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ACCOLADE™

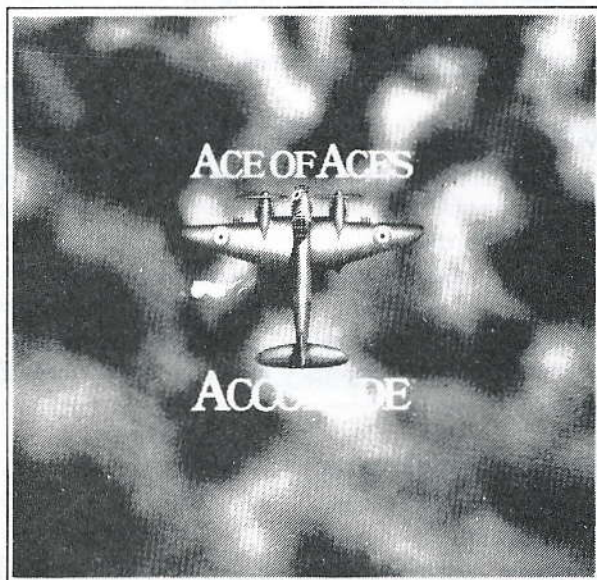
P R E S E N T S

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# Ace of Aces™

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For IBM PC/Tandy



by Artech Digital Productions

Concept of Design: Michael Bate & Rick Banks

IBM CONVERSION BY NEXA CORPORATION

Programming: Billy H. Sutyono

Sound: Greg Marr

Graphics: Robert Coston

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# Ace of Aces<sup>TM</sup>

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## I N S T R U C T I O N S

### To Start the Game:

#### FOR IBM PC/TANDY:

1. Connect joystick to port 1 (optional) for IBM PC. For Tandy, connect joystick to right joystick port (optional).
2. Boot your DOS disk.
3. At the "A>" prompt, insert your "Ace of Aces" program disk.
4. For CGA version, type "ACE" and press enter. For Hercules Mono version, type "ACE H" and press ENTER.

### Control Functions:

#### For IBM PC/Tandy:

- You may see your current status and pause the game by pressing F7 key.
- Restart the game by pressing F1 key.
- To switch sound off, press F3 key at "SELECT" screen before starting mission.

## Control Reference:

	Joystick	Keyboard
<b>SELECT SCREENS</b>	Move joystick up/down Press fire button to select	Up/down cursor keys ENTER key
<b>WEAPON SELECTION SCREEN</b>	Move joystick up/down to move select box Press fire button to select any choice	Up/down cursor keys ENTER key
<b>PILOT'S VIEW</b>	Move joystick left/right to turn Move joystick up/down to dive/climb Press fire button to shoot cannon/gun	Left/right cursor keys Up/down cursor keys Space bar
<b>ENGINEER'S VIEW</b>	Move joystick left/right to make selection with diamond cursor Move joystick up/down to adjust gauges	Left/right cursor keys Up/down cursor keys
<b>BOMBARDIER'S VIEW</b>	Move joystick left/right to make selection with diamond cursor Press fire button to toggle switches	Left/right cursor keys ENTER
<b>BOMBING</b>	Move joystick up/down to line up bombsight. Joystick left/right moves target under cursor Press fire button to drop bombs	Up/down cursor keys #7 and #9 on numerical keypad Space bar



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**NOTE:** When Ace of Aces is first booted, you will be prompted at the select screen to choose either keyboard (K) or Joystick (J). Once in progress with keyboard mode you cannot change to joystick mode.

## Selecting a Mission:

Once the load is completed your Group Captain will offer you the choice of PRACTICE or MISSION(S). Make your selection by moving the joystick up or down [pressing up/down cursor keys]. Push the fire button [ENTER key] to confirm your choice.

## Practice:

If you select PRACTICE, you may choose either to dog fight, bomb enemy trains or sink enemy U-boats. Your choice will immediately load and you will be airborne over the English Channel. You must engage and destroy enemy aircraft or bomb enemy ground targets. When you're low on ammunition or fuel, or badly damaged, return to home base.

Use the practice mode to familiarize yourself with the aircraft and its controls. To successfully complete PRACTICE, return to home base intact.

## Missions:

As a prospective Ace of Aces, you may select any number of missions. Choose a mission with the pointer (joystick up/down fire button) [cursor keys up/down ENTER]. After highlighting the adjacent box, move pointer to "Begin Game" and hit fire button [ENTER].

You will then be presented with "Accept" or "Reject". If you choose to "Accept" you will then be presented with the INTELLIGENCE REPORT.

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## **Intelligence Report:**

CID (Central Intelligence Division) has prepared your Intelligence Report. Top secret information from secret agents, resistance organizations and aerial reconnaissance will locate the exact positions of enemy targets. Intelligence will also provide you with information on weather conditions, recommended weapons and target sequence.

Following the Intelligence Report, a Mission Map will display the location of major cities and targets. After you leave the Mission Map you will be presented with the Bombardier's View of an empty bomb bay, ready for weapons loading.

## **Loading Your Plane With Ammunition and Fuel:**

Now you are ready to arm your Mosquito based on your choice of targets and the Intelligence Report, ie: if you choose to engage only enemy bombers and their fighter support, you'll want your Mosquito to be light and maneuverable. Therefore, concentrate on a maximum load made up of rockets and cannon.

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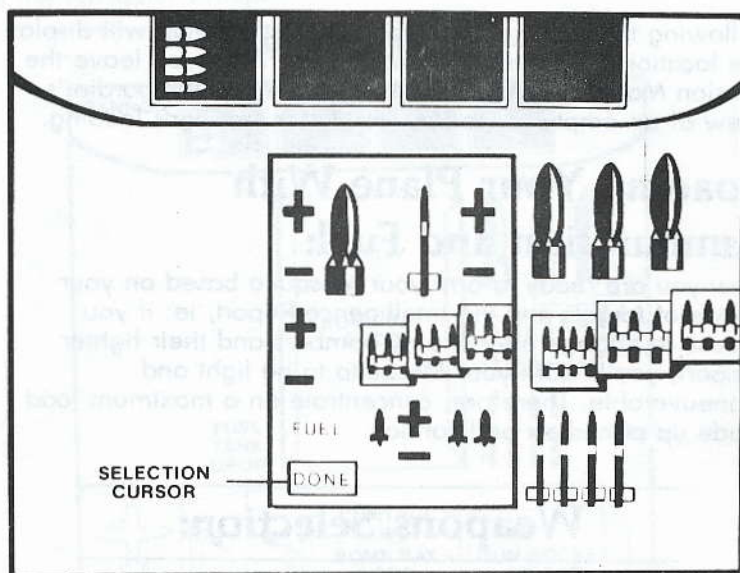
## **Weapons Selection:**

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If your target(s) are U-Boats and Trains you'll want to beef up your bomb load with minimum of cannon and/or rockets.

If you want to take a crack at Ace of Aces status by choosing all four missions, then you'll want to carefully select your choice of weapons based on your bombing and dog fight capabilities and the Intelligence Report.

Move the dark box around to select areas by pressing up or down on the joystick [pressing up or down cursor keys]. If you wish to add or subtract bombs, rockets or cannons, move the dark box to adjacent "plus or minus" signs and press fire button [ENTER key]. Once you have reached maximum load, the program stops you from adding further weapons.



Use the + and - signs to add fuel tanks for long-range missions, ie. U-Boat.

Once you're armed, highlight "Done" and takeoff sequence begins.

Now you're airborne on a real mission. First check with your navigator to make sure you're on course ...



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- While in the air, change views by giving the fire button two quick taps. Then push the joystick in one of the directions as outline below. You may also type the appropriate number key. (Must be used in keyboard mode).

Double Click and:

**Up:** Pilot View or press #1

**Left:** Port View or press #2

**Right:** Starboard View or press #3

**Down:** Navigator View or  
press #4

**Center:** Bomb Bay or press #5

**Note:** When changing views from cockpit, it is recommended that the user type the appropriate number key. We have noticed that some joysticks do not respond correctly to double clicking.

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## Aircraft Controls:

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### Compass

Your initial compass heading is South. Change course by pushing joystick left or right [pressing right or left on cursor keys]. The compass reading will reflect your new direction. The marker line on the compass indicates the correct heading for the next target. After all targets have been eliminated, the final heading will be to your home base.

### Radar

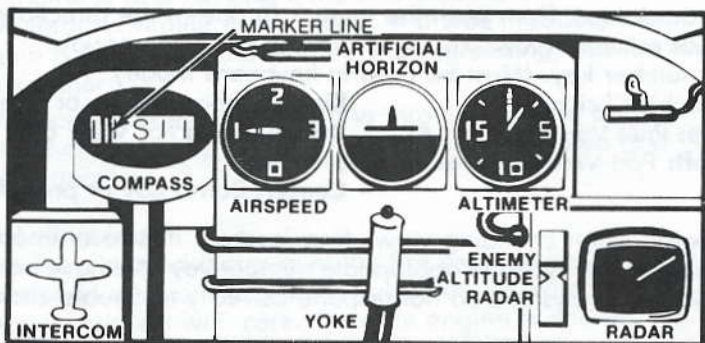
There are two radar indicators:

- i) The radar "sweep screen" on the extreme right indicates the enemy aircraft's relative distance from you.
- ii) The vertical dial indicates the enemy aircraft's relative altitude to you.

### Intercom

Your "intercom" icon indicates trouble spots in the aircraft. When the intercom blinks, hit firebutton twice and move joystick toward trouble spot [type corresponding number key] as described above. Practice cycling through the positions.

### PILOT'S VIEW (FRONT)



Learn how to move smoothly to the different positions in your aircraft. Alternately press corresponding numeric key to select desired position.

Center icon blinking, indicates a call from the bombardier that enemy ground target is now in sight.

#### **Airspeed**

This dial indicates your airspeed. In the above diagram it is set at 100 mph. Adjust from engineer's view with boosters and throttle or careful use of flaps.

#### **Altitude**

This dial indicates your altitude. The above diagram shows it set at 2,000 feet. Adjust by pushing up or down on the joystick [pressing up or down cursor keys] from the pilot's position.

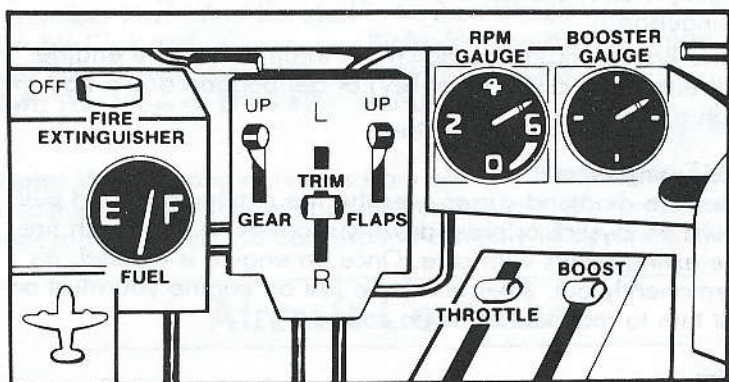
#### **Artificial Horizon**

This dial represents your angle relative to the fixed horizon. When the plane is angled, you will turn. When the plane icon is in black, you are descending. When icon is in the blue you are climbing.



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**ENGINEER'S VIEW**  
(Port/Starboard - sides)



The engineer/navigator controls the engines and propellers of the Mosquito.

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**Throttle (RPM).**

To change throttle settings, place the diamond cursor above the RPM dial by moving the joystick left/right or pressing left/right cursor keys. Push joystick up or down [press up/down cursor keys] to select setting.

**Booster (Pitch)**

Place diamond cursor above the booster dial and adjust similar to throttle.

The throttles and boosters function together. The throttles are like the accelerator on a car. The boosters (which control the angle or pitch of the propeller blades) are like the gear of a car. Set both high for top speed. They must be in balance for efficient use of power and fuel to avoid over-revving.

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An engine is over-revving if the RPM needle is above 7000 RPM. Reduce throttle immediately. If it won't reduce, then the engine is on fire. To prevent fire from spreading, use the fire extinguisher.

If the Booster does not match the throttle then the engine will either run away (over-rev) or get bogged down (too high a gear).

### **Fire Extinguisher**

Place the diamond cursor over the fire extinguisher and pull down on joystick or press down cursor key to extinguish fire. Use extinguishers with care. Once an engine is doused, it's permanently out. After you have lost an engine you must adjust trim to maintain an even course.

### **Trim**

Trim controls the rudder and therefore the direction of the aircraft. Place diamond cursor over trim lever and move the joystick up and down [press up/down cursor keys] to adjust trim setting and maintain desired compass heading.

### **Landing Gear**

Landing gear will always be in up position unless you want to reduce speed suddenly. This is a useful tactic in trying to evade enemy fighters. Once selected, move joystick down [press down cursor key] to drop the gear and the Mosquito will slow down.

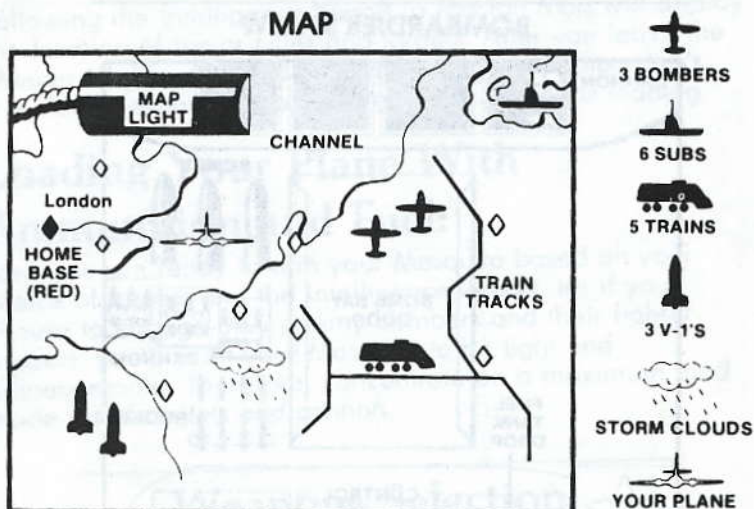
### **Fuel**

This indicates amount of petrol remaining. Check status frequently, especially on long range missions. When a tank is empty, move to bomb bay view. Using the joystick [keyboard] move diamond cursor over the fuel tank registering empty and press fire button [ENTER] to throw drop lever. Reducing the load by dropping empty tanks saves remaining fuel.

### Flaps

To move flaps up or down, place diamond cursor over flap lever, and move joystick up and down [press up/down cursor keys]. Use the flaps to lose speed quickly. Caution: this may cause damage to aircraft.

## NAVIGATOR'S VIEW



The map will reflect the information provided in the Intelligence Report. This includes target locations, enemy strengths, strategies and their destinations.

### Strategy

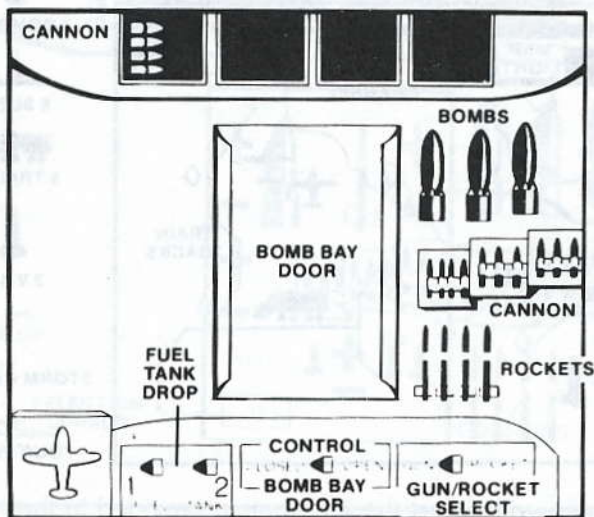
Check map frequently. Watch icon movement. Get familiar with their respective speeds. Your challenge is to intercept the Train, Bombers and V-1 Rockets before they reach their destinations and to destroy the U-Boat pen before the enemy



subs set out to attack Allied convoys in the North Atlantic. Avoid Storm Clouds which may damage your aircraft.

**Note:** The fastest route is always a straight line from takeoff to target. The marker line on the Pilot's compass indicates the correct heading and therefore the fastest route. Keep that marker centered on your compass and follow your progress on the navigator's map.

### BOMBARDIER'S VIEW



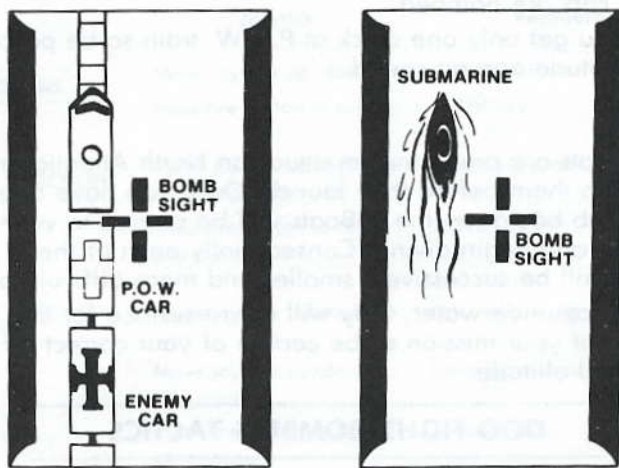
The bombardier's view will tell you how many of each weapon you have remaining.

**Fuel drop switches** Drop when indicating empty to improve fuel economy.

**Guns/cannon switch** Select weapons choice depending on target.

**Bomb Bay Door** Switch open to see enemy target.

## TACTICS



Bombing U-Boats/Trains.

Check Navigator's map to determine when you are in general area of enemy target.

Decrease altitude to 1,000 feet or less and set air speed to 100 mph. Open bomb bay doors when you are over target.

**Note:** Do not open bomb bay doors when over 1,000 feet.

Joystick up/down [up/down cursor key] moves the bomb sight correspondingly in order to line up target. Joystick left/right [#7 and #9 on numerical keypad] moves the target into view under your cursor. When target is in sights, press firebutton [space bar] to drop the bomb.

### Train

The P.O.W. train is enroute to Berlin. You must stop it and free the P.O.W.'s on board. Aim at cars labeled with iron

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cross. Avoid Red Cross P.O.W. cars. Points are deducted if P.O.W. cars are bombed.

**Note:** You get only one crack at P.O.W. train so be precise about altitude and air speed.

### **U-Boat**

The U-Boats are preparing an attack on North Atlantic shipping. Stop them before they launch. Once you have opened your bomb bay door, the U-Boats will be alerted to your presence and begin diving. Consequently each of the U-Boats will be successively smaller and more difficult to hit.

**Note:** Once underwater, they will not re-surface for the duration of your mission so be certain of your correct air speed and altitude.

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## **DOG FIGHT/BOMBERS TACTICS**

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Cross hairs change color when in range of enemy target. Push joystick up/down/left/right [up/down/left/right cursor keys] to center target in sight, (ie: fly your plane till nose points at enemy.)

To switch from cannon to rocket go to bomb bay screen and move diamond cursor over gun/rocket switch. Press fire button [ENTER] to toggle switch. You get double points for destroying enemy air targets with rockets.

Enemy fighters attack randomly without warning. Once an enemy fighter turns up on radar, your plane icon will freeze on the map. You **MUST** down the enemy fighter before he gets you. And make it quick, you're burning up fuel.

Enemy fighters will attack in greater numbers after you have struck at their Train and U-Boat targets.



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### V-1 Buzz Bombs

Stop the V-1s before their launch on London. V-1s are slower than fighters but if they're too close to your aircraft when exploded, the shrapnel may damage your Mosquito.

### Bombers

Stop the bombers before they reach London.

### Tips

Don't double click when firing. You may accidentally change screens.

With a full load of bombs you may need extra speed in order to climb.

Your airplane will speed up as you drop bombs and fuel tanks. The extra weight and drag is removed. Keep this in mind when bombing U-Boats and Trains.

### Status Screens

You may see your current status and pause the game by pressing the F7 key.

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## SCORING

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Bomber	= 100	Rocket Kills	= Double
V-1	= 150		Cannon Kill
U-Boat	= 250	Safe Return	= 2000
Train Cars	= +200	Extra Bombs	= 50
P.O.W. Cars	= -200	Rockets	= 30
Engine	= 500	Fuel	= 10
		Cannon	= 10

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