formation, the Me-109s drop to meet you.

## ME 262
Late in the war the Luftwaffe introduces the Messerschmitt 262 rocket powered interceptor. In spite of its limited endurance, this high speed fighter is a serious threat to the Allied bomber offensive. As you escort a bomber strike an ME 262 streaks up from below.

## RESULTS
The object of the game is to accumulate the highest score and attempt to achieve five (5) victories to become an official "ACE". As you accomplish victories, the level of play automatically advances. After 5 victories the skill level is increased to level 3. At the end of the game you will receive a ranking based on victories, fuel used, damage, and ammunition used. Rankings are Rookie, Wingman, Pilot, Ace, and W.G.F.P. (World's Greatest Fighter Pilot!)

There can be three results from a scenario: A VICTORY counts towards your total and allows you to continue to the next scenario, NO RESULT allows you to continue but does not contribute to your victory total, a LOSS ends the game. There are a number of ways in which a scenario may end:

1. You shoot down your opponent(s).
   **This always counts as a VICTORY.**

2. The time limit expires or you fly out of range of your opponent.
   **This counts as NO RESULT.**

3. You bail out of your plane successfully.
   Press the trigger on joystick two to attempt to bail out. You have a better chance if your speed is low.
   **This counts as NO RESULT.**

4. You bail out and are captured or injured.
   **This always counts as a LOSS.**

5. You force land your plane.
   You may land your plane by slowly and gently taking it to zero altitude. If you land on enemy territory you

may be captured.
**Results are the same as 3 or 4.**

6. You crash.
   **This always counts as a LOSS.**

| Computer Code | 10 | 11 | 12 |
|---|---|---|---|
| Counter Code | H | B | V |

## HIGH SCORE (Disk Version)
The highest score attained while playing the game is recorded on the disk at the end of the game so that it may be displayed in future games (if the disk is not write protected). If a new high score is set, it is not recorded on the disk until the final score screen appears, therefore if the game is restarted, or turned off, before the final score is displayed, the new high score will not be recorded.

## ADVANCED COMBAT AEROBATICS
**Loop** – Build up speed. Pull back on the stick. You will climb and roll onto your back. Keep the stick back as you begin to dive until the horizon reappears again. You will be flying level in the same direction in which you started. Used to get behind a plane close on your tail.

**Split-S** – from level flight roll until you are flying inverted. Pull back on the stick until the horizon disappears and appears again. Used to reverse direction quickly and lose altitude.

**Immelmann Turn** – Build up speed, then pull back on the stick until you have completed a half loop and are flying inverted. Now roll until you are level again. Used to reverse direction quickly while gaining altitude.

Try other great software from MicroProse including:
   **Solo Flight**
   **F-15 Strike Eagle**
   **Nato Commander**

We hope that you will enjoy this MicroProse game. Please send us your comments on this game or

suggestions for other games you would like to see. MicroProse is dedicated to bringing you the most entertaining and challenging computer simulations available.
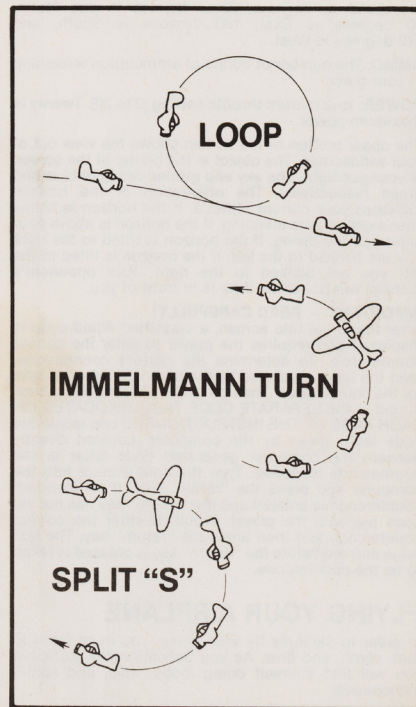
| Computer Code | 13 | 14 | 15 |
|---|---|---|---|
| Counter Code | C | R | M |

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LOOP

IMMELMANN TURN

SPLIT "S"

# SPITFIRE ACE
64

by Ron Verovsky, Dale Gray, from the original by Sid Meier for MicroProse Software © 1984

## GAME OVERVIEW
SPITFIRE ACE is a game which challenges your nerve, flying skill, and knowledge of air to air combat tactics. You fly your World War II plane against a computer controlled airplane(s) in one of nine different scenarios. Your goal is to complete five missions and become an ACE!

## LOADING THE GAME
Remove all cartridges from the computer. Plug a joystick into both ports, regardless of the number of players (if you have only one joystick, plug it into port #2). Turn on the disk drive or cassette drive first, then turn on the computer. Insert the game diskette or cassette in the drive with the label facing up, type: LOAD "*",8,1 (return) or LOAD (return) if cassette version. When the READY prompt appears, type: RUN (return). The introductory screen will then appear while the rest of the program loads into memory. Approximate loading time: Disk – 2 min. Cassette – 5 min.

## GAME OPTIONS
The first screen allows you to select the number of players and the desired game scenario. Hold down the 'F7' key until the desired number of players appears at th

the bottom of the screen. After you have selected the desired number of players, press the number of the game scenario at which you want to begin playing.

The next screen summarizes your mission in this scenario, indicates the scores and victories accumulated thus far (if any) and allows you to select the difficulty level. Difficulty level 0 is the easiest and level 3 is the most difficult. The 'F1' key may be used to select the level of difficulty at which you want to attempt this mission. As you accumulate victories the minimum difficulty at which you play will increase until it reaches the maximum level of 3. The 'F5' key may be used to skip this scenario for this players turn. In multi-player games the player whose turn it is, is indicated on the ''Your Mission'' line.

Press the 'F7' key when you are ready to begin. In about five seconds the game will commence. To pause the game during play, press the 'F7' key once. When you are ready to resume play, press the 'F7' key once again. If during play you desire to stop and restart the entire game, press the 'F1' key.

| Computer Code | Ø | 1 | 2 |
| Counter Code | O | T | A |

## THE GAME DISPLAY

Your instrument panel at the bottom of the screen provides you with the following information:

**MIRROR:** If your opponent is behind you he will generally appear in your rear-view mirror. This indicates where and how far away he is. The mirror is of little use in the night scenarios.

**SPEED:** Your current speed in knots per hour. If your speed drops below 120 knots you will stall and controlling the plane will be difficult.

**ALTITUDE:** Your current altitude in feet. Allowing your altitude to fall below zero will result in the immediate termination of your mission.

**COURSE:** The direction in which your plane is flying, expressed in degrees. Zero degrees is due North, 90 degrees is East, 180 degrees is South, and 270 degrees is West.

**AMMO:** The number of bursts of ammunition remaining in your guns.

**POWER:** Your current throttle setting (0 to 20). Twenty is maximum power.

The upper portion of the screen shows the view out of your windscreen. The object in the center of the screen is your gunsight. The sky and ground are light blue and green respectively. The orientation of the horizon indicates your current altitude. If the horizon is below your sight you are climbing. If the horizon is above your sight you are diving. If the horizon is tilted to the right you are banked to the left. If the horizon is tilted to the left you are banked to the right. Your opponent's plane(s) will be visible if he is in front of you.

## IMPORTANT – READ CAREFULLY!

After the initial title screen, a classified Allied code is displayed and requires the player to enter the correct countercode. To determine the correct countercode, read the letter displayed by the computer when it asks for the countercode. Then go to the countercode tables, (found in the SEPARATE CODE TABLES LOCATED ON EACH PAGE OF THE INSTRUCTIONS!!!) and locate the code letter given by the computer. Located directly beneath the computer generated code letter is the countercode response. Type the countercode into the computer and press the ''return'' key. If an incorrect countercode is entered and the ''return'' key has **not** yet been pressed, the player should re-enter the correct countercode and then press the ''return'' key. The last value entered before the ''return'' key is pressed is taken to be the countercode.

## FLYING YOUR AIRPLANE

In order to skillfully fly your plane, you must learn to turn, climb, and dive. As you become more proficient you will find yourself doing loops, rolls, and split-S manoeuvres.

The joystick in **port #2 is used in flying** your plane and firing your guns, while the joystick in port //1 controls your throttle and allows you to bail out. If you have only one joystick the keyboard may be used in place of the joystick in port //1. Holding down the left arrow key (not cursor left) will decrease your power while the ''1'' key will increase your power. Depression of the space bar will allow you to bail out.

To cause your plane to turn you must bank (tilt) your plane. Bank is controlled by pressing the port #2 joystick to one side or the other. The steeper your plane is banked, the more rapid the turn will be. The most rapid turn occurs when the horizon appears to be vertical. Banking further puts you into an inverted flight altitude and reduces the turn rate.

To cause your plane to climb, pull back on the stick in port#2. This pulls the nose of your plane up. Your speed will generally decrease when climbing. If you have enough speed you can loop or half-loop the plane by pulling back until the horizon appears again.

To dive push the stick forward. Your speed will increase when diving. If your plane is steeply banked, it is much less responsive to the elevator: climbing and diving are more difficult. This situation often results in a snap roll or spin. During a spin your plane will gyrate uncontrollably.

To fire your guns, press the trigger on the joystick in port #2. You will see your tracers through the forward windscreen. Your opponent's plane will flash red if your bullets hit. Your guns fire straight ahead, note the effect of turning or changes altitude on the path of the bullets. Your ammunition is limited, close range shots are recommended. Try to lead your opponent's plane if he is not flying directly towards or away from you. Line up your next shot immediately, don't wait!

The Joystick in port#1 controls your throttle. Pressing it forward increases power, pulling it back decreases power. Press the spacebar if you wish to attempt to bail out. Reduce speed before trying to bail out. (Bailout below 2000 feet or above 150 knots is not likely to be successful).

## COMBAT TACTICS

Always keep in mind that this game takes place in a three dimensional airspace. Try to visualize where your opponent is relative to your plane and what manoeuvre you are executing. Note also in what direction your opponent is flying. Try to get behind him or cause him to fly into your sights.

This requires aggressive flying. Try to keep your opponent in front of you. If he gets behind you, try an Immelmann or split-S (a half-roll followed by a half-loop). Turning contests are sometimes successful against enemy bombers but it is usually hard to get a clean shot against a nimble Messerschmitt fighter.

If your opponent gets behind you keep your eye on the rear-view mirror. If he is close and closing, take evasive action immediately. A tight turn or deliberate stall are two possibilities.

Your opponent's plane also fires straight ahead, so you are in danger when you see him heading towards you. The border around the screen will flash red when you are hit. You will also get bullet holes dancing across your canopy when hit. If your power drops to zero you have been severely damaged. Try to ditch or bail out.

| Computer Code | 3 | 4 | 5 |
| Counter Code | C | Z | S |

## THE SCENARIOS

### MALTA

RAF strikes launched from the Mediterranean island of Malta disrupt supply convoys for Rommel's Africa Corps. Luftwaffe bombers pound the island to neutralize this threat. A small group of RAF pilots battle the incessant strikes. You scramble to intercept a Stuka strike sweeping in from the north.

### COLOGNE

The RAF Bomber Command embarks upon a campaign of strategic night bombing of German cities. A major raid is in progress on the city of Cologne when your Blenheim bomber is attacked by Luftwaffe night fighters.

### BLITZ

As the Battle of Britain reaches its peak, the Luftwaffe attacks London with massive night bombing raids. RAF squadrons intercept and rip into these groups as they approach. As the docks of London blaze below you spot a bomber group above you.

### NORTH AFRICA

In the desert wastes of North Africa, air reconnaissance plays an important role. You are flying a slow Baltimore bomber on a long range mission when you are jumped by German desert fighters.

### RUHR

The RAF night bombing campaign continues with a major attack on the Ruhr valley. British and German night fighters tangle in the moonlit skies above this strategic target.

### D-DAY

You are flying a ground suppression mission as part of the massive air support for the D-Day invasion. As you begin a low strafing run on a Luftwaffe airfield, you spot a FW-190 fighter lifting off the end of the runway.

| Computer Code | 6 | 7 | 8 | 9 |
| Counter Code | N | X | R | S |

### V-1

The successful D-Day invasion spells the beginning of the end for the Third Reich. In a desperate attempt to reverse the tide, V-1 "Buzz Bombs" are launched against London. Standing RAF fighter patrols are kept airborne to try to shoot down these speedy pilotless drones.

### LONDON

Strong fighter groups accompany many of the German night raids. The speedy Spitfires engage the fighters while the RAF Hurricanes attack the Luftwaffe bombers. As your Spitfire climbs to intercept an enemy