INTRODUCTION

Wings Battlefield is no flight simulator. And it's no history lesson. It's probably best described as playing cops and robbers in the sky and between hills. Consequently the game play has been kept as simple as possible and can be explained in just one sentence:

Don't crash your airplane, creep up on your opponents, shoot'em down before they do.

Okay, there are some more details, but that's what it's all about.

You probably noticed that the game's full name is **Wings Battlefield Ultimate Duel Edition**.

Wings indicates that it's about airplanes, WW1 inspired airplanes to be exact.

Battlefield because the terrain, the battlefield, plays an important role, it's no flat landscape but there are hills to hide – or crash into.

Duel Edition because it's most fun if played against your friends. Actually there isn't a real single-player mode at all. Yes, of course you can duel the CPU, but you won't find a campaign mode or anything like that.

Ultimate… Well, we think it's not *that* bad…

BEFORE YOU START…

… you should know how to exit the game:

On all systems you can quit the game through the main-menu's **Exit** button. If you run the game in window-mode you can also quit by clicking the window's close-gadget.

Depending on your operating system a standard keyboard-shortcut will also immediately terminate the game:

Amigas:	**Ctrl+C**
Windows:	**Alt+F4**

Pressing the **ESC key** while playing will immediately **pause** the action and invoke the pause menu, which among other options that are explained later also offers a button to return to the main-menu.

Pressing the **F11 key** at any time toggles between fullscreen- and window-mode. On Amiga systems a screen-selector will usually show up if entering fullscreen mode.

Note: Selecting a 16-bit screen-mode may increase the game's performance significantly! And selecting a small resolution (like 1024 x 768) will also significantly increase the game's performance!

THE INSTALLATION

is easy: just put the game's CD ROM into your drive, double-click on its icon and enter the folder that matches your OS.
Amigas: simply drag the game's folder to your favorite location.

Windows: run the setup by double-clicking on the respective icon. Please follow the instructions. The game uses the audio library OpenAL which is being installed by its own embedded setup. Take care that you allow this installer's execution.

STARTING THE GAME

Amigas: To launch the game just enter the game's folder and double-click on the game's program icon. Note that this icon contains tool-types that allow you to customize some technical aspects of the game engine. Those tool-types are going to be explained in the following section.

Windows: To launch the game click on the corresponding icon in the start-menu or double-click the game's icon on your desktop.

Once the game is loaded a short title sequence starts. You can already select your favorite language here by clicking the flag symbol at the bottom right of the screen.

TOOL-TYPES (Amigas only)

FULLSCREENNAME (AOS4)
Allows you to tell the game the name of a public screen's definition. If you set this and activate fullscreen mode then the game will open and use that screen instead of showing an ASL screen-mode-selector.

VSYNC
If enabled the game will use vertical-sync when played in fullscreen. When played in window-mode it will put the game to sleep for some fractions of a second if the game runs too fast to reduce CPU usage (in case there's CPU time left).

SHOWFPS
If this is enabled then the game will display the current frames per second on the bottom of the screen while playing.

CLOSEWB (AOS4, AROS)
If enabled then the game will try to close the Workbench if playing in fullscreen-mode. Use this if you run low on VRAM.

FSAA (AOS4)
Sets the game's FSAA mode (full scene anti-aliasing):
0: FSAA off (default)
1: FSAA x 1.25
2: FSAA x 1.5
3: FSAA x 1.75
4: FSAA x 2 (highest quality, but slowest)

LQ_TEXTURES (AOS4 Warp3D, MorphOS)
Enable this if you suffer from real low performance. This may speed up things at the price of rather ugly textures. On AOS4 Warp3D the speedup may be rather noticeable.

FIX_GL_CLAMP (MorphOS)
enable this to fix a small issue regarding TinyGL texture border behavior on some older setups. If you notice ugly stripes around objects, please enable it.

HQ_TEXTURES (MorphOS)
Enable this to slightly improve the appearance of some textures. Note however that this does not work on all systems. If you notice any texture being too small or being black at large parts, disable it.

FORCE_POT (AROS)
If this is set then the game will convert any NPOT texture to a POT texture. Only use this if you experience real low frame rates inside the menus.

NO_MIPMAPPING (AROS)
If this is set then the game won't use MIP-mapping. Only use this if you experience real low frame rates.

FAST_Z_BUFFER (Warp3D)
If this is set then the game will try to use a 16bit z-buffer which may result in faster rendering.

THE MAIN MENU

Here's where it all starts. The general layout of all menus is the same: a collection of buttons, sliders or edit-fields located on a panel centered on the screen.

You can always change your favorite language at any time by clicking the flag symbol at the bottom right of the screen.

All menus can be controlled by mouse, joystick or keyboard. The currently focused user interface element is highlighted by a pulsing red frame. For buttons this means that pushing fire or the return-key will act like a mouse-click, for sliders it means that pushing left / right will change its value, edit fields can be activated for text editing by pushing the return-key or fire.

The mandatory game credits list is displayed at the bottom of the screen, the equally mandatory greetings scroller at the top.

Start
Enters the start sub-menu, where you can chose to **start** a normal game either against the CPU or against friends by using split-screens.
Start LAN Game lets you define the map and rules for a LAN multiplayer session. Your machine will act as the server for that session.
Join LAN Game lets you join a network game somebody else just started.
Please refer to page 24 for more details on **LAN gaming**.

Options

Enters the options sub-menu. Those are explained in detail on the following pages.

Rankings

Shows the rankings screen. Here you can see the top 10 local player scores as well as the current world-wide top 10 if you have an internet connection. Click on local / world news on top of the screen to toggle between both lists.

Exit

Immediately exits the game.

THE START MENUS

Map

Enters the procedural map editor where you can define the battlefield for the next rounds. See page 13 for more details.

X Rounds

Select the number of rounds to play (3 to 9). The final match winner is the one who shot down most opponents after X rounds. If the match winner cannot be determined after X rounds then extra rounds will be played until the result is definite. Note that a match doesn't end early (for example if the result is 2:0 in a two player match after round 2 of 3). This allows the losing player(s) to still improve their kill-statistics.

Gameplay

Enters the gameplay sub-menu where you can adjust the

gameplay rules for the next match. See page 12 for more details.

Those before-mentioned options are of course *not* available if you want to join a LAN session, since in that case the server is responsible for defining the map and gameplay rules.

Edit Players
Enters the player profile editor. See page 11 for more details.
Start / Join
Actually start the match. Or start looking for clients to join your LAN session or join a LAN session.

DEFINING PLAYERS

If you chose to play a local split-screen game then you can define up to four local players to participate. If you decided to play a LAN game there's just one player, you, you'll have to define.

"Define" means: select a profile and color for that player.

Use the combo-box(es) to select a player profile. If you play a local game then there are 4 such combo-boxes available, so that you can select up to 4 players to fight against each other. Those combo-boxes also define which player gets which split-screen area.

In case of a local game session there are three additional options available:

CPU
Activates a CPU opponent.

CPU in Cockpit
Activates a CPU opponent and reserves a split-screen area for it. So you can see through its cockpit as if it was a human opponent.

None
Deactivate this split-screen-slot.

Examples

Single player vs. 2 CPU players:
Select your player profile in one combo box, two times CPU (in Cockpit) and "None".

Two human players:
Select the profile for the first player in one slot and the profile of the second player in another slot. Select "None" for the remaining two slots.

Click on the color-field at the left of a slot's combo-box to enter the color editor where you can freely adjust the color this player's airplane will get.

Note: you are allowed to use the same color for multiple

players. That way you can easily define "teams", like 2 blue players vs. 2 red players, for example.

EDIT PLAYERS - THE PROFILE EDITOR

The game manages up to four player profiles. Such a profile is used to store the respective players control mapping, give the player a personal nickname and assign each player an optional Cherry-Scores e-mail-address for online-scores.

Player 1-4
Select the profile you want to edit. The content of the other user interface elements changes accordingly.

Enter Name
Enter the player's nickname. This name will be used for rankings, online-scores and inside the player slot combo-boxes in the start menus (see page 9). If you leave this empty then the game will refer to this profile by simply calling it "Player X".

Cherry-Scores Mail
Enter the e-mail address you want to use to identify this player inside the Cherry-Scores online scores system. If you leave this blank then online-scores won't be used for this profile.

Assign Controls
Activates the semi-automatic control mapper. The game will ask you to press a key or joystick direction / button for each of the 5 possible input commands (which are the four directions left, right, up, down and fire).

GAMEPLAY – THE MATCH RULES

The gameplay menu allows you to customize the "rules" of a match. Of course those should be the same for all players which is why during a LAN game the server's gameplay settings are used for all participants, so that every player has the same chances.

Artificial Horizon
If enabled a small, ehm, artificial horizon is displayed at the top of each player's cockpit. This helps to keep the orientation in action.

Radar
A radar is displayed at the bottom of each player's cockpit view, which helps you to locate your opponents.
For most fun it is recommended to turn it off, since that adds another surprise / stress element to the game, because an enemy may appear right behind the next hill without warning.
Beginners should probably enable it though.

Damage on collision
If enabled then hitting the terrain will cause some damage on your airplane. If disabled hitting the terrain will just slow you down and get you off track a bit.

Plating
Sets the initial number of hit-points. If you slide it to the very left then just one single hit is necessary to get an airplane out of the sky!

Fuel

Sets the initial amount of fuel. This is an indirect time limit for a round. Note however that your fuel depletes faster if you constantly fly upwards…

Velocity

Select the airplanes' base velocity. Lower values than 50% should be used by beginners to become familiar with the controls without constantly crashing into the terrain...
Note that this is only the *base* velocity. Your airplane accelerates if you fly down and decelerates if you fly up.

CPU Intelligence

Determines the CPU opponent's intelligence. The higher the smarter. Obviously beginners should move the slider far to the left and gradually increase the value as soon as their skills improve.

MAP – EDITING THE BATTLEFIELD

The game features a virtually unlimited amount of maps. A map is a procedurally generated terrain, your battlefield. Maps are "endless", that means if you fly out of the map's left boundary the world doesn't end there. Instead you are seamlessly re-appearing at the map's opposite edge, just like on an earth map.

Maps are generated procedurally, you don't edit them

manually. Instead you can adjust various map parameters to feed the generator with.

While you are editing those parameters a small preview area displays the resulting map in real-time. Here the map is shown from an eagle's perspective.

Ground Level
The terrain's base level. Controls whether there are more hills or more valleys.

Max. Height
The height of the highest point of the terrain. The higher this value the deeper the canyons and the higher the hills will be. A low value creates a more flat landscape.

Hills
The amount of distinct hills. The lower this value the less hills are created. However those few hills will span a larger area. High values create more hills, but those span smaller areas.

Steepness
The higher this value the steeper the hills.

Roughness
The higher this value is the more small irregularities are added to the terrain, making it look more natural. Note that high values may degrade performance significantly!

Green / Desert / Rocks Combo box

A map consists out of terrain height information which is what's controlled by the sliders explained above. But the final map is also covered by a texture, giving it a distinct natural look.

This combobox allows you to select one of three different landscape appearance styles:

green / grass, desert and rocky mountains.

Randomize

The above parameters are actually just "rules" for the internal procedural generator. Of course the same rules can result in pretty different maps. This button allows you to let the generator create a new map using the same rules. Try it out!

Map Code

Every possible map can be expressed by a combination of numbers. The map code at the top is just that, only in a more compact and human-friendly way.

Write down map codes for maps you want to share with friends.

Preview area

The preview area to the right displays your current map. You can toggle between a textured preview (the preview will show the final map including the landscape style and shadows etc.) or a height preview (the preview will show the height levels as shades of grey, the brighter the higher).

GRAPHICS OPTIONS

The game can be highly customized to match your system's specifications. This allows for a pretty smooth game experience even on rather low end Amigas.

Keep in mind that the game's performance depends on many factors. For example the number of split-screens. Every additional split-screen area requires additional CPU-time and also stresses the GPU more. So while you may get good performance in single-player-mode with certain settings, those same settings may be too high for a 4p split-screen game.

Also keep in mind to check out the tool-types to squeeze some more performance out of your system or to get some more quality (page 5).

Also note that the performance of the common AROS or Windows system is high enough to allow for all options set to the max. The average MorphOS system should also be able to cope with pretty high values.
On AOS4 systems you'll need to experiment more, unless you own an X1000.

Terrain Quality
This option has the highest impact on quality and performance. Medium level provides a good compromise between both even in 4p split-screen on sam460 with 9200 / HD 4xxxx or better hardware.

Sight Range
The higher this value the more distant areas you can see. Obviously your machine has more to do the more it has to show to you. So you can increase performance if you lower that value.

Texture Quality
Determines the resolution of the landscape texture that's applied to the battlefield. Lower values increase performance. Anything below medium level quickly begins to look rather ugly. Note that depending on your hardware / gfx-driver higher values are not available or simply look and perform like medium level.

Texture Filter
Lets you select the filter mode for the terrain texture (bilinear, bilinear mipmapped, trilinear).

Trail Density
Every airplane leaves a smoke trail behind. That trail consists out of many small particles. This option controls the avg. amount of particles used. Since every additional particle requires additional processing power, reducing that value may enhance performance. Of course more dense trails look better.

Grass
Adjust the amount of grass scattered around. Reducing or turning off grass can result in a significant speed up.

Field of View

Allows you to select a view angle you feel most comfortable with. The slider's position is converted into view angles ranging from 60 deg. to 90 deg.
Note that higher values negatively affect performance, since higher values also implicate that you see more of the landscape.

Fog

Turn on / off fogging. If enabled the objects and the terrain "fades away" depending on distance. On AOS4 Compositing this means significant additional computations etc. Therefore on such systems this effect comes with a significant performance penalty. You may get some extra performance if you disable fog.

Propeller

Turn on / off the propeller in your cockpit view. It's just a matter of taste. It looks nice but you may prefer to turn it off to get a less occluded view on the scenery.

Lens Flares

Turns on / off lens flare effects. If enabled then those famous lens-flares will appear if you look into the virtual sky's virtual sun. Also a matter of taste. The performance penalty is low.

32bit Texture

If enabled then the landscape's texture consists out of very smooth color gradients. If disabled then those colors are less smooth, because a 16bit texture is used internally then.

This results in somewhat reduced graphics quality but may give a huge performance boost on some systems.

Lighting
Turns on / off dynamic lighting of the enemy airplanes. Deactivating this may give a small performance gain on some systems.

Full screen
Toggle between fullscreen and window mode.
Amigas: If you enter fullscreen mode you'll usually see an ASL requester to pick the desired display resolution. You may select for example 1024x768 even if your monitor is a 1920x1200 16:10 screen where 1024x768 would normally lead to distorted pixels!
The game automatically adjusts its drawing to correct such distortions, so you should consider selecting such a lower resolution to get a huge performance gain.
Selecting a 16bit mode will usually give a speed up too.

Yoko / Tate
Toggle between Yoko and Tate display orientation modes. This is a special feature to support pivot monitors. Under certain circumstances it may be beneficial to rotate your monitor by 90 degree. Take a 3 player split-screen on a 16:9 screen for example. Each players area will be very narrow (3x 5:9). That's what Tate is for: select Tate and rotate your monitor by 90 degree, so that you get a 9:16 display. Now each player will get a 9:5 split-screen area, which results in a much more natural experience. Give it a try! It's most

useful in 2p and 3p split-screen – and makes no sense with
1p mode, of course.

AUDIO OPTIONS

Music Volume
Adjust the volume of the background music. Note that there
is no music while actually playing since it would probably
keep you from hearing when being hit.

Sound FX Volume
Adjust the sound effect's general volume. Sound effects are
all other sounds besides the music, from the clicking you
hear if you push a button to the machine gun's blasts.

THE PAUSE MENU

You can hit **Esc** at any time during the action to immediately
pause the game and enter the pause menu. This also works
during a network session. The game will remain paused
until you hit **Resume**.

The pause menu offers almost all options from the main
menu. Note however that certain gameplay options won't be
applied immediately.

The pause menu features two extra options:

Cockpit Size allows you to zoom in / out your cockpit view. **Radar Size** allows you to adjust the radar's size on screen. Both options are linked with the current split-screen setup, so you can define different variants depending on your screen layout.

THE ACTION

Once you start a game session you'll see the cockpit view. If you selected a split-screen configuration the screen will be divided into multiple cockpit views.

Before the action actually starts the game waits for each human player to signal being ready, that means it waits until each player pushes its fire-button or -key.

If all players pushed a short countdown sequence starts. Once the countdown ends it's time:

Shoot'em down before they shoot down *you*!

Control your airplane according to your control mapping (see page 11) by turning left or right, flying up or down and shooting.

At the top of your cockpit view you find two small bars.

The first one symbolizes your remaining armor. If it gets down to zero you'll go down and explode… This happens when you get hit by enemy bullets just often enough.

Depending on the current gameplay settings this may also happen if you ram the hills too often.

The second one displays your remaining fuel. Your airplane constantly depletes fuel. How *much* it depletes depends on your style of flight: flying upwards, fighting against gravity, will slow you down and requires more fuel. In contrast flying down will speed you up and lets you save fuel. When flying straight your speed and fuel consume will slowly return to its base niveau, which depends on the current "Velocity" gameplay option (see page 13).

Ramming another airplane will immediately destroy at least one plane involved in the collision, namely the one with less hit points. The other will at least get a huge damage penalty.

Take care when shooting! Your machine gun may eventually overheat and cease to work. This usually happens if you keep shooting without pause for a longer period of time… If this happens you'll have to wait some seconds until the gun has cooled down again.

A round ends if only one player remains… Well, or if all went down… In case of a single-player vs. CPU match a round ends early if only CPU players remain.

THE RANKING

After each round of a match the ranking screen is being entered. Here the current kills / death statistics of each player as well as the current ranks are shown.

Kills
The number of airplanes shot down by you.

Deaths
This number shows how often you have been shot down or "committed suicide" by ramming the terrain or another airplane or by running out of fuel.

The ranking depends on those two values. The primary sorting criteria is the number of kills. The number of deaths is only of interest if there are players with the same number of kills.
If some players have the exact same numbers then they are ranked equal, they get the same rank.

The rank is symbolized by a medal. There are four types of medal: gold, silver, bronze and wood.

If the number of rounds per match has been reached and there's one single player with a golden medal, then the match ends and the Winner screen is being entered.

In any other case the match continues with another round, even if that means to play some additional extra rounds.

LAN GAMING

At first Wings Battlefield was designed for split-screen multiplayer gaming only. But soon after the preview video was shown people asked for a network multiplayer feature.

So we decided to add LAN support. However WAN is not supported. This is because WAN requires a lot of additional efforts like a dedicated internet server, security measurements etc. We simply don't have enough resources to implement WAN support now. LAN was quite a huge amount of additional work already. Probably we add WAN support later.

Up to four players can play a LAN session. There may co-exist multiple sessions in the same LAN. The type of your OS or machine doesn't matter.

One player's machine has to act as server. This is the one who starts the session and waits for other players to join. Once all others joined he starts the actual game.

Because there can be multiple session in one LAN each game session needs to have a unique name. This is the **session name**. It has to be the same for all players who want to play together.

LAN gaming requires each player to have his own copy of the game. Each player is required to enter his unique **CD key** into the corresponding edit field!

KNOWN ISSUES

Sadly the world isn't perfect. The same is true for this game.
And the same is true for Amiga systems.
We spent a lot of our spare time (and that of those great
beta-testers) to make the game as bug-free as possible.
Without doubt we didn't catch all.
Nevertheless, the only true bugs that remain that we know
of at the time of this writing are apparently OS / device
driver related.

AOS4 with R200 Compositing
Don't run the game! Use the Warp3D version instead! There
are quite some bugs with Compositing on such systems that
prevent the game from running correctly. However Warp3D
is the better choice on such systems anyway.

AOS4 with R200 Warp3D
Polygons may sometimes disappear. Most often this
happens for triangles far to the right. The higher your
resolution the higher the chances for this to happen. This is
due to the well known guard-band-bug of the R200 driver.
Your best bet to completely avoid this is to select a
resolution not larger than 1024 x 768.

Sometimes there are greenish or blueish seams inside
some textures. Happens randomly. The texture data itself is
fine. Something seems to happen to it during upload to
VRAM. We can't do anything about it.

Selecting a texture quality > 50% doesn't work reliable at the moment due to a driver bug that's being fixed at the time of this writing.

AOS4 with RadeonHD SI Warp3D
At least two testers with such machines reported triangles appearing out of nowhere. It looks as if the driver sometimes draws triangles that should have fallen through the depth-test (or removed even earlier), it seems to draw triangles that are "behind you". We added another additional patch to work-around that issue too by removing such triangles by hand before sending them to the driver. Of course that means another slight performance penalty.

AOS4 with RadeonHD SI Compositing
At least one tester reported a weird issue with the terrain containing large rectangular chunks of white / black texture areas. This issue can be worked around by reducing the game's texture quality in the graphics options. Apparently some RadeonHD driver versions have problems with larger texture sizes.
One tester reported enemy airplanes / explosions to look corrupt when displayed near you. No workaround available. Please use the Warp3D version if you experience this.

Dual Monitor Support
We don't have the hardware to try this, therefore it's not supported.

MorphOS (at least one Radeon 9200)
Setting a texture quality > 50% works, but it feels as if a software renderer kicks in (< 1 fps).

Crash on startup
This is most likely due to a corrupt ENVARC:alsoft.conf OpenAL audio config file. Simply delete it to fix this. Since version 3 the game contains a patched OpenAL lib that fixes this issue.

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Thanks a lot, guys! It couldn't have been done without your help and support!

VERSION INFO

Version 3:

- Warp3D: new tooltype FAST_Z_BUFFER=X. If enabled then a 16bit z-buffer is enforced on some systems (e.g. R200), which may result in faster rendering.

- MorphOS: VSYNC tooltype added. Set to 0 to deactivate vsync and to 1 to activate vsync.

- Fix, AmigaOS4: integrated a patched libopenal 1.7.411 that fixes the occasional crash on startup if a corrupt ENVARC:alsoft.conv file existed (buffer underrun).

- Fix: sometimes typing into edit fields (e.g. player name etc.) didn't work well, key strokes not being recognized.

Version 2:

- MorphOS, AROS, Warp3D: added a new gfx option "Texture Filter" to adjust the terrain's texture filter (bilinear, bilinear mipmapped, trilinear).

- Fix, MorphOS, Warp3D: eventually there could be some small pixel garbage at some textures (e.g. on the glasses in the main menu).

- Warp3D R200: relaxed the internal terrain quality limit. Right now a higher texture quality than 50% doesn't work reliable but this driver bug will be fixed with the next driver update.

- improved internal enemy visibility checks.

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