

ACE2

AMSTRAD & SPECTRUM INSTRUCTIONS

LOADING INSTRUCTIONS

Insert the cassette in your recorder and ensure that it is fully rewound. On 48K machine type LOAD"" and press ENTER. ON 128K machine select the LOADER menu. Press PLAY on the cassette record. ACE 2 will load after a few minutes.

'ACE 2' AIRCRAFT FLIGHT CONTROLS

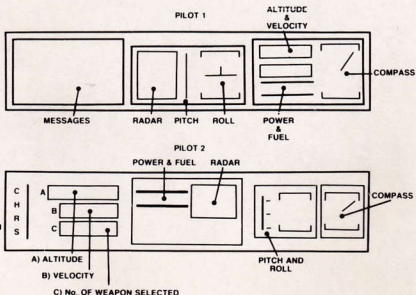
(1) PLANE ONE (If using joystick use Sinclair Joystick One)

- | | |
|----------------|---------------------------|
| F – Fire | D – Increase Engine Power |
| X – Bank Right | S – Decrease Engine Power |
| Z – Bank Left | C – Switch to Map View |
| Q – Dive | W – Select Weapon |
| A – Climb | |

R – 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 (If using joystick, use Sinclair Joystick Two)
- | | |
|----------------|---------------------------|
| H – Fire | K – Increase Engine Power |
| M – Bank Right | J – Decrease Engine Power |
| N – Bank Left | B – Switch to Map View |
| P – Dive | O – Select Weapon |
| L – Climb | U – Monitor/Fire defences |



- (3) ADDITIONAL CONTROLS
SPACE – Quit game and restart.

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, ar 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 2000 feet, at a speed of less than 500 knots. GUIDE IT TO THE TARGET.