WINGS™

ENGLISH VERSION

WINGS™

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INTRODUCTION

Thank you for purchasing *Wings*, Cinemaware's first Personal Combat Simulator. Strictly speaking, *Wings* is not an interactive movie, nor could it be called a military flight simulator, and yet it combines elements of both to create a unique interactive experience.

Wings is not a game about winning or losing. Infact, there is no way to lose the game, and the only winner is the player with enough skill and determination to face over 230 different missions and see the war through to its end. It isn't easy. You find new challenges and suprises at every step, and your opponents' skills and aircrafts improve dramatically as the war progresses.

The game is historically accurate wherever possible. The Das Rittmeister character you meet at the end of 1916 is fictionalised, as well as the 56th Aerosquadron itself, which represents a typical English, French, or American fighter unit. The real 56th squadron was an elite unit made up of the top pilots in England. They traded flight tactics and tested the new S.E.5's before returning to their units to share their newly acquired knowledge.

Welcome to World War One. It's March 2, 1916. You're about to find out what it was realy like to be an Allied pilot in the Great War. Good luck, Lieutenant.

BEFORE LOADING THE GAME

Before loading *Wings*, make backup copies of both disks (refer to your computer owner's manual for instructions on copying disks). Make sure the copies are named "Reel 1" and "Reel 2" and not "Copy of Reel 1" or "Copy of Reel 2". Put the original game disks in a safe place and play the game with the copies.

Caution: Do not write protect Reel 2, as games are saved to this disk.

Hard Disk Installation: You can install *Wings* on your hard disk. Our Reel 1 is a file named READ ME.INSTALL that explains the procedure.

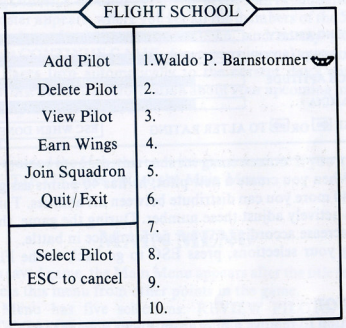
LOADING INSTRUCTIONS

Connect a Joystick and turn on your monitor. Insert Reel 1 into drive DF□(if you have two drives, insert Reel 2 into your second disk drive) and turn on computer (Amiga 1000 users must use Kickstart 1.2 or later in drive DF□ before inserting Reel 1.) If you're using only one disk drive, follow the prompt for switching disks. Once the game is loaded, the title sequence begins. You can bypass this by pressing the Joystick fire button.

FLIGHT SCHOOL

If you are playing *Wings* for the first time, you will go directly to Flight School after the title sequence. The menu selections let you Add Pilot, Delete Pilot, View Pilot, Earn Wings, Join Squadron, and Quit/Exit. The options available at any given time are highlighted.

One pilot, Waldo P. Barnstormer, has already earned his wings when you arrive at Flight School. You may use him as your alter-ego if you want to jump right into the game. Or, create a new pilot and go through the pilot training session to earn your own wings.

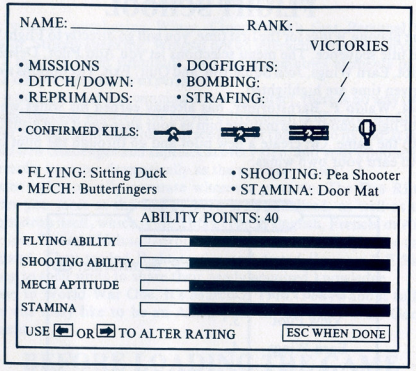


ADD PILOT

Select this option and the Add Pilot screen appears (you can add up to 10 pilots). Type in your pilot's name and press RETURN (2nd Lieutenant is your first rank).

The box at the bottom of the screen lets you set your pilot's abilities. Use the Joystick to click on the bars (or use the up, down, left, and right arrow keys) to change the ability levels. The bar colour changes from red (low) to yellow (adequate) to green (good), depending on the level of ability assigned.

The Ability Points indicator at the top of the box shows how many points you



can assign. When you create a new pilot, he has 40 points assigned to each ability, plus 40 more you can distribute between his abilities. This is the only time you can actively adjust these number. During the game, these abilities increase or decrease according to your performance in battle.
After making your selections, press ESC to go back to the Flight School screen.

DELETE PILOT
Select this option to remove a pilot from Flight School roster.

VIEW PILOT
Select this option to see Flight School pilot's statistics. You'll notice that most of these categories have no figures while you're in school. Later, after you've seen a few battles, you'll learn what these mean.

EARN WINGS
Select this option to go to Flight School. You must pass training in order to join the 56th Aerosquadron. You'll be assigned to training missions (strafing,

bombing, or flying), which are excellent practice for the real thing. Once you suceed at one of the training missions, you earn your wings and are eligible to Join Squadron.

JOIN SQUADRON
Select this option after earning your wings to join the 56th Aerosquadron. Make this selection, then choose which qualified pilot you wish to be in the game (only one pilot at a time can join the 56th). You must give a password to be allowed into the 56th Aerosquadron, and you can find that password in your Pilot's Briefing Manual. You'll be instructed where to look (ignore headings and quotes; the password is in the main body of the text).
After you give the correct password, you recieve a briefing from your Commanding Officer, Col. Charles Farrah, at the 56th headquarters. Then the Squadron Roster appears, where you see all the members of the 56th listed by rank, the number of missions they've flown, and enemy planes they've downed. Select CONTINUE GAME. A company journal appears - your diary of the war. Pages turn automatically to the current day's entry - read it carefully, as it often has vital information about your upcoming mission. Press FIRE to go to your first mission.

QUIT/EXIT
If you haven't joined the 56th, this ends the game session. If you have a pilot in the 56th, QUIT/EXIT takes you to the Main Menu.

MAIN MENU

If you have a saved game, the Main Menu appears after the title sequence. You can also access this menu from other points in the game.
The Main Menu has five selections: REVIEW PILOTS, CONTINUE GAME, NEW GAME, FLIGHT SCHOOL, EXIT/SAVE. Use the Joystick to move the cursor arrow to the desired selection; press FIRE to select.

REVIEW PILOTS
Select this option to view the Squadron Roster. This lists all the members of the 56th by rank, number of missions they've flown, and enemy planes they've downed. From this screen you can select Current Pilot (to see your statistics -see *RATINGS* on page 15 for details). Memorial (to see the list of the twenty best *Wings* players), or Exit (to return to the Main Menu).

CONTINUE GAME
Anytime the game takes you to the Main Menu, select this option to resume playing the current game.

NEW GAME
Select this option and you see the prompt DELETE GAME IN PROGRESS? Select YES to start a new game. If you have a game in progress that you don't want to lose select NO, then CONTINUE GAME (or EXIT/SAVE to save the game).

FLIGHT SCHOOL
Select this option to create and train pilots.

EXIT/SAVE
Select this option to end the current session and save the game. Only one game at a time can be saved on Reel 2. If you wish to save more than one game, make copies of Reel 2 and use a different copy for each game.

AERIAL COMBAT MISSIONS

In any aerial combat mission, your flying skill is of paramount importance. You must be able to evade enemy fire, maneouver to get enemy targets in your sights, and occasionally land a badly crippled airplane without crashing. Enemy planes and the baskets of enemy observation balloons are easily distinguished by their red colouring; Allied aircraft are light brown.
If you can see bushes, you are flying very low. To maintain level flight, keep the horizon line inside your circular gun sight. If you stall (your engine coughs and you start to dive, don't panic. Release the stick for a moment to regain lost airspeed, then ease it back to return to level flight.
Missions aren't over until all enemy planes and balloons have been shot down (make sure your enemy actually hits the ground; a damaged plane can recover and come back to attack you). You can ditch (land your plane) to make a hasty exit from any aerial combat mission. Of course this is frowned on by Wing Headquarters.
Look around by pressing these keys on the number pad; 8 - forward; 4 - left; 6 - right; 2 - back. Press FIRE to shoot your machine guns.
Note: When you're facing forward, watch for your pilot's head to turn left or right; that is the direction of the nearest enemy plane.
Before each aerial combat mission you recieve mission orders that include the date, the type of mission, and who (if anyone) will be flying with you (including

how many missions each of you has flown and how many confirmed kills you've made).
After you get your mission orders and take off (click on FLY), a "movie card" appears. Important information about the upcoming battle is included in these messages.
There are four types of aerial combat missions.

PATROL
Destroy all enemy aircraft (you may meet anywhere from 1 to 10). If any enemy planes get by you and your comrades, you fail your mission.

BALLOON BUSTIND
Destroy all enemy balloons (1 - 5) and any planes protecting them. You will also be under anti-aircraft fire from the ground.

ESCORT
Ensure the safety of the bomber or reconnaissance plane you are assigned to escort by destroying all enemy aircraft. If you lose the plane you're escorting, you fail your mission.

PROTECT
Destroy all enemy planes and ensure the safety of the Allied base or balloons you are assigned to protect. If the base is hit or balloons destroyed, you fail your mission.

At the end of each aerial combat mission you recieve a Post Flight Log. This mission report tells you whether your mission was a success or failure, the names of all 56th pilots involved, their status (okay, downed, etc.) and how many planes and/or balloons each pilot shot down.
If you are unlucky enough to go down and can't make smooth landing, your pilot will be killed. This means you must go to Flight School and create a new persona to continue the war.

STRAFING MISSIONS

In any strafing, your shooting skill is vital. Press FIRE to shoot your machine guns and watch slightly ahead of your plane for the flashing streaks where the bullets hit the ground. Some targets require several hits to finish them off. You must be able to hit enemy trucks, trains, tents, infantrymen, etc., and avoid hitting ambulances and red-cross tents. You must also avoid being hit by

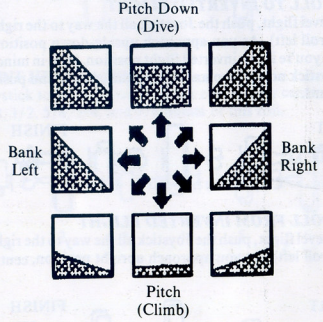
ground fire. You can't die in a strafing mission, but you can be shot down by repeated machine-gun hits or a single hit from a large anti-aircraft gun.
Before each strafing mission you recieve a set of mission orders that include the date, the type of mission (your primary target), any secondary targets, and what to avoid hitting. In order to succeed in a strafing mission, you must destroy 50% or more of your primary objective targets (in a train-strafing mission, you must destroy the engine, as well as 50% of the cars). Destroying secondary targets improves your pilot's ratings (see ***RATIING***, page 15).
At the end of each strafing mission, the Post Flight Log tells you whether your mission was a success or failure, how many rounds of ammunition you shot, what percentage of your shots hit a target, and your status. It also tells you how many targets were part of your primary and secondary objectives, how many of those targets you destroyed, and what percentage of the targets you destroyed.

BOMBING MISSIONS

Your first bombing mission comes later in the game, as bombs were in short supply at the beginning of the war. When you do get bombs, good aim is critical. You must be able to hit enemy target and avoid hitting hospitals, churchesm schools, and ambulances (all marked by a red cross). You can't die in a bombing mission, but you can be shot down by direct hits from anti-aircraft fire (close shell bursts rock your plane and make it uncontrollable for several seconds).
You can see how many bombs you're carrying (maximum of 10) by looking at the underside of your wings. Press FIRE to shoot your machine guns. To drop a bomb, press FIRE while simultaneously tapping back on the Joystick.
Before each bombing mission you receive a set of mission orders that include, date, the type of mission (your primary target), any secondary targets, and what to avoid hitting.
After you see the mission orders, a reconnaissance photograph of the target area is displayed. On the photograph you'll see your primary targets circled in red (if primary target is a moving target such as a submarine or a train, you won't see a recon photo). In order to succeed in a bombing mission, you must destroy all your primary objective targets. Destroying secondary targets improves your pilot's ratings (see ***RATINGS***, page 15).
At the end of each bombing mission, the Post Flight Log tells you whether your mission was a success or failure, how many bombs you carried, how many bombs you dropped, how many targets were part of your primary and secondary objectives, and how many of those targets you destroyed.

AERIAL COMBAT FLYING

All functions of flying your plane in *Wings* are controlled by the Joystick. Pushing the Joystick forward or pulling it back operates the elevators (located on the tail of the plane) and points the nose of the plane down (diving) or up (climbing). Airspeed increases are accomplished by diving. Pushing the Joystick left or right operates the ailerons (the wings flaps) and causes one wing to drop and the other to lift, enabling rolls and turns.
There are three methods of control, from which all aerobatics maneouvers are derived; roll, pitch, and yaw. Think of your plane as having three axes. The first axis runs from the nose to the tail, and rotation around this axis is called a roll (turning over). The second axis runs from wingtip to wingtip and rotation around it is called pitch (diving and climbing). The third axis passes vertically through the center of the plane and rotation around it is called yaw (turning from left or right).



ROLL
To execute a roll, push the Joystick all the way to the left or right and hold it. Level off by centering the Joystick when the horizon is level.
PITCH
To climb from level flight, pull the Joystick back. Listen to the engine sounds and you'll notice that the engine slows down as you climb. If you climb too

steeply, you lose too much airspeed and stall the plane. Push the Joystick forward to dive, which increases your speed and can correct a stall if done in time.

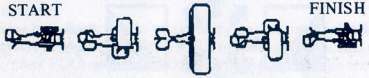
YAW

To turn, push the Joystick left or right to bank the plane, then center the Joystick. The plane continues in a full turn. To stop turning, level the plane. On the next few pages are several aerobatic maneuvers (including the famous Immelmann Turn) you can perform in your S.E.5. A little fancy wing-work can help you evade the Huns in a dogfight; but, don't forget, the object here is to shoot your target and get out alive!

Caution: When doing aerobatics of any sort, be sure you have enough altitude to complete the maneuver without hitting the ground! Loops are especially dangerous in World War I aircraft, as you always come out of a loop at a lower altitude than when you begin it.

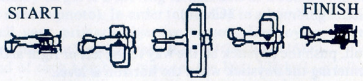
ONE-HALF ROLL TO INVERTED FLIGHT

From upright level flight, push the Joystick all the way to the right (to the left, if you want to roll left). As you approach upside-down position, centre the Joystick. When you're in the inverted flight position, keep in mind that pulling back on the Joystick noses the plane toward the ground and pushing forward pitches it skyward.



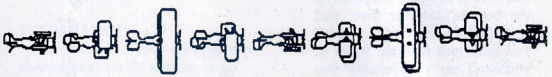
ONE-HALF ROLL FROM INVERTED FLIGHT

From inverted level flight, push the Joystick all the way to the right (to the left, if you want to roll left). As you approach upright position, centre the stick.



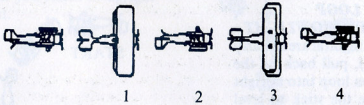
SLOW ROLL

From upright level flight, push the Joystick all the way to the right (to the left, if you want to roll left). To stop rolling, centre the stick.



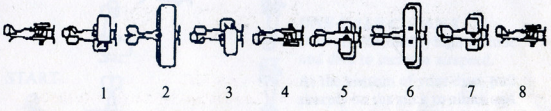
FOUR-POINT HESITATION ROLL

Push the joystick to the right to begin the roll. Briefly centre the stick at the 1/4, 1/2, and 3/4 points of this roll.



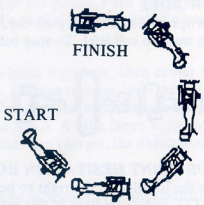
EIGHT-POINT HESTITATION ROLL

Push the Joystick to the right to begin the roll. Briefly centre the stick at the 1/8, 1/4, 3/8, 1/2, 5/8, 3/4, and 7/8 points of this roll.



ONE-HALF LOOP TO INVERTED FLIGHT

Start at a reasonably high altitude and dive to increase airspeed. At the bottom of your dive, pull sharply back on the stick until you loop into inverted flight (if you stall on your climb, you did'nt dive long enough to adequately increase your airspeed). Centre the stick to level out.



ONE-HALF LOOP FROM INVERTED FLIGHT

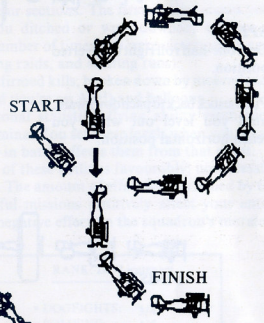
From inverted flight (at a reasonably high altitude), pull back on the stick until you loop into upright flight. Centre the stick to level out.

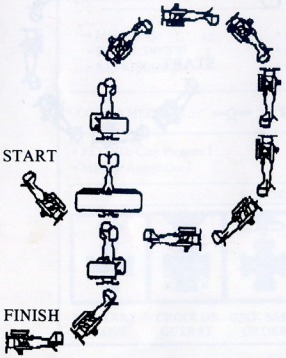
ADVANCED MANEUVERS
ATTEMPT ONLY FROM HIGH ALTITUDES

INSIDE LOOP

At the bottom of your dive, pull sharply back on the stick to climb and loop.

Continue holding back on the Joystick all the way through the loop, until you finish in upright level flight.





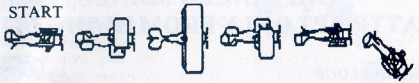
ONE-HALF CUBAN 8

Start at a reasonably high altitude and dive to increase airspeed.

At the bottom of your dive, pull sharply on the stick to climb and loop. Continue holding back on the stick through the top of the loop until you are nosing directly down.

At the 3/4 point of the loop, centre the stick. Push right on the stick to do a one-half roll to upright, pull back on the stick until you're in level horizontal flight.

START

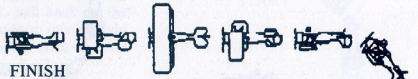


SPLITS

Do a one-half roll right to inverted position.

Pull the stick back to pitch downward, until you level out when you reach horizontal position.

FINISH

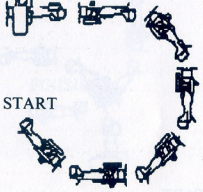


FINISH

IMMELMANN TURN

Start at a high altitude. Dive to increase airspeed. At the bottom of your dive, pull back on the stick to climb and loop until you are in inverted flight. Then release the stick.

START



Roll right to up-right flight and centre the stick to stop the roll.

RATINGS

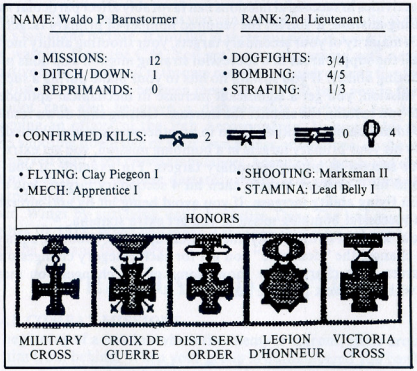
To review your status in Wings, select REVIEW PILOTS from the Main Menu, then select Current Pilot from the Squadron Roster screen.

The status screen is divided into four sections. The first section shows your name; rank; number of times you ditched or were downed; number of reprimands you've received; and number of times you were victorious in each type of mission (dogfights, bombing raids, and strafing runs).

The second section shows your confirmed kills, broken down by monoplanes, biplanes, triplanes, (five planes and you're an Ace!) and balloons.

The third section lists your personal statistics; flying ability mechanical aptitude, shooting ability, and stamina. You set these levels when you create your pilot, then your performance in battle affects them from that point.

Successful missions affect all four of these abilities favourably; unsuccessful missions affect them all negatively. The amount of effect is determined by the mission's difficulty level. Successful missions positively affect your entire squadron. Repeated failure has a negative effect on the squadron's morale.



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