



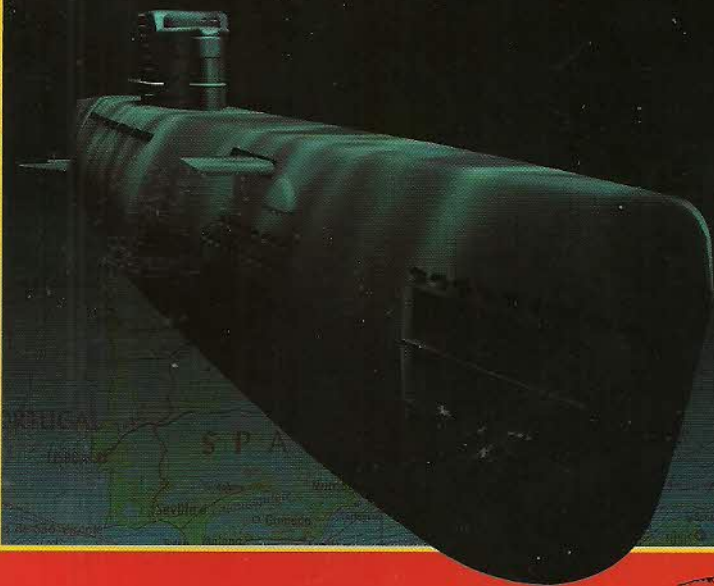
GRIPPING W.W.II
U-BOAT COMBAT

NEW WEAPONS
NEW WATERS



ACES of the DEEP

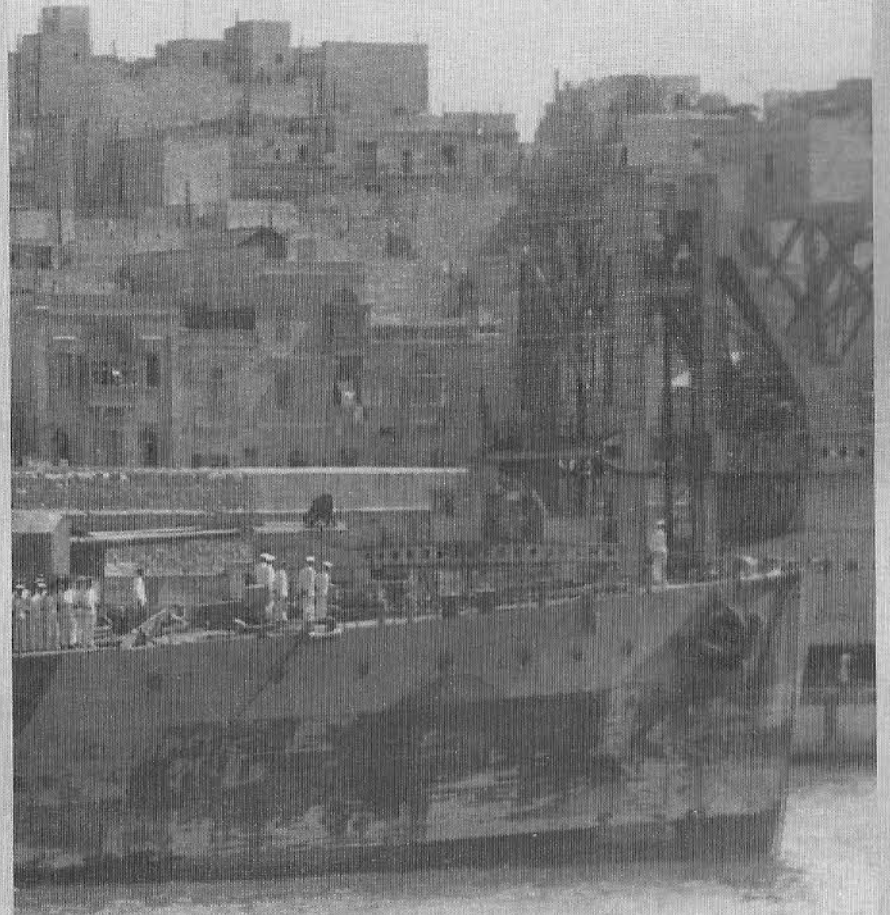
EXPANSION DISK



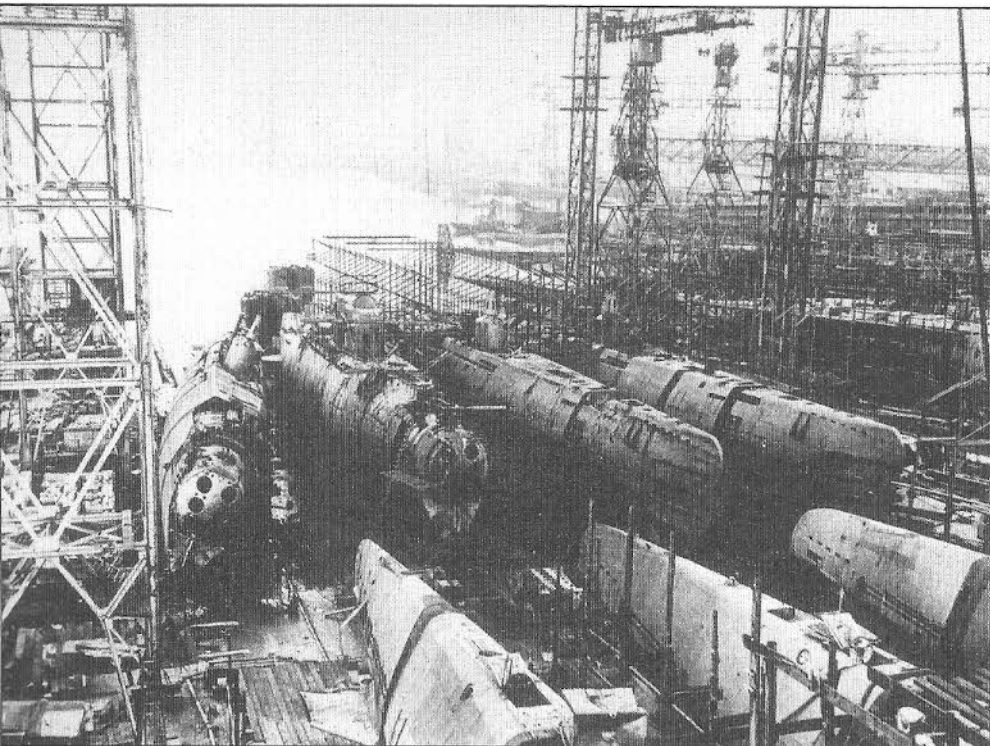
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ACES of the DEEP™

EXPANSION DISK



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National Archives

Type XXI U-boats under construction at the Deschimag submarine yard, Bremen.

Preceding page: A British light cruiser, part of a convoy escort entering the Grand Harbor at Malta.

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Welcome to the *Aces of the Deep* Expansion Disk



The *Aces of the Deep* Expansion Disk adds to the selection of missions, U-boats, torpedoes, and patrol areas you have encountered in the *Aces of the Deep* (AOD) simulation.

This guide will help you install the Expansion Disk and learn its features. To learn how to play *Aces of the Deep*, or to find customer service and technical help, refer to your *Aces of the Deep* manual.

System Requirements

Before you can install this expansion disk, you must have already installed *Aces of the Deep* or *Aces of the Deep CD*. Installing the expansion disk will require about 4 megabytes (MB) of hard disk space.

Installation

1. After starting your PC, insert your *Aces of the Deep* Expansion Disk into the appropriate drive.
2. Type the appropriate drive name (usually **A:**) and press [ENTER].
3. Type **install** [ENTER].
4. Follow the on-screen instructions to install the expansion files to the correct directory on your hard drive.

After installation, start **AOD** or **AODCD** as before.

Customer Service Updates:

For Sierra/Dynamix software sales and returns, write Sierra On-Line Direct Sales, P.O. Box 3404, Salinas CA, 93912 (mark returns ATTN: Returns).

The Direct Sales fax is 408-644-2018.

You can now call 206-644-4343 to reach Automated Technical Support or a Technical Support Representative.

Sierra now provides on-line technical support via CompuServe, America Online, and the Sierra BBS only.

To reach the Sierra/Dynamix forum on CompuServe, use GO SIERRA.

New Features

After installing the expansion disk, the new features will be fully integrated with the simulation.

Mediterranean Historic Missions

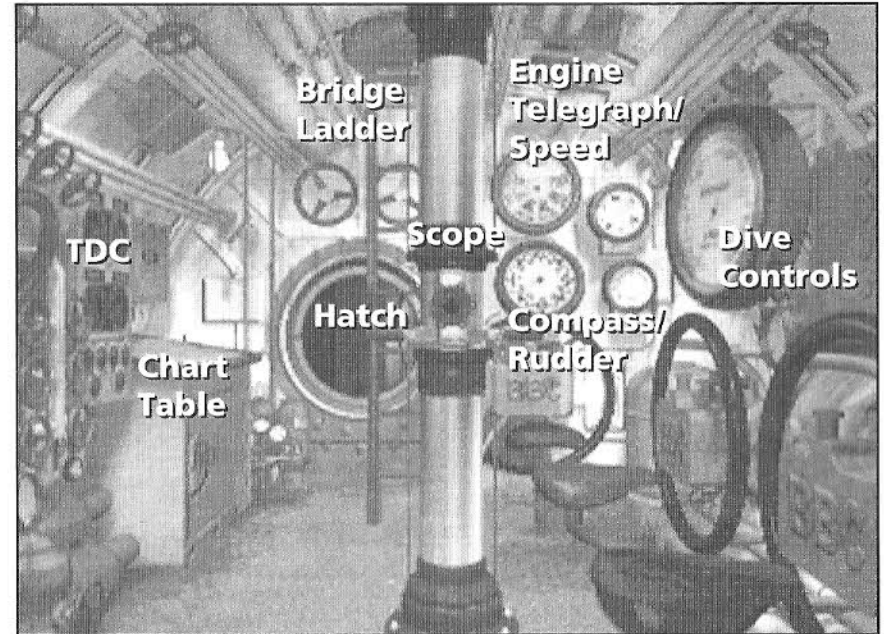
There are six new Historic Missions that take place in the Mediterranean. To undertake one of these missions, first select **SINGLE MISSION** from the main menu, and then open the Historic Missions screen. Click on a mission title to preview it and see if it is set in the Mediterranean. To begin the highlighted mission, press the **SELECT** button. Remember, the conditions for historic missions are pre-determined—if history is to change, it's up to you.

Mediterranean Careers

You will not be ordered to the Mediterranean during your career, but you may navigate to and enter the Mediterranean on your own at any time. Once you enter the Mediterranean, however, the eastbound current through the Straights of Gibraltar will make it practically impossible to leave again in that U-boat. (You still may be transferred out of the Mediterranean to a new Atlantic command.) Use the current and the cover of darkness to enter through the Straights. Before June 1940, there will be no Mediterranean bases—you will have to try to return to a French base for refueling and new torpedoes. After June 1940, you can end missions at La Spezia, Italy, and after January 1942, at Salamis, Greece.

New Gauges

All U-boats have two new gauges, available by pressing [G], or from the Chief Engineer Voice Tube menu as **BUOYANCY GAUGES**. The gauge on the left shows the compressed air available for blowing ballast tanks. The one on the right shows the level of water in the boat.



The Type XXI Control Room.

Type XXI U-boat

In this simulation, the Type XXI U-boat becomes available in Careers in January, 1943. (Historically, design work began on the XXI in late 1942, but it was not deployed operationally until April 1945, just before the end of the war.) To take command of one in a Single Mission, select **TYPE XXI** from the U-boat Type menu in the Convoy Encounter or Warship Encounter menu screens.

You may be assigned a Type XXI in any Career that lasts past January 1943, if your performance merits it. Keep in mind that Type XXIs are extremely costly, and only the most accomplished and privileged commanders will be assigned to one. See the "Type XXI" section starting on page 22 for more.

