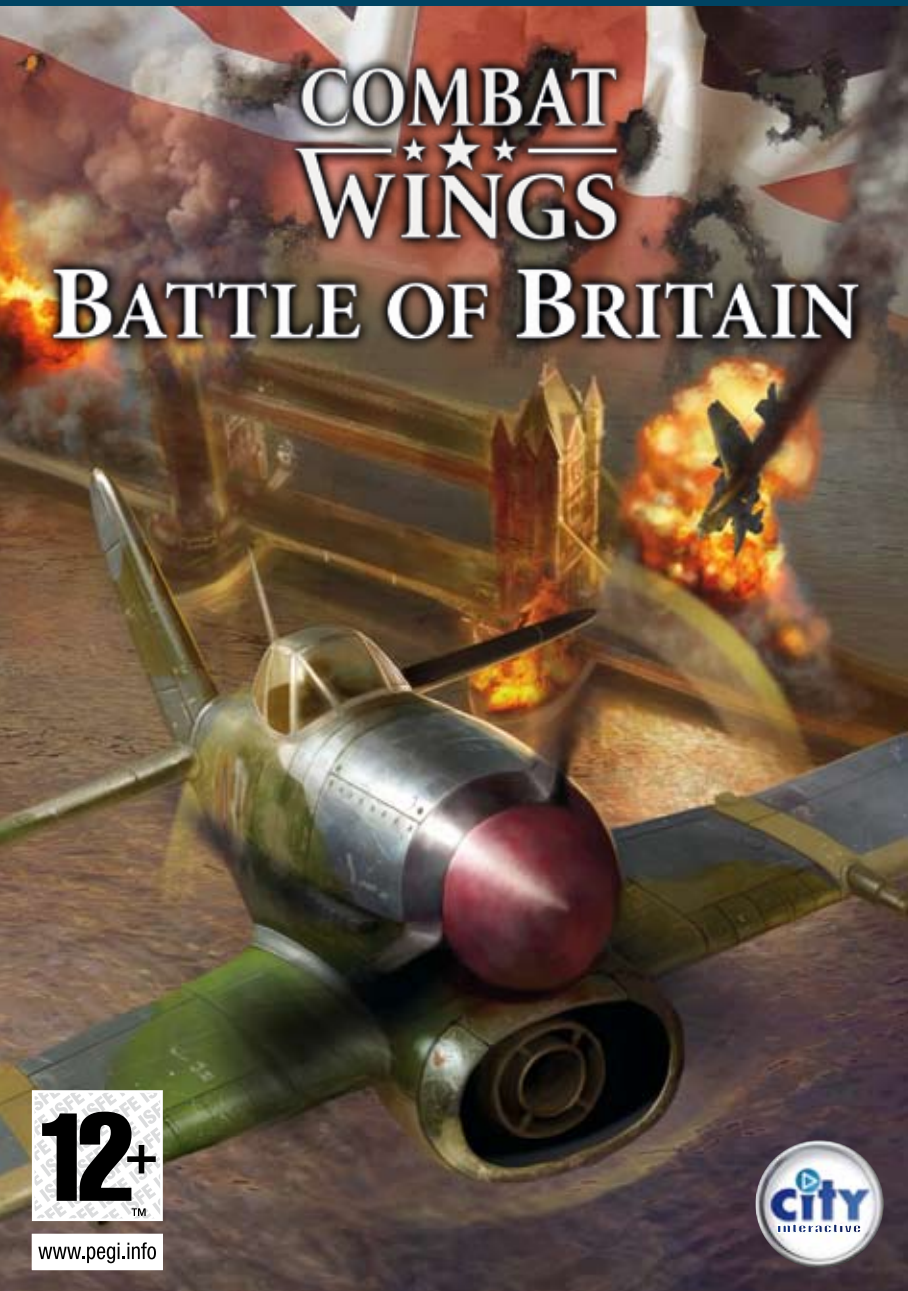
INSTRUCTION



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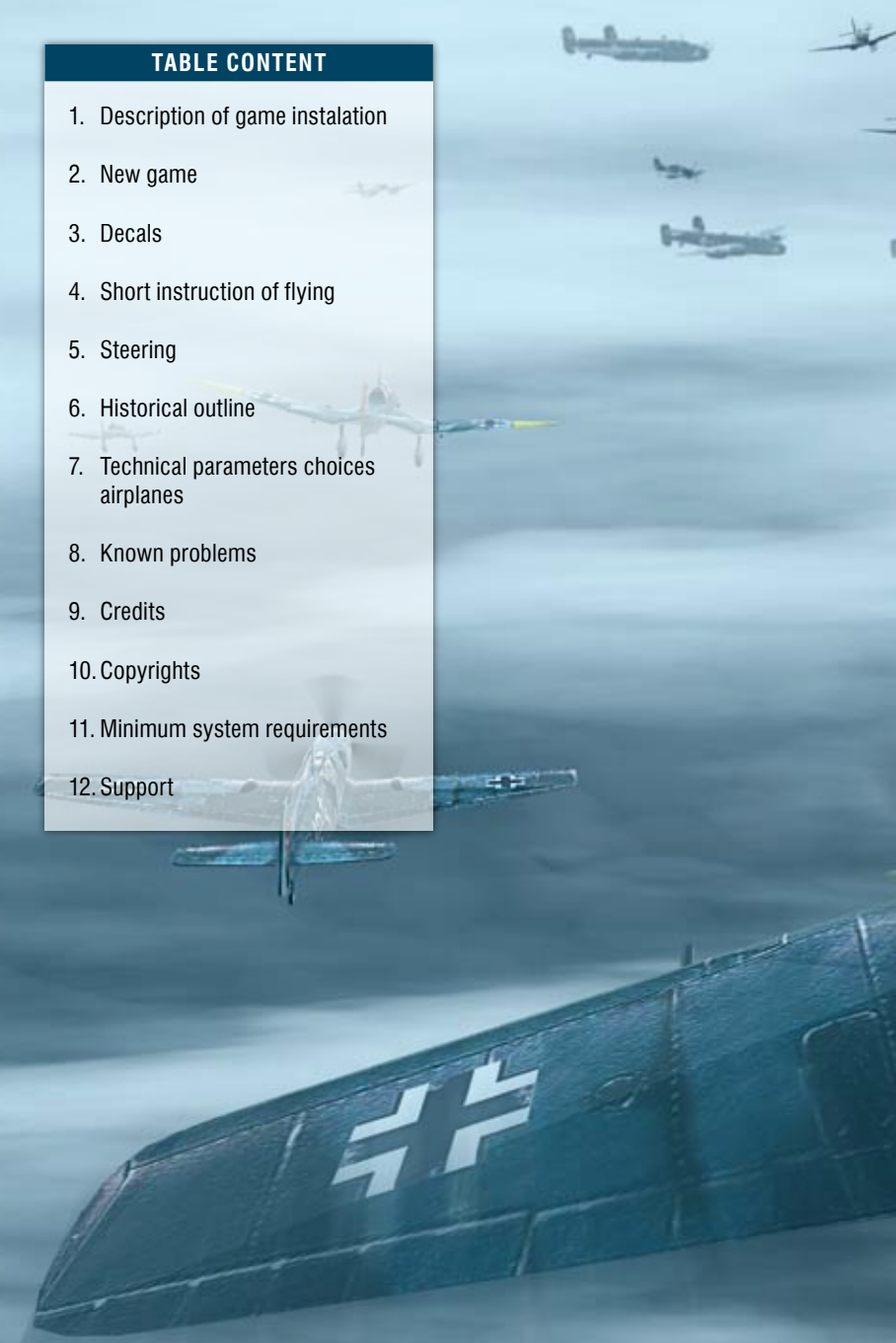

1. DESCRIPTION OF GAME INSTALATION

- Insert game disc.
- Wait for installation to launch. If the installation does not start automatically, double-click 'setup.exe' on the CD.
- Follow the onscreen instructions to complete installation.

  Before installation you should check if your computer works correctly and stably. Then insert the CD with Combat Wings into the CD-ROM (or DVD-ROM). Installation should begin automatically. If not, double-click the My Computer icon, then double click the letter of your CD-ROM (or DVD-ROM) and run the file setup.exe

After the game intro, you enter the game menu, which offers the following options:

- Continue Game - continues a previously started game,
- New Game - starts a new game,
- Load Game - enables you to load a previously saved game,
- Multiplayer - a net game (LAN or Internet),
- Options - enables you to configure the graphics, sound, music and controls,
- Quit Game - exits to Windows.

2. NEW GAME

If you want to start a new game (New Game), you must first choose the difficulty level (Difficulty Level) and schema control (Schema Control), type in your name (Pilot Name). You then enter the mission menu, where you will be presented with a description of the current mission and its objectives. Usually, though not always, you will also be given the choice of several airplanes to fly for this mission (Select Airplane) and choose their decals (Select Decals).

TheMultiplayer option allows you to select an airplane (Select Airplane) and the map where you will fly (Select Terrain) and play with enother players by net.

The options menu (Options) allows you to adjust how the game will look and sound, in order to optimise the game's performance for your computer. Additionally, you can redefine the controls (Controls).

3. DECALS

(for advance players)

You can introduce designations of aircraft in it game. You can make it through placing file with proper drawings in catalog "\decals" at graphic format "png ". Abovementioned drawing should be made according to following (step) example:

1 Hull (left), 2 – right wing, 3 – left wing, 4 – Hull (right), 5 tail (left), 6 – tail (right)

4. SHORT INSTRUCTION OF FLYING

You control your airplane using the mouse and keyboard. The position of the mouse cursor determines where your plane will fly, and where your plane's weaponry is targetted. You can also roll your plane with the A and D keys. The plane's speed can be adjusted with the W (faster) and S (slower) keys.

You have a choice of two control schemes: ARCADE and ADVANCED. In the ARCADE mode, the game makes controlling your plane as simple as possible, by handling most of the steering for you: the landing gear and flaps are opened and closed automatically, and your guns always fire in the direction of your mouse pointer. In ADVANCED mode, you must handle the landing gear and flaps yourself, and your guns only fire straight forward, much as they would on a real plane.

You have three types of weapons available at your disposal - machine guns, rockets, and bombs. The left mouse button fires the machine guns, while the right mouse button is used to fire either rockets or bombs, depending on which of them is currently selected. You can select rockets by pressing 1, or bombs by pressing 2. You can also cycle between them with Q. When you've selected bombs, you will see a large targetting bracket moving along the ground while you fly - this is where the bomb will hit the ground. Note that the faster you fly, the further ahead of your plane the targetting bracket will be - bombs don't merely drop straight down, they initially move along at the same speed as your plane! Rockets, meanwhile, are much simpler - they simply fly straight forward, hitting whatever happens to be in their way.

You can redefine the controls inside the Options menu.

In most missions, you will have wingmen, whom you can give orders (if your rank is above Flight Lieutenant) using the F9-F12 keys: F9 - attack my target, F10 - cover me, F11 - follow me, F12 – disengage.

There are five different cameras available in the game. You can switch between them using the F1-F5 keys: F1 - cockpit view, F2 - external view, F3 - internal (cockpit-less) view, F4 - spin camera, F5 - flyby camera.

To help you find your way in the game, all nearby targets are marked on the HUD, as well as on the map displayed in the cor-

ner of the screen. Green symbols indicate waypoints, red symbols indicate enemy planes or targets, and while blue symbols are friendlies. Note that not all objects are always visibly marked - less important targets are only marked with a red or blue symbol when you move the mouse cursor over them.

You can pause the game and enter the menu at any time with the ESC key. This also allows you to save and load the game at any stage during the mission.

Once you've completed a mission, you can exit it either with the ESC key, or by landing on a friendly airfield. This will allow you to proceed to the next mission. However, even after a mission is complete, you can generally continue fly around for as long as you like.

5. STEERING

Controls:

W – thrust up

S – thrust down

A – bank left

D – bank right

Left press of mouse – fire

Right press of mouse – fire secondary

Advance type:

G – hide/show gear

F – hide/show flaps

Choice of weapon::

1 – rockets

2 – bombs

3 – torpedos

View:

Ctrl – look

Tab – Objective

F1 – FPP camera

F2 – TPP camera

F3 – camera 3

F4 – camera 4

ESC – ingame menu

P – pause

F8 – quick save

6. HISTORICAL OUTLINE

Overcome Luftwaffe !!!

August, 1940. Ascend in the air as a British pilot and defend your homeland against the German invasion! The biggest air battle is in full swing. Your companions and you are the last defensive bastion on the Nazis' route to conquer Europe. The age of diplomacy is gone. The foe is coming! Take control of the most amazing fighter planes in the world, such as Hawker Hurricane and Supermarine Spitfire. Your flight of planes will protect convoys, airfields and London itself against the German air offensive. Will you pluck up the courage to ascend in the air and confront the crushing power of Luftwaffe? Will you repulse German torrentail attacks?

7. TECHNICAL PARAMETERS CHOICES AIRPLANES

Hawker Hurricane Mk.I

Introduced in 1937, the Hurricane is currently the mainstay fighter aircraft of the Royal Air Force, to be gradually replaced by the new Spitfire. Although not as impressive as the Spitfire, the Hurricane is a deadly weapon in the hands of a skilled pilot, and is generally far more stable and reliable than the Spitfire. | Top Speed: 520 km/h | Manoeuvrability: Good | Armour: Moderate | Guns: 8 x Browning 7.7mm machine guns | Payload: 8 x RP-3 rockets, 2 x 250kg bombs

Supermarine Spitfire Mk.I

Introduced in 1938, the Spitfire is undeniably the finest fighter plane currently in service anywhere in the world, combining a high velocity with exceedingly good manoeuvrability. Currently, the Spitfire is available only in small quantities. The plane will gradually replace the Hurricane in all interceptor squadrons as production permits. | Top Speed: 570 km/h | Manoeuvrability: Excellent | Armour: Light | Guns: 8 x Browning 7.7mm machine guns | Payload: 8 x RP-3 rockets, 2 x 250kg bombs

Hawker Tornado

Experimental prototype. Similar in appearance to the Hurricane, the Tornado features a much stronger armament and the very powerful Rolls-Royce Vulture V engine. Though very promising, this plane's future is threatened by the high failure rate of its engine. Once these problems are worked out, the Tornado will enter production as a high-speed interceptor. | Top Speed: 660 km/h | Manoeuvrability: Average | Armour: Very Light | Guns: 12 x Browning 7.7mm machine guns | Payload: 12 x RP-3 rockets, 4 x 250kg bombs

Westland Whirlwind

Introduced earlier this year, the Whirlwind is a very impressive heavy fighter, featuring a remarkably high top speed and astonishing firepower. Like all heavy fighters, however, the Whirlwind is not particularly manoeuvrable. Furthermore, unlike its Luftwaffe counterpart, the Bf-110, the Whirlwind is not protected by a tail gunner. | Top Speed: 580 km/h | Manoeuvrability: Poor | Armour: Heavy | Guns: 4 x Hispano 20mm cannons | Payload: 12 x RP-3 rockets, 6 x 250kg bombs

Handley Page Halifax

First flown in 1939, the Halifax is one of our most modern heavy bombers. With a crew of seven, four engines, two turrets and a single forward-firing gun in the nose cone, the Halifax is an excellent platform for long-range bombing raids against Germany. | Top Speed: 420 km/h | Manoeuvrability: Very Poor | Armour: Extremely Heavy | Nose gunner weaponry: 1 x Browning 7.7mm machine gun | Guns in top turret: 4 x Browning 7.7mm machine guns | Guns in rear turret: 4 x Browning 7.7mm machine guns | Payload: up to 6000kg of bombs

Messerschmitt BF-109E

Introduced in 1937, the Messerschmitt Bf-109 was once the world's finest fighter plane. Its age is beginning to show, however, and a skilled Spitfire pilot can easily outfly it. Nonetheless, the aircraft continues to evolve, and the current 'E' version can give British pilots a run for their money. In addition, its 20mm cannons give it a significant edge in firepower. | Top Speed: 560 km/h | Manoeuvrability: Good | Armour: Light | Guns: 2 x MG-FF/M 20mm cannons, 2 x MG-17 7.92mm machine guns | Payload: 8 x Rockets

Messerschmitt BF-110C

Introduced in 1937, the Messerschmitt Bf-110 is a typical heavy fighter - not especially manoeuvrable, but heavily armoured and equipped with a powerful arsenal of weaponry, including a tail gunner. Although the plane has proven far less successful than the Luftwaffe had anticipated, it is still a foe to be reckoned with. | Top Speed: 520 km/h | Manoeuvrability: Poor | Armour: Heavy | Guns: 2 x MG FF/M 20mm cannons, 4 x MG-17 7.92mm machine guns | Tail gunner weaponry: 1 x MG-17 7.92mm machine gun | Payload: 12 x Rockets, 6 x 250kg bombs

Junkers Ju-87B 'Stuka'

Introduced in 1936, the Junkers Ju-87 Stuka was once a very impressive dive bomber. Times have changed, however, and though the Stuka remains as effective as ever against ground targets, it has a very hard time dealing with today's fighter aircraft. It can still give an unprepared pilot a bad day, especially if he forgets about its tail gunner. | Top Speed: 350 km/h | Manoeuvrability: Poor | Armour: Moderate | Guns: 2 x MG-17 7.92mm machine guns | Tail gunner weaponry: 1 x MG-17 7.92mm machine gun | Payload: 12 x Rockets, 6 x 250kg bombs

Heinkel He-111H

The He-111 was built in 1935 as a fast passenger aircraft, with a military medium bomber version subsequently developed in secret. Although, like all bomber aircraft, it stands little chance in a duel against a fighter, it is still not a foe to be trifled with - the plane carries guns facing virtually every direction, making it very difficult to engage in close combat. | Top Speed: 430 km/h | Manoeuvrability: Poor | Armour: Extremely Heavy | Guns: 6 x MG-17 7.92mm machine guns | Nose gunner weaponry: 1 x MG FF/M 20mm cannon | Dorsal gunner weaponry: 1 x MG-131 13mm machine gun | Ventral gunner weaponry: 1 x MG-17 7.92mm machine gun | Payload: 8 x Rockets, up to 2000kg of bombs

Junkers Ju-88A

Introduced in 1939, the Ju-88 is the Luftwaffe's first dedicated bomber design (the He-111 and Dornier Do-17 were both converted from civilian designs). Intended as a fast medium bomber, this versatile aircraft is also used for anti-shipping strikes, reconnaisance and even as a close-support dive bomber. | Top Speed: 475 km/h | Manoeuvrability: Poor | Armour: Extremely Heavy | Nose gunner weaponry: 1 x MG-17 7.92mm machine gun | Dorsal gunner weaponry: 1 x MG-17 7.92mm machine gun | Ventral gunner weaponry: 1 x MG-17 7.92mm machine gun | Payload: 8 x Rockets, up to 2500kg of bombs or 4 x 500kg torpedoes

8. KNOWN PROBLEMS

Q) Some textures are blinking or dissapear. Some objects are invisible. What should I do?

A) Make sure you have the latest possible drivers of your graphics card and DirectX 9.0c installed (included on game CD). To verify that you have the latest drivers, consult the graphics card manufacturer. This is usually done by visiting the manufacturer's website, or by contacting their technical support for help updating drivers. Once the drivers have been downloaded and installed, reinstall DirectX 9.0c. If that doesn't help, make sure your computer meets the minimum system requirements!

Q) I have a „Could not create device" message and the game doesn't run.

A) Again, it could be a problem with the graphic card drivers or a bad version of DirectX. First of all, make sure you have the latest drivers for your graphics card and DirectX 9.0c installed (included on game CD). If that software is up-to-date and the problem is still not resolved, make sure your computer fulfills minimum system requirements.

9. CREDITS

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10. COPYRIGHTS

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11. MINIMUM SYSTEM REQUIREMENTS:

- Pentium III 1 GHz CPU or faster
- 256 MB RAM
- DirectX 9 compatible Video Card with 64MB RAM (Ensure you have the latest available drivers for your graphics card!)
- DirectX compatible Sound Card
- CD-ROM Drive, keyboard, mouse and speakers
- 700 MB Free Hard Drive Space
- Supported operating systems are Windows 98/ME/2000/XP.
- DirectX 9.0c
  (included on game CD)

12. SUPPORT

Support can be found Online by visiting our web site at:

http://www.city-interactive.com/

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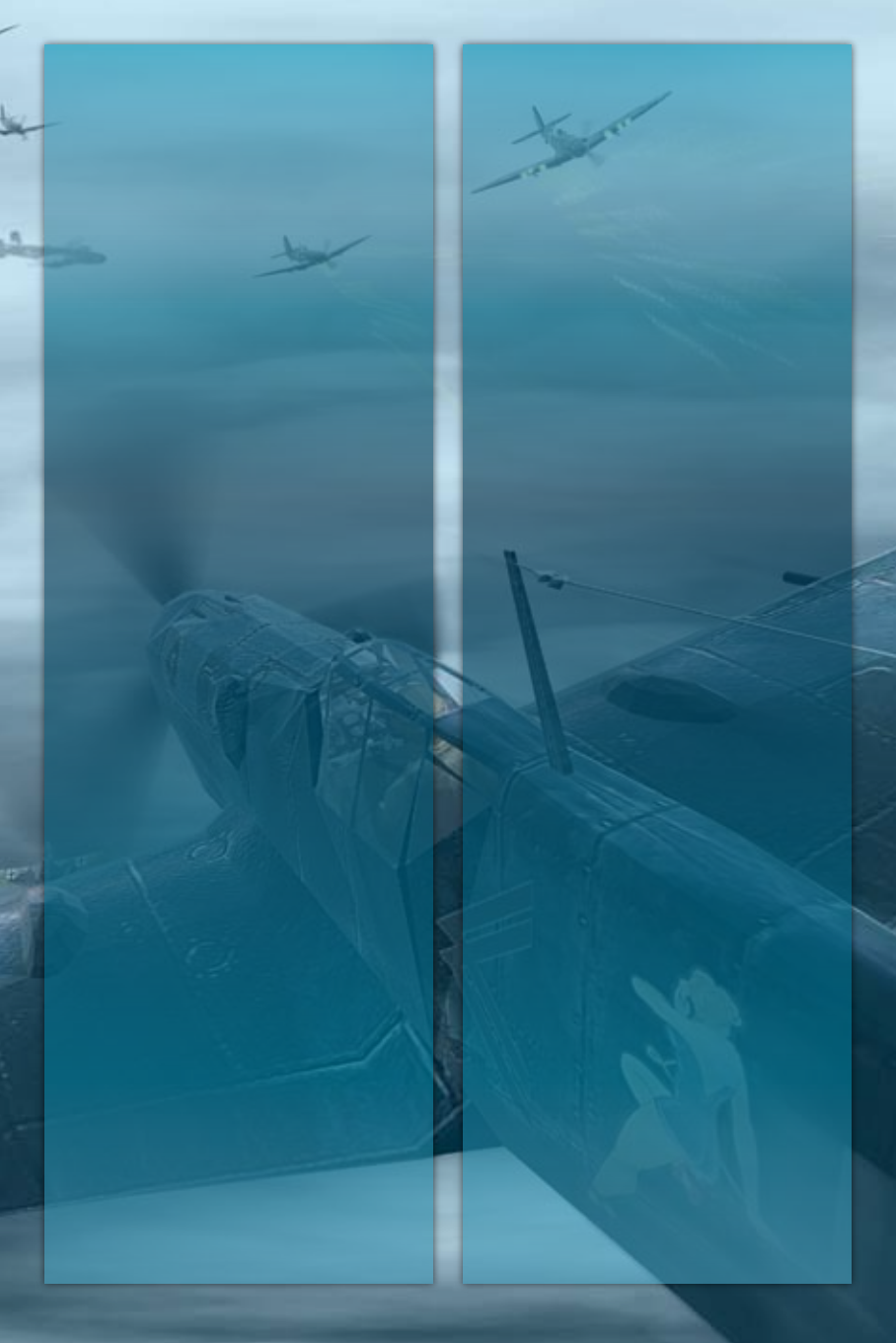
NOTES



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