1) OPTIONS: select SUMMER, WINTER (as above) or NIGHT TIME, select single or duel 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).


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

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 tanks and planes etc. Your aircraft is the white flashing one, and allied territory is green, enemy held territory is red.

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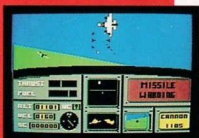
6) ATTACKING AIRCRAFT: Try to gain height and get behind the enemy fighters before attacking with cannon or air to air missiles. Use your radar and rear view camera and watch out for fighters manoeuvring behind you. Fast reactions will be needed to shoot them down. Delta winged aircraft are slower and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

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. **NOTE:** The enemy fleet only appears on the map after you destroy *all* of the enemy ground forces.

8) 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.

9) DAMAGE: If your aircraft has suffered severe damage, to survive you will have to eject. You cannot eject over enemy territory, or if you are flying upside down. If your aircraft crashes, the game ends, regardless of how many aircraft are left at home base.

10) LANDING: Navigate 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 left 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 mission.

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.

AMSTRAD/SCHNEIDER CPC