



**2D Dogfight 0.1.4 Version**  
**Game Manual**  
**——tetrahydrofuran**

## Table of contents

<b>Main menu interface .....</b>	<b>3</b>
<b>Game Instruction Interface .....</b>	<b>4</b>
<b>Game settings interface .....</b>	<b>7</b>
<b>Campaign Interface .....</b>	<b>10</b>
<b>Custom Game Interface .....</b>	<b>12</b>
<b>Game interface .....</b>	<b>13</b>

## 1. Main menu interface

After the player starts the game, a pop-up window will appear as shown in Figure 1-1 below , informing that the executable program was created by exe4j, just click OK, and the game interface will open later.

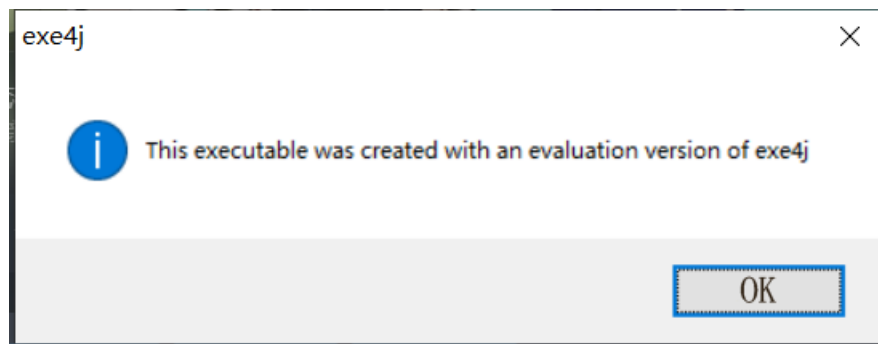


Figure 1-1

After clicking OK, the main menu interface of the game is shown in Figure 1-2 below:

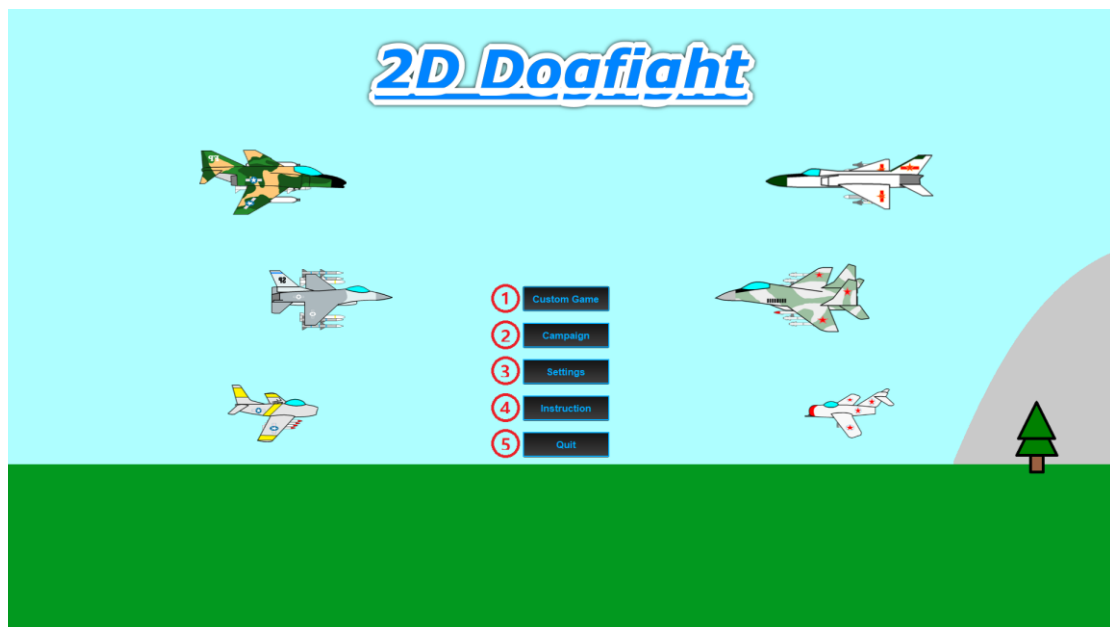


Figure 1-2

① Custom game, click to enter the custom game interface, in the custom game interface, players can select the aircraft type, altitude,

speed, fuel, load and other data to quickly start an air combat or a ground attack mission.

② Campaign, click to enter the campaign selection interface. In the campaign mode, players need to choose one of the four camps in the United States, China, Russia and Europe, complete the specified campaign mission and start the next campaign mission, until the 8 campaign missions of their respective camps Completed.

③ Game settings, click to enter the game settings interface, where you can set the control keys of the game, the volume of sound effects, language and resolution, etc.

④ Game instruction, click to enter the game instruction interface, the game instruction interface includes game tutorials and databases. It is strongly recommended that players who have no game experience check the game tutorial before starting the game to learn how to operate the aircraft and weapon systems. The database can be used to consult the basic performance parameters of aircraft, ground units and various weapons.

⑤ Exit the game, click to exit the game.

## **2. Game instruction interface**

Click the game instruction in the main menu to enter the game instruction interface, where you can view the game tutorial and

database, as shown in Figure 2-1:

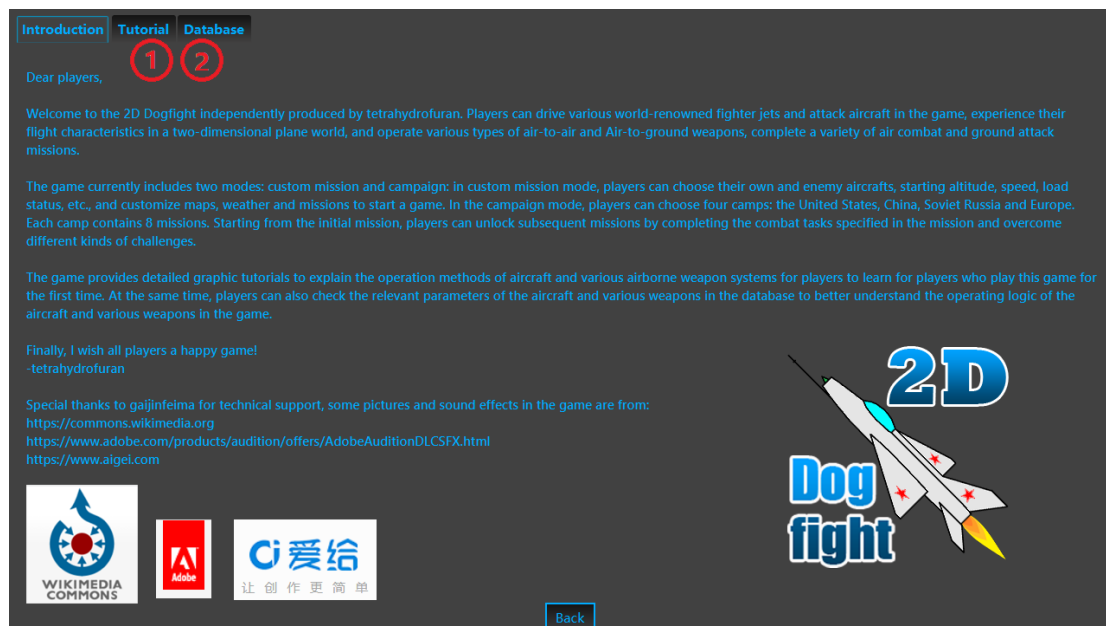


Figure 2-1

①Click here to view the game tutorial.

②Click here to view the database.

After entering the game tutorial, the interface is shown in Figure 2-2:

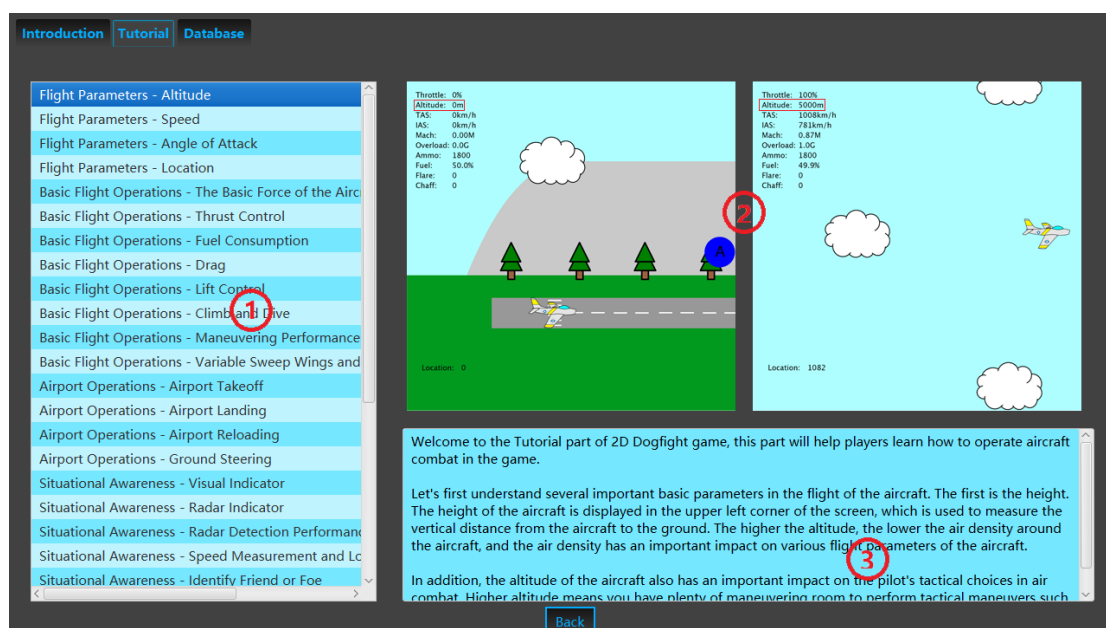


Figure 2-2

①The area shown in the figure displays each chapter in the game

tutorial. Players can click to select the tutorial chapter they want to view.

② Tutorial diagrams to help players understand.

③ Tutorial text.

After entering the database, the interface is shown in Figure 2-3:

① The area shown in the figure displays various types of weapons that can be consulted in the database. Players can click to select the weapon they want to view.

② This area displays various performance parameters of the weapon. It should be noted that many performance parameters only reflect one aspect of the weapon's performance. The performance of the actual weapon will be more complicated, and players still need to experience it by themselves.

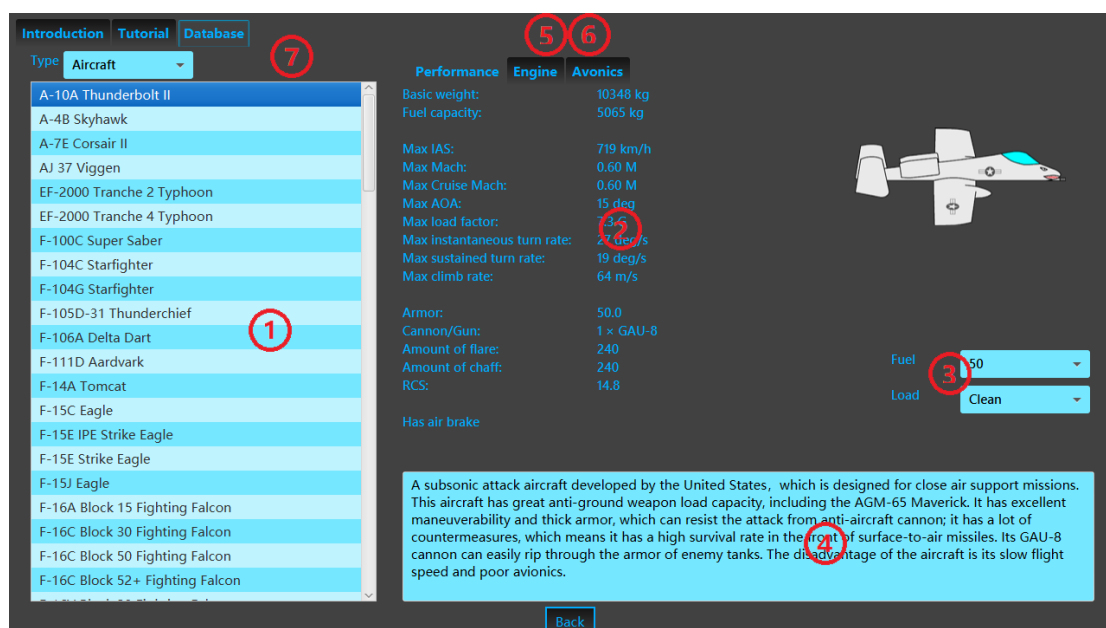


Figure 2-3

③ Select the fuel quantity and loading status of the aircraft, the

performance data of the aircraft will be changed along with the aircraft's fuel quantity and the loading choice.

④ Weapon introduction will briefly describe the characteristics of the weapon in text.

⑤ Click here to view engine related data

⑥ Click here to view avionics related data

⑦ Click here to select the type of weapons, in addition to aircraft, players can also view relevant data on ground vehicles and various types of ammunition.

### **3. Game settings interface**

Click Game Settings in the main menu to enter the game settings interface, where you can set game parameters such as operation keys, sound volume, language, and resolution, as shown in Figure 3-1.

① ③ The two columns display the various button operations that will be used in the game. ② ④ The two columns of buttons display the buttons currently corresponding to the button operations shown on the left. After clicking the button, a prompt "Please press a button" will appear below. Press a key on the keyboard, and the letter on the button will change to the key you pressed. After completing the settings, click "Apply" below to save the button settings

⑤ Click here to view the sound effect related settings.



Figure 3-1

⑥ Click here to view system-related settings

After entering the sound effect settings, the interface is shown in Figure 3-2:

① This column shows the types of sound effects that will appear in the game. Check the selection box on the left to indicate that the corresponding sound effect is enabled. If you want to disable a certain type of sound effect, you can click the selection box to cancel the selection. ② This row of slide rails indicates the volume of the corresponding type of sound effect on the left. Drag the slide rail to the



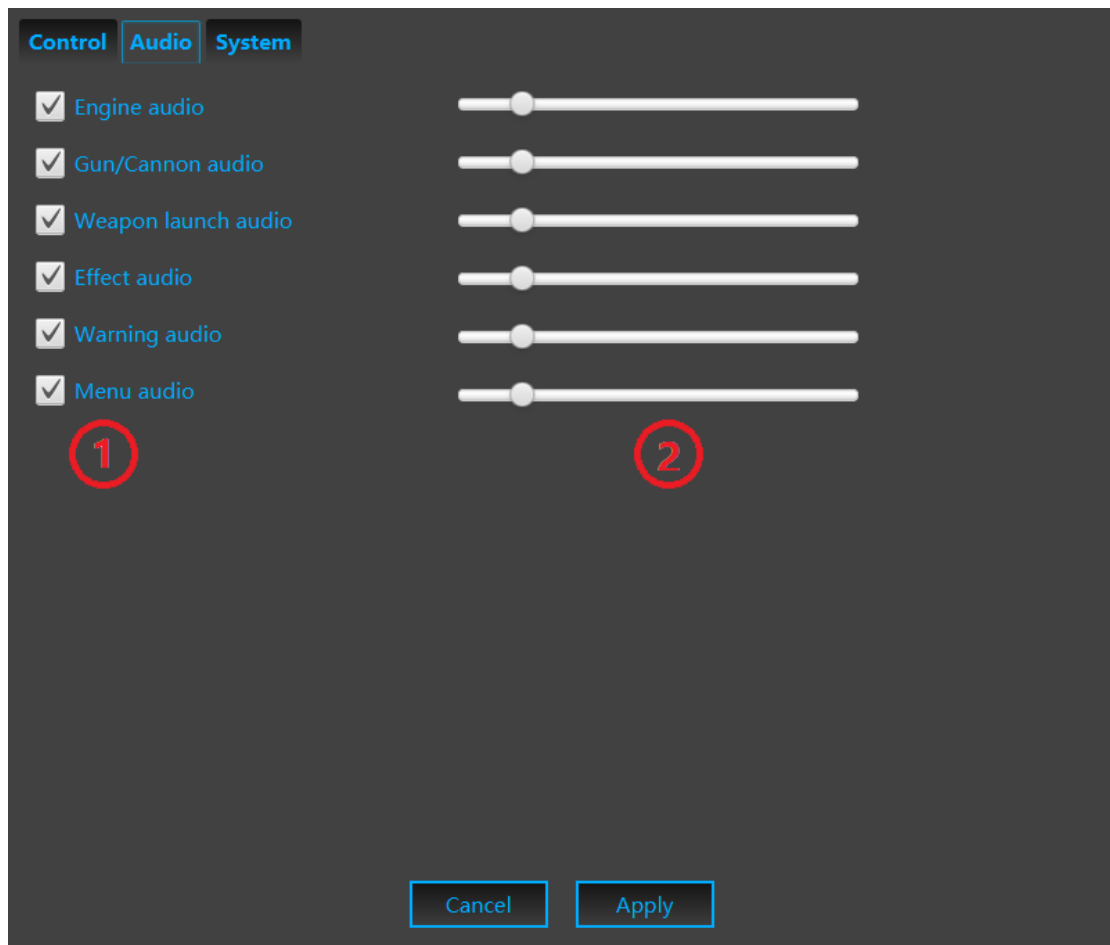


Figure 3-2

left to decrease the volume, and drag to the right to increase the volume.

After the above settings are completed, click the "Apply" button below to save the settings.

After entering the system settings, the interface is shown in Figure 3-3:

①② These two columns show the system parameters and their values that can be set in the game, including the player name (it will be reflected in the kill record in the upper right corner during the game, and it is also the name NPC calls you in the campaign mode), client language

(Currently includes English, Simplified Chinese, Traditional Chinese, German and Japanese), resolution (choose according to screen size), window type (full screen or windowed mode). After the above settings are completed, click the "Apply" button below to save the settings.

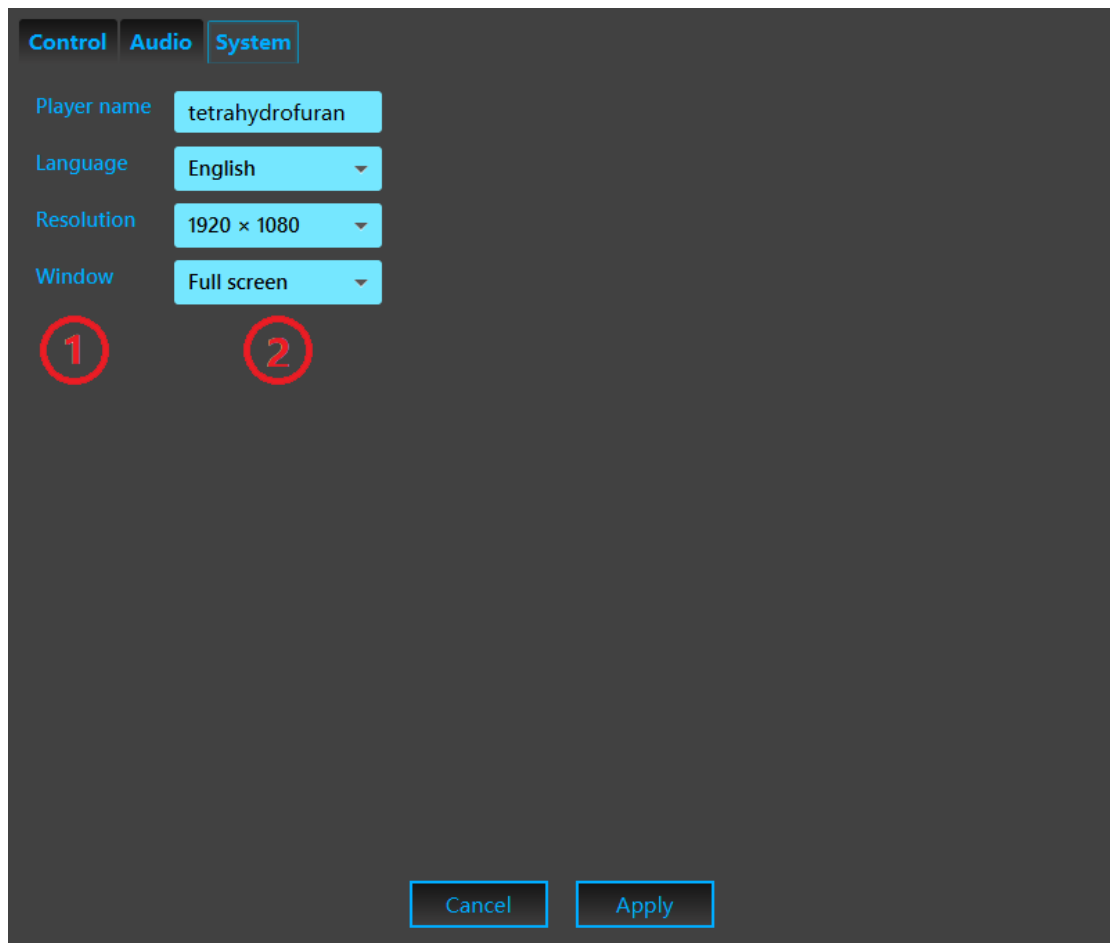


Figure 3-3

## 4. Campaign interface

The campaign interface is shown in Figure 4-1 below:

① Choose your camp here, including the United States, China, Soviet Russia, and Europe. Among them, the difficulty of the USA and Chinese campaigns is relatively low, and the difficulty of the European and Soviet

Russian campaigns is relatively high. Therefore, it is recommended for new players to play the USA or China campaign first.

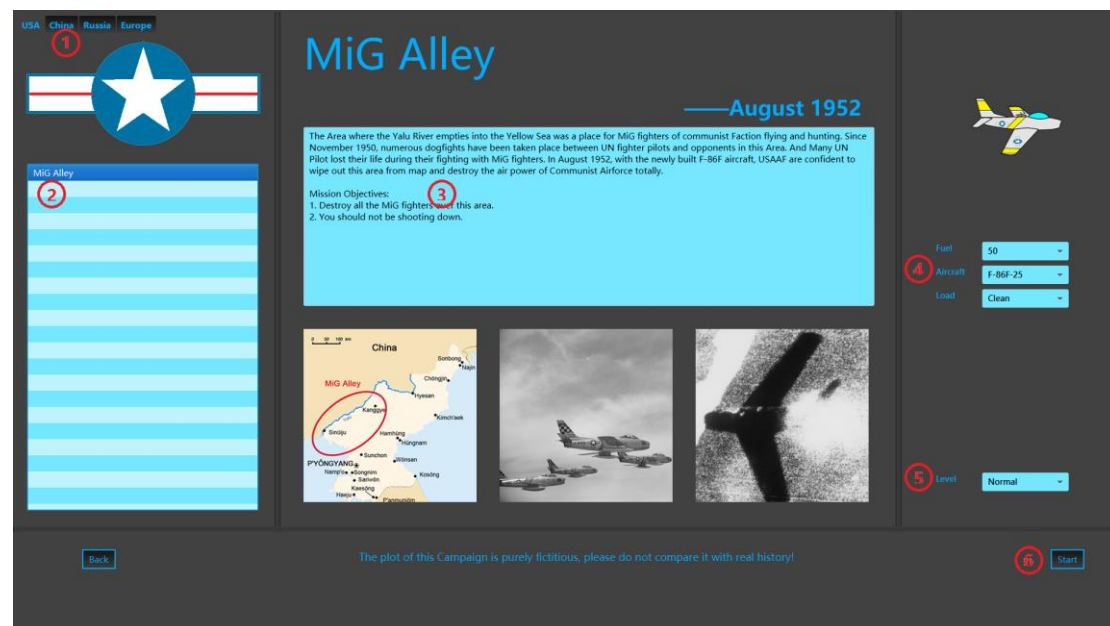


Figure 4-1

- ② This shows the list of single-player missions that the player has unlocked so far. Click to select the single-player mission that the player wants to perform.
- ③ The current mission objectives are displayed here. Common mission objectives in the campaign include: destroying enemy air or ground units, protecting one's own air or ground units (if destroyed, the mission fails), controlling the designated airport (the airport can only be occupied by ground troops, considering that the ground troops move slowly, players can also complete the mission by destroying all enemy units that may threaten our ground troops, without having to wait for the ground troops to arrive at the airport).
- ④ Choose the aircraft type for this mission, its fuel volume and load.

⑤ Choose the difficulty of this task, including easy, normal and difficult.

On easy difficulty, the enemy AI is at the rookie level, and players can freely view the perspectives of friendly aircraft and enemy aircraft; on medium difficulty, the enemy AI is at a normal level, and players can only view the perspectives of teammates, not enemy aircraft; on hard difficulty The enemy AI is all ace level, and players cannot switch views. It is recommended that novice players choose easy difficulty.

⑥ After completing the above selections, click here to start the game

## 5. Custom Game interface

The custom interface is shown in Figure 5-1 below:

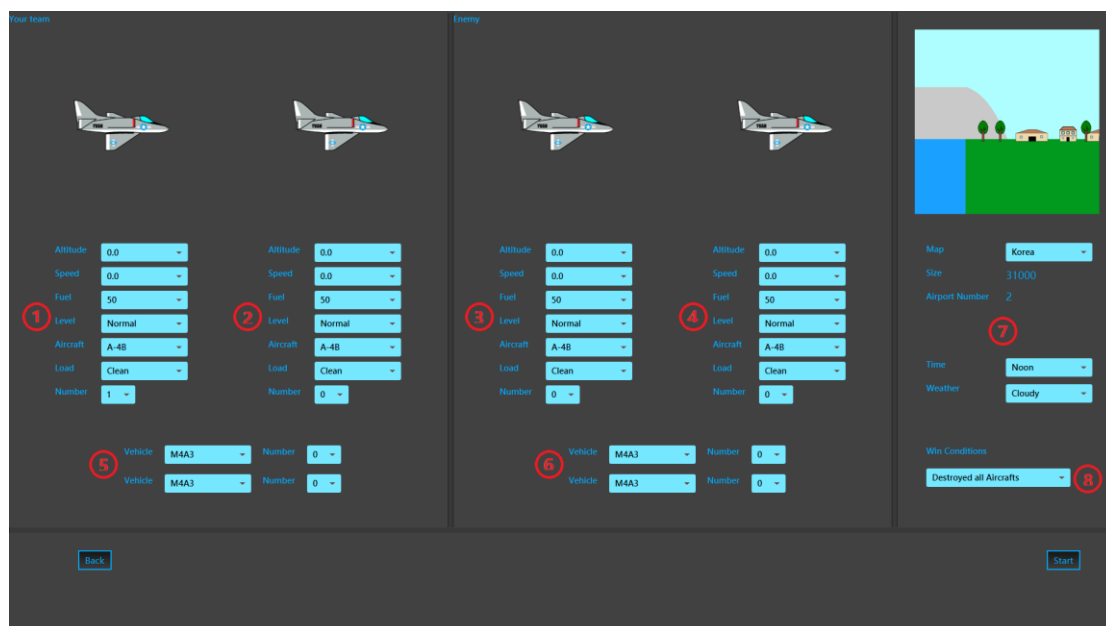


Figure 5-1

①② Two columns to select your and your teammate's aircraft, starting altitude, starting speed, fuel capacity, AI level (including target drone, noob, normal and ace), load (carrying missiles, bombs, rockets and

cannons) ) and the number of aircrafts, etc.

③④ Two columns to select the enemy's aircraft, starting altitude, starting speed, fuel capacity, AI level (including target drone, noob, normal and ace), load (carrying missiles, bombs, rockets and cannons) and aircraft numbers, etc.

⑤ Select the model and quantity of our ground units (including tanks, self-propelled anti-aircraft guns and surface-to-air missiles, etc.).

⑥ Select the model and quantity of enemy ground units (including tanks, self-propelled anti-aircraft guns and surface-to-air missiles, etc.).

⑦ Select map, mission time (noon, dusk and night), weather (cloudy, sunny, rainy and snowy).

⑧ Select the winning conditions, including destroying all air vehicles, destroying all ground vehicles, destroying all air and ground vehicles, and controlling all airfields.

After completing the above settings, click "Start Game" at the bottom right.

## **6. Game interface**

After clicking to start the game, the interface is shown in Figure 6-1:

① Click here to "Continue" to start the game

After clicking Continue in the campaign mode, you may enter a dialogue

with the NPC. After reading the dialogue content, you can also click

Continue here, as shown in Figure 6-2 below:



Figure 6-1

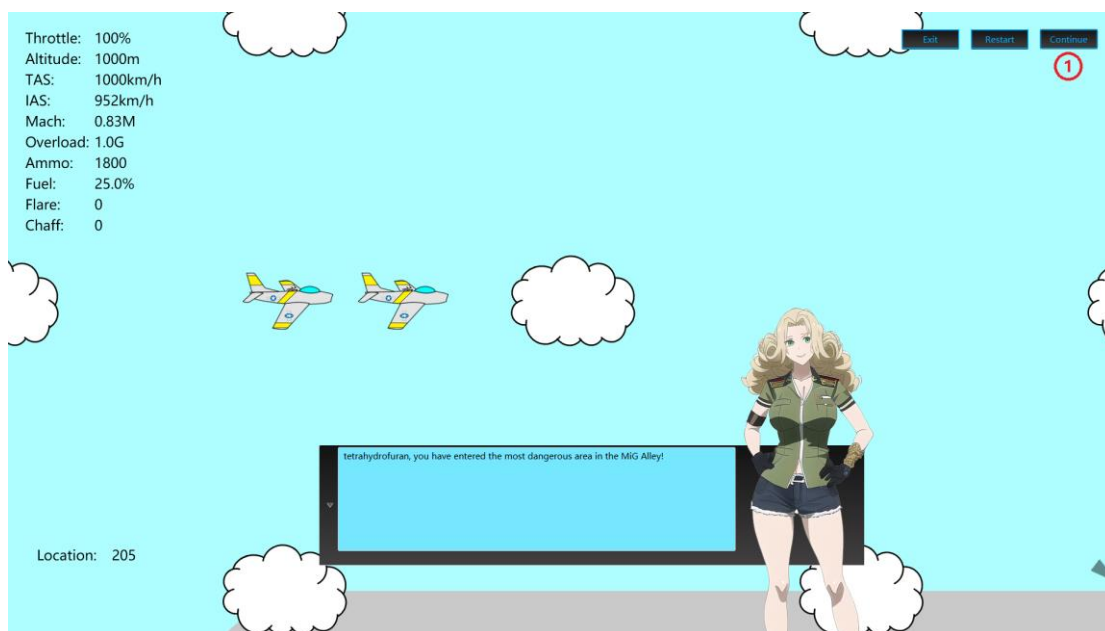


Figure 6-2

After clicking Continue, the interface is shown in Figure 6-3 below:

- ① View data such as aircraft altitude, speed, throttle, ammunition volume, fuel volume, etc.

- ② Check the position of the aircraft.
- ③ Check the current weapons used by the aircraft.
- ④ Pause the game.

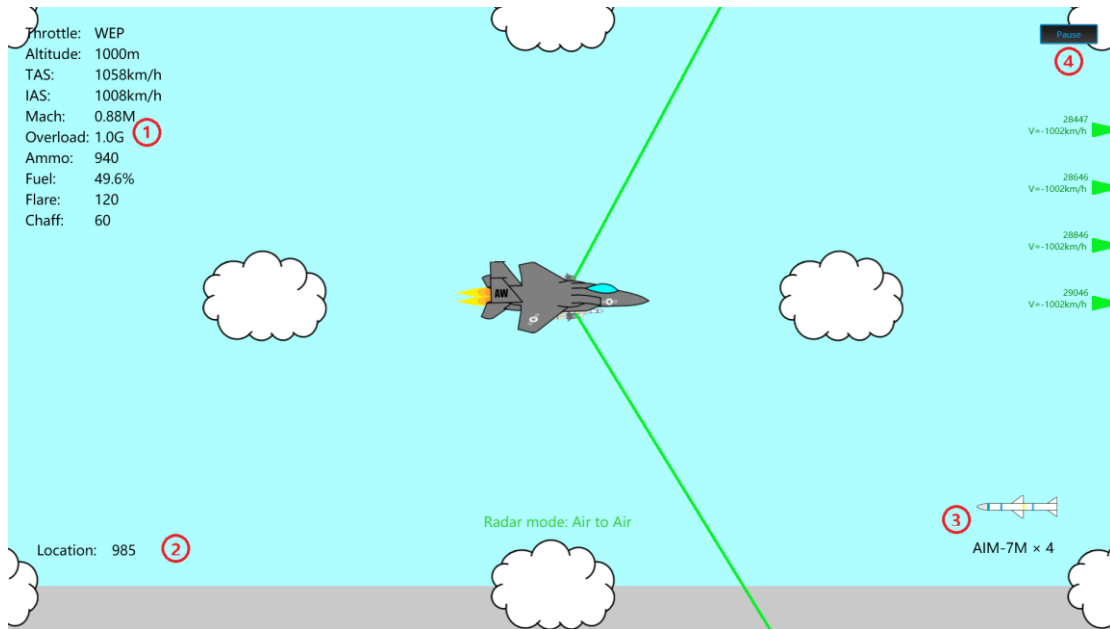


Figure 6-3

For the control of aircraft and weapon systems, airport landing and reload, etc., please read the tutorial part in the game instruction to learn.

I wish you a happy game!