



USER'S GUIDE




Broderbund®

The logo for 'Wings of Fury' features the words 'WINGS OF FURY' in a bold, serif font. The word 'OF' is smaller and positioned between 'WINGS' and 'FURY'. On either side of the text are stylized wings with three horizontal bars. A small 'TM' trademark symbol is located at the bottom right of the 'Y' in 'FURY'.

WINGS OF FURY™

By Steve Waldo

User's Guide

For Apple IIe, IIc and IIGS Computers

Acknowledgements

Original concept, programming and graphics by Steve Waldo.

Product management, additional graphics and manual by Gregory Hammond.

Special thanks to

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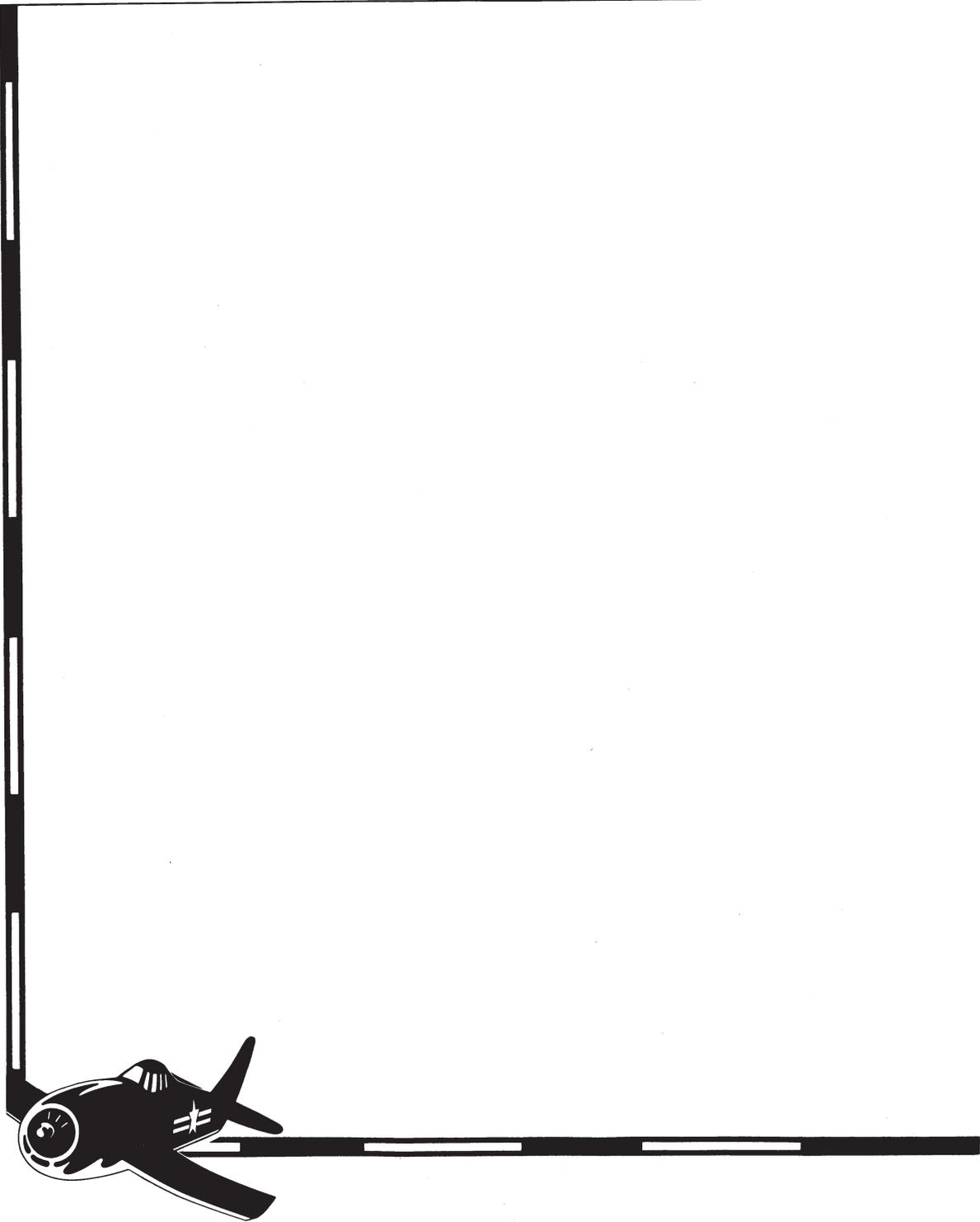
About the Author

Steve Waldo, 22, lives in Baraboo, Wisconsin. A student at the University of Wisconsin at LaCrosse, he is pursuing a bachelor's degree in computer science with a minor in fine art.

Steve first became involved with computers in junior high school, where he and his friends quickly became avid game players. The school soon decided to remove all games from the computer center, starting Steve on the path that ultimately led him to create *Wings of Fury*.

His game playing had sparked a fascination with graphics and animation, which inspired him to get serious about learning to program. Eventually he realized that, for him, creating his own animation was just as much fun as playing games.

When he's not at his computer, Steve enjoys a wide variety of outdoor sports, including skiing. He is also, as evidenced by *Wings of Fury*, a serious student of World War II aircraft.





A Time of Fury

It is 1944 and the world is at war. Europe is ablaze with a conflict that engulfs her like the flames of hell, leaving a path of destruction wherever it burns. The Far East, too, is being consumed by a furious struggle for dominance. In the Pacific theater, the Allies face an enemy possessed of great skill and a relentless determination. As the tide begins to turn in favor of the Allies, the enemy struggles ever more desperately to maintain the footholds it had gained earlier in the war.

However, both on the sea and in the air, the U. S. Navy proves to be more than a match for its opponents. One reason for this is the incredible striking power of the Navy's Air Force. It is instrumental in defeating the enemy in battle after battle. Within the Navy's air command, one plane seems to be leading the fight for an Allied victory: the mighty F6F Hellcat!

The Hellcat is incredibly powerful and durable, a real work horse capable of bearing bombs, rockets and torpedoes. Able to outmaneuver the enemy's best fighter planes, the Hellcat has established one of the best kill-to-loss ratios in the war.

Now you have the opportunity to fly your very own Hellcat. You'll be assigned to provide air support for the USS Wasp. This aircraft carrier has been heavily damaged and must make its way safely back to port. On this perilous journey, you must defend the carrier against torpedo bombers, rout the enemy from their island strongholds, sink enemy

vessels that lie en route to home port and protect yourself by shooting down enemy planes.

Strapping yourself into the cockpit, you face a tremendous responsibility. The fate of the carrier and every man onboard has been placed in your experienced hands. As the signal officer gives you the go, you give your Cat full throttle and take off into the unknown skies before you. Just minutes off the deck, you sight the first sign of trouble: a pair of enemy fighters bearing down on you from above...





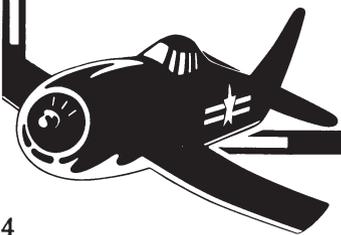
What You'll Need

To play **Wings of Fury**, you will need an Apple IIe, IIc or IIgs equipped with a joystick. If you are using an Apple IIe, it must be equipped with an extended 80-column card. A color monitor is recommended.

Loading Wings of Fury

Put the **Wings of Fury** disk into drive #1, label side up. Make sure your joystick is connected and then turn on your computer and monitor.

The title screen will appear followed by a self-running demo of the program. When you are ready to play, press any key or a joystick button to continue. You will then be prompted to flip the disk over. After doing so, press any key or a joystick button to start the game.



The logo features a central rectangular box with the text "PREFLIGHT CHECKLIST" in a bold, sans-serif font. The box is flanked by stylized wings on both sides, each composed of three parallel lines that taper towards the tip. Below the text in the box is a solid black horizontal bar.

PREFLIGHT CHECKLIST

Selecting a Rank

Once you have left the demo, your first pre-flight task will be to select a Naval rank. There are seven ranks under which you can fly, each one providing a more challenging set of missions than the last. Use the arrow keys or your joystick to cycle through the various ranks. When your desired rank is highlighted, press the Return key or a joystick button to make your selection. After you've selected your rank, a message will appear on screen listing your objectives for that mission.

Selecting Weapons

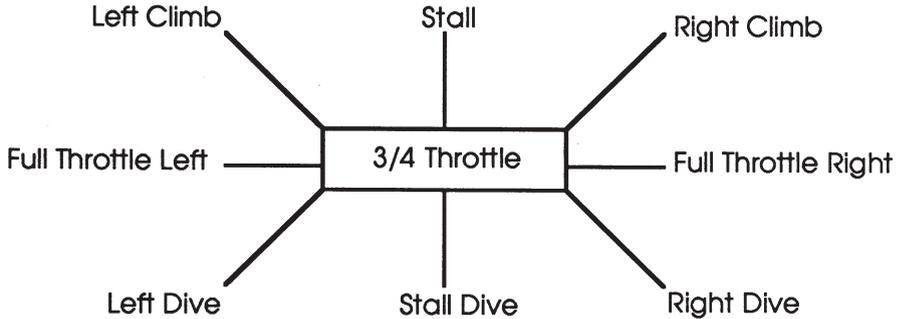
Before taking off, you must decide what type of weapons your Hellcat will be armed with for this flight. Cycle through the list of weapons using the arrow keys or your joystick, then press the Return key or a joystick button to make your selection.

Taking Off

To take off from the carrier, push the joystick all the way to the left to give your Hellcat full throttle in that direction. As the plane nears the end of the flight deck, push the stick up and to the left to provide elevation.

Flying

Maneuvering the Hellcat while in flight is achieved using the following joystick positions:

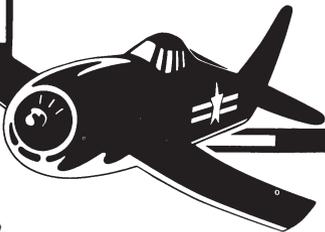


Turning

Turning is accomplished by reversing the horizontal direction of the stick. Your Hellcat will lose altitude while turning, so it's important to give it extra lift at the same time.

Landing

To land on the carrier, you must approach it flying into the wind (from the right). Use the 3-D view to line up the flashing white artificial horizon indicator with the deck of the carrier. Just as you clear the edge of the carrier's deck, stall the plane to allow it to drop so that its "arrestor hook" can catch one of the four arresting cables on the deck.



Landing an airplane on the deck of a carrier requires a great deal of skill and nerves of steel. It may take you a few practice runs before you feel comfortable, but this practice will pay off later when the heat is on and you have to land under fire.

Once you have landed safely, taxi your plane to the elevator. Then, push a joystick button to activate the elevator and lower your plane for repairs, refueling and a new load of weapons. If you taxi too far and miss the elevator, simply turn your plane around and position it over the elevator again.

Hellcat Weapons

Machine Guns

Your Hellcat is equipped with three .50 caliber machine guns on each wing. These guns can be fired while in flight by pressing button 0. Use your machine guns for shooting down enemy planes and strafing islands.

Bombs

Equipped with thirty 100 lb. bombs, your Hellcat can do heavy damage to barracks and machine gun dug-outs on enemy islands. After selecting *Bombs* from the Weapons menu, you can drop bombs while in flight by pressing button 1.

Rockets

Designed for use on more substantial targets such as large anti-aircraft guns, 15 of these 5 inch rockets can be carried by your Hellcat. Once you've selected *Rockets* from the Weapons menu, you can fire rockets while in flight by pressing button 1.

PREFLIGHT CHECKLIST

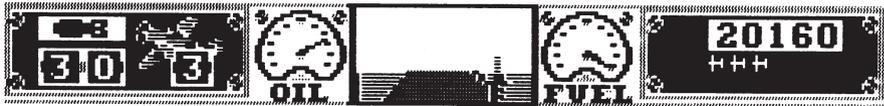
Torpedoes

Once an enemy ship's guns have been disabled, you'll be able to make a torpedo run on the ship in an attempt to sink it. After selecting *Torpedo* from the Weapons menu, you can release the torpedo by pressing button 1.

NOTE: You must approach the enemy ship flying low over the water when you release the torpedo. It is important to have the ship well in your sight before releasing the torpedo so as not to allow the torpedo to run out of energy before hitting its target.

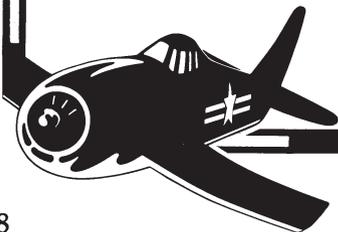
Control Panel

Your Hellcat's control panel with its various instruments and gauges is displayed at the bottom of your screen.



Weapon Counter

Indicates what type of weapon you are carrying and how many you have left.



Hellcat Counter

Indicates how many Hellcats you have left. You will earn an extra plane each time you are promoted in rank.

Oil Pressure Gauge

Indicates the condition of your engine. When your Hellcat is damaged by gunfire, the engine will begin to smoke. The more damage your plane sustains, the more smoke it will emit and the lower the oil pressure will drop. When the oil pressure begins to get critically low, a red light will blink on the gauge. If the oil pressure drops too low, the engine will seize and you will crash. Each time you return to your carrier and descend into the hold, your plane will be repaired, restoring oil pressure to full.

3-D View

Provides a three dimensional view of the world from your cockpit. This view is especially helpful when attempting to gauge the distance between your Hellcat and an oncoming ship, plane or other target.

In the center of the view is a flashing white cursor which serves as an artificial horizon indicator. This indicator is useful for sighting targets and landing on your carrier.

Fuel Gauge

Indicates how much fuel your Hellcat has left. When the fuel level begins to get critically low, a red light will blink on the gauge. If the plane runs out of fuel in flight, you will crash. Each time you return to your carrier and descend into the hold, your plane will be refueled, restoring the fuel level to full.

PREFLIGHT CHECKLIST

Score Counter

Records all points scored by you during the game.

Enemy Plane Counter

Tallies a "kill" icon for every enemy plane you shoot down. In addition to these icons, there is also a digital counter below the score counter.





You start the game with three Hellcats. You will receive one additional Hellcat every time you earn a promotion in rank.

Mission Objectives

You will be briefed on each mission's objectives before you begin it. Bonuses will be awarded as each objective is accomplished. An additional bonus will be awarded upon successful completion of an entire mission.

The two major objectives that a mission may entail are:

Islands

Targets on islands include barracks, soldiers, machine gun dug-outs and large anti-aircraft guns. For an island to be neutralized, all barracks, soldiers and guns must be destroyed.

Ships

Enemy ships must be sunk to be neutralized.

During some missions, you will also encounter the following:

Fighter Planes

It is not necessary to shoot down all fighter planes in an area in order to complete a mission.

Torpedo Planes

To defend your carrier, it is necessary to either shoot down torpedo planes or destroy their torpedoes once dropped (with bullets, bombs or rockets). When a torpedo plane is sighted, an arrow will appear in the 3-D VIEW indicating its position relative to you.

High Scores

Once you have finished the game, you will have the opportunity to save your score to disk if your score is among the top ten. You will be prompted to enter your name. Your rank will be recorded automatically.



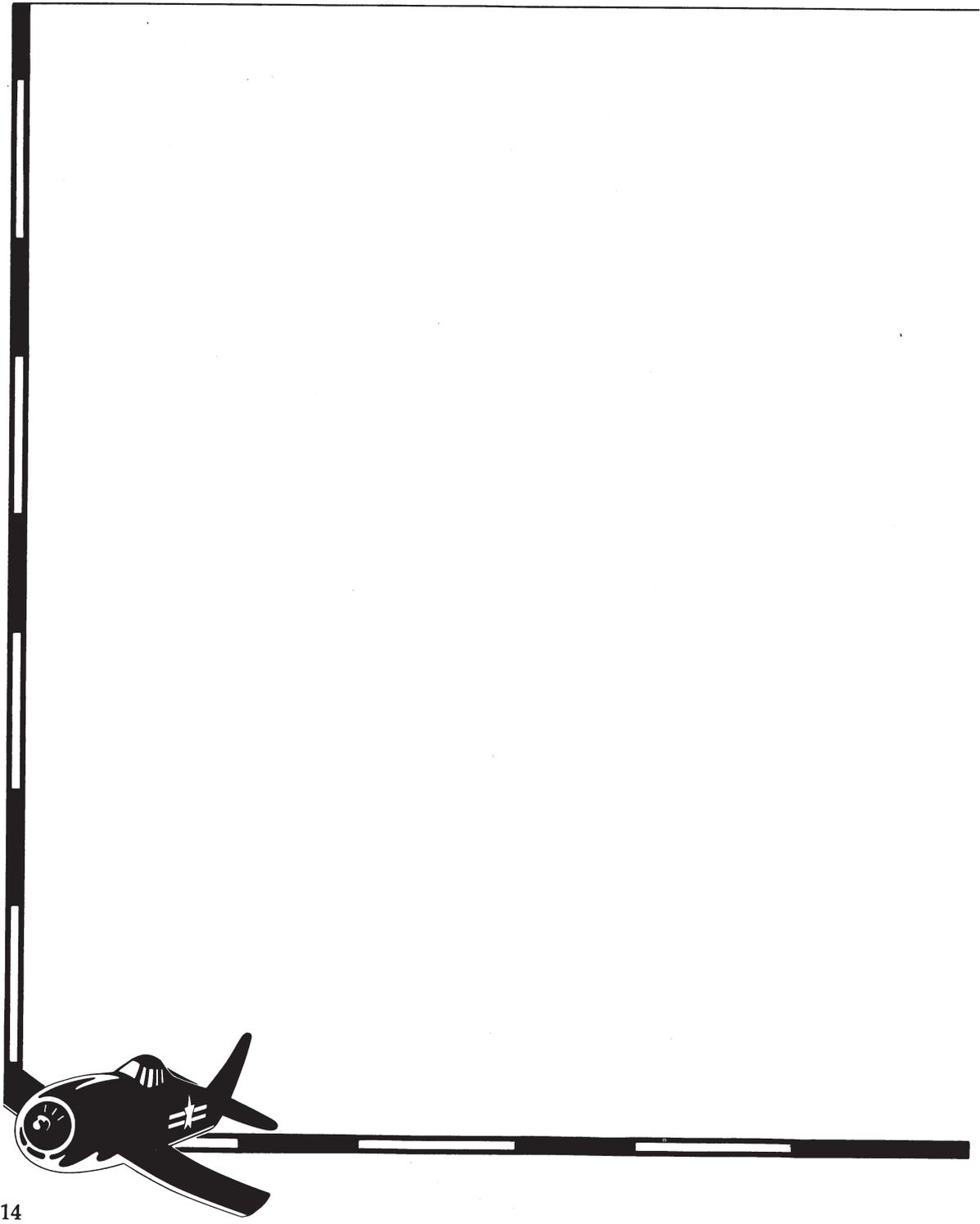


**SPECIAL
KEYS**

Press

Result

Esc	Pauses the game. Press any key to continue.
Control-R	Restarts the game and returns you to the rank selection menu.
Control-S	Turns off the sound. Press again to turn the sound back on.
Control-D	Displays the list of high scores.
Control-C	Clears the list of high scores. This option can only be used after pressing Control-D.
Control-F	Flips the vertical control on your joystick.



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Brøderbund warrants for a period of ninety (90) days following the original retail purchase of this copy of **Wings of Fury** that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

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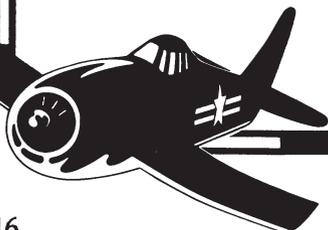
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