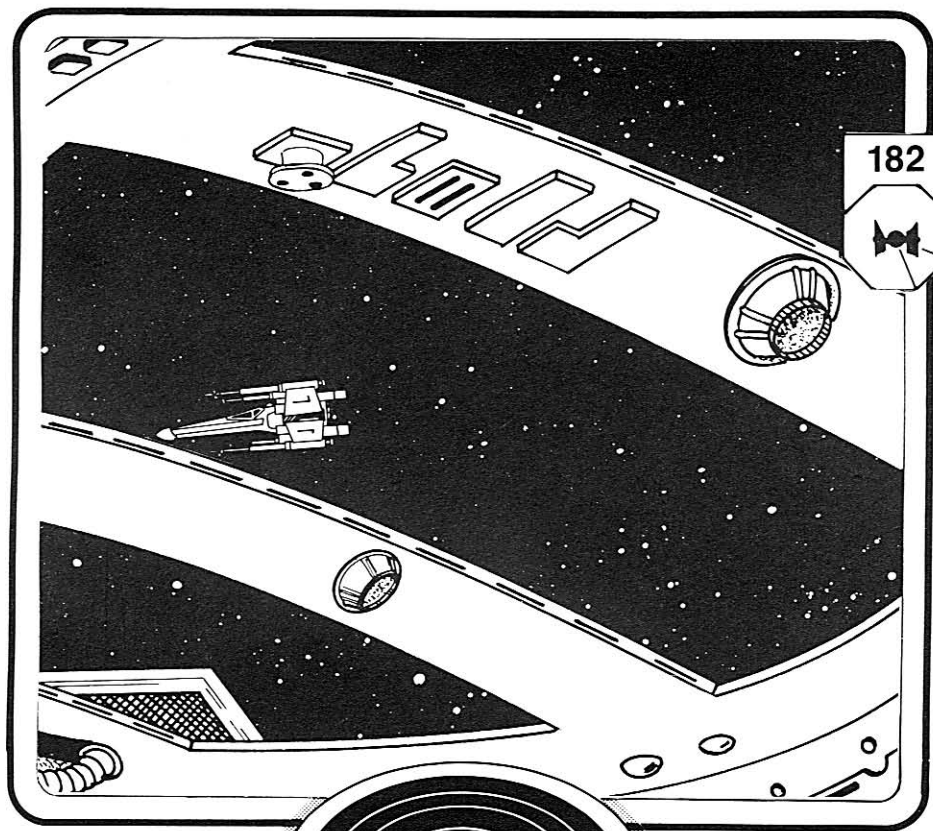


GLIDING

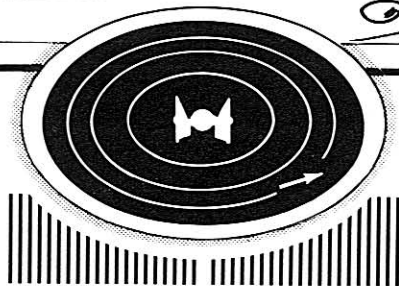
HALF THROTTLE

FULL THROTTLE

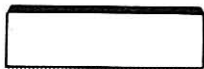
↙	↖	↗	↘	↙	↘	↗	↖	↗	↘	↙	↘	↗	↖	↗	↘	↖	↗	↘	↙	↘
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
122	98	69	185	223	223	121	38	162	178	223	60	223	184	223	223	8	153	70	223	223



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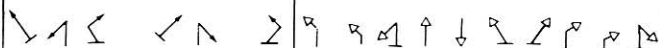


RANGE- L

GLIDING

HALF THROTTLE

FULL THROTTLE



A B C E F G H I J K L M N O P Q

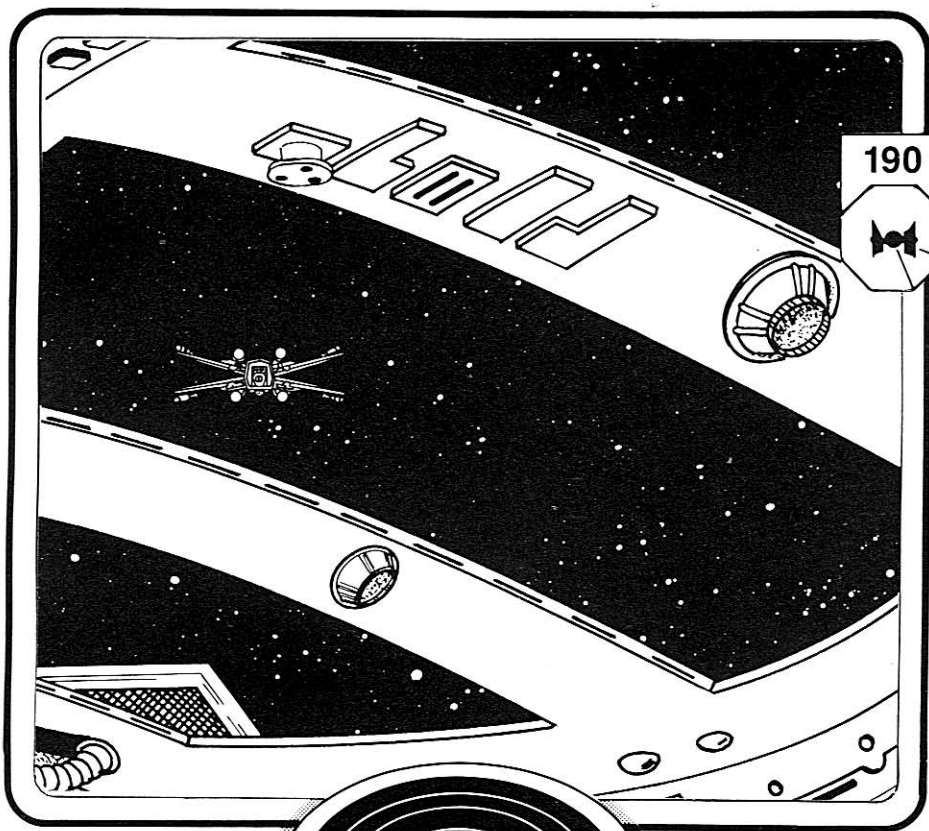


S T U V X

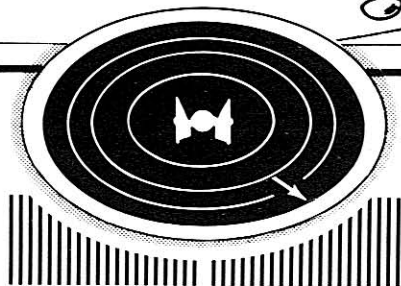
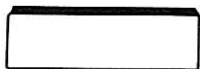
207 223 223 149 144 208 223 223 223 223 220 223 183 223 150 85

223 223 223 223 175

190



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RANGE- L



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GLIDING

HALF THROTTLE

FULL THROTTLE

A B C E F G H I J K L M N O P Q

215 223 223

155 117

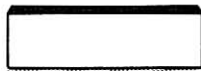
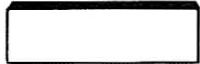
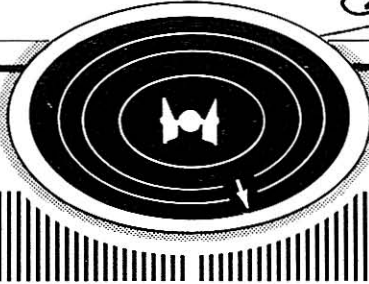
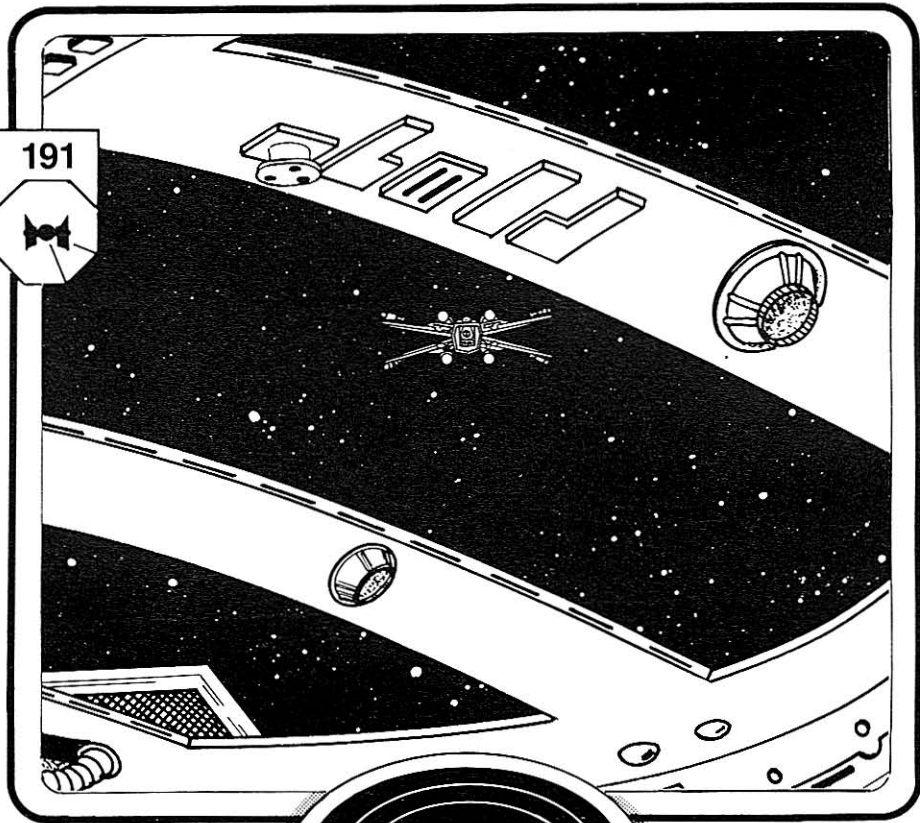
216 223 223 223 223 202 223 191 223 156 96

223 223 223 223

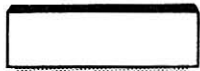
181

S T U V X

191



RANGE - L

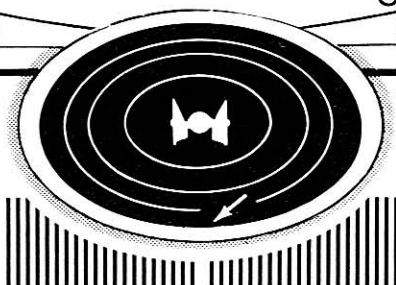
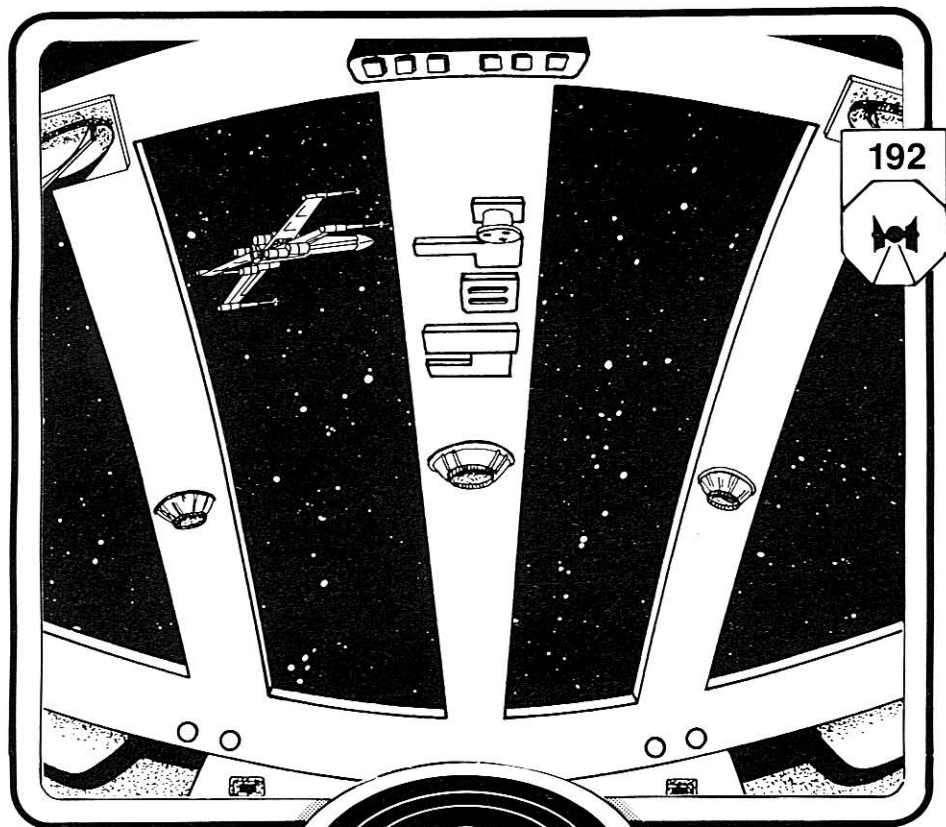


GLIDING

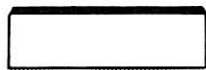
HALF THROTTLE

FULL THROTTLE

↘ ↗ ↵	✓ ↘	∩	↖ ↗ ↘ ↙ ↕ ↔ ↗ ↘ ↙ ↘ ↗	↖ ↗ ↘ ↙ ↘ ↗ ↘ ↙ ↘ ↗
A B C	E F	G	H I J K L M N O P Q	S T U V X
216 223 223	156 148	109	223 223 211 223 48 223 206 223 181 86	223 223 223 223 182



RANGE- L



GLIDING

HALF THROTTLE

FULL THROTTLE



A B C

E F

G

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X

184 223 223

195 161

185

223

223

153

223

49

223

193

223

196

98

223

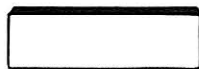
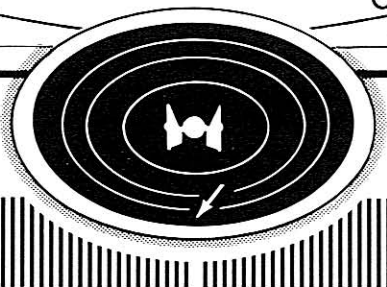
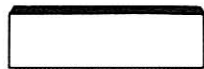
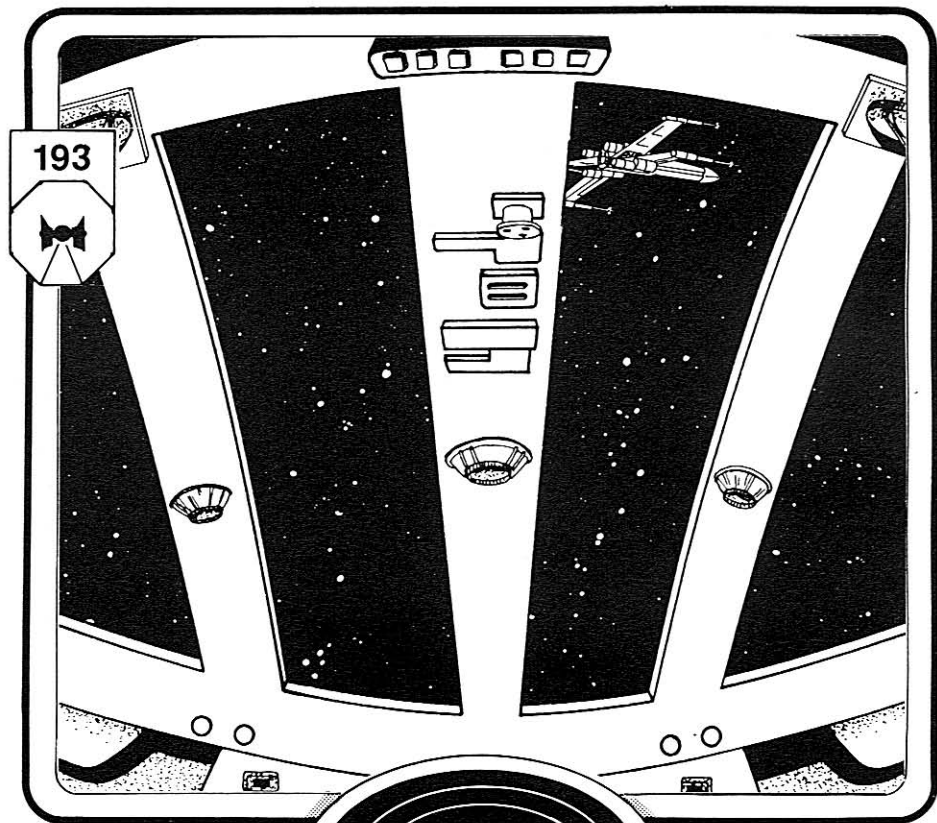
223

223

223

223

223



RANGE - L



GLIDING

HALF THROTTLE

FULL THROTTLE

↘ ↙ ↵
A B C

✓ ↗
E F

↘ ↙ ↵ ↖ ↗ ↘ ↙ ↵ ↖ ↗ ↘ ↙ ↵
G H I J K L M N O P Q

↖ ↗ ↘ ↙ ↵
S T U V X

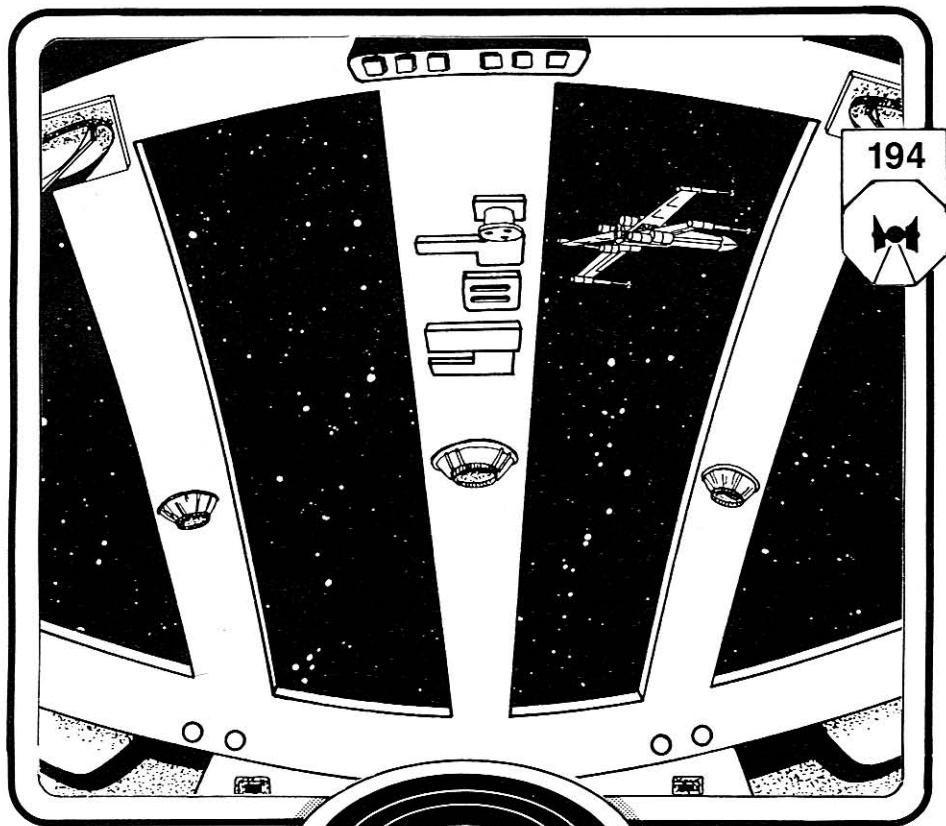
185 223 223

196 223

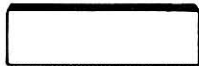
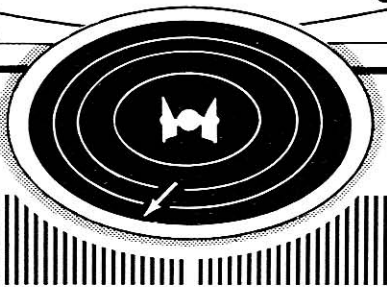
223 223 223 178 223 38 223 223 223 223 162

223 223 223 223

223



194



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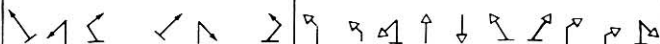
RANGE- L



GLIDING

HALF THROTTLE

FULL THROTTLE



A B C E F G H I J K L M N O P Q



S T U V X

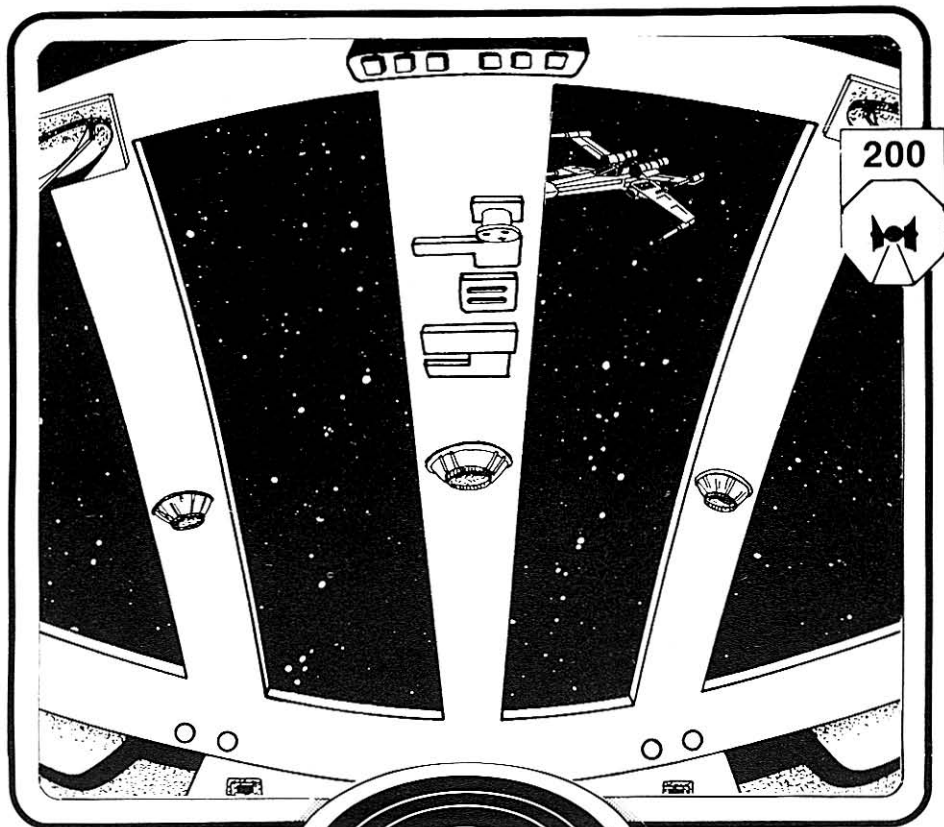
186 179 196

197 223

223 223 185 60 223 97 193 223 223 223 189

223 223 223 223

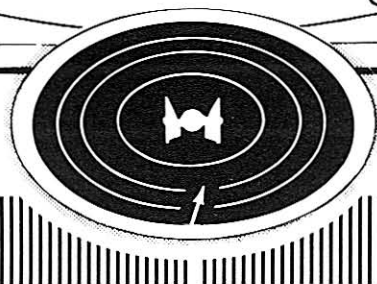
223



200



WARNING



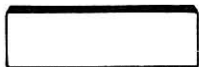
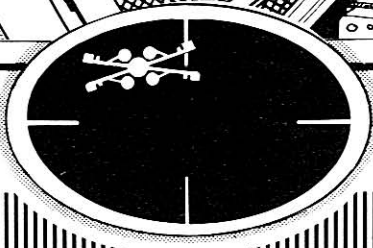
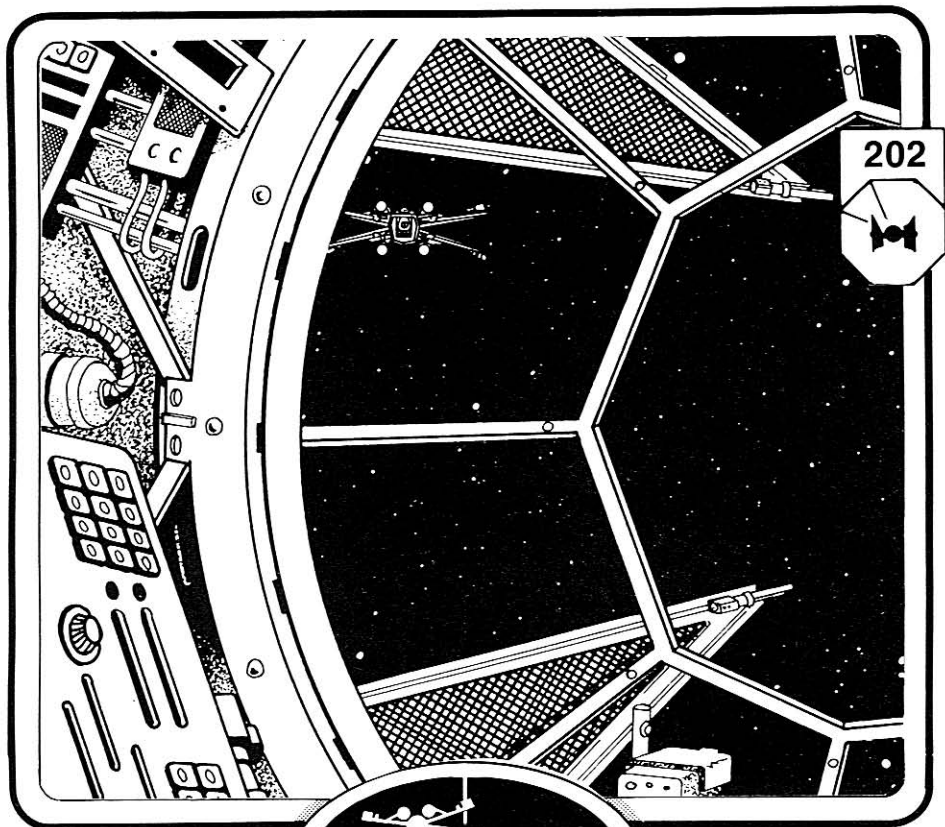
RANGE - L

GLIDING

HALF THROTTLE

FULL THROTTLE

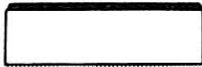
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
218	223	223	176	223	223	223	223	112	223	73	223	223	223	223	171	223	223	223	223	223



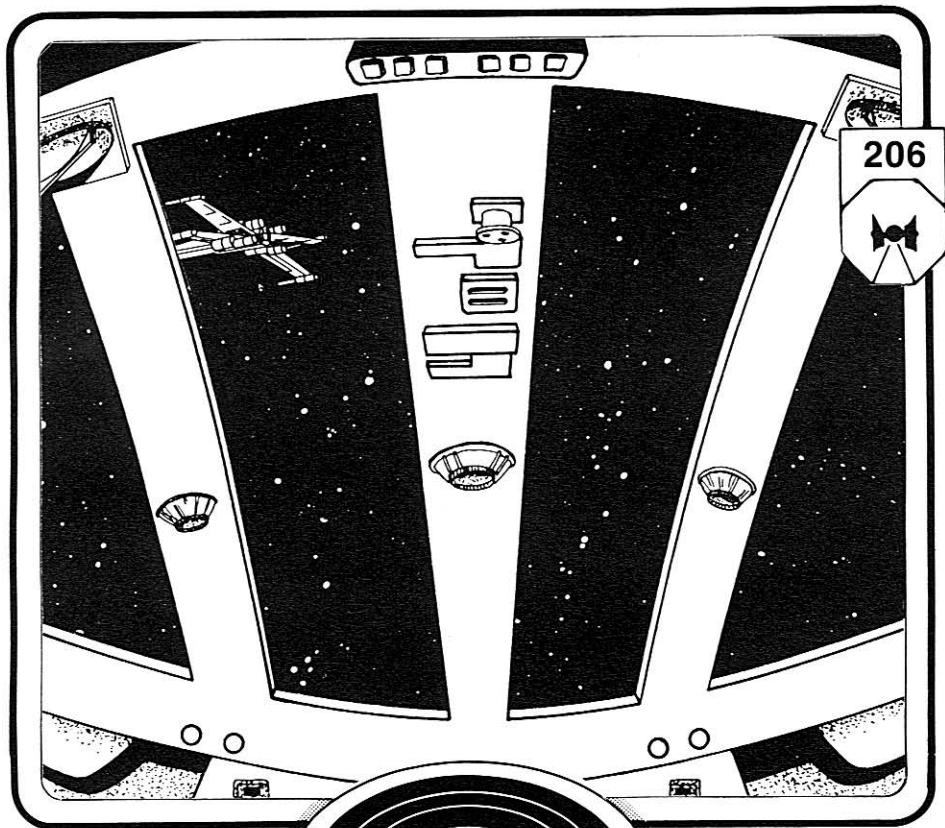
LOCK-ON



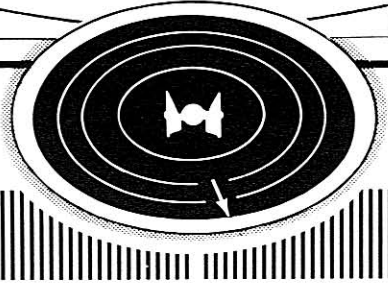
RANGE- L



A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X	
115	97	68	210	223	223	180	37	87	186	190	59	223	194	223	223	1	185	69	223	223	

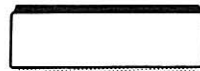


206



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RANGE- L



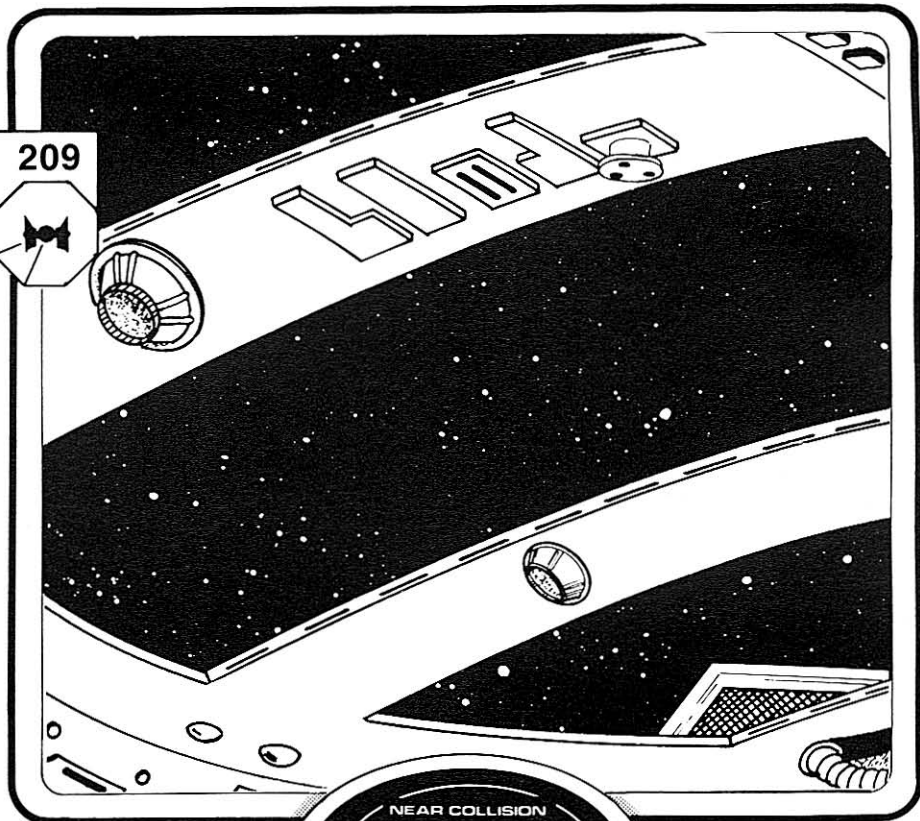
GLIDING

HALF THROTTLE

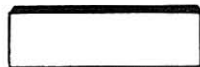
FULL THROTTLE

↙ ↘ ↵	✓ ↗	≥	↖ ↗ ↘ ↙	↑ ↓ ↖ ↗ ↘ ↙	↖ ↗ ↘ ↙	↖ ↗ ↘ ↙	↖ ↗ ↘ ↙	↖ ↗ ↘ ↙
A B C	E F	G	H I J K L M N O P Q	S T U V	X			
109 223 223	181 149	110	223 223 212 223 95 223 207 223 182 75	223 223 223 223	223			

209



WARNING



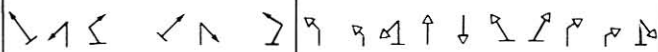
RANGE - X



GLIDING

HALF THROTTLE

FULL THROTTLE



A B C

E F

G

H

I

J

K

L

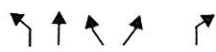
M

N

O

P

Q



S T U V

X

198 17 21

188 28

31

12

11

16

33

23

34

32

4

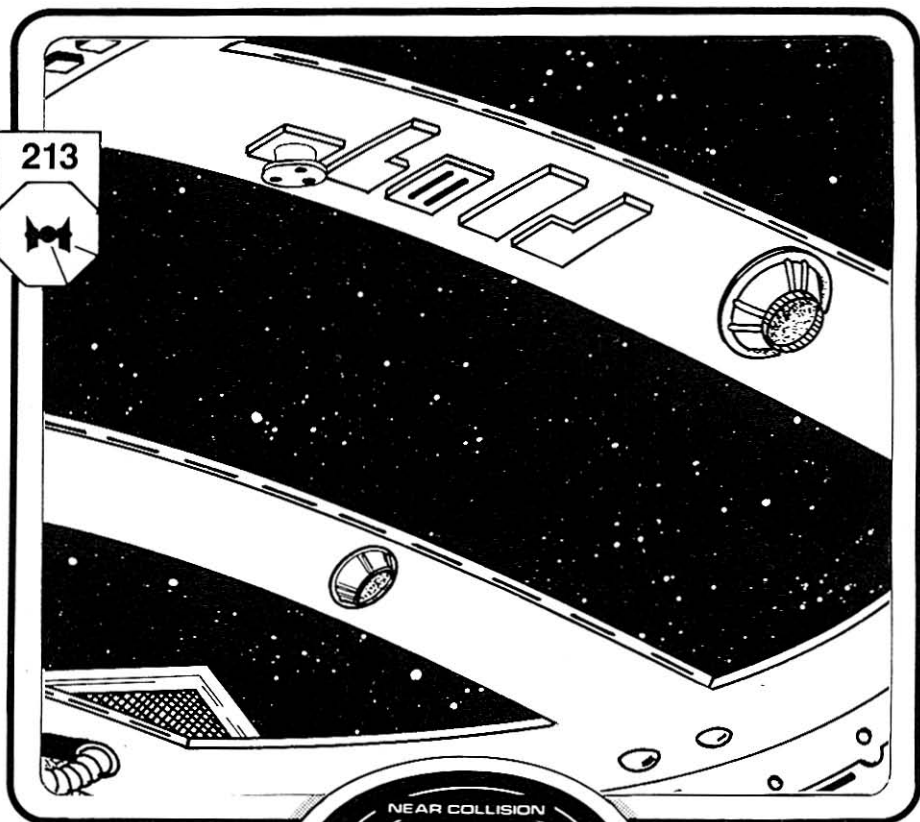
5

29

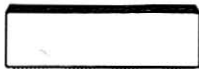
103 79 90 68

67

213



WARNING



RANGE - X

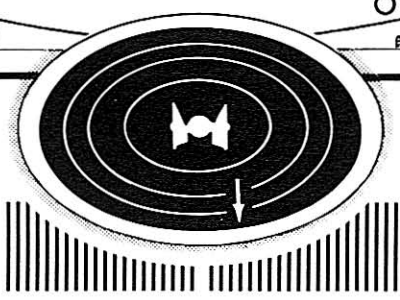
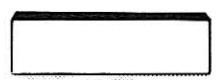
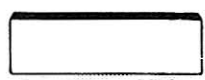
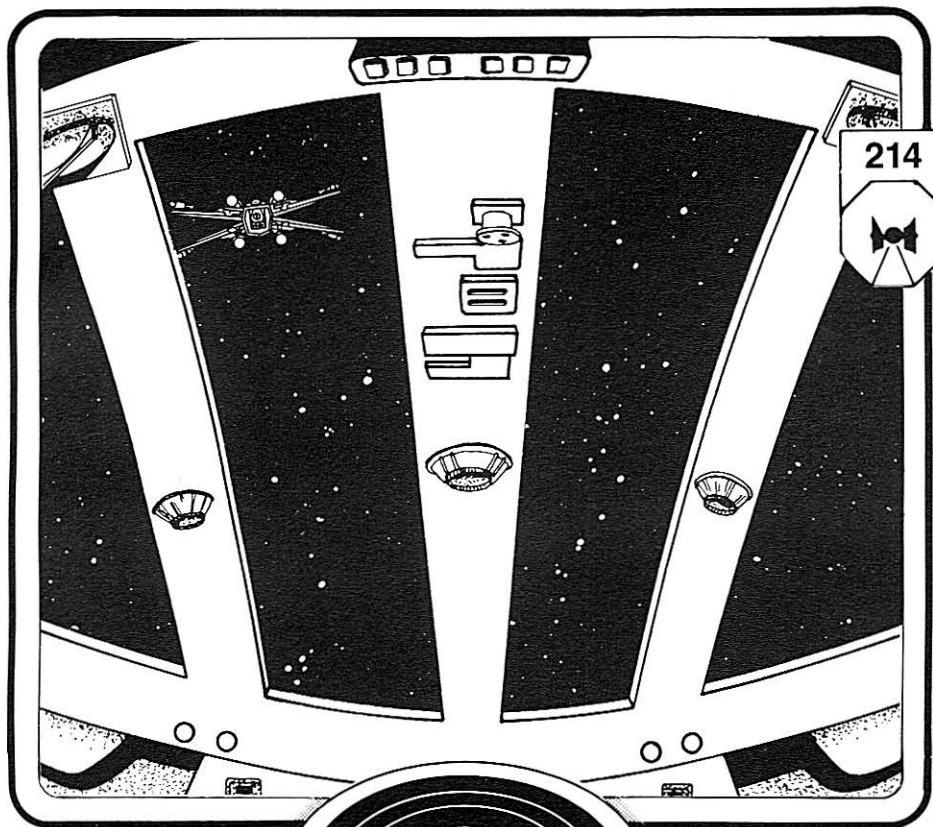


GLIDING

HALF THROTTLE

FULL THROTTLE

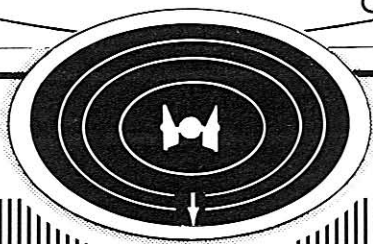
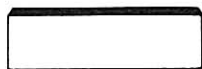
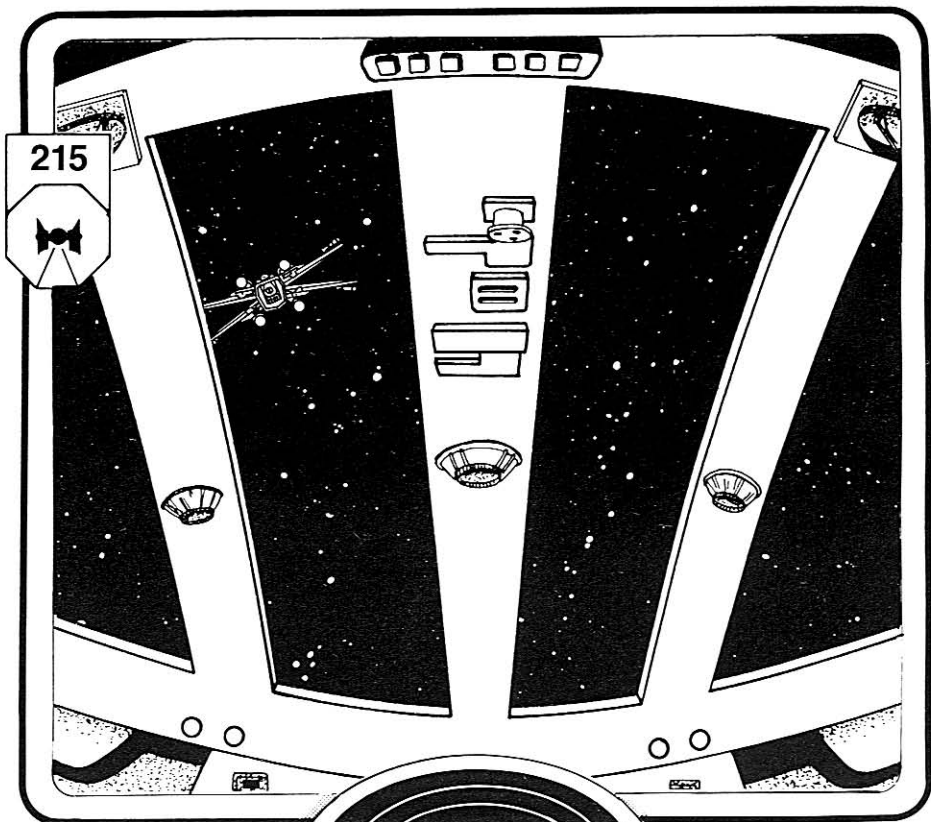
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
188	32	9	205	15	19	6	5	33	29	11	28	30	22	23	16	67	56	66	45	44



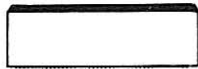
RANGE - L



A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
210	223	223	189	155	211	223	223	186	223	37	223	215	223	190	87	223	223	223	223	223

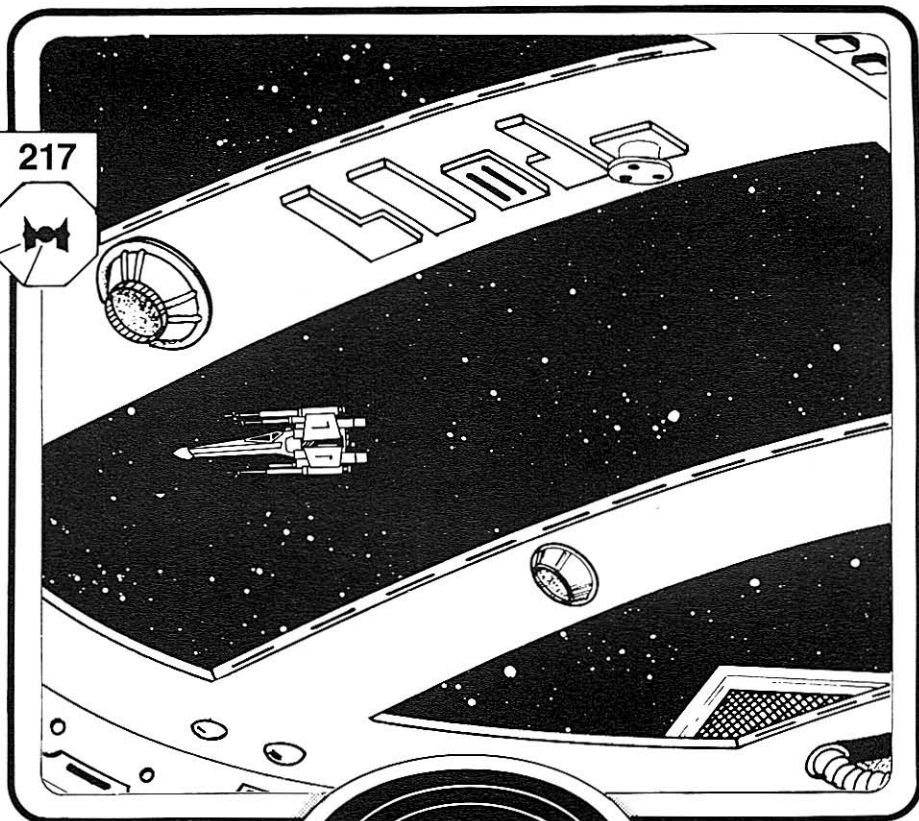


RANGE - L



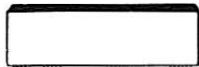
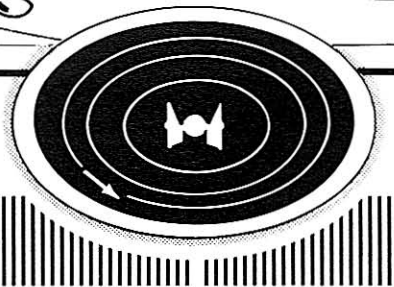
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
211	223	223	190	223	223	223	223	202	223	96	223	223	223	223	156	223	223	223	223	223

217

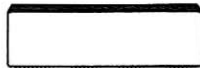


WARNING

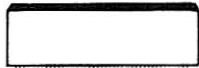
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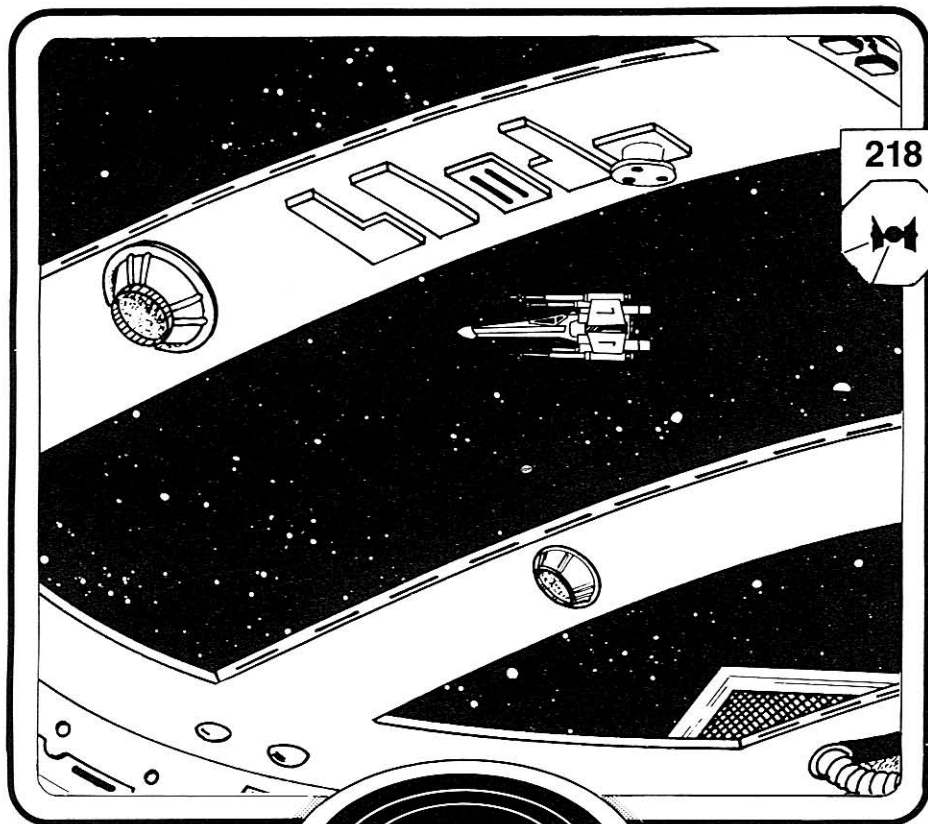
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RANGE - L

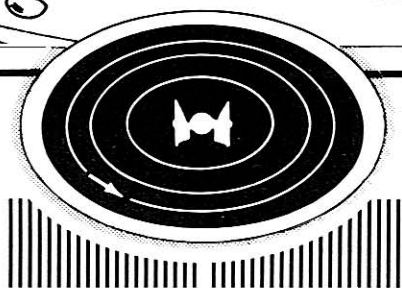


A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X								
112	222	183	199	223	223	223	111	84	223	64	208	223	223	223	176	110	223	223	223	223								



WARNING

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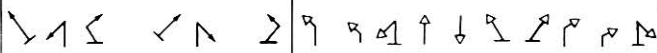
RANGE - L

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GLIDING

HALF THROTTLE

FULL THROTTLE



A B C E F G H I J K L M N O P Q

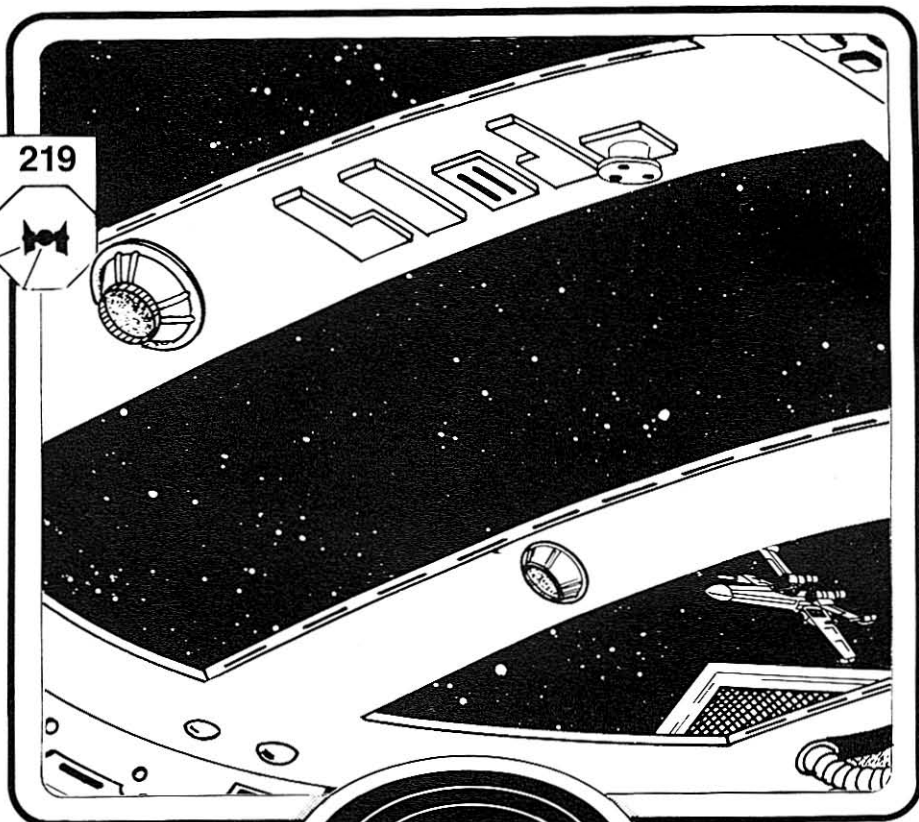


S T U V X

113 136 199 200 223 223 223 112 73 223 171 217 223 223 223 223

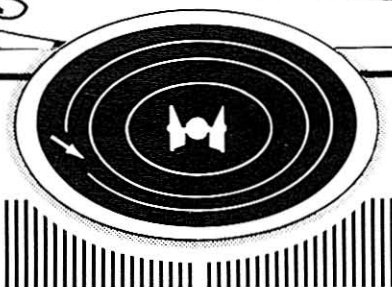
111 223 223 223 223

219



WARNING

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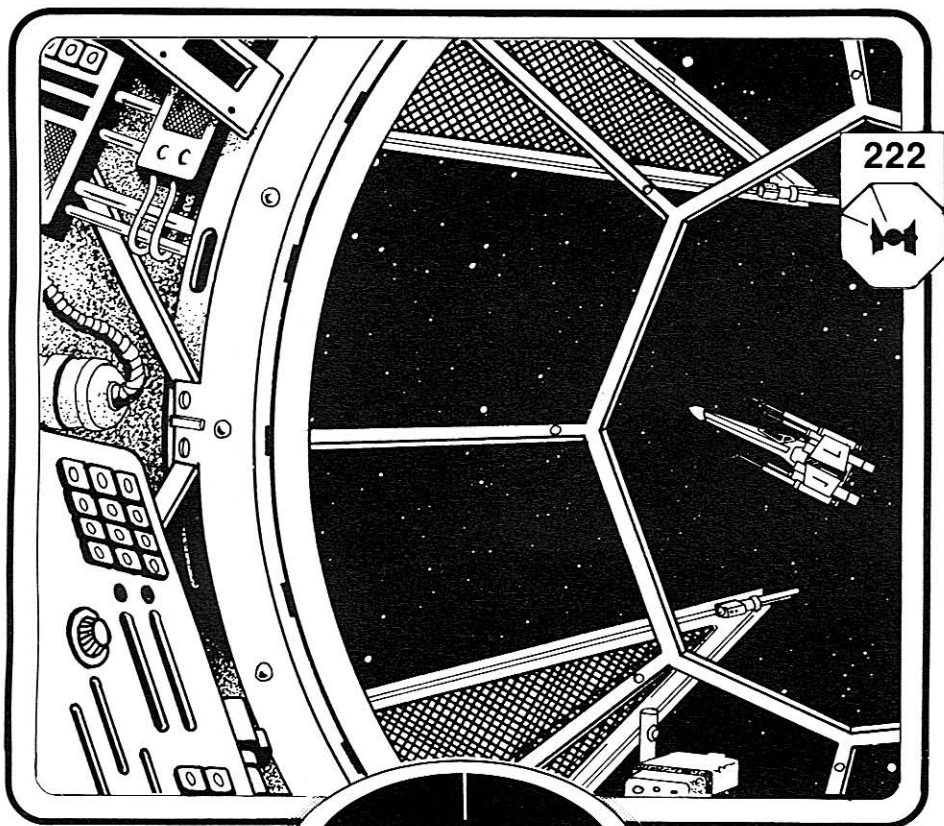
RANGE - L



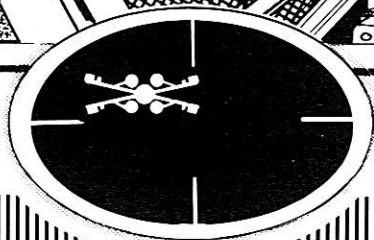
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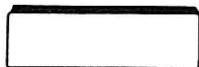
A	B	C	E	F	G	H	I	J	K	L	M	N	O	P	Q	S	T	U	V	X
114	73	44	201	223	223	113	106	63	218	124	104	223	200	223	223	105	223	217	223	223



222



LOCK-ON



RANGE-L



GLIDING

HALF THROTTLE

FULL THROTTLE

↖ ↗ ↘
A B C

↙ ↕ ↘
E F

↗ ↘ ↙ ↕ ↘ ↙ ↘ ↙ ↕ ↘
G H I J K L M N O P Q

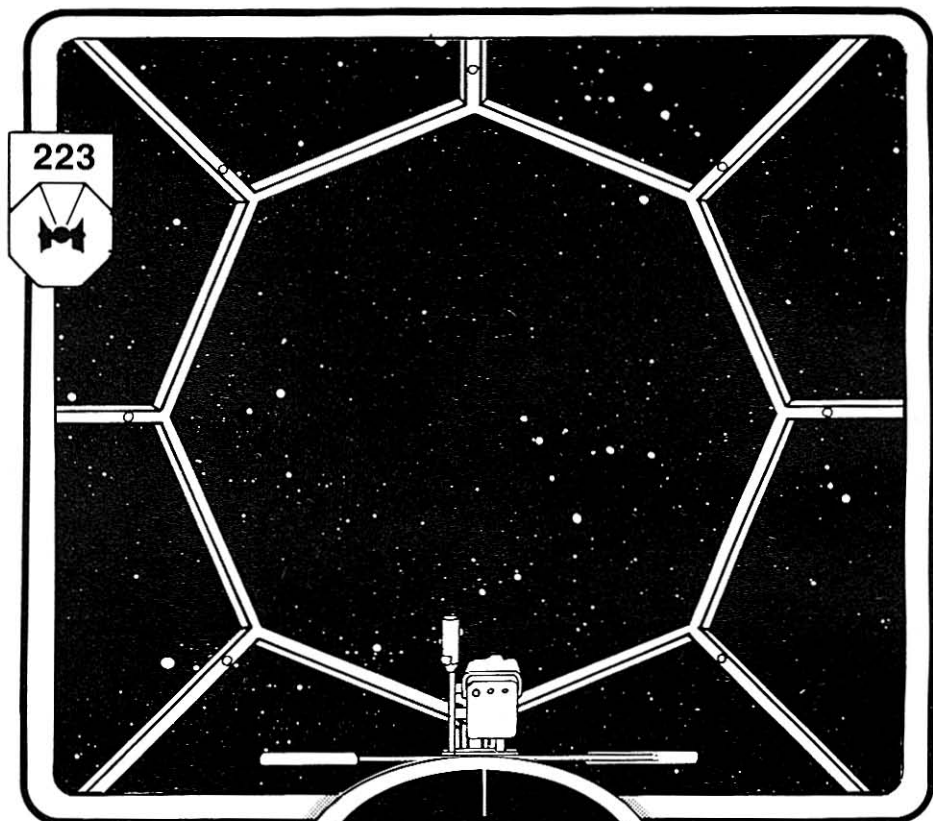
↙ ↕ ↘ ↙ ↕ ↘
S T U V X

144 76 105

111 207

143 85 74 175 108 223 84 221 46 110 223

35 47 25 220 223

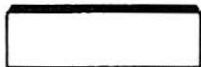


LOST SIGHT
OF OPPONENT



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GLIDING

HALF THROTTLE

FULL THROTTLE

Lost sight of opponent. Go to page he ended his turn on. If he is on 223, the combat has ended as a draw.

You are a pilot in the Imperial Navy. You've been extensively trained and painstakingly conditioned to handle the rigors of space combat. Your missions so far have been routine, all too easy for one of your skill and training. You wait, patiently, for your chance to take a crack at real combat. Now, the opportunity you have been waiting for seems close at hand; you have been assigned to protect the Empire's new Death Star against the threat of Rebel attack. You can feel the tension in the air. Some decisive action is coming, and you are ready for it.

Your ship, the TIE Interceptor, is the Empire's answer to the Rebel X-wing fighter. The Interceptor is the most effective combination of speed and maneuverability ever designed into a starfighter, and it's all yours. You know every millimeter of this incredible machine, and you're ready to put it to the test — a test that could decide the fate of the galaxy!

40011-72

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The Star Wars saga continues... Starfighters tangle in deadly combat as Rebel and Imperial pilots battle among the stars!

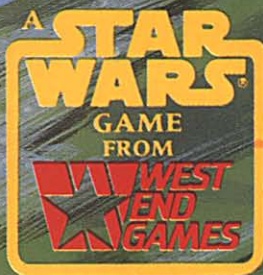
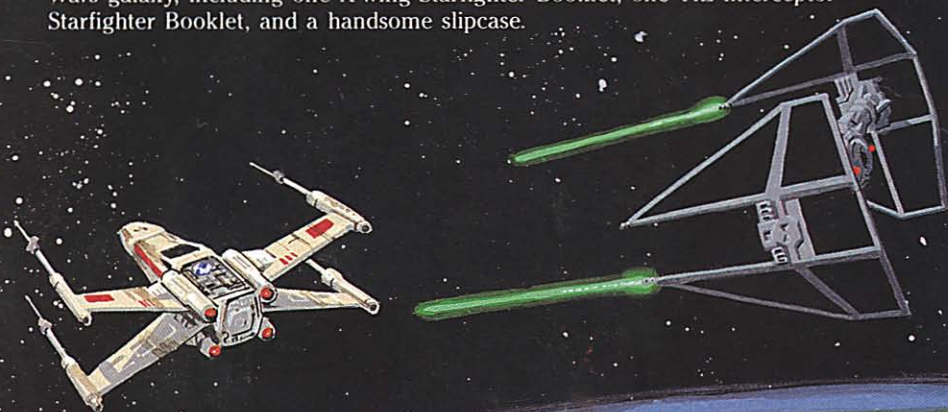
The X-wing starfighter, a legendary combination of speed and firepower — the Rebel vehicle flown by Luke Skywalker when he destroyed the Death Star.

The TIE Interceptor, primed for lightning quickness and maneuverability — the Imperial starfighter designed to defeat the Rebels in ship-to-ship combat.

These one-man fighters engage in an interstellar dogfight against a backdrop of sprawling stars. It's a high-speed, laser-flashing, all-out pilot's duel to the finish — and you are at the controls!

In this exciting two-player game, one player pilots a Rebel X-wing, and the other player mans the controls of an Imperial TIE Interceptor. Whoever can best utilize his starfighter's sophisticated technology to outmaneuver and out-gun his opponent will emerge victorious.

This action-packed, brilliantly illustrated *Starfighter Battle Book* contains everything you need to stage daring starfighter battles in the *Star Wars* galaxy, including one X-wing Starfighter Booklet, one TIE Interceptor Starfighter Booklet, and a handsome slipcase.

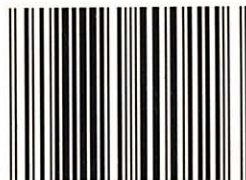


West End Games
RD 3 Box 2345
Honesdale, PA 18431
40011

For two players,
ages 12 and up.

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