

ACE2 THE ULTIMATE HEAD TO HEAD CONFLICT

- ▶ High speed one or two pilot action.
- ▶ Computer opponent has advanced artificial intelligence at 20 skill levels.
- ▶ Comprehensive options.



WHO WILL SURVIVE?



GAMEBUSTERS

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ACE2

Commodore 64

GAMEBUSTERS

ACE2



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ACE2

COMMODORE 64 AND COMMODORE PLUS/4 INSTRUCTIONS

'ACE 2' AIRCRAFT FLIGHT CONTROLS

(1) PLANE ONE

JOYSTICK - Put the joystick into Port 1/Joy 1

F - Increase Engine Power

S - Decrease Engine Power

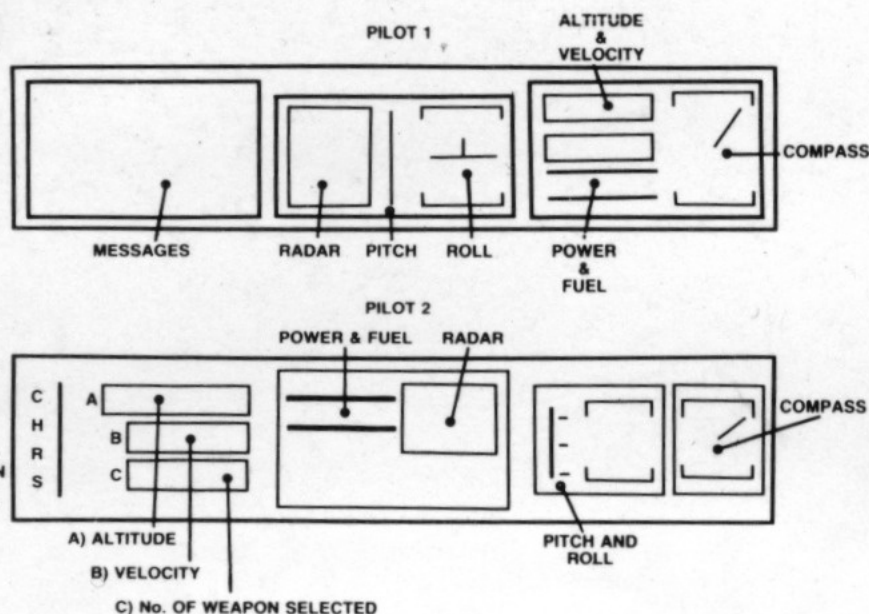
X - Switch to Map View

E - Select Weapon

Q - If the aircraft is not threatened by an enemy missile, this shows the number of Flares and Chaff pods available, but if it is being chased by a missile, it fires a flare to decoy a heat-seeking missile, or some chaff, to deflect an incoming radar guided missile.

COCKPIT INSTRUMENTS

(Instrumental Panel Black-on-White Line Drawing)



(2) PLANE TWO

JOYSTICK - Put the joystick into Port 2/Joy 2 (Plus/4 users may use the four cursor (arrow) keys, instead of a second joystick, and fire with SHIFT.)

H - Increase Engine Power

K - Decrease Engine Power

V - Switch to Map View

U - Select Weapon

T - Monitor flare and chaff levels or launch flare/chaff

(3) ADDITIONAL CONTROLS

F3 - Quit game and restart (Hold the key down)

F5 - (C64/C128 version only) Turn Music on/off during game (Hold the key down).

QUICK PLAY GUIDE

STALL SPEED 140 Knots.
CEILING 60000 Feet.
RETURNING TO CARRIER PLANE ONE fly off the west side of the map, at less than 1000 feet.
PLANE TWO fly off the east side of the map, at less than 1000 feet.

CANNON (C) Use against enemy aircraft, at range of less than 1 mile.
HEAT-SEEKING (H) Fire at aircraft, at range of less than 8 miles.
RADAR-GUIDED (R) Fire at aircraft, at range of less than 25 miles. THIS MUST BE GUIDED TO THE TARGET.
AIR-GROUND/SHIP(S) Fire at ground targets, from an altitude of less than 2000 feet, at a speed of less than 500 knots. GUIDE IT TO THE TARGET.