Rogue Aces DELUXE

Flight Manual

Contents

Introduction

Hello, and welcome to the world of Rogue Aces Deluxe.

Rogue Aces Deluxe is a game about barreling head first into chaos, then getting back out using deftly skilled flying.

There are many different game modes which you'll have fun exploring, but let's start with the first step, the controls...

Controls Overview

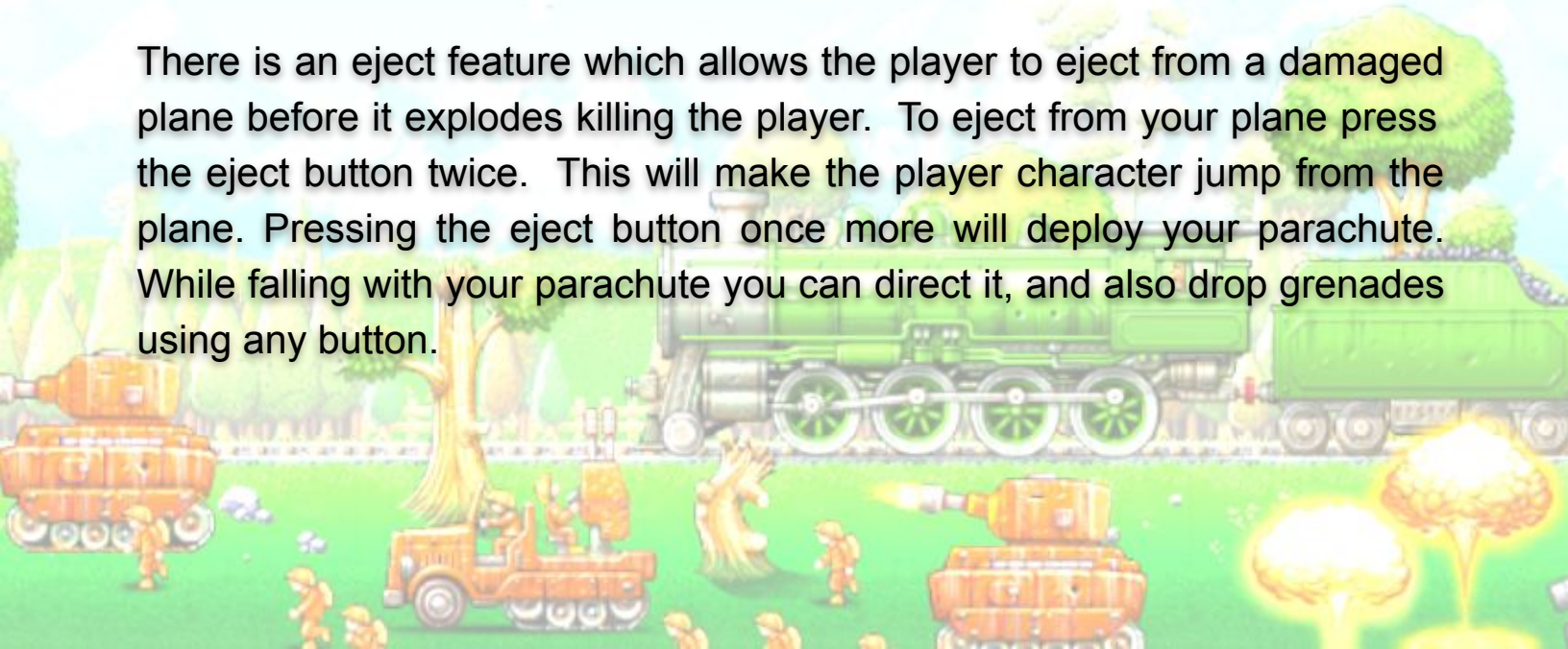In Rogue Aces Deluxe you control an aeroplane equipped with machine guns, rockets and bombs.

You can use the throttle to change the speed of the plane, throttling up increases and throttling down decreases the power to the engines. Lift comes from speed, so the faster you go, the more your plane will rise in altitude. The slower you go, the more gravity will take its toll.

The control of the plane can be set to two different types: *directional* which makes the plane fly in the direction the player points in, or *rotational* in which the player rotates the plane clockwise or anticlockwise depending on where they want to go.

Hint: when using directional, control your plane by moving the joystick in smooth circles.

You can fire rockets or bombs separately, depending on your key binding settings.

There is an eject feature which allows the player to eject from a damaged plane before it explodes killing the player. To eject from your plane press the eject button twice. This will make the player character jump from the plane. Pressing the eject button once more will deploy your parachute. While falling with your parachute you can direct it, and also drop grenades using any button.

The Game

Campaign Mode

The main campaign mode is the first available game mode after you've finished basic flight training. After selecting your pilot and upgrades, you'll start the game on your friendly carrier and will be given your first mission. Carry out missions in order leading up to capturing a base. Capturing a base establishes your dominance in that area and you can use it to land and refuel/rearm whenever you want.

The goal of the game is to locate and destroy the secret enemy HQ which is hiding somewhere in the map.

But look out, the deeper into enemy territory you go, the more dastardly the pilots and overpowered the enemy ordinance. Every 20th mission, you'll need to take on the dreaded Baron for a dogfight to the death. Each time he returns he will be toting new and more preposterous weaponry, so make sure you're strong enough to take him on.

You'll have only one life but three planes at your disposal. Plus all the enemy planes you can steal.

The game is essentially open world, and the islands wrap around from left to right. If you start off flying left, you'll come to the most dangerous area of the game, so best to start your campaign moving right...
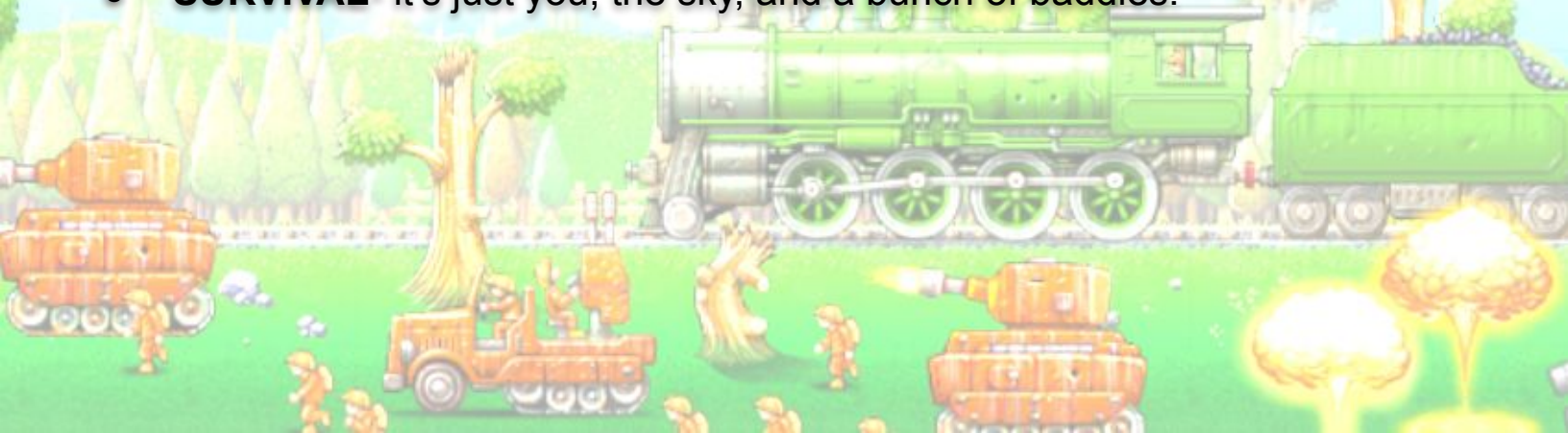
Other Game Modes

Frontline Mode

In this mode, you have to clear islands one at a time before you can advance to the next, all against the clock. Each island has a specific set of objectives to destroy before it is liberated and you can move on to the next one. The game ends when you liberate the island which hides the secret enemy base.

Hint: Military targets have a flag flying next to them. When the flag drops, the target has been eliminated successfully.

Arcade Modes

There are lots of other games and bonus games to unlock:

- **ROGUE ACE MODE** - no missions, one life, your plane's destructive capabilities cranked up to the max
- **BOMBER DEFENCE** - assume control of a bomber and take out the enemy planes
- **HOT POTATO** - no guns, your plane is about to explode. Better find another sharpish!
- **SURVIVAL** - it's just you, the sky, and a bunch of baddies.

Multiplayer Modes

In Rogue Aces Deluxe there are a suite of 1-4 player party game modes:

- **PURE DEATHMATCH** - battle up to 3 humans or AI planes in the air arena
- **DELUXE DEATHMATCH** - total carnage with insane power ups like laser, chain gun, flame thrower and support blimps
- **WING COMMANDER -** absolute aerial mayhem as each player has two AI wingmen

You can use a variety of input methods to play, and you can use Steam remote play to bring your friends together to play online!

Hint: You can steal a competitor's plane in multiplayer mode - take advantage!

Tips & Tricks

What ho, Pilots! It's the Commander here from Rogue Aces Deluxe – the aerial combat arcade rogue-lite from Infinite State Games.

Now, for your eyes only, are some exclusive tips I like to give plucky recruits on how to achieve jolly, big and fat scores and not totally suck.

There's nothing I enjoy more than a little friendly competition, so why not spice things up with some insider knowledge, what-what?

Firstly, Ignore Me!

Feel free to ignore my missions. You're a Rogue Ace after all, it's not like I expect you to behave! In fact, anything with a flag on the battlefield needs destroying, so if you happen to blow something up before I ask you to do so will net you a nice early completion bonus!
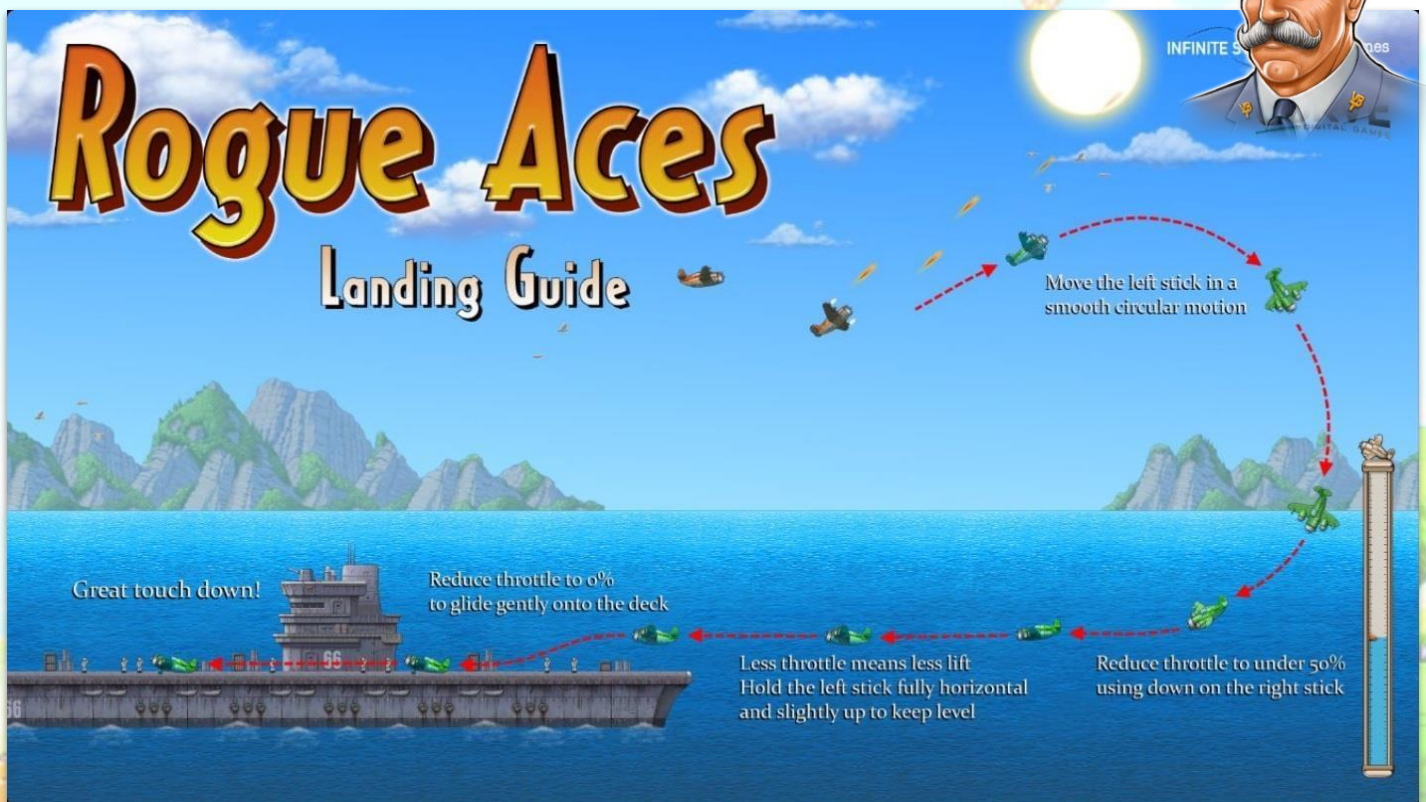
Secondly, Don't Autoland

You'll need to learn to land manually. You can use autoland, but that will reset your score multiplier which goes up by one every time you successfully undertake a manual langing.

Yes, yes, it's not very easy, it does take practice, but there's nothing quite like the feeling of taking a burning and beaten up plane all the way back home and landing it safely. I always tell my pilots in training that as you approach, use your throttle to adjust your altitude. You can even use the drag of your plane's nose to slow down. If you overshoot a run-way? Not a problem old chum! You can taxi along the ground, which is also handy for moving to a better take off position.

Rogue Aces
Landing Guide

Move the left stick in a smooth circular motion

Great touch down!

Reduce throttle to 0% to glide gently onto the deck

Less throttle means less lift
Hold the left stick fully horizontal and slightly up to keep level

Reduce throttle to under 50% using down on the right stick

Third, Aerial Steals

There's been talk of some pilots undertaking an extraordinary procedure called the 'Aerial Steal'. Word has it, they eject from their plane, land on an enemy plane, and then take control by throwing out the pilot! Now, as long as they remember to move the throttle up again on the stolen plane, that would of course technically work, but I couldn't possibly sanction such absolute nonsense.

But, let's say one did manage to pull off an 'aerial steal' as it were, one would replenished their bombs, rockets and fuel in return for such a feat of derring-do. You do however inherit the damage of the stolen plane, so best not fill it with holes first my old fruit!
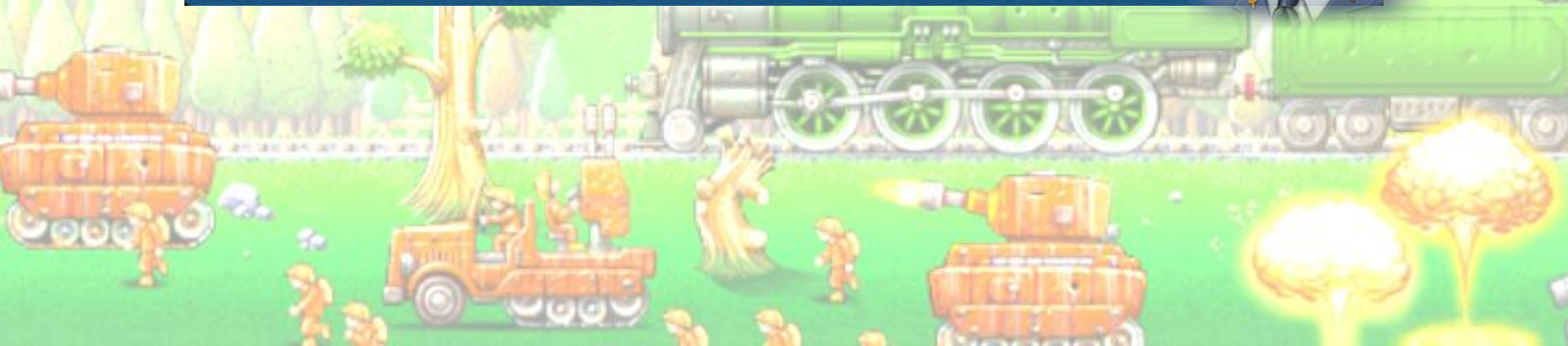
Fourth! Bombing targets

Buildings drop a whole lot better when the explosion is at the base. So what we like to do at Rogue Aces HQ is barrel along the ground like an absolute maniac blasting the bombs at the very bottom of the building. No, it's not very elegant, and it certainly isn't very stealthy but who cares? TALLY HO!

Fifth, Fuel

Aaah, yes. You'll need to keep an eye on the fuel gauge at the top of the screen, so you'll know when you need to return to base. You'll see a red dot on the gauge; this shows the distance to the nearest possible refuelling base. If that whole bar goes red, well, it may be time to consider an aerial steal. Not that such a thing is plausible.

Sixth! Grab Those Crates

Your plane is lucky enough to inexplicably improve its mechanical statistics by collecting wooden crates dropped by enemy planes. Best not to overthink about the mechanics behind that, but the point is, always check planes to see if they're carrying upgrade loot after every mission. If you keep collecting crates, your plane will become more and more irresponsibly overpowered.

Seventh and finalth...

parachute and hide to survive!

Sometimes you just have to bail out of your plane and deploy that parachute. But did you know you can throw grenades on your way down! Not only is it something fun to do as you descend, it is essential for ensuring that you clear a safe space below you. If you land and an enemy soldier or vehicle can see you, you will be immediately captured and you game will be over. Avoid this by parachuting so that you're hiding out of sight behind scenery. Hmm.. perhaps you'd better not completely level the ground with those grenades before you land after all…

Rogue Aces

DELUXE

Programming and Design
Charlie Scott-Skinner

Creative Director & Audio
Mike Daw

Art
Tony Hager

Music
Kevin Black and Ross Middlemiss

PC Port by Projector Studios
Jay Carr & Aaron Jenkins