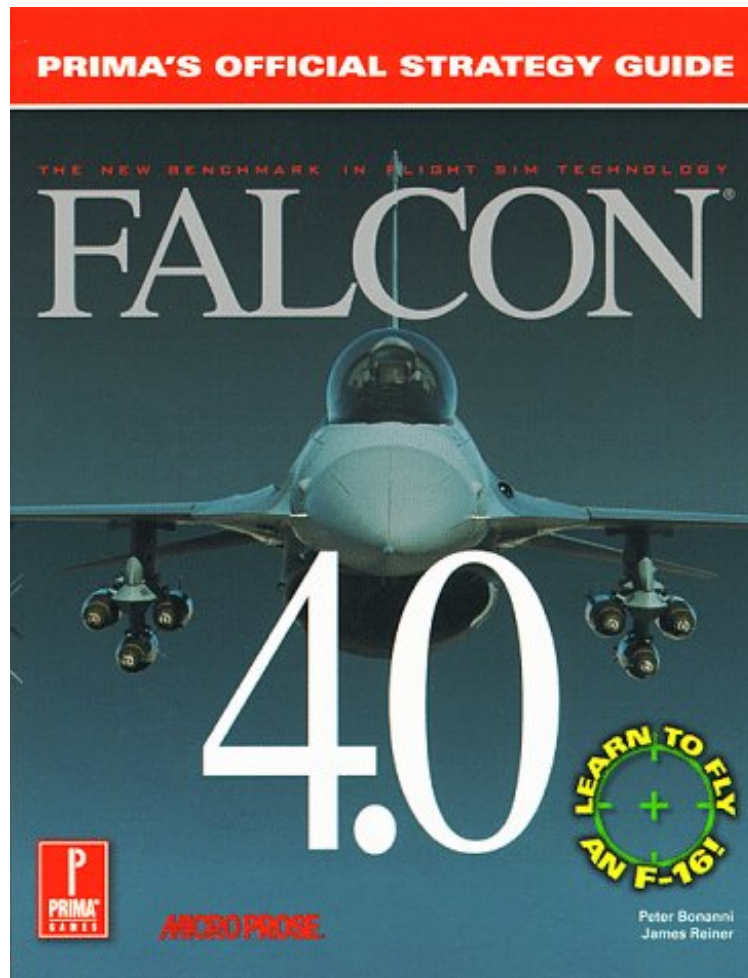


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## Falcon 4.0 (Prima's Official Strategy Guide)

Peter Bonanni

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**Peter Bonanni : Falcon 4.0 (Prima's Official Strategy Guide)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Falcon 4.0 (Prima's Official Strategy Guide):

1 of 1 people found the following review helpful. Background you can't find elsewhere...By B. MooneyA great book about a classic game. It's still being updated and played online. The insight into air combat maneuvers, weapon deployment and avoidance are invaluable aids. Aside from that the F-16 pilots who wrote it make for good reading. A "must have" for those who want to get the most out of the simulator.0 of 0 people found the following review helpful. Five StarsBy tanbri53great game like real time in cockpit17 of 20 people found the following review helpful. You can't fly Falcon 4.0 without this bookBy A CustomerThe Falcon 4.0 Simulator (\*not\* a game) is a very good facsimile of an F-16 and its operating environment. The sim manual is very comprehensive and very good, but this book should be required reading if you want to further your air-to-air and air-to-ground skills and compete in the campaigns, especially if you fly multi-player. I reference this book and review the tactical concepts constantly.Of particular

importance are the anecdotes, or personal \*real-life\* stories that Pete presents at the head of each section. These are more than just "war" stories, they are stories with an important lesson to be learned, and they apply to the \*virtual-life\* experiences that you'll have in the sim. If you fly Falcon 4.0, you need this book.

In-depth strategy, tactics, and info straight from members of the development team and not available in the game manual  
How to get maximum performance from your Falcon Basic fighter maneuvers, including positional, attack, and intercept geometry  
All about Falcon avionics and weapons systems  
Detailed diagrams that illustrate military flight concepts  
Advice from real Air Force F-16 pilots

.com Ever wonder what qualifications some strategy guide authors have and what makes them such authorities on the game in question? When it comes to Falcon 4, the long-awaited and generally heralded F-16 jet combat simulation, Prima decided it was best to bring in some big guns. Peter Bonanni and James Reiner are both F-16 instructor pilots and graduates of the F-16 Fighter Weapons School. They also consulted on the development of the game, so it's safe to say that when these guys talk dogfighting tactics, they know what they're talking about. Still, this is the sort of book that is probably best suited for hardcore flight sim enthusiasts (which, come to think of it, is pretty much the demographic matching Falcon 4 players...). Beginning with some basics on the game and the various gameplay options, the book gives readers a quick and dirty guide to instant action missions, multiplayer dogfights, and full-fledged campaigns. After that, this guide is all business--I mean, any book that devotes separate chapters to laser-guided bombs and the AGM-65 Maverick missile is a hardcore title indeed. Studying the wealth of information in this guide, Falcon 4 pilots should be able to improve their skills in a hurry. In fact, after going through this manual a few times, you might just feel ready to take a real F-16 out for a spin... The closest you'll get to F-16 combat!