

ACE OF ACES

Keyboard controls Spectrum and Amstrad

1 = Front View	2 = Left Hand View (port)
3 = Right Hand View (starboard)	4 = Bomb bay
M = Map	Space Bar = Pause
O = Left	P = Right
Q = Up	A = Down
X = Fire (Spectrum)	@ = Fire (Amstrad)

Loading Instructions

Spectrum:

Type "LOAD" and press ENTER.
Press PLAY on the cassette recorder.

Commodore 64/128 Cassette:

Press SHIFT and RUN/STOP keys together.
Press PLAY on the cassette recorder and game will load automatically.

Commodore 64 128 Disk:

Type: LOAD "*", 8, 1 and press RETURN.

Amstrad Cassette:

Press CTRL and SMALL ENTER then press PLAY on the data recorder.
Press any key on the computer.

Amstrad Disk:

Type "RUN" ACE and press ENTER and game will load automatically.

All cassette versions are multi-load, follow screen prompts for instructions.

Control Functions: (for Commodore versions only)

- You may see your current status and pause the game by pressing space bar or F7.
- Restart the game by pressing F1 or the RESTORE key.
- Toggle the sound on and off with the F3 key.
- Use F5 key to abort the mission and set compass marker to return to home base.

Selecting a Mission:

Once the load is completed your Group Captain will offer you the choice of PRACTICE or MISSION(S). Make your selection by moving the joystick up or down. Push the fire button to confirm your choice.

Practice:

If you select PRACTICE the program will immediately load the game. When the load is completed you will be airborne over the English Channel. You must engage and destroy enemy aircraft. When you're out of ammunition or fuel, or badly damaged return to home base.

Use the practice mode to familiarize yourself with the aircraft and its controls. To successfully complete PRACTICE, return to home base intact.

1

Missions:

As a perspective Ace of Aces, you may select any number of missions. Choose a mission with the pointer (joystick up/down, fire-button to select). After highlighting the adjacent box, move pointer to "Begin Game" and hit firebutton.

You will then be presented with "Accept" or "Reject". If you choose to "Accept" you will then be presented with the INTELLIGENCE REPORT.

Intelligence Report:

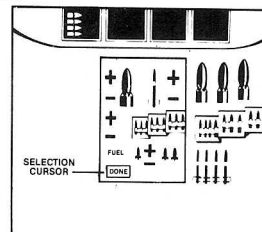
CID (Central Intelligence Division) has prepared your Intelligence Report. Top secret information from secret agents, resistance organizations and aerial reconnaissance will locate the exact positions of enemy targets. Intelligence will also provide you with information on weather conditions, recommended weapons and target sequence.

Following the Intelligence Report, a Mission Map will display the location of major cities and targets. After you leave the Mission Map you will be presented with the Bombardier's View of an empty bomb bay, ready for weapons loading.

Loading Your Plane With Ammunition and Fuel:

Now you are ready to arm your Mosquito based on your choice of targets and the Intelligence Report, ie: if you choose to engage only enemy bombers and their fighter support, you'll want your Mosquito to be light and maneuverable. Therefore, concentrate on a maximum load made up of rockets and cannon.

Weapons Selection:



If your target(s) are U-Boats and Trains you'll want to beef up your bomb load with a minimum of cannon and/or rockets.

If you want to take a crack at Ace of Aces status by choosing all four missions, then you'll want to carefully select your choice of weapons based on your bombing and dog fight capabilities and the Intelligence Report.

2

Move the yellow box around to select areas by pressing up or down on the joystick. If you wish to add or subtract bombs, rockets or cannons, move the yellow box to adjacent "plus or minus" signs.

Once you have reached maximum load, the program stops you from adding further weapons.

Use the + and - signs to add fuel tanks for long-range missions, ie. U-Boat.

Once you're armed, hit "Done" and takeoff sequence begins.

Now you're airborne on a real mission. First check with your navigator to make sure you're on course...

* While in the air, change views by giving the fire button two quick taps. Then push the joystick in one of the directions as outlined below. You may also type the appropriate number key.

Double Click and:

Up: Pilot View or press #1

Left: Port View or press #2

Right: Starboard View or press #3

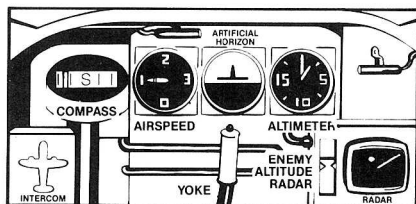
Down: Navigator View or press #4

Centre: Bomb Bay or press #5

* (for Commodore versions only)

Aircraft Controls:

PILOT'S VIEW (FRONT)



Compass

Your initial compass heading is South. Change course by pushing joystick left or right. The compass reading will reflect your new direction. The dark line on the compass indicates the correct heading for the next target. After all targets have been eliminated, the final heading will be to your home base.

Radar

There are two radar indicators:

- The radar "sweep screen" on the extreme right indicates the enemy aircraft's relative distance from you.

3

- The vertical dial indicates the enemy aircraft's relative altitude to you.

Intercom

Your "intercom" icon indicates trouble spots in the aircraft. When the intercom blinks, hit firebutton twice and move joystick toward trouble spot as described above. Practice cycling through the positions. Learn how to move smoothly to the different positions in your aircraft. Alternatively press corresponding numeric key to select desired position.

Centre icon blinking, indicates a call from the bombardier that enemy ground target is now in sight.

Airspeed

This dial indicates your airspeed. In the above diagram it is set at 100 mph. Adjust from the engineer's view with boosters and throttle or careful use of flaps.

Altitude

This dial indicates your altitude. The above diagram shows it set at 2,000 feet. Adjust by pushing up or down on the joystick from the pilot's position.

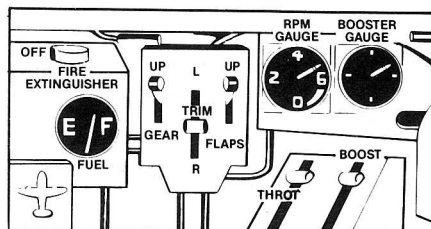
Artificial Horizon

This dial represents your angle relative to the fixed horizon. When the plane is angled, you will turn. When the plane icon is in black, you are descending. When icon is in white, you are climbing.

ENGINEERS VIEW

(Port/Starboard-sides)

The engineer/navigator controls the engines and propellers of the Mosquito.



Throttle (RPM)

To change throttle settings, place the joystick diamond above the RPM dial. Hold firebutton and push joystick up or down to select setting.

4

Booster (Pitch)

Place joystick diamond above the booster dial and adjust similar to throttle. The throttles and boosters function together. The throttles are like the accelerator on a car. The boosters (which control the angle or pitch of the propeller blades) are like the gear of a car. Set both high for top speed. They must be in balance for efficient use of power and fuel and to avoid over-revving.

An engine is over-revving if the RPM needle is in the red zone. Reduce throttle immediately. If it won't reduce, then the engine is on fire. To prevent fire from spreading, use the fire extinguisher.

If the Booster does not match the throttle then the engine will either run away (over rev) or get bogged down (too high a gear).

Fire Extinguisher

Place the joystick diamond over the fire extinguisher. Hold firebutton down and move the joystick to the right. Use extinguishers with care. Once an engine is doused, it's permanently out. After you have lost an engine you must adjust trim to maintain an even course.

Trim

Trim controls the rudder and therefore the direction of the aircraft. Place joystick diamond over trim lever and move the joystick up and down with firebutton pressed to adjust trim and setting and maintain desired compass heading.

Landing Gear

Landing gear will always be in up position unless you want to reduce speed suddenly. This is a useful tactic in trying to evade enemy fighters. Once selected, with joystick down and firebutton depressed drop the gear and the Mosquito will slow down.

Fuel

This indicates amount of petrol remaining. Check status frequently, especially on long range missions. When a tank is empty, move to bomb bay view. Using the joystick move diamond cursor over the fuel tank registering empty and with the firebutton down, throw drop lever. Reducing the load by dropping empty tanks saves remaining fuel.

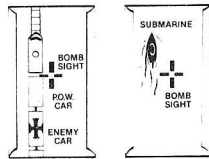
Flaps

To move flaps up and down, place joystick diamond over flap lever, depress fire button and move joystick up and down. Use the flaps to lose speed quickly. Caution: this may cause damage to aircraft.

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TACTICS

Bombing U-Boats/Trains.



Check Navigator's map to determine when you are in general area of enemy target.

Decrease altitude to 1,000 feet or less and set air speed to 100 mph. Open bomb bay doors when you are over target, you should see enemy target—if not, circle back and try again. Joystick up/down moves the bomb sight correspondingly in order to line up target. Joystick left/right moves the target into view under your cursor. When target is in sights, press firebutton to drop the bomb.

TRAIN

The POW train is enroute to Berlin. You must stop it and free the POW's on board. Aim at cars labelled with iron cross. Avoid Red Cross POW. cars. Points are deducted if POW. cars are bombed.

Note: You get only one crack at POW. train so be precise about altitude and air speed.

U-BOAT

The U-Boats are preparing an attack on North Atlantic shipping. Stop them before they launch. Once you have opened your bomb bay door, the U-boats will be alerted to your presence and begin diving. Consequently each of the U-boats will be successively smaller and more difficult to hit..

Note: Once underwater, they will not re-surface for the duration of your mission so be certain of your correct airspeed and altitude.

DOG FIGHT/BOMBERS TACTICS

Cross hair turns red when in range of enemy target.

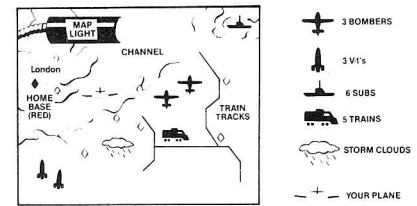
Push joystick up/down/left/right to centre target in sight, (ie: fly your plane till nose points at enemy).

To switch from cannon to rocket go to bomb bay screen and push switch right or left, you get double points for destroying enemy air targets with rockets.

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NAVIGATOR'S VIEW

The map will reflect the information provided in the Intelligence Report. This includes target locations, enemy strengths, strategies and their destinations.



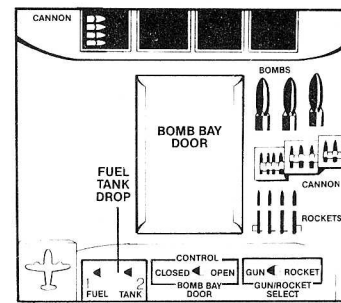
STRATEGY

Check map frequently. Watch icon movement. Get familiar with their respective speeds. Your challenge is to intercept the Train, Bombers and V-1 Rockets before they reach their destinations and to destroy the U-Boat pen before the enemy subs set out to attack Allied convoys in the North Atlantic.

Note: The fastest route is always a straight line from takeoff to target. The black marker line on the Pilot's compass indicates the correct heading and therefore the fastest route. Keep that marker centered on your compass and follow your progress on the navigator's map.

BOMBARDIER'S VIEW

The bombardier's view will tell you how many of each weapon you have remaining.



Fuel drop switches Drop when indicating empty to improve fuel economy.

Guns/cannon switch Select weapons choice depending on target.

Bomb Bay Door Switch open to see enemy target.

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Enemy fighters attack randomly without warning. Once an enemy fighter turns up on radar, your plane icon will freeze on the map. You MUST down the enemy fighter before he gets you. And make it quick, you're burning up fuel. Enemy fighters will attack in greater numbers after you have struck at their Train and U-boat targets

V-1 Buzz Bombs

Stop the V-1s before their launch on London. V-1s are slower than fighters but if they're too close to your aircraft when exploded, the shrapnel may damage your Mosquito.

Bombers

Stop the bombers before they reach London.

TIPS

Don't double click when firing, you may accidently change screens. With a full load of bombs you may need extra speed in order to climb. Your airplane will speed up as you drop bombs and fuel tanks. The extra weight and drag is removed. Keep this in mind when bombing U-boats and Trains.

STATUS SCREENS

You may see your current status and pause the game by pressing the space bar.

SCORING

Bomber	=	100	Rocket Kills	=	Double Cannon kill
V-1	=	150	Safe Return	=	2000
U-Boat	=	250	Extra Bombs	=	50
Train Cars	=	+200	rockets	=	30
POW. Cars	=	-200	fuel	=	10
Engine	=	500	cannon	=	10

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 Concept of design: Michael Bate and Rick Banks Programming design: Stuart Easterbrook
 Graphics: Scott Fiander and Grant Campbell. Sound: Paul Butler

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