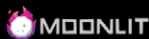


GAME MANUAL

CHECK YOUR 6!



SLITHERINE



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INTRODUCTION

Check Your 6! (CY6!) was designed for multiple players to enjoy a moderately-sized fun and realistic air combat game in an evening. CY6! can be played with one or two players with each player controlling from one to six aircraft. The game recreates aerial combat originally modeled on a tabletop and now available for the computer and emphasizes pilot skill, weapons differences, and three dimensional movement.

MINIMUM SYSTEM REQUIREMENTS

OS: Windows 7/8/10

Processor: Pentium 4 or equivalent (SSE2 instruction set support)

Memory: 2 GB RAM

Graphics: 512Mb DirectX 9 video card with shader model 2.0

DirectX: Version 9.0c

Storage: 1 GB available space

Sound Card: DirectX Compatible Sound Card

INSTALLING THE GAME

Please ensure your system meets the minimum requirements listed above. If you purchased from the Slitherine or Matrix site you will have been provided a download link for the games installer. To install the game, either double click on the installation file you downloaded or if you have the boxed version, insert the *Check your 6!* DVD into your DVD-ROM drive. If you have disabled the autorun function on your DVD-ROM. Follow all on-screen prompts to complete installation.

If you have redeemed a Steam key or purchased via Steam you can also launch the game on Steam.

UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the Windows Control Panel or the Uninstall shortcut in the games Windows “Start” menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

PRODUCT UPDATE

In order to maintain our product excellence, Slitherine releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website (www.slitherine.com) and can also be downloaded quickly and easily by clicking on the “Update” link in your Game Menu or by using the “Update Game” shortcut in your Windows “Start” menu folder for the game. If you have the Steam version, Steam will update it according to your settings.

MULTIPLAYER REGISTRATION

If you bought the game directly from us, we highly recommend registering your game first before playing. You can simply do this through the game menu, from Multiplayer or directly at Slitherine’s website at:

www.slitherine.com/sign up

This is because you will need a registered account to play Multiplayer games on Slitherine's PBEM (play by e-mail) server.

When registering you can choose to sign up to the newsletters to receive regular updates, offers and discounts on the rest of Slitherine's catalogue so it is worth registering!

Steam users cannot currently register though are able to play multiplayer

GAME FORUMS

Our forums are one of the best things about Slitherine. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there.

Go to www.slitherine.com and click on the Forums hyperlink.

NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has a FAQs section as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to <http://www.matrixgames.com/helpdesk>

THE MAIN MENU



The Opening Screen provides overall game navigation:

Select Single Player to play against the AI.

Select Multiplayer to play against a human opponent in either Hot Seat (live) or Internet.

The Options button takes the player to several choice about how the game functions.

The Hangar is where players review the game's aircraft performance and other information.

Game Rules provide additional information about how to play the game and how to win.

Exit takes the player out of the game.



Players can access these menu options at any time by selecting the icon on the upper left of the game screen. They can then resume game play without disrupting play.

THE AIR ENVIRONMENT

The game takes place in a three dimensional place in the sky. Rather than terrain some ground features like targets or anti-aircraft units may be present in the game. However, the game is played in an open cube. The players will have as environmental background, atmosphere and weather. Learning to operate in this open world where 3-D thinking is required really makes the player learn to 'Check Your 6'.

AIRCRAFT

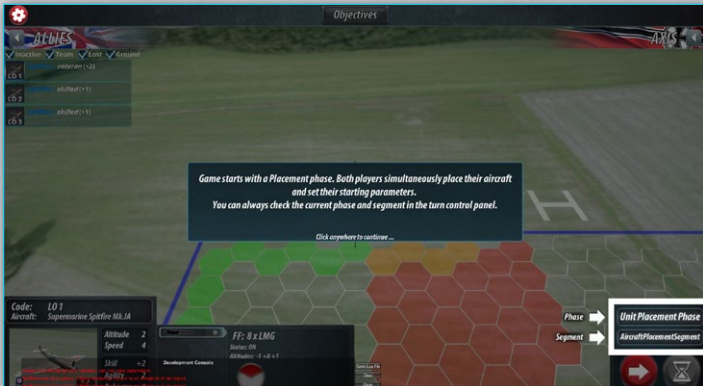
While the game models the experience and quality of pilots as the core element in winning campaigns, the various abilities of the airplanes will be of interest to the players. Aircraft details are explained in the Hangar



TUTORIAL



All players, even those familiar with the board game, should begin play by working through the Tutorial.

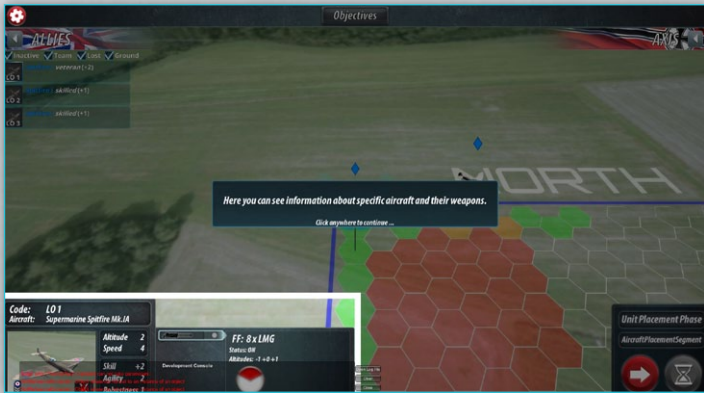


The Tutorial steps through each phase of a Campaign while introducing players to the on-map tools. For the Tutorial, the player will conduct an Allied defense with Spitfires.



On the left side of the screen a thumbnail of the three fighters also shows the skill level of the pilots.

On the bottom left the aircraft ratings and features like altitude and speed are displayed.



Playing through a complete Tutorial Campaign is the best method for learning the game.

CREATING A CAMPAIGN

Select 'Single Player' to initiate a campaign and then select 'Campaign.' The player can then scroll left or right to view to available campaigns.

A general description of the campaign provides an orientation to the campaign. At the bottom of the screen the objectives for both sides are given.



Instructions within the game guide the limitations and options for placement. For instance, the map is shaded green where new units may be placed.

The player may wish to consult the 'Game Menu' for information about maneuvering and combat. Remember the Main Menu can always be accessed from the red icon on the upper left corner of the game screen.

MULTIPLAYER

Games involving more than one player can either be played face to face, on the same computer, this is the Hot Seat option. Games can also be played via the internet.



HOT SEAT

Players select the campaign to be played using the drop down menu.



Play will be similar to Single Player play except the players take turns in each phase of the game, as directed by in game prompts.

INTERNET

The first time a player begins internet play, the player will set up a screen name with an associated email. Once this account is established the player will typically log directly into the Internet Hosting site.



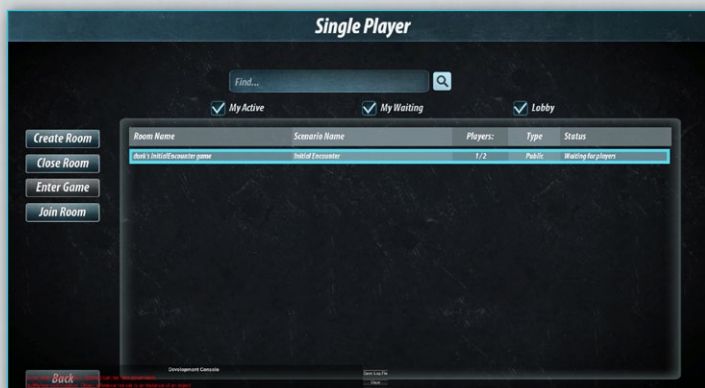
The player may start a new game or join a game posted by another player. To join a game, select Enter Game.

Starting a new game is much like starting a Hot Seat game.

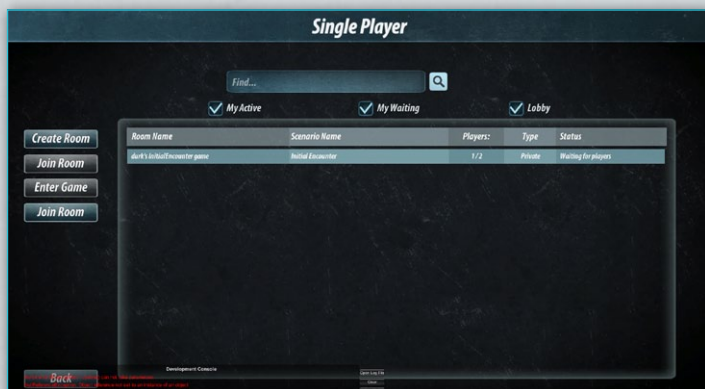
Select Create Room

The internet game has a few additional choices for players.

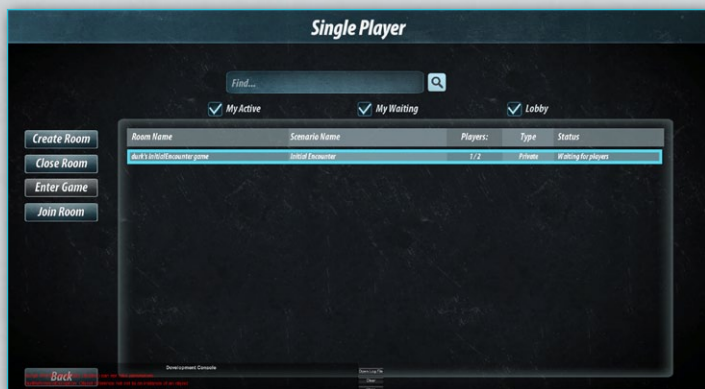
Click on one of the two boxes labeled 'empty' to select the side you will play.



At the top a box to create a password is available. Use this box to create a private game only an opponent who knows the password can open. For a open or public game simply leave the password box empty.



When a game is selected by clicking on it, a new option appears, 'Close Room.' Close Room may be used by the person who created a game. Close Room terminates the game.



OPTIONS

The player may modify the game environment by selecting Options



Video allows the player to adjust display settings.

Audio allows the player to adjust sound settings.

Game allows the player to tailor Game Views to match personal preferences.

Options are typically not applied until the player selects Accept. So, for instance, if you play with the sound muted, do not worry that you still hear sounds once you have moved the slider all the way to off.

GAME RULES



Game Rules teach the player how to play such things as how to maneuver, capability differences between the four levels of pilot skill, awarding victory and other information about game play. While the game can be played without resort to Game Rules, the Game Rules do provide clear insight into the intricacies of how to fly, engage, change level and other techniques of operating in this three dimensional game. Techniques which are not intuitive, but which are very similar to the tabletop game, are explained.

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