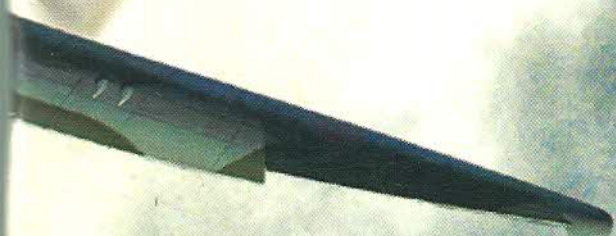


COLLECTION

SERIES



# ACES



SIERRA®



Courtesy National Air & Space Museum, Smithsonian Institution

American William Thaw on far left, leader of the Lafayette Escadrille.

## CONTENTS

FOREWORD .....	5
<b>GETTING STARTED</b>	
About This Manual .....	10
System Requirements .....	11
Installation .....	11
Starting <i>Aces</i> CD Programs .....	13
Changing Preferences .....	14
<b>USING THE ON-LINE MANUALS</b> .....	
<i>Aces of the Deep</i> .....	18
<i>Aviation Pioneers</i> .....	75
<i>Quick Reference Cards</i> .....	80-89
<b>Customer Service</b>	
Troubleshooting .....	90
Technical Support .....	93
Customer Service .....	100



Courtesy Ray Rimell, Albaros Productions Ltd.

The Nieuport 28. Fragile and not very maneuverable, the 28 was soon replaced by the SPAD 13.

## FOREWORD

Welcome to *Aces: The Complete Collector's Edition* CD, including all of the award-winning historical flight simulators from Dynamix. These simulations ("sims") redefined "State of the Art" for the industry, and still are unsurpassed for their balance of historical authenticity, comprehensiveness, and playability. They not only depict pivotal eras in aviation history, but contributed tremendously to the success of Dynamix and our parent company, Sierra On-Line.

In 1989, Damon Slye, along with a small team of artists and programmers, set out to create the company's first flight simulator. By the spring of 1990, their effort paid off with the shipping of *A-10 Tank Killer*. It featured campaigns based on a fictional European WWII, external camera views, and introduced our now-famous 3Space simulation environment to PC flight sims. After the Gulf War, the simulation was updated to include Desert Storm scenarios and improved graphics, and was re-released as *A-10 1.5* (included here). *A-10* is one of the few products Dynamix





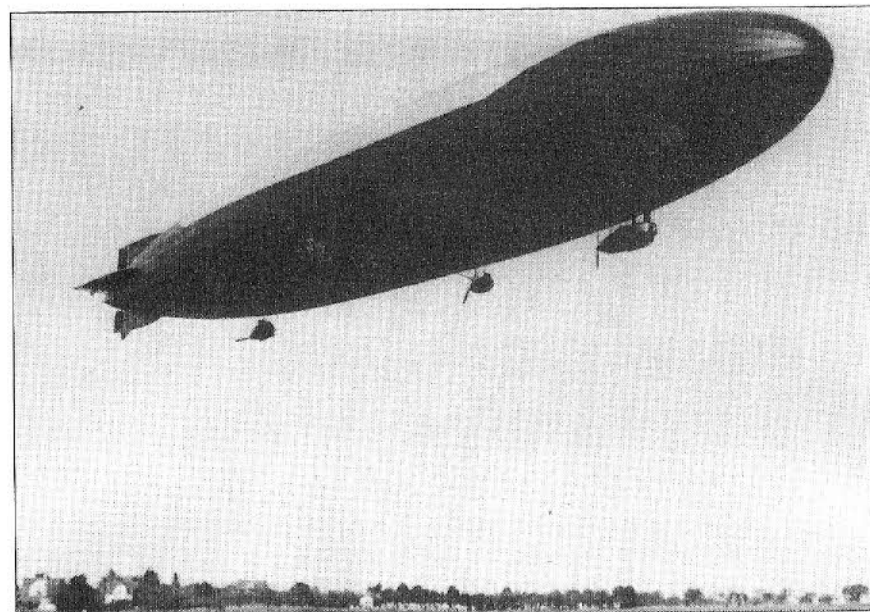
Courtesy National Air & Space Museum, Smithsonian Institution

One of the few Fokker D.VIII's delivered before the end of WWI. The D.VIII's excellent flight characteristics were offset by weak construction. Several pilots were killed when the parasol wing snapped in flight.

produced as an independent company. A few months later, Sierra On-Line purchased Dynamix, providing us with the means to build bigger and better products.

1990 proved to be a busy year. Damon and the team began what turned out to be the best World War I flight simulation ever: *Red Baron*. Shipped on Christmas Eve, *Red Baron* allowed players to fly careers for either side, challenge historical aces, and replay the best moments with a VCR-style mission recorder. But most importantly, it provided the tension and exhilaration of dogfighting within an authentic and immensely playable simulation. *Red Baron* was an instant success, and in just months blew all other WWI sims off the shelves. Even today, *Red Baron* is a steady seller, and most flight sim aficionados still consider it the best WWI sim ever shipped. The successful *Red Baron Mission Builder* (included here), an expansion pack that shipped a year and a half later, allowed the player to "program" their own missions, and added several new aces, planes, and features.

In the spring of 1991, after recovering from the final push for *Red Baron*, we set to work on our follow-up sim: *Aces of*



Courtesy National Air & Space Museum, Smithsonian Institution

*the Pacific*. For the next year, we updated our technology, improved our graphics, and spent immense effort researching the Pacific air war. It paid off—to date, no other flight sim lets you experience the full scope of the conflict and fly for either side from Pearl Harbor and Clark Field all the way through to V-J day. Released in May, 1992, *Pacific* did not have an easy birth—the programmers basically lived in their offices for the last three months, with some work-weeks topping 100 hours. But seeing *Aces of the Pacific* on the shelves and the rave reviews that summer made the long hours more than worth it. We had another winner.

Even as *Pacific* was finishing up, we began work on the add-on disk. *WWII:1946* proposed an entirely plausible "what if" rewrite of the Pacific war's end. What if the A-bombs weren't dropped, and the Soviet Union remained neutral—the U.S. would have been forced to invade Japan's main islands to end the war. Based on actual U.S. invasion plans, *WWII:1946* lets you fly for or against the invasion campaigns in the awesome new aircraft that appeared just after the war's end.

A late model Zeppelin. The panic that Zeppelin raids caused in British political arenas led to the birth of the first independent air force, the RAF.

