

commodore
64

The **AIR COMBAT EMULATOR**, packed with exciting features, is by far the fastest, most realistic flight simulator available. For the first time on a home computer, feel what it is *really* like to fly a high performance military jet and engage tanks, missiles, ships, helicopter gun-ships and two types of cunning intelligent enemy aircraft.

Featuring over 300 sprite images, **ACE** has the smoothest most detailed cockpit view of hills, trees and other ground objects ever achieved thanks to specially developed Dynamic Graphics Technique (D.G.T.®) allowing sensational high speed *solid* 3D graphics.

In combat, your head will spin as you struggle with the help of advanced avionics including rear-view camera and radar, to stay alive long enough to do some damage to the enemy.

The unique two seat flying option (pilot, navigator/ weapons man) and **Synchro Speech**™ which passes vital aircraft condition information to the flight crew without freezing the action combined with dynamic tactical map, take offs and landings, summer, winter and night-time flying and a remarkably realistic in-flight refuelling option makes **ACE** the ultimate AERIAL COMBAT EMULATOR.

This is what TV personality and World War II fighter pilot, Raymond Baxter had to say about **ACE**...

"I've flown Harriers, Tornados, Spitfires and I can assure you that the way ACE responds to the controls and places you in combat situations is very realistic. In fact, after flying ACE for a short time, you feel the adrenalin rush one normally associates with actual aerial combat."

ACE SCENARIO

A vast invasion fleet has landed on your southern shores and discharged scores of tanks supported by helicopter gun-ships and protected by mobile surface to air missiles. Squadrons of enemy fighters give the enemy forces air cover. Advancing ruthlessly they are conquering your homeland, facing no opposition.

You are the last fighter pilot with only three A.C.E. Mark 2.1 multi role All Weather All Terrain (A.W.A.T.®) combat aircraft. Based at an allied airbase, your task is to attack and destroy the numerically superior enemy land and air forces and drive them from your shores. The final stage of the conflict, having already destroyed the enemy land forces and shot down their air force, is to sink the enemy fleet as it evacuates its defeated army.

ACE requires CBM 64, cassette unit, TV, power supply unit, joystick and second joystick (optional). You must remove all unnecessary peripheral devices including ROM packs, disk-drives and printers otherwise **ACE** will not work. It will take about 3 minutes to load but it is well worth the wait. Our loader is faster than disk and is pirate proof. Set your TV volume very high, darken the room and good luck!

INSTRUCTIONS ON REVERSE

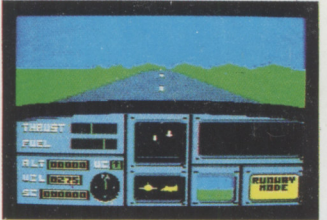
Written a game? Send it to us for evaluation

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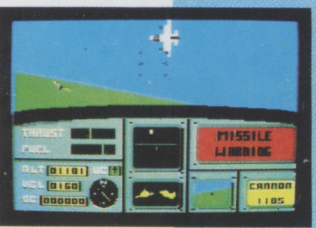
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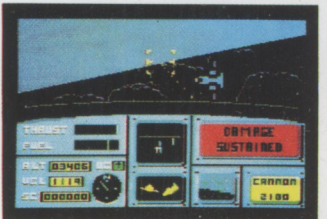
Cover designed and produced by Michael Cater and Associates Ltd. Tel. (0532) 452243



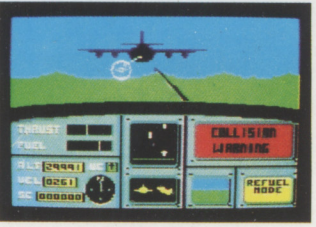
Your jet stands fully armed and fuelled on the runway. The enemy positions are plotted - it's up to you.



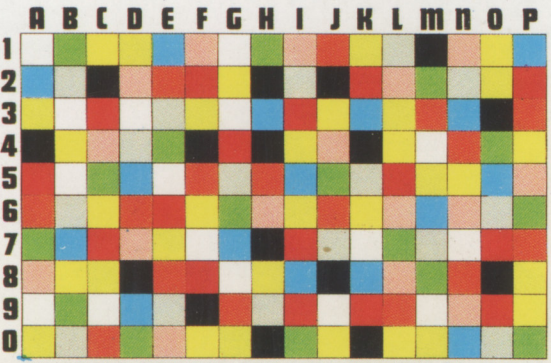
Climbing to engage enemy fighters you are attacked by Surface to Air Missiles (S.A.M's) and cannon fire. You select appropriate weaponry and use all of your skills to avoid destruction.



As night falls, the battle continues. Your radar becomes your eyes. Stress and fatigue will begin to show, but you dare not fail in your mission.



Low fuel warning. Switch to your on-board computer and check your Satellite Intelligence Map (S.I.M.). Locate the airborne tanker but beware - one slip now and you could collide.



WEAPONS ARMING FAILSAFE SYSTEM (W.A.F.S.)

All on-board operations are linked via your computer to a fail safe arming system. Arming instructions will appear on your flight panel.

fast loader
(3 MINS - APPROX)
ACE
THE AIR COMBAT EMULATOR
WRITTEN BY IAN MARTIN
DESIGNED BY IAN MARTIN,
NIGEL STEVENS AND
GUY WILHELMY



AIR COMBAT EMULATOR



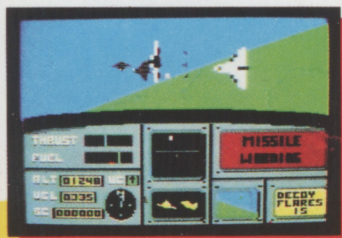


1) OPTIONS: select SUMMER, WINTER (as above) or NIGHT TIME, select single or dual role and set skill level (Level One - training mode).

2) MISSION PROFILE: Before each sortie, select the weapons load appropriate to your next mission (eg: ground attack, naval attack, default is multirole capability).

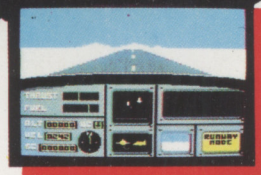


4) SIM: The Satellite Intelligence Map is used to locate the enemy forces, your airbases and refuelling tankers. The SIM shows units or groups of enemy forces, NOT individual tanks and planes etc. Your aircraft is the white flashing one, and allied territory is green, enemy held territory is red.

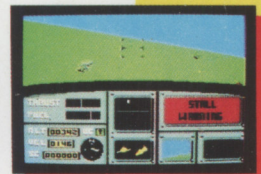


6) ATTACKING AIRCRAFT: Try to gain height and get behind the enemy fighters before attacking with cannon or air to air missiles. Use your radar and rear view camera and watch out for fighters manoeuvring behind you. Fast reactions will be needed to shoot them down. Delta winged aircraft are slower and less agile than the straight winged enemy fighters.

11) CONTROLS: PILOT use joystick in port 2 - **FORWARD** = Dive, **BACK** = Climb, **LEFT** = Turn Left, **RIGHT** = Turn Right. **SPACE** = Increase Thrust. **KEY** = Decrease Thrust. **U** = Raise/Lower Undercarriage. Maximum Speed with undercarriage = 280 Knots. **F1** = Change Weapon. **M** = Switch between Map (SIM) and cockpit view. **Q** = Quit and Restart. (Hold key down for 5 seconds). **S** = Speech on/off switch. **Run/Stop** = Pause on/ Pause off. **E** = Eject. **WEAPONS MAN:** Only in dual role mode. Plug Joystick into Port 1 (optional). **F1** = Change Weapon. **F3** = Fire Weapon. **F5** = Move sights UP. **F7** = Move sights DOWN. **CRSR Keys** = Move sights LEFT/RIGHT. In dual role mode the pilot can fire the cannon. Use joystick in port 1 to move weapon sights and fire.



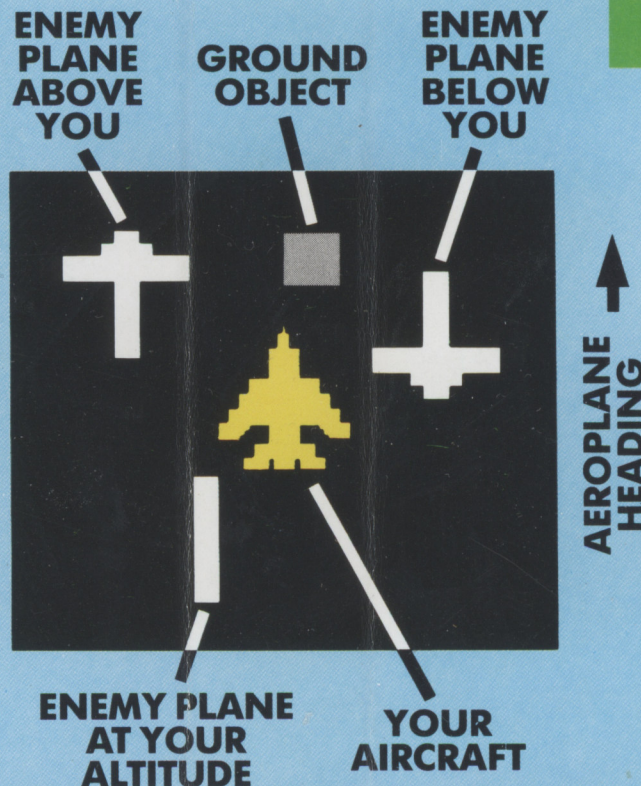
3) TAKING OFF: Accelerate to at least 150 knots, gently pull back on the joystick and you will take off. Raise the undercarriage.



5) ATTACKING GROUND FORCES: Dive to below 3,000 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. 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.

AWAT RADAR - Your aircraft is in the centre.

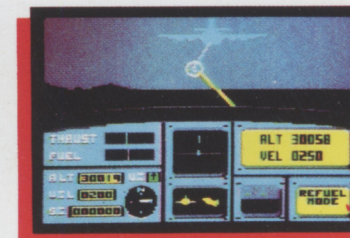
The viewpoint is from above. A white arrow pointing upwards indicates an enemy aircraft above you. A white arrow pointing down indicates an enemy aircraft below you. A small white blip with no arrowhead is an aircraft within 1000 feet of your altitude. A grey blip is a ground target such as a tank.



7) 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.

9) AIR TO AIR REFUELLING:

Using your on board computer, go to the speed and altitude of the tanker if one is available. Approach from behind the tanker with care watching your speed very carefully. When you are close enough, the tanker crew will deploy the refuelling pipe, with the basket on the end. When you hear the crew on the refuelling tanker giving approach orders, manoeuvre your aircraft until the tip of your refuel probe is in the centre of the basket and keep it there until you are fully refuelled.



10) DAMAGE: If your aircraft has suffered severe damage, to survive you will have to eject. Try to eject over allied air-space. Only a successful ejection over friendly territory will allow you to fly any remaining aircraft. If your aircraft crashes for any reason or is destroyed before you have the chance to eject or you eject over enemy territory the game ends, regardless of how many aircraft are left at home base.

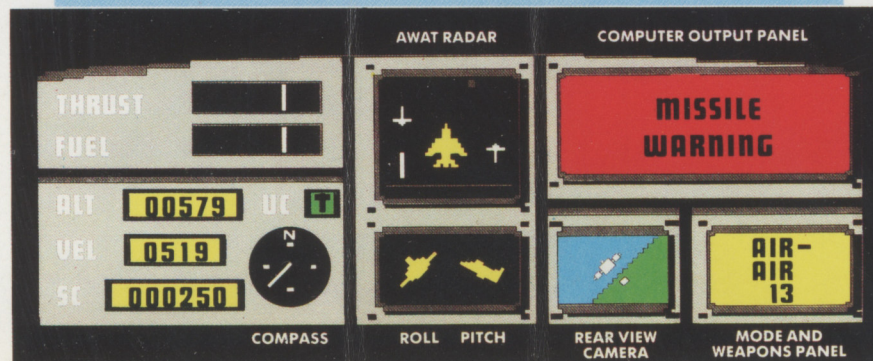
12) AVIONICS. THE INSTRUMENT PANEL.

THRUST - Shows engine's power output. **FUEL** - Amount of fuel left. **ALT** - Aircraft's altitude in feet. Maximum ceiling 75000 feet. **VEL** - Airspeed in Knots, Stall speed = 140 knots. **MAX SPEED** 960 Knots at Sea level. 1590 Knots at 70000 feet. **UC** - Undercarriage up/down indicator. **COMPASS** - Gives your heading. **SC** - Score. **ROLL & PITCH** - The two aircraft show your banking angle and the degree of climb or dive. **COMPUTER OUTPUT PANEL** - Your onboard computer displays messages/warnings etc. Important messages are synthesised audibly as well as being displayed. **REAR VIEW CAMERA** - Mounted in the tail, the wide angle lens shows enemy aircraft to your rear and missiles chasing you.

MODE INDICATOR - Shows flight mode. In combat mode, this shows the current weapon selected and ammunition left.

13) USE OF WEAPONS: All the weapons must be guided visually at least until the missile is locked onto the target. This is accomplished by having the target in the sights when you fire. In the two player mode, the sights can be moved to assist targetting and locking on of the missiles. To destroy a target with a missile the correct type must be used (AIR TO AIR, AIR TO GROUND, AIR TO SHIP) and it must be recognisable and larger than a dot on the horizon. Targets need several hits from cannon shells which are fired at 6000 rpm. Use the **DECOY FLARES** which are rearward firing to thwart incoming enemy missiles.

14) Only a select few will survive for long and to become an AIR ACE you must destroy the entire invasion force at the hardest skill level which simulates true combat conditions. They will be extremely rare but can prove they are an ACE by saving their score using the high score save feature. Send your high score to your favourite magazine. See if YOU are the top ACE pilot.



ADVANCED AVIONICS FLIGHT CONTROL SYSTEM