

LOADING INSTRUCTIONS

AMSTRAD PCW 8256/8512 DISK

ACE say be run on any Amstrad PCW 8256 or 8512 with one or two disk drives.

YOUR ENJOYMENT OF ACE WILL BE GREATLY ENHANCED BY THE USE OF THE CASCADE JOYCESTICK INTERFACE IF YOU DID NOT BUY ACE WITH THE INTERFACE THEN TELEPHONE 0423 504663 TO ORDER DIRECT FROM CASCADE.

To run ACE, place CP/M diskette in drive A and turn on computer. At the A> prompt, insert game disk with side one facing left in drive A and type LOAD Press RETURN key and after a few moments the ACE loading screen will appear. Press SPACE BAR to play.

ACE INSTRUCTIONS

CONDITION RED!

A huge enemy fleet has invaded our southern shores. They have landed dozens of tanks, supported by helicopter gun ships. Squadrons of enemy fighters give the enemy forces air cover. Advancing ruthlessly they are conquering our homeland, facing no opposition.

ITS UP TO YOU!

You are our only fighter pilot, and we've only THREE A.C.E. Mark 2, 1 Multi Role All Weather All Terrain (AWAT) combat aircraft. We have three allied air bases remaining. You must fly sorties from our bases, and attack, and destroy the numerically superior enemy land forces, and drive them from the country. Then, and only then, the final stage of the conflict, having destroyed all the land forces and shot down the enemy air force, is to sink the enemy fleet as they attempt to evacuate their defeated army. Do you think you can handle it?

STARTING THE GAME

After loading ACE, you will see the TITLE PAGE. Press SPACE BAR to obtain the OPTIONS PAGE.

PRESS 2 to select the skill level (1-9) that your require. Level one is the training mode, during which the enemy units do NOT fire at you.

PRESS 3 to select keyboard or keyboard/joystick control.

PRESS 4 to select AWAT setting.

PRESS 5 to select DEMO

PRESS 6 to view high scores.

PRESS 7 to load high score table.

PRESS 8 to save high score table to disk.

PRESS 9 to view active keys.

Options 8 and 9 will require the disk to be left in drive A.

When you are happy with your options, PRESS 1 to start the game.

ARMING YOUR AIRCRAFT

The ground crew are waiting to arm your plane. Press 1, 2, 3 or 4 to select the range of weapons with which you wish to be armed. Note that this selection ONLY affects the weapon load, NOT the type of enemy that you will encounter.

WHEN YOU HAVE COMPLETED THE WEAPONS ARMING STAGE, YOU WILL BE SAT IN YOUR AIRCRAFT, ON THE RUNWAY AT ALLIED AIR BASE ONE, FACING EAST.

FLYING THE AIRCRAFT

IMPORTANT! Novices should refer to the ACE CONTROLS and ACE INSTRUMENT PANEL sections BEFORE attempting to fly.

1) **TAKING OFF** Accelerate to at least 150 knots, gently pull the aircraft up, and you will become airborne. Raise the undercarriage before your speed exceeds 280 knots!

2) **FLYING** Use the joystick (or appropriate keys) to dive, climb and to bank. When the jet banks, it also turns, as you will observe on your compass. You will be able to perform full aerobatics (if you wish) such as loops and rolls. Increase and decrease thrust, to regulate the jet's air speed. Fuel will be consumed faster, at higher speeds. The ceiling (the maximum altitude) at which you can fly is 70,000 feet. The stall speed (the minimum speed at which you will need to fly to remain airborne) is 150 knots.

3) **LANDING** navigate to an allied air base and approach it at under 500 feet. When you see the runway on the horizon, slow to 200 knots and lower your undercarriage. Put the nose DOWN SLIGHTLY and when you are over the runway, land and reduce thrust. Ensure that you stop with enough runway remaining to allow you to take off again. When your aircraft has stopped, the ground crew will re-fuel, re-arm and repair any damage to your aircraft, allowing you to take off on another sortie.

PILOT'S CONTROLS

AIRCRAFT UP	JOYSTICK OR A
AIRCRAFT DOWN	JOYSTICK OR Q
AIRCRAFT BANK LEFT	JOYSTICK OR O
AIRCRAFT PANK RIGHT	JOYSTICK OR P
INCREASE THRUST	>
DECREASE THRUST	<
UNDERCARRIAGE UP/DOWN	U
TURN MAP ON (ALSO PAUSES)	M
QUIT AND RESTART (HOLD KEY DOWN)	RELAY
PAUSE ON/OFF	M

MAP WINDOW
SELECT WEAPON TYPE
FIRE WEAPON
FIRE FLARE
EJECT

STOP
RETURN
SPACE
F
E

ACE INSTRUMENT PANEL

THRUST	Shows engines power output.
FUEL	Amount of fuel left.
ALT	Aircraft altitude in feet.
VEL	Air speed in knots.
UC	Undercarriage up/down indicator.
COMPASS	Gives your heading.
SC	Score.
ROLL & PITCH	The two aircraft show your banking angle and degree of climb or dive.
COMPUTER OUTPUT	Your on board computer displays messages/warnings etc.
PANEL AWAIT RADAR	Your aircraft is in the centre. The view point is from above. An arrow pointing upwards indicates an enemy aircraft above you. An arrow pointing downwards indicates an enemy aircraft below you and a rectangle with no arrowhead is one within 1000 feet of your altitude. A blip is a ground target.
REAR VIEW CAMERA	Mounted in the tail, the wide angle lens shows enemy aircraft to your rear as well as missiles chasing you.
MODE INDICATOR	Shows flight mode in combat mode, shows amount of ammunition left and weapon selected.

USE OF WEAPONS

- 1. MISSILES** Select the correct type of missile; tanks require AIR-GROUND missiles, planes and helicopters require AIR-AIR and use AIR-SHIPS missiles to sink ships. Ensure that the target is within the weapons sights and ensure that the target is larger than a dot. BEFORE you fire the missile. Once the missile has been fired, you can no longer control it.
- 2. CANNON** The cannon cannot be moved it must fire in the direction of flight of the aircraft. It can be used against any type of target, but the target will require several hits and more accuracy is needed than when using missiles. In the two player mode, the pilot can fire the cannon whilst the weapons man is using another weapons system.
- 3. FLARES** Use the rearward firing decoy flares to confuse the infra-red sensors on incoming enemy missiles.

FLYING A COMBAT MISSION

- 1) Refer to your SATELLITE INTELLIGENCE MAP (SIM) to locate the enemy forces, your air bases and refueling tankers. The SIM shows groups of enemy forces NOT individual tanks and planes etc. Allied territory is green, enemy held areas red. Use the compass to navigate around the map.
- 2) Decide which group of forces you will attack and arm your aircraft appropriately. Remember that your mission is to destroy the ground forces, engaging enemy planes in the process, and THEN to sink the fleet.
- 3) ATTACKING GROUND FORCES. Dive to below 3000 feet and slow to about 500 knots or less. At lower speeds you are more vulnerable to attack from enemy missiles and ground fire but it is easier to take out your target. Engage the enemy (see USE OF WEAPONS). If locked onto and chased by an enemy missile, out-maneuvre and dodge the missile, or launch a decoy flare to throw the missile off course.
- 4) ATTACKING AIRCRAFT. Try to gain height and to get behind the enemy fighters before attacking (see USE OF WEAPONS). Use your radar and rear view camera and watch out for fighters manoeuvring behind you. Fast reactions will be needed to shoot them down.
- 5) ATTACKING SHIPS. Climb to 2500 feet at about 300 knots. Attack with an air-ship missile, avoiding anti-aircraft fire and surface to air missiles. NOTE: YOU WILL ONLY SEE SHIPS ON THE MAP AFTER YOU HAVE WIPED OUT ALL OF THE GROUND FORCES.
- 6) AIR TO AIR REFUELING. Using your on board computer, go to the altitude of the tanker, if one is available. Approach from behind with care, slightly faster than the speed of the tanker. When you are close enough, the tanker crew will deploy the refueling pipe with the basket on the end. Manoeuvre your aircraft until the tip of the refueling probe is in the centre of the basket and keep it there until fully fueled.
- 7) DAMAGE Enemy missiles can damage various systems. Your rear-view camera and your radar may be destroyed; your controls may be damaged, making your plane VERY slow to respond to your manual commands. If you suffer severe damage you will have to eject. You will only be able to eject over allied air spaces. Only a successful ejection will allow you to fly any remaining aircraft. If your fighter is destroyed, the game ends regardless of how many aircraft are left at home base.

GOOD LUCK