

System Requirements

To run *Aces of the Pacific*, the following hardware and software is required:

- An IBM-compatible computer with an 80386 or higher processor
- Two megabytes (MB) of RAM
- DOS version 5.0 or later
- A hard disk
- A VGA graphics card and VGA color monitor
- Either a 1.2MB 5.25" or a 1.44MB 3.5" floppy disk drive

Memory Requirements:

Because of the complexity of *Aces of the Pacific*, your computer must have at least 2MB of RAM. Also, you must have 610,000 bytes of free conventional memory and 311,296 bytes of free expanded memory (EMS). *Aces* will take advantage of additional EMS by loading graphics into memory, thus requiring less disk access time when switching views during flight.

In addition, you will need an expanded memory manager (EMM) such as EMM386 which comes with MS-DOS[®] 5.0, or QEMM-386[™] by Quarterdeck[®].

To get 610,000 bytes of free conventional memory, you will need to load DOS into the high memory area (HMA) of your extended memory. (Make sure your CONFIG.SYS file contains the command DOS = HIGH).

If you have trouble configuring your system to provide the necessary memory, you may want to use the install program to create a boot disk. In most cases a boot disk will configure your system with enough free memory to run *Aces of the Pacific*.

Note: To determine the amount of available conventional and expanded memory you have, use the DOS MEM command.



Courtesy National Air & Space Museum, Smithsonian Institution

★ The *Princeton's* VF-27 poses for a group shot. The shark mouth on the F6F was eventually removed since the Navy did not usually encourage personal or squadron markings. VF-27 was probably the only USN squadron to adorn their planes in this manner.

Installing and Loading *Aces of the Pacific*

In an effort to make game installation as painless as possible, we've created an install program that will automatically determine the graphics, sound, input devices and the speed capability of your computer system to optimize game characteristics. The install will also take you step-by-step through the process of installing your game on a hard drive, setting preferences and making a boot disk. Don't be intimidated, just jump in and try it!

Important Note: Use the installation program provided to install *Aces of the Pacific* to your hard drive. Since the *Aces* files are compressed, it will not work to simply copy the files using the DOS COPY command. The install program will decompress the files as it copies them on to your hard drive.

In the following example it is assumed that you are using floppy drive A: and hard drive C:. If not, please substitute all references with the appropriate drive labels.

Copying *Aces of the Pacific* to a Hard Drive

1. After booting, insert *Aces of the Pacific* disk #1 in Drive A:.
2. Type A: [ENTER].
3. Type INSTALL [ENTER].
4. Select which drive you wish to install to.
5. Follow the on-screen instructions.

Setting Preferences

The install program will do its best in deciding what type of computer equipment you have, but sometimes it may make a mistake or you may wish to try other configurations. To modify the install program preferences, follow these steps:

1. Go to the *Aces of the Pacific* directory on your hard drive.
2. Type INSTALL [ENTER].
3. From the Installation Choices menu, you may select any option you wish to change.
4. Follow the on-screen instructions.

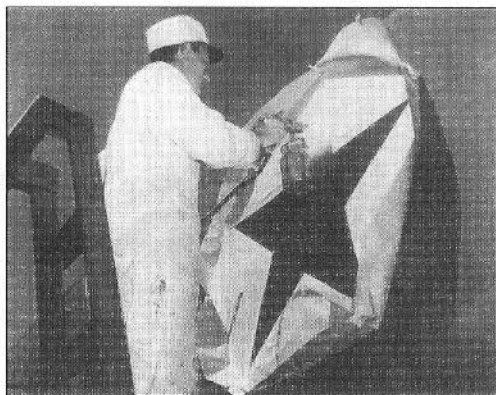
Creating a Boot Disk

When you select this option, the install program will attempt to create a boot disk for this game. If the boot disk is created successfully, you will be able to place the disk in your A: drive and launch directly into *Aces of the Pacific* when you turn on your computer. The boot disk option can be particularly effective in resolving problems related to insufficient memory as well as conflicts with memory-resident programs.

When you are ready to create a boot disk, please have a blank floppy disk prepared to insert in your A: drive. The install program will prompt you through the process, format the floppy disk, and write all the necessary files. Be aware, however, that due to the variety and complexity of hardware and software configurations, the install program may not be able to create a boot disk for your system.

Loading/Running *Aces of the Pacific*

To run the game type "Aces" from the *Aces of the Pacific* hard disk directory.



Courtesy National Air & Space Museum, Smithsonian Institution

★ Painting the U.S. star on a factory-fresh plane.

Errata & Addendum

Any changes made after the manual was printed will be described in a README file located on floppy disk #1. To view the README file from either the hard drive or from floppy disk #1, run the installation program and select the option from the Installation Choices Menu.



Courtesy National Air & Space Museum, Smithsonian Institution

★ Air-sea rescue detail with Grumman Duck from the *U.S.S. Wasp*.

Troubleshooting

Problem: *My computer has at least 2 megabytes of memory, but I receive a message saying that I don't have enough conventional or expanded memory to run Aces of the Pacific.*

Possible Solution: *Aces of the Pacific* requires 610,000 bytes of free conventional memory and 311,296 bytes of free expanded memory (EMS). Some of your computer's conventional memory may be used for device or LAN drivers or for TSR programs, or your computer may not be configured to provide enough free conventional or expanded memory. Some of your computer's memory will need to be freed up, either by altering your start-up files or by creating a boot disk with the install program. Make sure that DOS is loaded in the High Memory Area of your extended memory. Your CONFIG.SYS file should contain the command DOS=HIGH. (If you are using EMM386 as your expanded memory manager, your CONFIG.SYS file should contain the commands: DEVICE=HIMEM.SYS and DOS=HIGH,UMB). To determine how much free memory you have, use the DOS MEM command.

Problem: *When trying to load the program or after running the program, the computer hangs or I am returned to the DOS prompt.*

Possible Solution: Although your computer may satisfy all of the hardware and software requirements, there may be a configuration conflict in your computer while running *Aces of the Pacific*. Try loading the program from a boot disk.

Problem: *My mouse is not responding.*

Possible Solution: If you loaded the game with a boot disk, your mouse driver may not be loaded. You will need to edit the AUTOEXEC.BAT or CONFIG.SYS files on the boot disk to include the command to load your mouse driver.

Problem: *The joystick is not responding properly in the simulation, or the cursor skips through the menu options on its own.*

Possible Solution: Your flight controls selections from the Preferences Panel may be inconsistent with the devices installed in your computer, or your flight controls may need calibrating. Select the calibrate option from the Preferences Panel or disable the joystick with the Alt-J command.

Problem: *The ThrustMaster® Weapon Control System (WCS) is not responding correctly.*

Possible Solution: You may have an incompatible version of the WCS, or the DIP switch settings may not be set for *Aces of the Pacific*. The Revision D Model is the first model compatible with *Aces of the Pacific*. Consult your ThrustMaster® Owner's Manual for the appropriate DIP switch settings for the WCS.

TECHNICAL HELP

Technical assistance is only a telephone call away. In the U.S. call (209) 683-8989 for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type and the nature of your problem.

Call or write:

SIERRA
Technical Support
P.O. Box 800, Coarsegold, CA 93614-0800 U.S.A.
(209) 683-8989 • fax (209) 683-3633

Our European customers may call or write our U.K. office:

Sierra On-Line Limited
Unit 2, Technology Centre, Station Road, Theale,
Berkshire RG7 4AA United Kingdom
(44) 734-303171

REPLACEMENT DISK

If you find that you need to send for replacement diskettes, send the original disk #1 to:

SIERRA
P.O. Box 485, Coarsegold, CA 93614-0600 U.S.A.
Attn: Returns

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5"). We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a \$10.00 charge for 5.25" or 3.5" diskettes.

SIERRA BBS

If you have a modem, you may access the Sierra BBS for technical assistance, downloadable demos, catalogs, etc. (parameters: 300/1200/2400/9600 baud up to V. 42bis, N, 8, 1).

In the U.S. call (209) 683-4463.
In the U.K. call (44) 734-304227.

CUSTOMER SERVICE

Call or write the Customer Support Department with inquiries about general game information, company policy, back orders, returned or defective merchandise.

SIERRA
Customer Support
P.O. Box 600, Coarsegold, CA 93614-0600
(209) 683-8989 • fax (209) 683-3633



Dynamix is a registered trademark of Dynamix, Inc. © 1992 Dynamix, Inc. All rights reserved. Printed in the U.S.A.

Sierra, Sierra On-Line and Sierra On-Line Limited are registered trademarks of Sierra On-Line, Inc. IBM is a registered trademark of International Business Machines Corp. ThrustMaster WCS is a registered trademark of ThrustMaster. Sound Blaster is a registered trademark of Creative Labs, Inc. Ad Lib is a registered trademark of Ad Lib, Inc. Quarterdeck and QEMM-386 are registered trademarks of Quarterdeck Office Systems. MS-DOS is a registered trademark of Microsoft Corporation.

006121201