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LOADING INSTRUCTIONS

▼ COMMODORE 64/128 (IN 64 MODE) CASSETTE ▼

You will need: Commodore 64 or 128; Commodore cassette unit; one joystick; second joystick (optional). Remove all unnecessary peripherals including disk drives. ROM packs and printers otherwise ACE will not run correctly.

Turn the computer on. Hold down either SHIFT key, and press RUN/STOP. The screen will say 'PRESS PLAY ON TAPE'. Press down 'PLAY' on the cassette unit. The screen will go blank. After a few seconds, you should see the screen say 'FOUND ACE 64K etc'. Press the space bar to continue loading. After a few seconds the screen should go black, and a few seconds after that, the screen will be filled with coloured bars as the program loads. Leave the computer and cassette unit alone.

There is a copy of ACE on each side of the tape, on the 'A' side of the cassette, is a copy recorded using a special program called a FASTLOADER. This enables the game to be loaded at MANY TIMES the normal Commodore loading speed. The disadvantage with this, is that the loading is less reliable. The 'B' side contains the SAME GAME. But recorded at a much slower speed. Use the 'B' side. ONLY if the 'A' side fails to load.

Some Commodore cassette recorders have their heads incorrectly aligned, and you may only be able to load one side of the cassette. Consult your dealer if this is the case. After 3 minutes on a FASTLOAD side, or 10 minutes on a SLOWLOAD one, the screen will display the title page, and you will be ready to play the game. Note that ACE loads in blocks. Between each block is a gap of a few seconds. During loading, the screen will be blank (no flashing bars) during those gaps. LEAVE THE CASSETTE UNIT ALONE.

▼ SPECTRUM 48K/SPECTRUM PLUS CASSETTE ▼

If you wish to use a joystick, connect the interface to the computer BEFORE turning it on, ACE is compatible with KEMPSTON and INTERFACE 2. If using Interface two, the PILOT's joystick should be inserted into the RIGHT socket. A second (optional) joystick may also be used.

Turn the Spectrum on. Type: -LOAD" and press ENTER. Press PLAY on your cassette recorder. ACE should load after a few minutes. Refer to your SPECTRUM manual, if you have any problems.

COMMODORE 64/SX64/128 (IN 64 MODE) DISK AND ▼ COMMODORE PLUS/4 DISK ▼

You will need: Commodore 64, SX64, Plus/4 or 128; Commodore disk drive; one joystick; second joystick (optional). Turn the computer and disk drive on. Users with more than one drive should use the one that is configured as device 8. Novices will note that when you buy a disk drive, it is 15 so configured. Type 'LOAD" * 8, 1' and press the RETURN key, and ACE will load after a few minutes.

Leave the disk in the drive after loading, and do not cover the write protect notch.

ACE INSTRUCTIONS

▼ CONDITION RED! ▼

A huge enemy fleet has invaded our southern shores. They've landed dozens of tanks, supported by helicopter gun-ships and protected by mobile surface to air missiles (SAMs). Squadrons of enemy fighters give the enemy forces air cover. Advancing ruthlessly they are conquering our homeland, facing no opposition.

▼ IT'S 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 (AWATTM) combat aircraft. We have three allied airbases 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 airforce, 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 any key to obtain the OPTIONS PAGE. Press '2' to select the skill level (1-9) that you require. Level one is the training mode, during which the enemy units do NOT fire at you.

Press '3' to select one or two player game (single pilot or pilot and weapons man). Press '4' to select Summer, Night or Winter flying.

During the options page, you may also see a demonstration of ACE in self-play mode or view the table of high scores achieved. Cassette users who wish to recall high scores that they have previously saved onto cassette, must do so at this point. If you wish to do so, press '5', and follow the instructions on screen.

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

▼ ARMING YOUR AIRCRAFT ▼

The groundcrew 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 weaponload, 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 AIRBASE 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 airspeed. Fuel will be consumed faster, at higher speeds. The ceiling (the maximum altitude) at which you can fly is 70000 feet. The stall speed (the minimum speed at which you will need to fly to remain airborne) is 150 knots.

3) **LANDING** Navigating to an allied airbase 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 ▼

	COMMODORE 64/SX64/128	COMMODORE PLUS/4	SPECTRUM 48K/PLUS
AIRCRAFT UP	JOYSTICK (port 2) BACK	JOYSTICK (port 2) BACK	JOYSTICK or 3 or S
AIRCRAFT DOWN	JOYSTICK (port 2) FORWARD	JOYSTICK (port 2) FORWARD	JOYSTICK or 4 or W
AIRCRAFT BANK LEFT (TURN LEFT)	JOYSTICK (port 2) LEFT	JOYSTICK (port 2) LEFT	JOYSTICK or 1 or E
AIRCRAFT BANK RIGHT (TURN RIGHT)	JOYSTICK (port 2) RIGHT	JOYSTICK (port 2) RIGHT	JOYSTICK or 2 or R
INCREASE THRUST	SPACE BAR	SPACE BAR	Z
DECREASE THRUST	○ KEY	○ KEY	CAPS SHIFT
UNDERCARRIAGE UP/DOWN	U	U	U
TURN MAP ON (Also PAUSES on Spectrum)	M	M	M
QUIT AND RESTART (Hold key down)	Q	Q	Q
PAUSE ON/OFF	RUN/STOP	RUN/STOP	R
SELECT WEAPON TYPE	F1	F1/F4	ENTER
FIRE WEAPON	FIRE BUTTON ON JOYSTICK	FIRE BUTTON ON JOYSTICK	FIRE or S or X
EJECT	E	E	J

WEAPON MAN CONTROLS (ONLY IN TWO PLAYER MODE). A SECOND JOYSTICK MAY BE USED, IF YOU HAVE ONE, TO MOVE THE WEAPONS LIGHTS AND FIRE. IF NOT, USE THE KEYS INDICATED.

	F1	F1/F4	ENTER
SELECT WEAPON	F1	F1/F4	ENTER
MOVE SIGHTS UP	F5	ARROW UP	8 or I
MOVE SIGHTS DOWN	F7	ARROW DOWN	8 or K
MOVE SIGHTS LEFT	CRSR UP/DOWN	ARROW LEFT	8 or O
MOVE SIGHTS RIGHT	CRSR LEFT/RIGHT	ARROW RIGHT	7 or P
FIRE WEAPON	F3	SHIFT	8 or N

▼ ACE INSTRUMENT PANEL ▼

THRUST	Shows engine's power output.
FUEL	Amount of fuel left.
ALT	Aircraft's altitude in feet.
VEL	Airspeed in knots.
U	Undercarriage up/down indicator.
COMPASS	Gives your heading.
S	Score.
ROLL & PITCH	The two aircraft show your banking angle, and degree of climb or dive.
COMPUTER OUTPUT PANEL	Your onboard computer displays messages/warnings etc.
AWAY RADAR	Your aircraft is in the centre. The viewpoint 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 and SAM require AIR-GROUND missiles, planes and helicopters require AIR-AIR, and use AIR-SHIP missiles to sink ships. Ensure that the target is within the weapons sights (in the two player mode this is made easier, by the facility to move the 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 (S.I.M.) to locate the enemy forces, your airbases, and refuelling tankers. The S.I.M. 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. Delta winged aircraft are slower and less agile than the straight-winged enemy fighters.

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 REFUELLING.** Using your onboard 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 refuelling pipe, with the basket of the end. Manoeuvre your aircraft until the tip of the refuelling probe is in the centre of the basket, and keep it there until fully fuelled.

7) **DAMAGE** Enemy missiles or gunfire 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 airspace. 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.

▼ SAVING HIGH SCORES ▼

If, at the end of the game, you have scored enough points to be included on the HIGH SCORES table, you will be asked to type in your name(s) and date. Cassette users must allocate a cassette upon which they are to save their scores. Disk users will note that the scores save to disk automatically. When you next load ACE, your scores can be displayed in the high scores table, for all to see!

Good Luck!

