

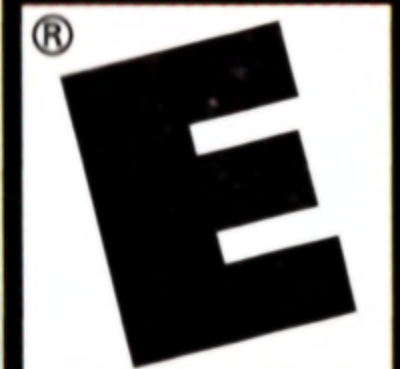


PlayStation

NTSC U/C

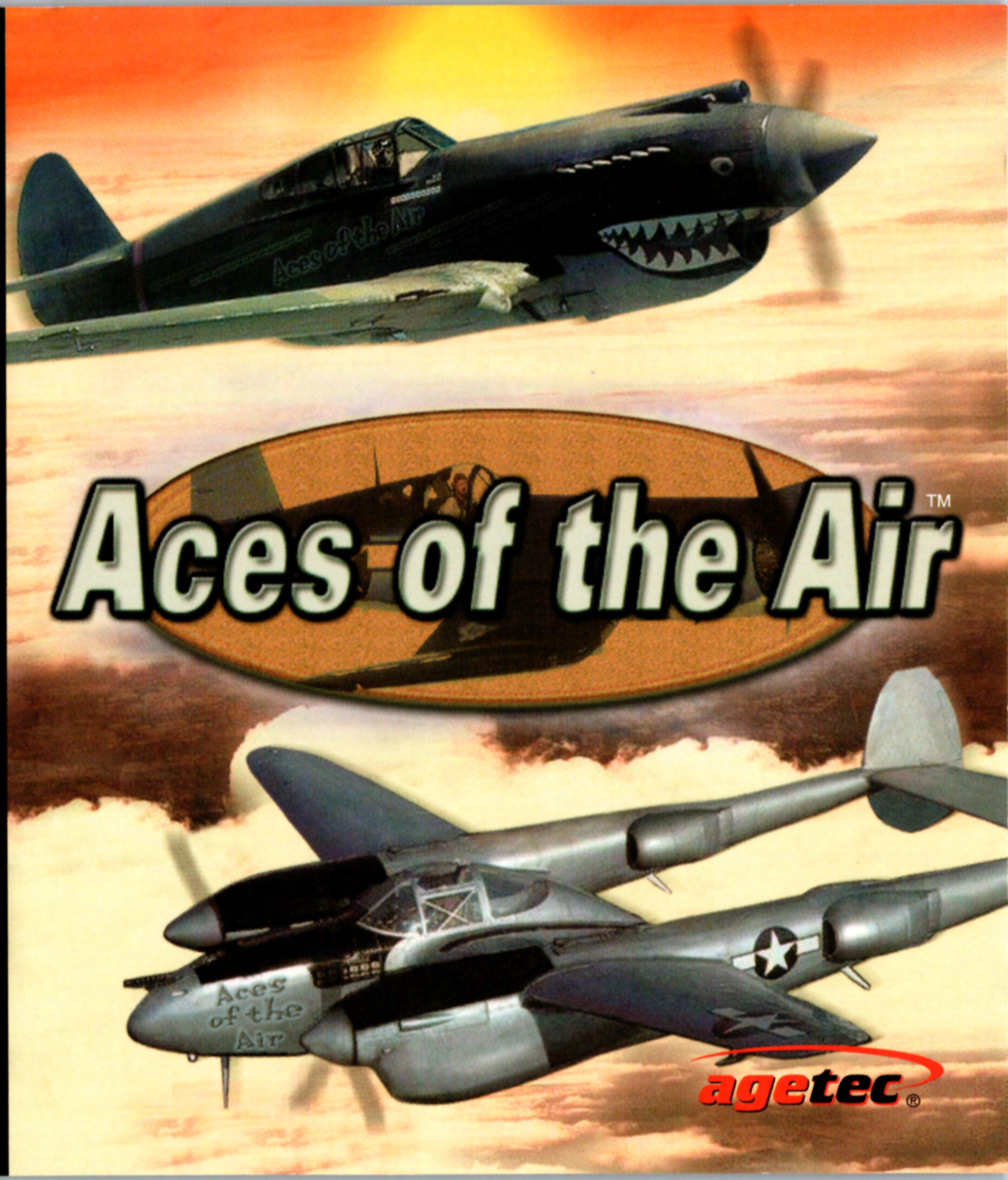
PlayStation

EVERYONE



CONTENT RATED BY  
ESRB

SLUS-01470  
01470



# Aces of the Air™



**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



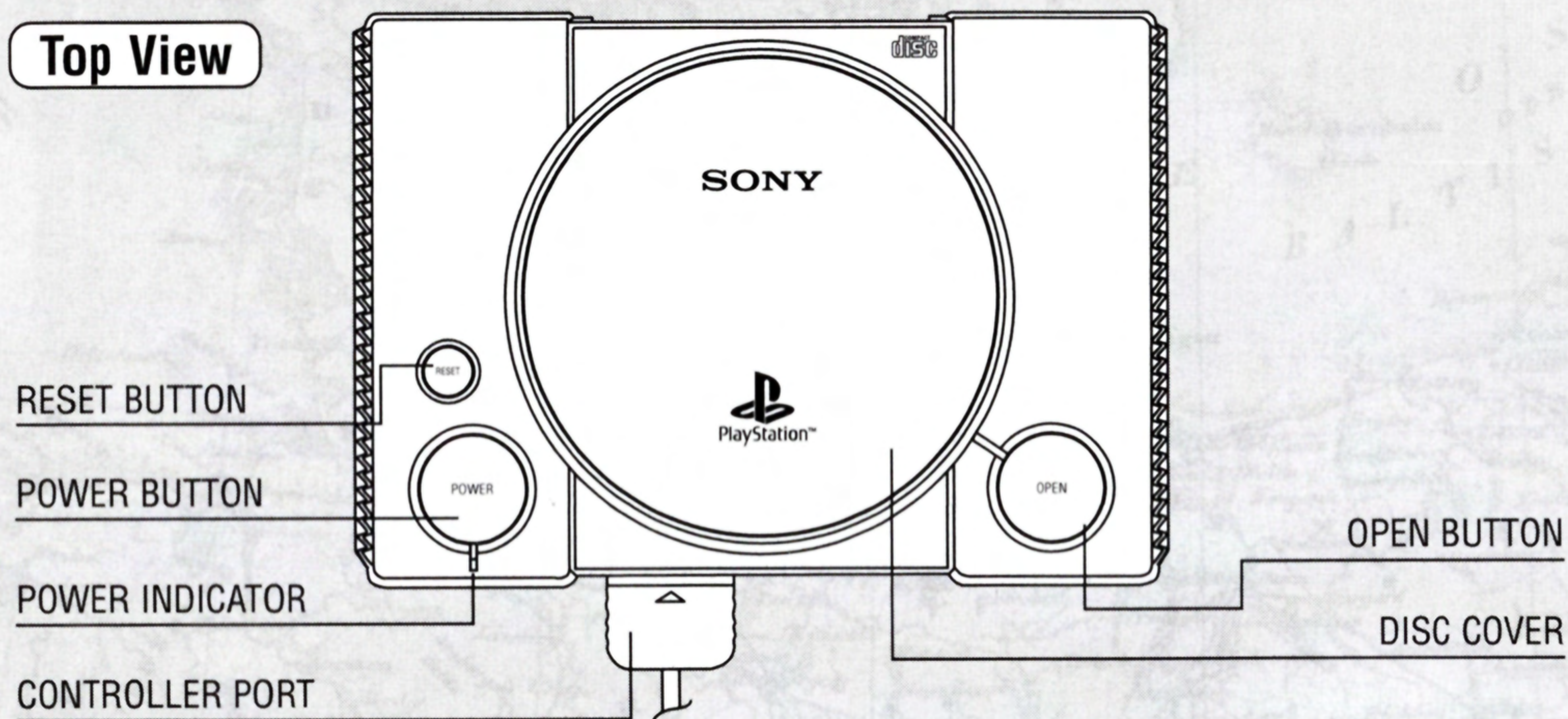
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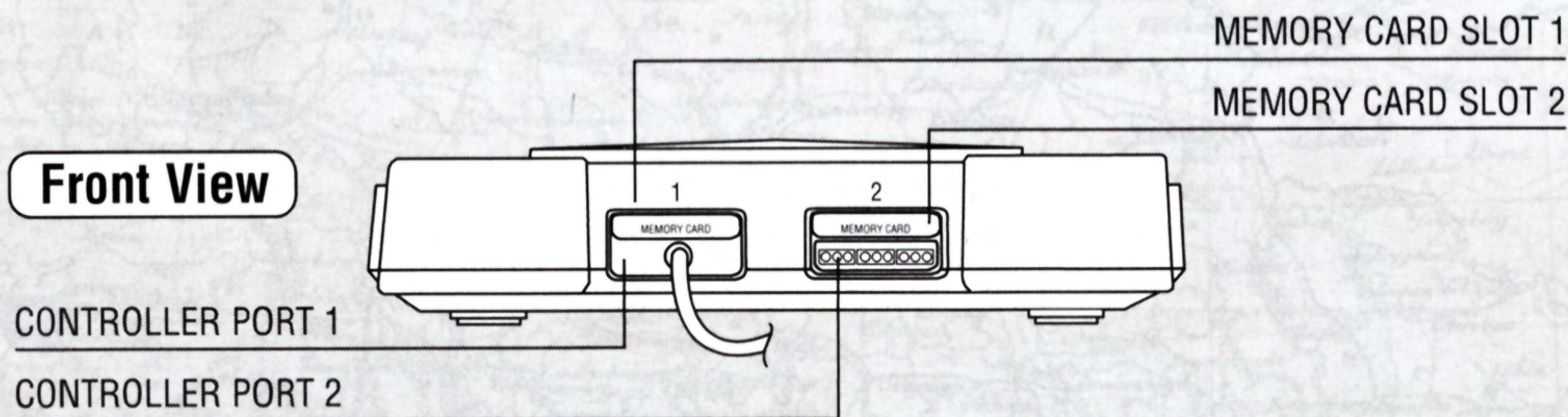
Thank you for purchasing Aces of the Air™, software designed for use with the PlayStation® game console. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety considerations. Keep this manual in safe place for your reference.

# Console Instructions

## Top View



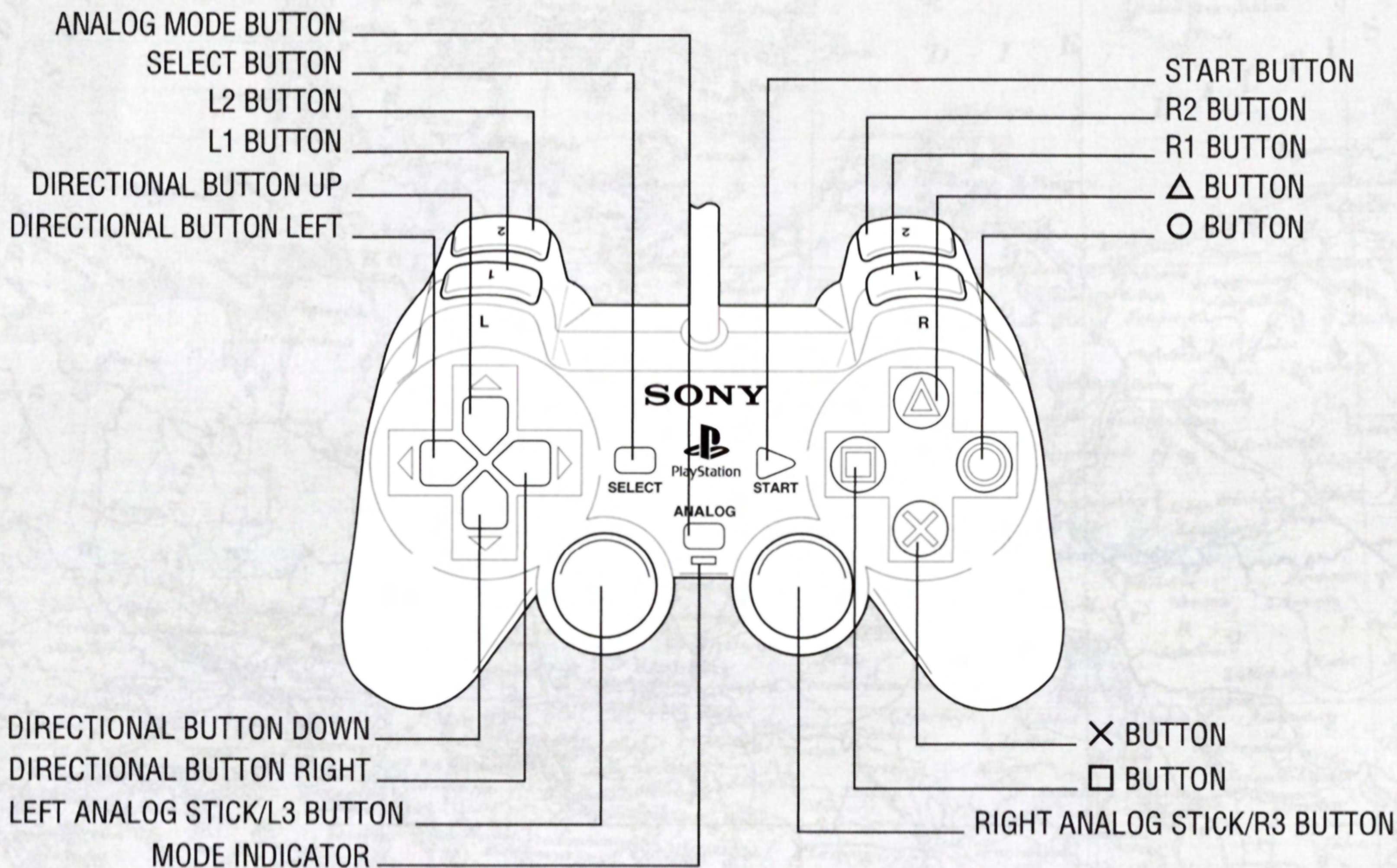
## Front View



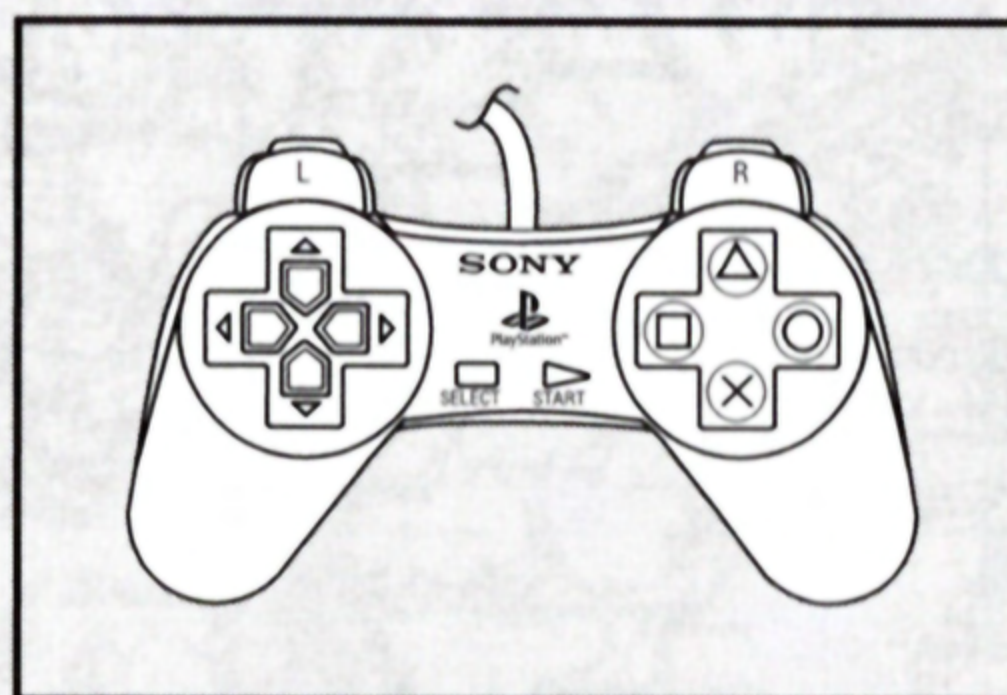
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Aces of the Air™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

# Operating Instructions

## DUALSHOCK® analog controller
















**NOTE:** You may have a controller that looks like this, if so please follow the digital instructions outlined above.





# Controller Operation

## DEFAULT SETTING

Easy Mode	
directional button 	Go down
directional button 	Go up
directional button 	Rotate to the left
directional button 	Rotate to the right
start button	Pause/Map confirmation
 button	Launch Rocket/Drop bomb
 button	Fire Guns
 button	Bombing mode
 button	Lock mode
L1, L2 button	Throttle up
R1, R2 button	Throttle down


Expert Mode	
directional button 	Go down
directional button 	Go up
directional button 	Rotate to the left
directional button 	Rotate to the right
start button	Pause/Map confirmation
 button	Launch Rocket/Drop bomb
 button	Fire Guns
 button	Bombing mode
 button	Lock mode
L1 button	Left yaw
L2 button	Right yaw
R1 button	Throttle up
R2 button	Throttle down

Menu Operation	
directional buttons	Select an item
START Button	Select
 button	Select
 button	Cancel

### NOTE

To switch the mode from Digital to Analog, press the ANALOG MODE SWITCH to turn the LED ON or OFF. If the LED is ON, the player can use the ANALOG STICK. Only LEFT ANALOG STICK is available for this game.

When using a MEMORY CARD to save game data, please insert it into MEMORY CARD slot 1 prior to turning on the PlayStation game console. This game requires 1 block of MEMORY CARD to save data.

 *The LEFT ANALOG STICK controls operate in the same directions as the DIRECTIONAL BUTTON.*

Press the START button at the Title screen to go to the Menu screen. The following are items listed in the Menu screen.

## ★ MISSION

There are a total of 10 stages in the Mission Mode. As you clear games in the Mission Mode, you will add Aircraft to your list.

## ★ FREE MISSION

You can go to Free Mission after clearing the 10 Mission stages. Select a stage of your choice and compete for the points/score.

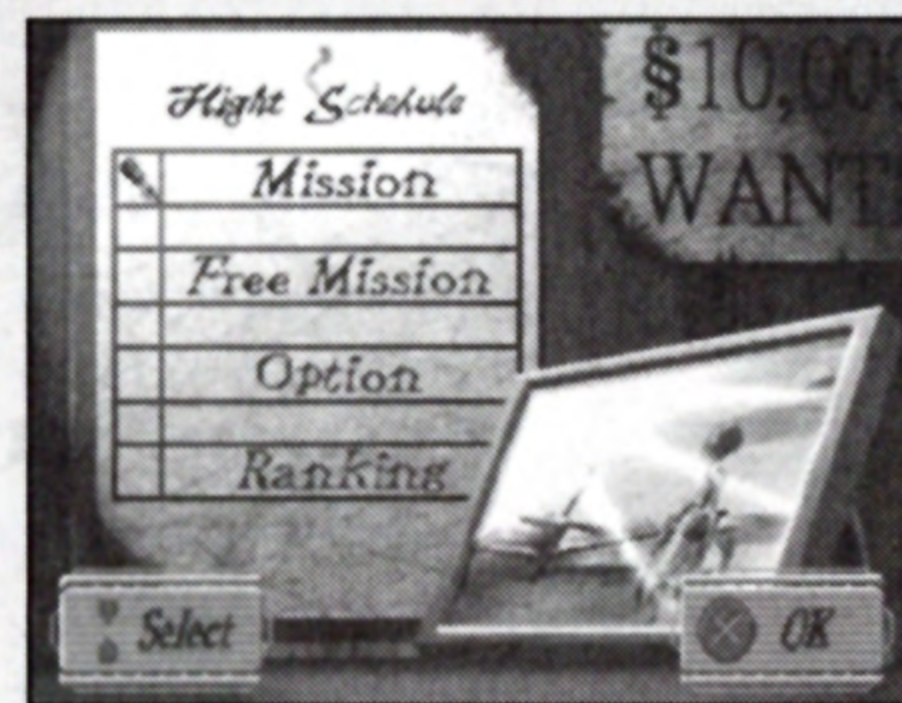
## ★ OPTION

You can change the Key Configuration set up, turn ON/OFF the Vibration Function, and save/load the game data in the Option mode. At the "Save", you can save your progress, ranking data, and current key configuration.

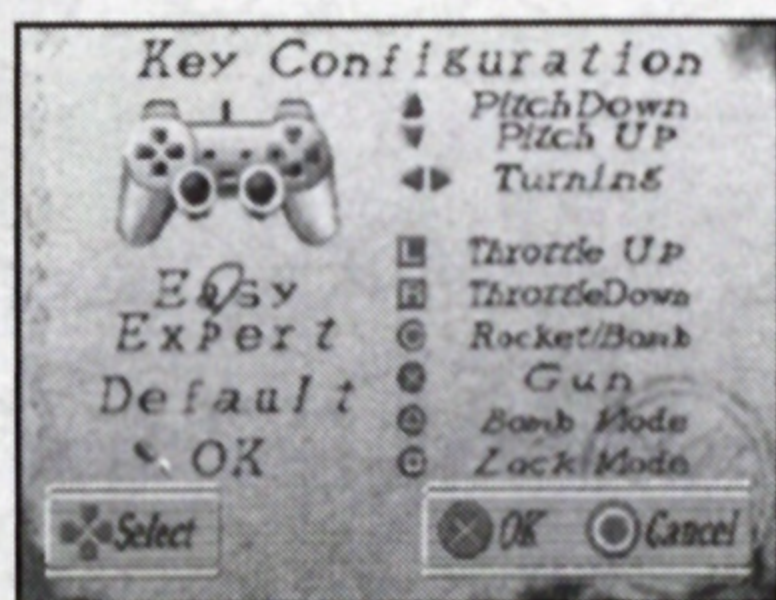
\*The Vibration Function can be turned ON/OFF at the Option in the Main Menu.

## ★ RANKING

You can check the points that you have recorded in the Free Mission Mode. If you are able to play in the Free Mission Mode, you can select the Ranking in the Menu Screen.



*Free Mission Mode and Ranking Mode appear after completing/clearing the Mission Mode.*



## ★ KEY TYPE

Player can change the Key Configuration in the Option Mode. There are two types of operations: EASY Mode and EXPERT Mode. If you select the EXPERT Mode, you can rotate your airplane with LEFT ANALOG STICK. If you are beginner, it's better to start from EASY Mode. Select "EASY" with the cursor and confirm your selection pressing the **X** button. If you would like to change the operation of key button, bring the cursor to the item that

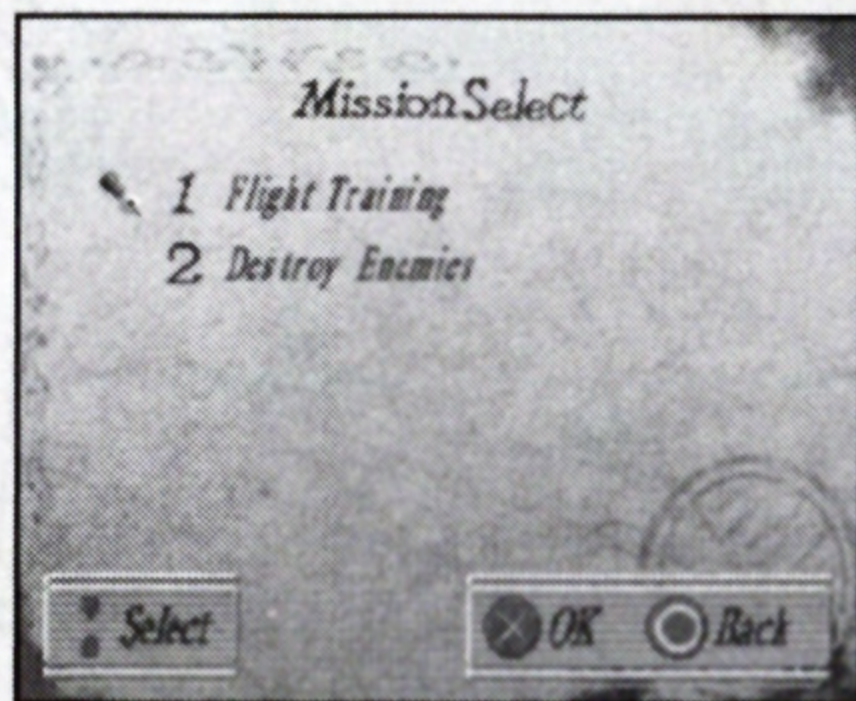
you wish to change and press the **X** button to confirm your selection. Then bring the cursor that you would like to change it to and press the **X** button to confirm your selection. Note that you are not able to change the key buttons that you cannot bring your cursor onto. Go back to default setting if you select "Default."

**!** After setting is completed, select "ok" with the cursor and press the **X** button.

# Start Game

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Select Mission from Menu.

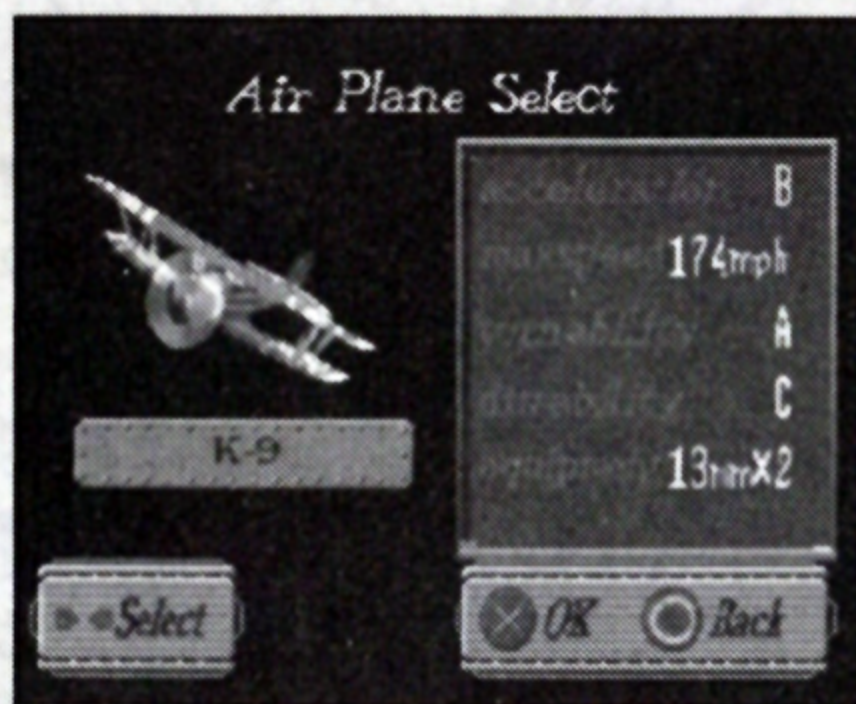


## ★ MISSION

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When you start for the 1st time, you only can begin from Mission (Stage) 1. As you clear missions any further, you can begin a game from anywhere such as Mission (Stage) 2 and Mission (Stage) 3.

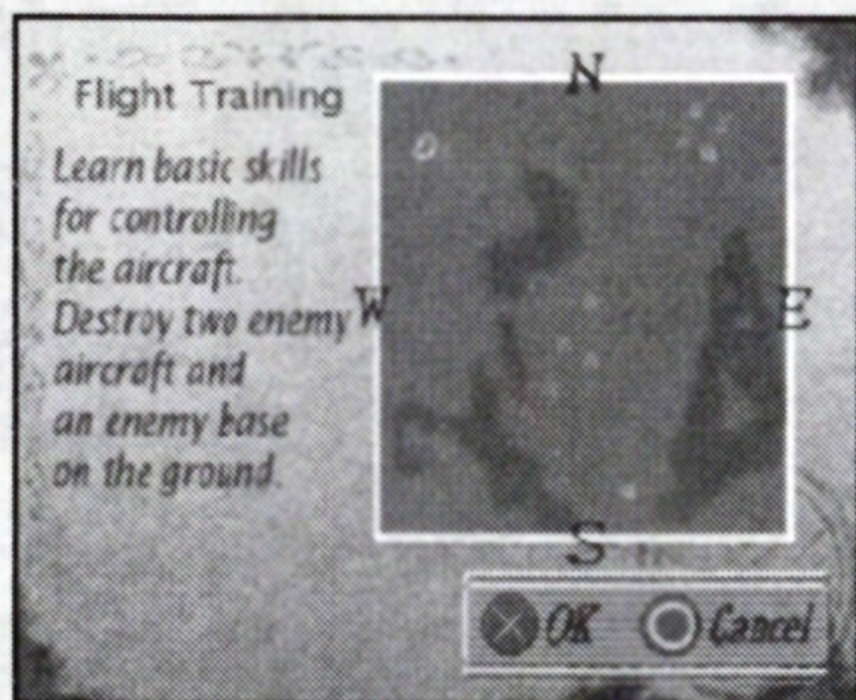
*\* Save/Load game data at the Option Mode.*



## ★ SELECT AIRPLANE

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Select an Airplane. Select the Airplane preferable to the Mission by checking on the performance chart on the right screen. By clearing each mission you will add to your collection of Airplanes.

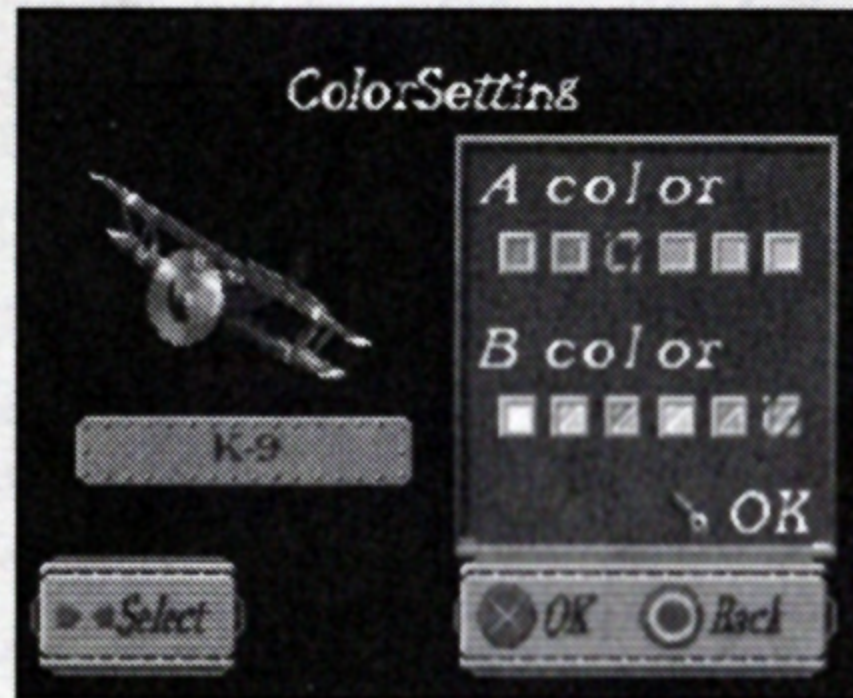


## ★ BRIEFING

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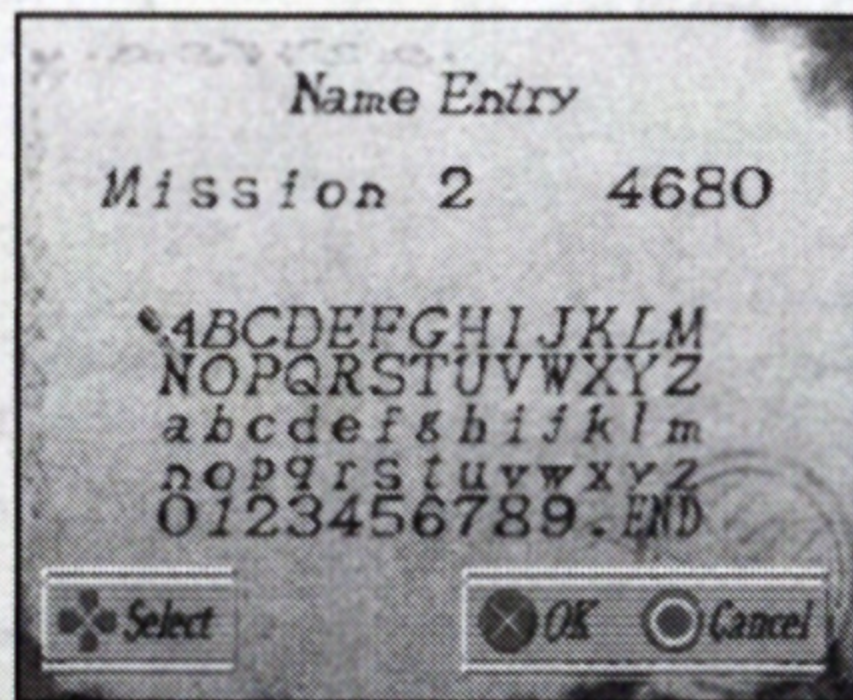
Explains the details of the stage. Check out the requirements to win/clear the game /missions.





## ★ COLORING

Change the color of Airplane. Select one color each from A Color and B Color and press the **X** button to confirm your selection.

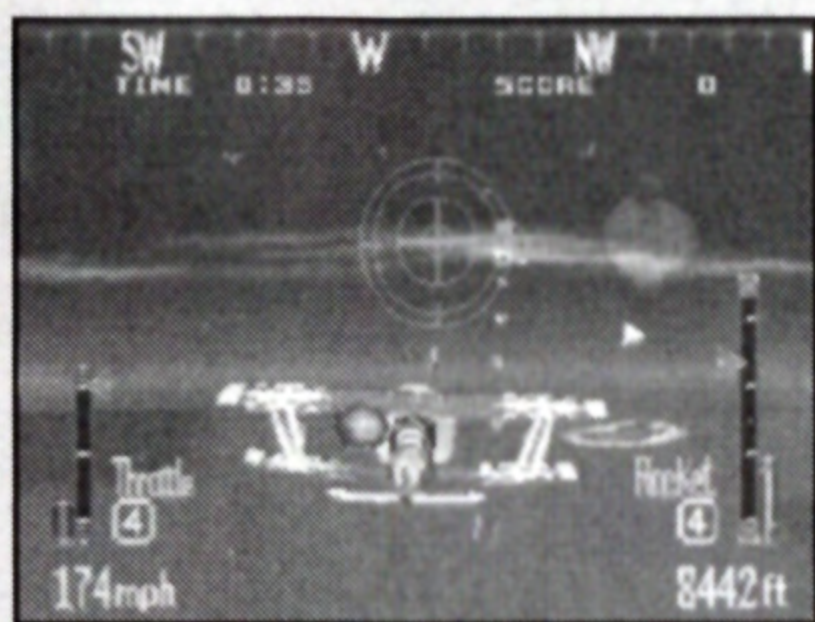


## ★ INPUT A NAME

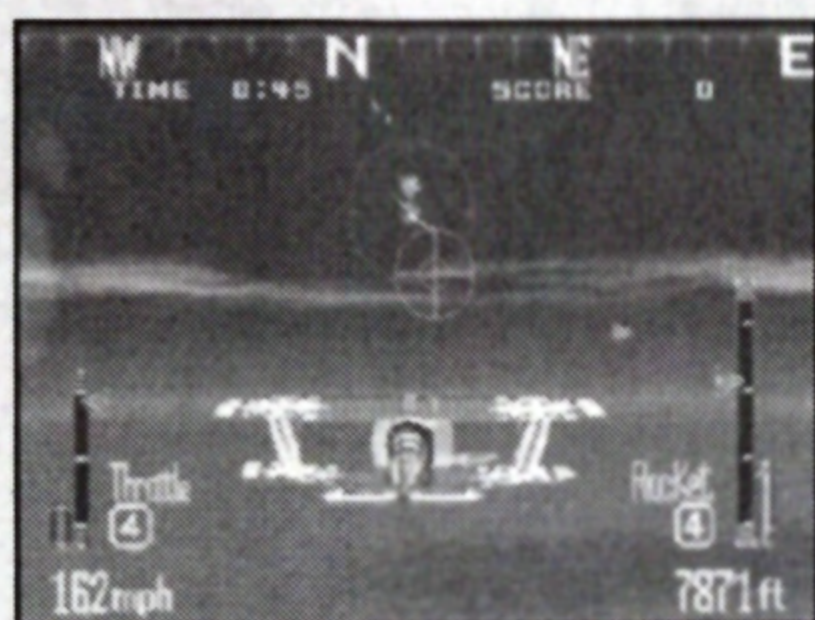
In Free Mission Mode, you can leave your name within the game record if your score is the highest. The name entered must be up to 5 characters.

# Game Play

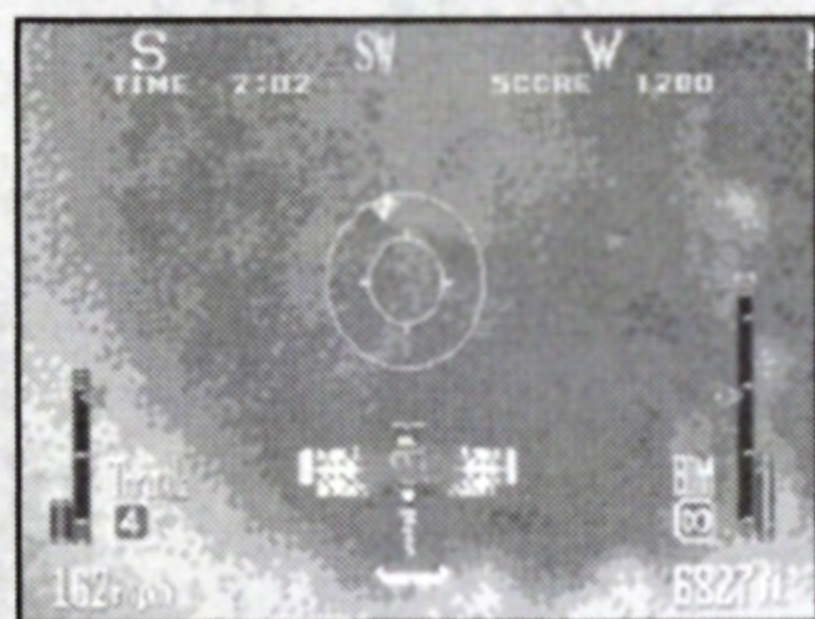
The requirements for clearing missions are varied. Check the winning requirements that are displayed in Briefing or Pause.



The  $\triangle$  mark appears close to the opponent's airplane on screen. The  $\triangle$  mark has 3 colors; Red, Yellow, Green, to indicate the distance of the airplane. When the airplane gets closer to you, the color of the  $\triangle$  marks will change from Red to Yellow, and Yellow to Green.



When the opponent's airplane is visible and the  $\triangle$  mark turns to Red, you can lock-on the sight by aiming the target at the center of alignment. Press and hold the  $\blacksquare$  button. The lock will be off when the airplane disappears from your sight or when you release your finger from the  $\blacksquare$  button.



You can drop a bombs onto ground targets. In order to drop a bomb, you must be flying under 8200 ft. altitude, and press and hold the  $\blacktriangle$  button to change the current mode to Drop Mode. After changing it maneuver the plane so the ground target you wish to hit is at the center of TARGET SIGHT (with your directional button or controller), and press the  $\bullet$  button to drop the bomb. The Drop Mode won't work if you release your finger from the  $\blacktriangle$  button, or if your airplane is banking too far to the left or right so that the bomb is not faced down.

*Bonus Points are added to your score when you clear stages. Get higher points by defeating as many opposing airplanes as you can with less damage to your airplane. After clearing the mission, Select Screen appears and you have the choice of continuing to the next stage or quitting the game.*

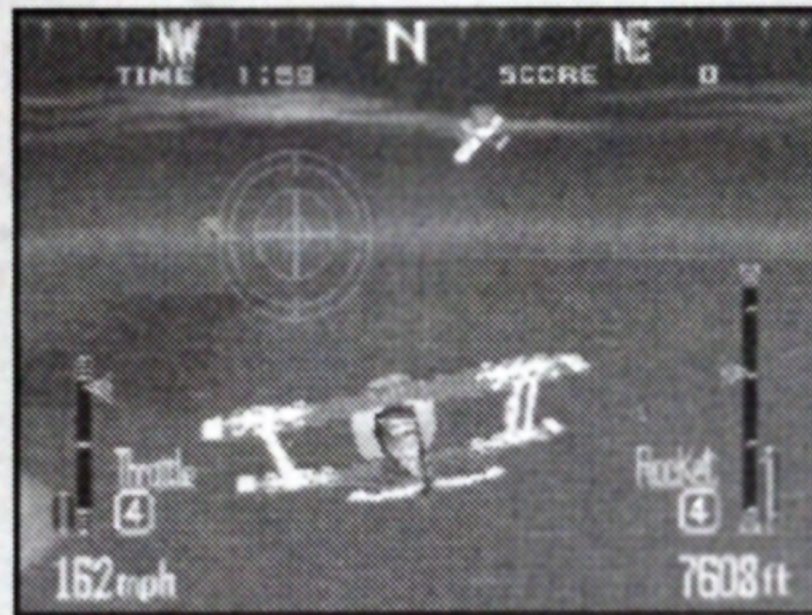
There are two ways to fail to get to GAME OVER.

- When your airplane is crushed or shot down.
- When you fail to earn the clearing requirements.

**!** *Each mission has to be cleared in 30 min. The game will be over if you go over 30 min. A Warning message appears if your airplane goes lower than 5000 ft. altitude.*

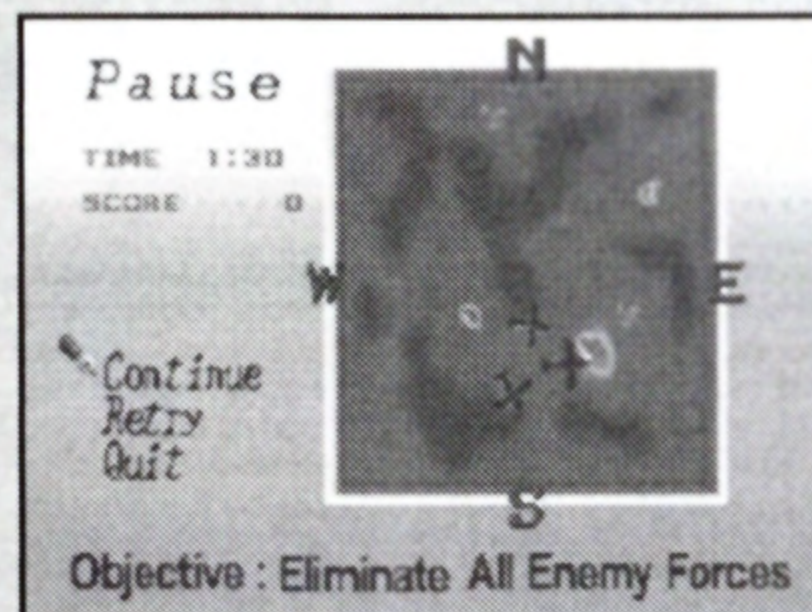


## ☆ GAME SCREEN



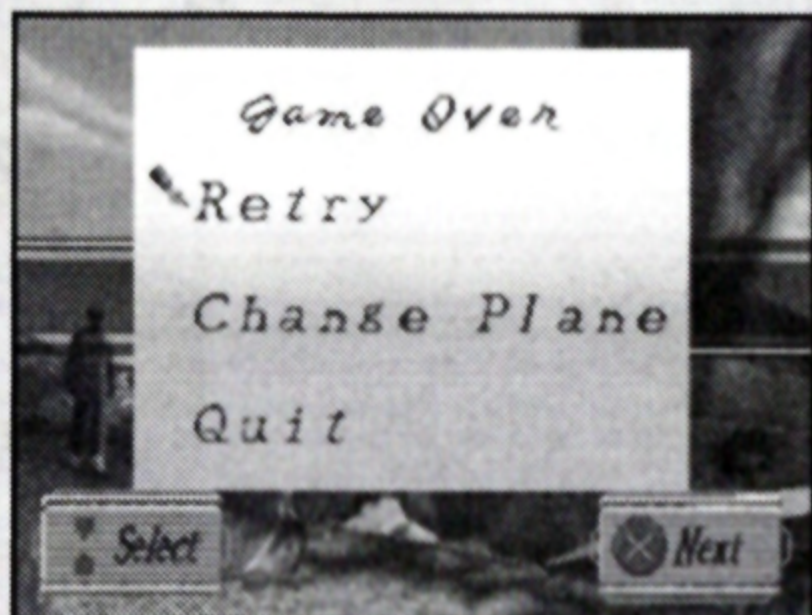
① Time	Indicates the time you have spent on the stage.
② Score	Indicates your score.
③ Air Speed Indicator	The gauge in red on the left-side of screen indicates the lowest flight speed, and the gauge on the right of the red gauge indicates the highest speed of airplane. Depending on the type of airplane, in general, twin-engine planes can fly at lower speeds than biplanes and go faster than biplanes too.
④ Speed	Indicates speed in mph.
⑤ Altimeter	The gauge in gray on the right-side of screen indicates the lowest flight altitude, and the gauge on the left of the gray gauge, indicates the highest flight altitude of airplane. If the plane goes lower than the gray gauge, the plane will crash. The highest flight altitude will depend on the type of plane that the player chooses to play. In general, if the speed or the engine output of plane is faster or stronger, the plane can fly at a higher altitude.
⑥ Altitude	Indicates the altitude by FEET (ft.).
⑦ Throttle	Throttle adjusts the engine output. It has a level of 1 – 4 speeds.
⑧ Remaining Bomb/Rocket	Bombing mode.

## ☆ PAUSE SCREEN



① Time	Indicates the time of your game play.
② Score	Indicates your score.
③ Area/Mission Map	Indicates current Area/Mission Map.
④ Enemy	Indicates enemies as red color. Indicates only the enemies, which are recognized/confirmed by radar.
⑤ Your Plane	Indicates your airplane as blue color.
⑥ Winning Requirement	Indicates the winning requirements.
⑦ Continue	Continues the game.
⑧ Retry	Retry the mission from the beginning.
⑨ Quit	End the game and go back to Menu Screen.

## ☆ GAME OVER



<b>1</b> Retry	Retry the mission from the beginning.
<b>2</b> Change Plane	Change the airplane and retry the mission.
<b>3</b> Quit	End the game and go back to Menu Screen.

---

### What is Throttle?

Throttle has a level of 1 to 4, the larger the number, the higher the speed. Press and hold the Up button when the Throttle is at 4 — that will make the speed even higher than 4. Press and hold the Down button when the Throttle is at 1 — that decreases the speed and eventually the airplane loses its speed and can't fly anymore.

By completing/clearing missions, you will collect a variety of airplanes.



★ **K-9**

**Biplane for Practice**

Maneuverability and safety degree are significantly high, but speed and durability are low. Not suitable for actual combat, only practice.



★ **DROP HUNTER**

**Combat Biplane**

This is a combat airplane. This airplane is made for battle and its durability and engine performance are high. The maneuverability in low and middle speed is significantly good. This plane is not as weak as the practice airplane, but its weak point is that its fire power is a bit low.



★ **MOLDER II**

**Twin-Engine Bombing Airplane**

Maneuverability is low but engine power is high and firepower is quite good. Durability is high and suitable for bombing campaigns (mission).



★ **AXEL**

**Multipurpose Combat Airplane**

This multi-purpose combat airplane is one that the player can play from a middle stage of the missions. Excellent firepower and durability.

# Airplane

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continues



## ★ VIPER

### High-Speed Combat Biplane

This multi-purpose combat airplane is available from a middle stage of the missions. Excellent maneuverability and engine power.



## ★ CAMRY

### High-Speed Combat Airplane

The Camry has a propeller at the tail end. This has the most firepower and the best engine power of all airplanes in the game. However, since this is heavily armed, it lacks in durability.

## ★ OPPONENT AIRPLANES ★

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## ★ VUSTHOS

The opponent uses this airplane as the main force of their battle squadrons. However so, this type is available only from the middle stage of the missions. To increase the speed of mass production of this type, it lacks a bit of durability.



## ★ OTHELLO

This airplane is the one that the opponent uses as the main combat force of their battle. Compared to Vusthos, this has more firepower.



## ★ DREIZACK

This is the ace of opponent's airplane. This has the best engine power and maneuverability of all airplanes in the game.

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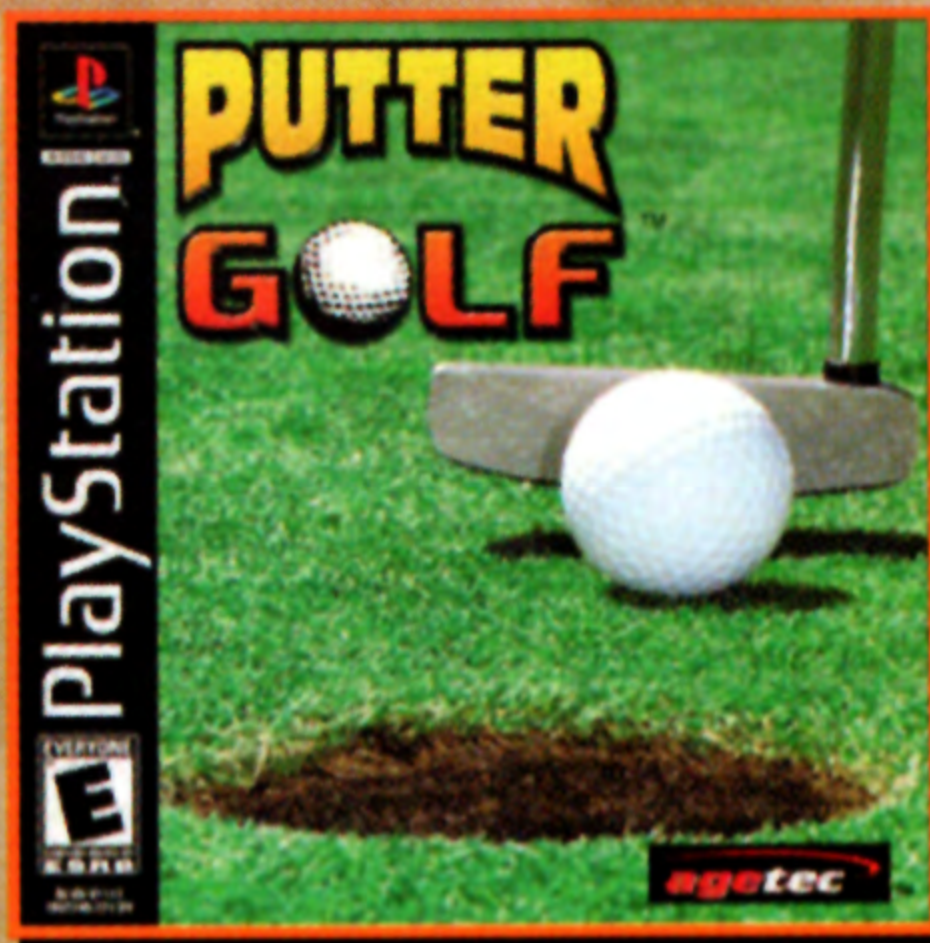
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