

XBOX 360

# AIR ★ CONFLICTS

SECRET WARS





**WARNING** Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to [www.xbox.com/support](http://www.xbox.com/support).

### **Important Health Warning About Playing Video Games**

#### **Photosensitive seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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# CONTROLS

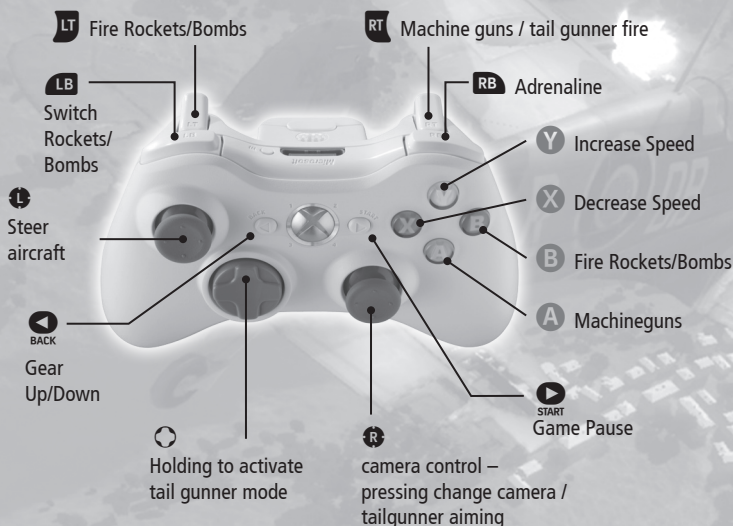
In general are two type of controls:

- **Arcade** – Two axis aircraft control– horizontal (left-right) and vertical (up-down)
- **Simulation** – three axis aircraft control (like a real aircraft) – horizontal, vertical and rudder

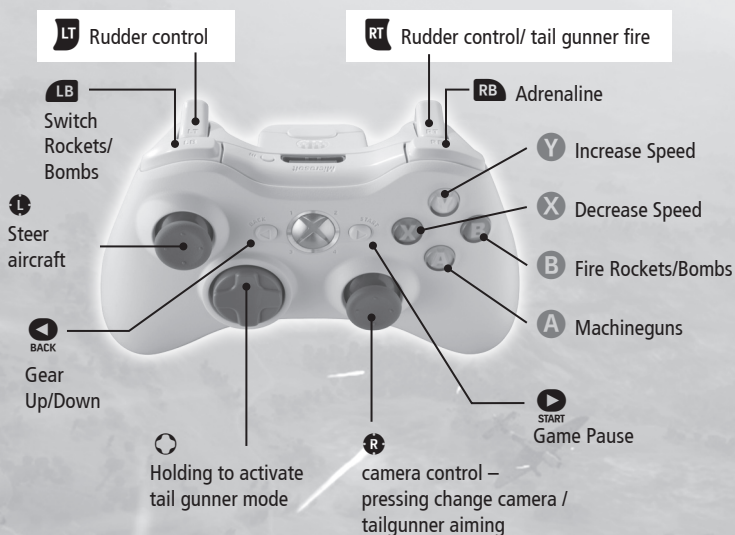
## NOTE:

You can also change the control layout in Options from the Main Menu or before a mission is begun.

## Xbox 360 Controller (Arcade)



## Xbox 360 Controller (Simulation)



### Types of camera views

<b>Third person camera (default camera)</b>	You see the aircraft from the rear. Use „camera control“ buttons to view aircraft from other directions as required.
<b>Free camera</b>	You can specify the camera position around your plane; use „camera control“ buttons to specify view directions.
<b>Cockpit camera</b>	This presents a view from the aircraft cockpit. Use „camera control“ buttons to look around from inside the cockpit.
<b>First person camera</b>	As with the cockpit camera, but the cockpit is not displayed.



## WELCOME TO AIR CONFLICTS: SECRET WARS

Air Conflicts is an arcade flight simulator game set in World War II and World War I, featuring the aircraft of the period and historically inspired missions. The emphasis is on intense dogfights, daring bombing raids, stealth & smuggling raids and exciting aerial missions.

As you play Air Conflicts: Secret Wars, Dorothy Derbec – DeeDee to her friends – will tell you her story, which you'll act out in the violent skies above war-torn Europe. She spent the Second World War running from the Nazis, smuggling alcohol, machinery and medicine to survive, whilst searching for news of her long-lost father. Guillaume Derbec was a First World War flying ace; you'll encounter him in flashbacks of that conflict, in which you will have to opportunity to fly planes of that period.

The mission content of this game is fictional, but based upon real situations which took place between 1941 and 1944. Specifically, this game features conflicts involving the many brave men and women of the resistance movements across Europe, who continued to combat the Nazi threat even though their own fight was hopeless.

### Use your identity

Game saves are performed automatically if you are signed in with your gamer profile. When you sign in or sign out when playing the game, you will be returned back to the title screen.

# SINGLE PLAYER GAME

Experience DeeDee's story through seven campaigns. Each campaign takes you to a different part of Europe and features a different chapter of DeeDee's tale, from her smuggling days in Tobruk to the fall of Berlin. Alternatively, jump straight into the action in Dogfight Mode.

- Campaigns – play story missions
- Dogfight – chose your plane and location, and start an instant battle
- Replay Mission – replay story missions

## The Campaign – Experiencing DeeDee's Story

DeeDee tells her story through a sequence of scenes that will be presented automatically between missions. Each mission also supplies text from her diaries of the time, which may be read for more detail of the progress of her war. During missions, you experience events as DeeDee did, including the communications of her and her team.

As DeeDee attempts to survive the war and aid the resistance movements of Europe, she learns more about her missing father. She meets members of his old squadron, who tell her tales of his past. You will play one flashback mission at the end of each campaign, and in doing so uncover the mystery of Guillaume Derbec.

## Campaign – Mission gameplay description

Every mission contains a number of objectives which you must complete in order to complete missions. Your objectives will be outlined in a short briefing before the mission, and will be explained to you as required during execution of the mission. Be aware that mission objectives may change, and listen to all information supplied to you. Some objectives, such as escort missions, can be failed. If an objective is failed, or if DeeDee is shot down, the mission must be restarted.

### Examples objectives:

- Shoot down enemy aircraft
- Destroy ground targets - enemy troops, vehicles, ships or emplacements
- Land (fly through all landing indicators in the correct direction)
- Reach a specific destination
- Locate something using radio navigation (see radio section )

- Stay undetected by the enemy (see stealth section)
- Drop off supplies by landing or via parachute

#### **NOTE:**

Remember that each than objective can be time limited. When an objective is limited by time, a time counter is displayed in the top-centre of the screen.

To view actual objectives, access the game pause menu by pressing the **START** button.

#### **User Interface**

Stealth meter






Damage meter

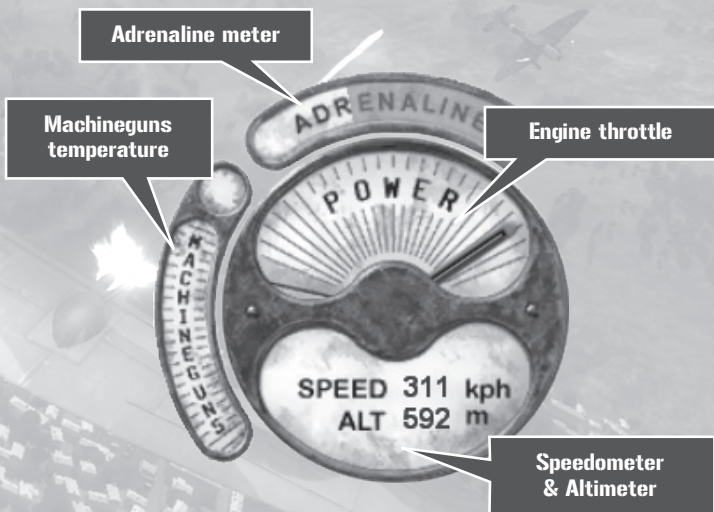
Radar

Direction – radio meter



## Radar Marks

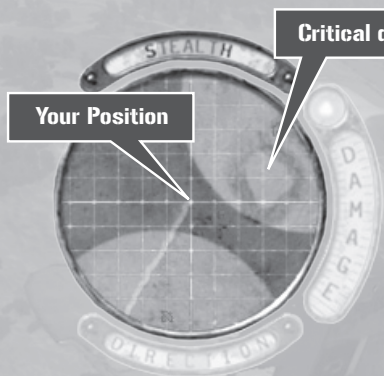
	(green) Ally ground unit or building		(red) Ground target (building, ship, Anti Aircraft, Vehicle)
	(green) Ally aircraft		(red) Enemy aircraft
	Mission objective marker (airport to land, checkpoint to reach or area where you should find something)		



## Stealth

If you need to stay undetected, keep a close eye on your radar and maintain a safe distance from all enemy aircraft. The critical distance from the enemy is marked on the radar with a white circle - if you stay out of an enemy's critical distance circle, you can remain unnoticed.

In stealth missions, a meter will show you how you are doing. If the size of the red pulsing area in the stealth meter is increasing, you have a higher chance of being detected.



### TIP:

You can gain a significant advantage in missions where you need to remain undetected by flying in an aircraft with enemy markings. To do this, choose an appropriate plane from the plane select menu.

## Radio meter

In some missions you will be asked to locate something. You can use the radio poundage meter to home in on radio signals from your objective - the signal will be stronger when you are facing in the correct direction.

The direction meter features a red pulse. The size of the red pulsing area is decreases as you fly away from the target. It increases in size as you fly toward the target.



## Weapons

There are two types of weapon, primary and secondary.

- Primary weapons – machine guns. You have unlimited machine gun bullets, but if you fire for too long, your guns will overheat. Gun temperature is shown to the left of the throttle.
- Secondary weapons – rockets/bombs. You can switch between rockets and bombs (see Controls). The chosen weapon is displayed in left-top corner of the screen. The readiness of the weapon is indicated as below – rockets and bombs take time to reload.



50% of rocket  
is reloaded

### NOTE:

Different aircraft carry different  
payloads of bombs or rockets. Reload  
times also differ.

## Hitting aircraft with rockets

Rockets can be a very effective weapon for destroying enemy aircraft, but they can be difficult to use. There were no guided missiles in World War II so you will have to target your rockets manually.

To destroy an enemy aircraft with rockets you will need to extrapolate the target's trajectory and aim the rocket to a point along that line where it will intercept its target – leading the target. Hitting enemy planes with rockets is one of the hardest skills to master, but it is also extremely rewarding when you succeed! Don't be afraid of missing - practice makes perfect!

### TIP:

Since targeting with missiles is hard,  
don't be afraid to fire a spray of rockets in the  
hope that one will hit.



## Adrenaline

The Adrenaline bar is displayed in the right-bottom corner, and refills during gameplay. When adrenaline is activated, time seems to slow down, allowing for greater accuracy while aiming.

## Campaign reward structure – Stars

Stars are items which you need to:

- Unlock new planes
- Improve your personal skills (see section Personal Skills)

### NOTE:

The actual numbers of stars you have earned is displayed after each mission on the mission conclusion screen.

You can earn stars for:

- Mission Completion (for every mission completion you earn a different number of stars, based upon the mission difficulty and length)
- Kills (for every 5 aircraft shot down you earn one star)
- Objectives (each completed objective earns you stars)

## Personal Skills

After mission when you earned a enough number of stars you can improve your personal skills:

Agility	Improves aircraft handling
Luck	Increases the chance of critical hits*
Leadership	Wingmen perform better under your command
Endurance	Enhances your physical condition

\*Critical hits destroy aircraft by single shot (the pilot is headshot, or you hit an engine or fuel tank).



## Difficulty

You can chose from four difficulty levels:

- Rookie (Easy)
- Pilot
- Veteran
- Ace (Hard)

### NOTE:

**Difficulty can be specified before each mission or dogfight game.**

### NOTE:

**In multiplayer, automatic aiming is turned off. No difficulty factors are applied in multiplayer – may the best pilot win!**

### Automatic aiming

Automatic aiming is a feature which helps you to target enemies. The degree of auto-aim applied depends upon the difficulty level selected. Veteran difficulty provides only a modicum of targetting assistance, and Ace difficulty leaves all aiming to the pilot.

## Skip Mission

The Skip Mission feature allows you to continue a campaign even if a specific mission is too tricky. This feature is intended to allow players to continue with the story if they have trouble with a specific mission. Of course, no stars will be earned for the mission skipped.

After a mission has been failed, the mission conclusion screen features a Skip Mission button. For every campaign you have 2 Skips available. Remember that if you skip a mission, it still counts as a failure, so the aircraft you chose for that mission will require repairing and will not be available for the next mission.

### NOTE:

**Flashback missions cannot be skipped.**



## Aircraft

### Aircraft Overview

Aircraft	Type	Side	Cargo	Seats	Stars*
Sopwith Camel	Bi Plane Fighter	Royal Flying Corps (WW1)	No	1	0
Zenit	Bi Plane Cargo	Royal Flying Corps (WW1)	Yes	2+	0
Albatros D.V.	Bi Plane Fighter	Luftstreitkräfte (WW1)	No	1	0
Spitfire	Fighter	Royal Air Force	No	1	3
Messerschmitt Bf109	Fighter	Luftwaffe	No	1	80
Lavochkin LA5	Fighter	Red Air Force	No	1	22
Mosquito	Fighter-Bomber	Royal Air Force	Yes	2	140
Ju-87 Stuka	Fighter-Bomber	Luftwaffe	No	2	102
IL2 Sturmovik	Fighter-Bomber	Red Air Force	No	2	32
B-25	Bomber	Royal Air Force	Yes	2+	56
Heinkel 111	Bomber	Luftwaffe	Yes	2+	170
DB-3	Bomber	Red Air Force	Yes	2+	123
Gloster Meteor	Jet Fighter	Royal Air Force	No	1	260
Bisnovat-5	Jet Fighter	Red Air Force	No	1	194
Messerschmitt 262	Jet Fighter	Luftwaffe	No	1	273
Gotha 229	Jet Bomber	Luftwaffe	No	1	367

\*Start Required – number of stars needed to receive aircraft during campaign game

## Aircrafts weapons and properties

Aircraft	Rockets Num/ Reload	Bombs Num/ Reload	Speed	Agility	Enduarance	Firepower
Sopwith Camel	0	1/6sec.	1	3	1	1
Zenit	0	1/5sec.	2	2	2	1
Albatros D.V.	0	1/6sec.	1	2	1	1
Spitfire	1/5sec.	1/4sec.	4	4	3	2
Messerschmitt Bf109	1/5sec.	1/4sec.	4	4	3	2
Lavochkin LA5	2/8sec.	1/6sec.	4	5	2	3
Mosquito	2/4sec.	3/5sec.	4	3	3	3
Ju-87 Stuka	4/7sec.	2/4sec.	3	3	2	4
IL2 Sturmovik	3/7sec.	2/5sec.	3	2	4	3
B-25	0	4/4sec.	3	1	5	3
Heinkel 111	0	4/3sec.	3	1	5	3
DB-3	0	4/3sec.	3	2	4	3
Gloster Meteor	3/6sec.	3/4sec.	5	3	4	5
Bisnovat-5	4/10sec.	1/5sec.	5	5	2	4
Messerschmitt 262	4/4sec.	2/4sec.	5	3	4	5
Gotha 229	2/4sec.	3/3sec.	4	2	4	4

### Aircrafts tail gunner

Some aircraft have tail gunner. You can during playing game activate this mode (see Controls) and fire to enemy aircraft when they are on your back.

Aircraft	Number of tail gunners
Ju-87 Stuka	1
IL2 Sturmovik	1
B-25	4
Heinkel 111	4
DB-3	2

# MULTI PLAYER GAME

In the Multiplayer game, you can battle for control of the skies with up to seven friends in four game modes – DeathMatch, Team Deathmatch, Capture the Flag, Destroy & Protect.

You can chose from 2 types of connection:

- SYSTEM-LINK – local area network play. You can play with players who are connected to your home network
- XBOX LIVE – play with players who are connected to the XBOX LIVE service

## Searching for servers

In „Main Menu“, click on the „Multiplayer“ button to open a screen for searching servers. Here you can see the name of the game, their location, game mode and number of players. In Air Conflicts: Secret Wars there can be up to 8 players in one game, though the host may specific a smaller number as required.

Remember that you can specify your connection type at the top of this screen!

**Why can't I connect to some XBOX LIVE games?**

There are three kinds of NAT (network address translation): **Open, Moderate, or Strict.** Connection between Strict-Moderate and Strict-Strict cannot be established.

For example if you have Moderate NAT settings and you want to connect to a game which runs on a Strict machine, connection will not be possible. You can attempt to resolve problems with NAT by connecting your machine directly to the modem.

NAT	Open	Moderate	Strict
Open	OK	OK	OK
Moderate	OK	OK	N/A
Strict	OK	N/A	N/A

If you dont have Open NAT type, you may be unable to hear headset audio from some players. For more info visit [www.xbox.com/support](http://www.xbox.com/support)

### NOTE:

**Only Public games are displayed in this list. Private games (session) are not displayed in this list. To join Private games you will require a game invitation.**



## Choose your plane – choose your side

The player who is hosting the game can specify which airforces will fight. This affects the planes you can choose from. For instance, if the fight is between the Luftwaffe and the R.A.F, you can only fly the planes associated with those airforces. [Fighting airforces:](#)

- R.A.F. vs Luftwaffe
- Russians vs Luftwaffe
- Russians vs R.A.F.
- Great War (Royal Flying Corps vs Luftstreitkräfte)

### NOTE:

In deathmatch mode sides cannot be specified as the combat is free-for-all.

Your plane choice determines who you fight for – if you chose R.A.F aircraft you will fight on the side of the R.A.F.

## Statistics, menu and messaging during Lobby or Game

To view the statistics page during the game, pause the game. The game will not stop but the statistics page and menu will displayed.

In this menu you can also disconnect from game. For the host player there is also the option to end the entire game.

To engage in written chat with your friends you need a chatpad or USB keyboard connected to your Xbox. You can bring up the chat console by pressing the BACKSPACE key. Pressing BACKSPACE when nothing has been typed will cancel the console; ENTER will send your message to other players.

Remember that you can connect your headset to speak with other players via System-link.

## Multiplayer Modes

### Deathmatch (DM)

Deathmatch multiplayer mode is a free-for-all in which anyone can shoot anyone else down. The player with the highest score (kills) at the end wins.





### Team Deathmatch (TDM)

Team Deathmatch multiplayer mode involves two teams fighting to score as many kills as possible. Enemy planes will be marked in red on your radar.

## Capture The Flag (CTF)

In Capture The Flag two teams compete for victory, which is achieved by holding both flags at your team's home base.

Any player can take control of the enemy flag by flying close to the flag holder (or the enemy base if the flag is held at the base). Once your flag has been taken by the enemy you can recapture it in the same way. The position of both team's flags are marked on the radar.

 (red) Enemy base	 (green) Home base
 (red) actual position of enemy flag	 (green) actual position of home flag

## Destroy & Protect (D&P)

In Destroy and Protect, two teams compete to destroy 10 enemy targets (e.g. tanks or ships). The team which first destroys all its targets wins the set, and another set begins. Players may focus either on destroying the enemy targets or defending their own targets from enemy attack.

 (red) Targets to destroy	 (green) Targets to protect
---	--

## Hosting a game

Any player can host their own game. You can specify these settings:

<b>Name</b>	Name of game as it will appear in the server list when searching servers. This allows your friends to identify your game.
<b>Private game</b>	You can specify whether the game is a public or private session. If the session is private, other players will be able to join only if they receive an invitation from the host.
<b>Game Mode</b>	You can chose from 4 multiplayer modes (DM,TDM,CTF,D&P)
<b>Fighting sides</b>	(If Game Mode is not DM) – specify which airforces will fight
<b>Game Limit</b>	You can specify if the game will last for unlimited time, will have a score limit, or will have a time limit.
<b>Game Limit value</b>	Specify the value for game limit, either score or time (as per Game Limit).
<b>Location/Weather/Year</b>	Specify game map location and specific details.

<b>Limited Radar Visibility</b>	If this option is switched on, players will have limited radar functionality (including screen-edge direction markers). Only those planes in a player's line of sight and within close range can be seen on the radar. The player's name will also be displayed for these planes only.
<b>Permitted Aircrafts</b>	The host player can specify which types of aircraft will be permitted, i.e. Fighters, Fighter-Bombers, Heavy Bombers or Jet Aircraft.

Remember that you can specify your connection type at the top of this screen!

## OPTIONS

When you are inside the main menu, click on Options. Inside this menu you can set up controls, music and sound volume and Y axis inversion.

<b>Control Mode</b>	This setting changes between Xbox 360 Controller Arcade and Simulation modes.
<b>Sensitivity X Axis</b>	This setting determines how quickly your craft turns through the X Axis (left and right). Reduce this setting if you are swinging about a lot, or increase it if the aircraft feels too sluggish.
<b>Sensitivity Y Axis</b>	This setting determines how quickly your aircraft turns through the Y Axis (up and down). Reduce this setting if you are swinging about a lot, or increase it if the aircraft feels too sluggish.
<b>Invert Y Axis</b>	This setting determines whether moving/pressing Up moves your aircraft's nose up or down.
<b>Sound Enabled &amp; Sound Volume</b>	This setting turns the Sound Effects on or off. You can also specify in-game sound volume (0 is silence, 100 is full volume).
<b>Music Enabled &amp; Music Volume</b>	This setting turns the Music on or off. You can also specify in-game music volume (0 is silence, 100 is full volume).
<b>Crosshair Enabled</b>	This setting will display or remove the crosshair for the aircraft you pilot.
<b>Screen Marks Enabled</b>	This setting will display or remove the aircraft direction screen marks (red and green marks around the screen edge which point toward targets and friendlies). A good feature for making screenshots.
<b>Gui Enabled</b>	This setting will display or remove the graphics user interface (like radar, revmeter, dialogues etc.)

# XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to [www.xbox.com/live](http://www.xbox.com/live) to learn more.

## Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).

## Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).



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