

ACE2 (Gamebusters re-release): reformatted for readability - original spread over multiple panes of inlay

>>> NOTE: INSTRUCTIONS INCLUDE DIAGRAMS: SEE SCAN OF INLAY FOR DETAILS <<<<

Scanned by juice@2008

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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

S - Decrease Engine Power

X - Bank Right

Z - Bank Left

Q - Dive

A - Climb

C - Switch to Map View

W - Select Weapon

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)

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(2) PLANE TWO (If using joystick, use Sinclair Joystick Two)

H - Fire

K - Increase Engine Power

J - Decrease Engine Power

M - Bank Right

N - Bank Left

P - Dive

L - Climb

B - Switch to Map View

O - Select Weapon

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