

Nintendo Gateway 64 - Executive Summary

Game Title	PilotWings 64
Manufacturer	Nintendo
Trademark Information	™ and © are trademarks of Nintendo of America Inc.
Category	Simulation/Flying

Game Description

PilotWings 64 is the sequel to the legendary flight simulator created by Mr. Miyamoto for the Super NES. Under his skilled direction, PilotWings 64 was developed by Nintendo and Paradigm Simulations Incorporated. Players enjoy full 360-degree mobility as they take on complete missions throughout the United States, stopping at famous landmarks including Mount Rushmore and the Statue of Liberty. Choose from three different vehicles -- a gyrocopter, a hand-glider, and a jet pak -- as you explore 27 different courses, performing difficult maneuvers such as pinpoint landings on mountain tops or flying in-between the buildings of a major metropolis. There is even a special feature for players to take aerial pictures.

Controller Functions

Control Stick:	Control vehicle
Control Pad:	
A Button:	Flare, strong jet, increase throttle
B Button:	Flare, weak jet, decrease throttle
Z Button:	Take pictures, hover, fire missiles
L Button:	
R Button:	Switch perspectives
Up C Button:	Change camera perspective
Down C Button:	Change camera perspective
Right C Button:	Change camera perspective
Left C Button:	Change camera perspective
Start:	Pause game, view menu

