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Les maquettes Airfix fêtent plus de 50 ans de fabrication de maquettes en plastique. Visitez ce site web très populaire où vous pourrez admirer une base de données complète de plus de 300 images, avec l'histoire et les détails de décalcomanie de chaque modèle. Guettez les dernières nouveautés Airfix et ne ratez pas nos mises à jour continuelles.

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Los modelos Airfix celebran más de 50 años de producción de kits para modelos de plástico. Visita esta enormemente popular página web y echa un vistazo a una completa base de datos de más de 300 imágenes, con historia y detalles de los distintivos de cada modelo. Permanece atento a los nuevos lanzamientos de Airfix y a nuestras continuas actualizaciones.

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AIRFIX

DOGFIGHTER

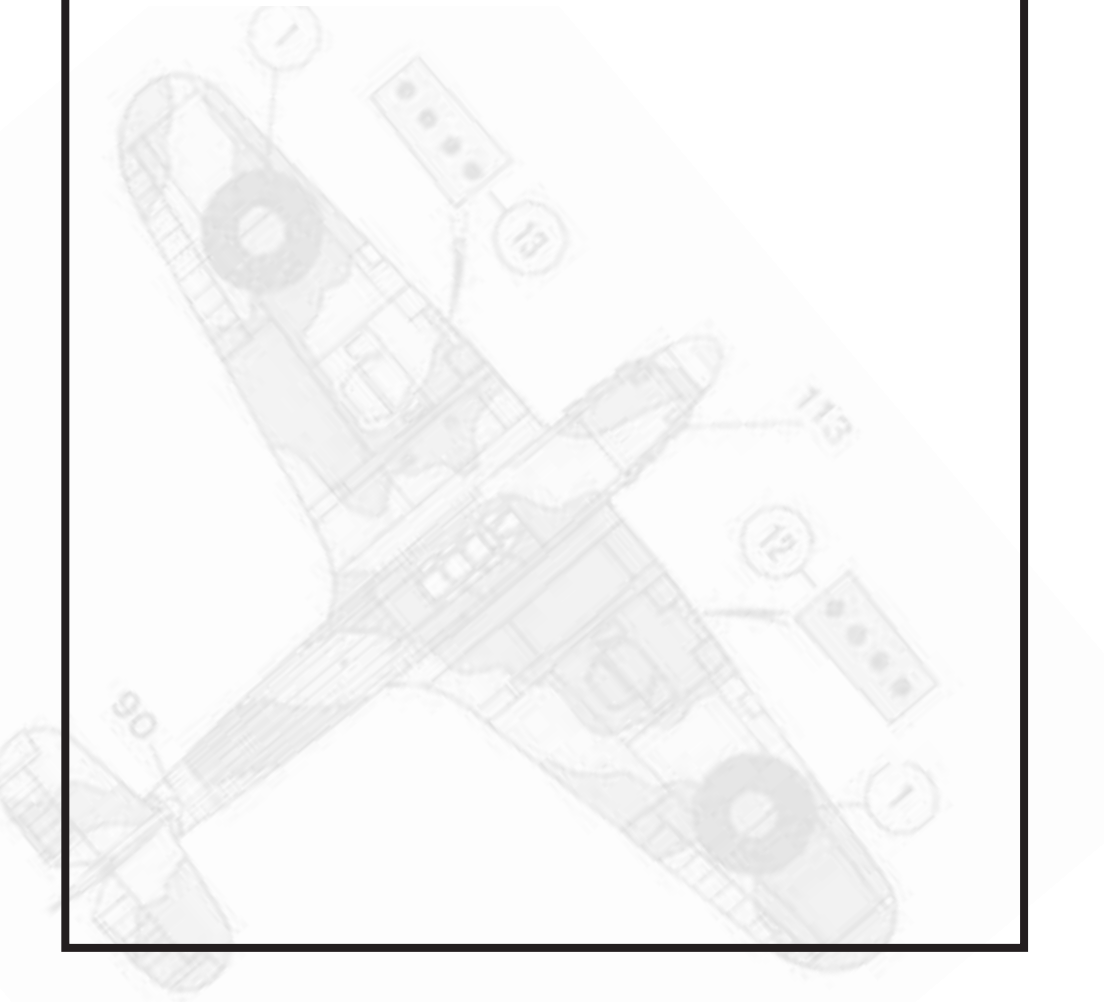
paradox

UDS

DIGITAL ENTERTAINMENT

EPILEPSY WARNING

Please read before using this video game system or allowing children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.



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INSTALLATION AND UN-INSTALLATION

The Airfix Dogfighter installation program will automatically run when the CD is inserted into the drive. If your CD-ROM unit does not have the auto run function activated, you can open the installation program by double clicking on the SETUP PROGRAM that is found in the root directory of the CD-ROM.

Once the Installation Program has been launched, you can install Airfix Dogfighter and, if needed, DirectX 7.0 which is included on the CD. When the actual installation has begun, follow the on-screen instructions.

If Airfix Dogfighter already is installed on your machine, you can press Play in the Autorun menu in order to get going. Starting the game can also be done from the appropriate option under the Programs submenu of the Start menu.

You can uninstall Airfix Dogfighter at any time from either the Autorun menu, the corresponding option in the Programs menu, or using the option Add and Remove programs in the Control Panel.

THE MAIN MENU

STARTING A CAMPAIGN

Starting Airfix Dogfighter can either be done by clicking on the appropriate choice on the Windows Start menu or by inserting the CD.

Creating a Pilot

The first time you start Airfix Dogfighter, you ll be prompted to create a New Pilot. Simply enter your preferred Call Sign, select a Photo, click Enlist and you ve created a new Pilot for yourself.

You ve now reached the Login window where you can control the Pilot profiles. Here you can create additional pilots by pressing New or remove obsolete ones by pressing Delete. By pressing Info, you ll open up the Pilot Roster for the currently selected Pilot. (see THE PILOT ROSTER)

Pressing Quit Game here will cause you to exit Airfix Dogfighter.

Press Login to go to the main menu screen and start the game.

Selecting your Air Force and Mission

On the main menu screen, select the Campaign option to start a single player game of Airfix Dogfighter. The Mission Selection menu will now appear. Here, you should first select which Air Force you wish to enlist in. Each Air Force, both the Axis and the Allies, has its own campaign containing 10 different missions. By clicking on the campaign book in the top left corner of the Mission Selection menu, you can select or change your Air Force. You can switch between the different campaigns at any time.

Now, select the mission you wish to play by clicking in the book down in the left corner. When playing for the first time, only the first mission is available, and you must complete each mission in order to gain access to the next one. The missions you ve completed are all checked with a tick and the currently selected one with a red tick. After completing the missions, you can replay them as many times as you wish merely by clicking on them.

When clicking on the different missions you get a brief description of them on the papers to the left. Use this to recognize the different missions and to get an early understanding of what you re supposed to achieve in the missions.

Click O.K. to go to the Mission Briefing, or return to the Main Menu by clicking Back.

Mission Briefing

The next screen to appear will be a detailed Mission Briefing. In order to succeed with the missions, it s crucial that you understand how and what you need to accomplish when playing each one. Read the Mission Briefing to get the information you need about your mission objectives, and check the reconnaissance photos by clicking on underlined items to get a feel for what you re looking for.

Choose model

The model that has been pre-selected for you is noted under Model. However, by clicking Change Model you can select between all the other currently available models. The Choose Model window will appear, showing a picture of the highlighted model, and information about its speed, handling, and armour.

When starting out, you can only choose from a limited number of models but as you go along you ll unlock new ones with better performance, higher top speed, and so forth. You unlock new models by locating Kit and Plans pick-ups during the missions. (see Pick-ups) Select your model with care since some models are better in some missions.

Pressing OK selects the highlighted model, Cancel exits without changing anything.

Weapon Information and fighter history

By clicking on the Weapon Information button in the Choose Model window, you ll get information about the different weapons that you can find in the game. Read about how they re best used and understand their special abilities.

By clicking on the History flap, you ll find accurate information about the fighter models you ve unlocked. Everything from technical specifications to true pilot stories from the war can be found here.

When you re finished with the Mission Briefing, click OK to start loading the mission or click Back to return to the Mission Selection screen.

COMPLETING MISSIONS

Mission Objectives

In order to complete a mission, you must fulfil both the primary and the secondary objectives as described in the mission briefing. While playing, extra messages will appear near the bottom of the screen. Pay attention to them, as they will give you valuable information about what is happening in the mission. They may be telling you what you need to do next, or informing you that one of your mission objectives has been completed, or has failed. If you are too busy dogfighting to read some of these messages, use the In-game menu to find out what you missed.

In-game menu

Pressing TAB when playing the game will produce a dialogue window, containing information about your mission objectives, the latest messages that have been displayed and maps of the house. Use this information if you get lost or forget what you are supposed to do.

Pick-ups and Tech Levels

Throughout the game you ll encounter many different types of pick-ups. Special pick-ups such as Keys, Kits, Plans, Glue and Weapon Schematics are often part of the mission objectives. Others, like the different weapons, ammunition, repair, fuel and tech level insignia are commonly found in enemy units and breakables.

Finishing a mission

When you have fulfiled all of the mission objectives, you will get a message telling you to return to your base. In order to successfully complete the mission, you must return to your base and land on the airstrip you took off from.

Mission End

When either succeeding or failing a mission, you ll be presented with the Mission End window. All your kills and other accomplishments are summarized here and your mission score is calculated. You can see how many of each type of enemy unit you ve shot down, if you managed to destroy any of your own units or if you ve received any extra bonus points.

From this menu, you have the option of continuing with the Campaign, returning to the Main Menu or, if the mission was a failure, Restarting it for another try. Merely click on the appropriate button.

Saving your progress

Your progress with the missions is automatically saved as you complete them. No extra effort is needed from you except for actually finishing off the missions. Your progress can either be monitored in the Mission Selection screen (see Selecting your Air force and Mission) or in the Pilot Roster (see THE PILOT ROSTER).

Exiting

In order to quit Airfix Dogfighter, you must first logout your Pilot. This is done from the Main Menu by clicking on the door to the right. At this point you reach the Login Menu (see Creating a Pilot). In order to actually close the program, press Quit Game and answer Yes when prompted if you re sure.

OPTIONS

By clicking on the stack of books in the Main Menu, you ll enter the Options Menu.

CONTROLS

Key Configuration

Here you can change the controls for the different functions in the game. Under the Aircraft, Weapons and Misc. flaps you ll find all available settings. By double clicking on them with the mouse, you can assign new buttons and keys to the different functions.

Click Apply when you re happy with your new settings, or click Default Key Configuration to restore all controls to their default settings.

Input Configuration

Here you control the speed of the mouse. Move the slider to the left or the right and click Apply and the change is performed.

To play Airfix Dogfighter with a joystick, click on the joystick button here and click Apply.

Game Options

In this menu you control the visual settings of the game. You can turn off effects in order keep up the frame rate or maximize them if you re running Airfix Dogfighter on a fast computer.

THE PILOT ROSTER

By clicking on the photo in the Main Menu, you ll reach the Pilot Roster. Here you can view the medals you ve been awarded for succeeding with missions and the number of dogfights you ve won.

Your Scores

When playing Airfix Dogfighter you re constantly receiving points for your actions. This is then calculated into an achieved rank shown here. The total number of kills you ve rounded up is also shown here. These statistics are accounted from both Multiplayer and Single player games.

Awarded Medals

By clicking on the different Medals, you ll be presented with a short resume of how you achieved them and during which mission.

By clicking Close, you ll return to either the Main Menu or the Pilot Login depending on where you entered.

THE HOUSE EDITOR

By clicking on the map in the Main Menu, you ll load The House Editor. In here you can furnish your own dogfight levels and create interesting environments in which you and your friends can duke it out.

Select a New House

By clicking on the New House button, you can select which part of the house you would like to use. These are predefined and can t be altered. When clicking Select, the highlighted house will be loaded.

Loading a House

If you already have a house layout in which you would like to add, remove or re-arrange the furniture, you can load this by pressing Load House. Highlight the house you would like to open and press Load.

In the original installation of Airfix Dogfighter, there are a number of pre-furnished dogfight levels and these can also be loaded from here.

Controlling the Camera

There are two ways of controlling the camera. The default is the Fixed Cam, which you move by clicking on the three of the buttons in the bottom left corner of The House Editor. From left to right, the controls are tilt up and down, zoom in and out and rotate left and right.

The next button switches to the other camera mode, which is the Free Cam. Now you can control the camera with your mouse by pressing the right mouse button on the television screen, and keeping it pressed. By moving the mouse you turn the camera and by using the arrow keys you can zoom in and out and strafe left and right.

Using the Map and Floor selector

In order to shift between the different rooms in the scenes, you have several options. By pressing the up-down Arrow Buttons, you automatically shift between the different floors (if there is more than one available in the scene!). By pressing the Map button you ll get the plans of the house on which you can click on the different rooms in order to zoom into them (also here you can use the up-down Arrow Buttons if more than one floor is available.). The last way is to merely fly with the Free Cam through the doors of the house.

Selecting and placing objects

By clicking on any of the three buttons marked with blue signs, you ll be able to select new objects to be inserted into the scene. Under the first you ll find all the Furniture, Accessories are found under the second and the last one holds all the different Toys. Click on the Special flap in the Toy menu to find the Player Start Position. At least one of these must be placed in each scene.

When inside the dialogue window, you can browse through the categories of objects by using the flaps at the top. By highlighting an object from the list and clicking Select, you exit the window and enter the object into the scene.

Now, when the object is still controlled by the mouse, you can move it around with the mouse. When keeping the right mouse button pressed, you can rotate the object and move it up and down. When you are happy with the position of the object, press the left mouse button to release it. If you would like to move an object already placed in the scene, simply click on it and repeat the procedure.

If an object gets highlighted in red, this means it s positioned incorrectly, perhaps inside another object. Simply move it to a better position.

Controlling the environment

By clicking on the active doors in the scene, you can predefine if they re to be open or closed. They can also be locked. If you choose to use this option, the only way to open the doors in the game is to place a Key of the correct colour as a pick-up somewhere in the scene.

Doors leading to parts of the house that aren t available in your selected scene can t be manipulated in any way.

The lighting in the different rooms can also be controlled. By clicking on the light switches you turn the lamps on and off.

Saving your House

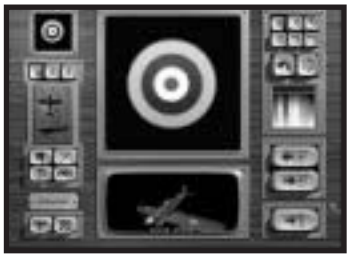
When satisfied with the layout of objects in your scene, click on the Save House button and type an appropriate name and click Save.

If you haven t placed a Player Start Position, a dialogue window will pop up and warn you about this. All dogfight scenes must have at least one of these in order to specify where the players are to be spawned. More than one is often required, though, in order to create a fun and functional scene. Click Yes to apply one to the scene.

Exiting the House Editor

In order to exit The House Editor, simply click on the Exit button and answer Yes in the following dialogue window.

THE PAINT ROOM



By clicking on the cans of paint and the brushes on the Main Menu, you ll launch The Paint Room. Here, you can create stickers to use on your plane in the multiplayer game. You can either modify the various stickers which come with the game, or create your own.

Selecting model and camouflage

In order to select which fighter you would like your sticker to be previewed on, click on the Model button in the lower left corner, and choose the one preferred from the list. You can also switch between the available camouflages by clicking on the Camo button next to the model button.

Using the Paint Tools

The tools you have at your disposal to create the stickers are all found up in the top right corner. There are Pen, Line, Fill, Erase, Circle and Square tools. Clicking with the left mouse button on the tools activates them, clicking the right mouse button brings up their Settings. Select colour by clicking in the palette.

The next two buttons down are Undo and Clear. Clicking on the Undo will cancel the last action performed. The Clear button erases the current sticker in the drawing window.

Place, View, Fetch and Remove

The buttons on the left side of the screen allow you to place and view your stickers on your chosen plane. In order to preview your sticker on the fighter, you must click the Place button (the pointing finger). By doing this, the sticker in the draw window will be placed on the position selected with the 1-2-3 buttons above. They represent the different locations on the fighter where the stickers can be placed. By clicking on the View button (the eye), the camera zooms in on the selected sticker position. Click on it again to zoom back out.

The Fetch button (paintbrush) selects the sticker in the chosen location, and places it in the editing screen. (Replacing any sticker already displayed.)

The Remove button (paint bucket) will remove a placed sticker from the currently selected sticker position.

Loading and saving stickers

The Load and Save buttons are located under the palette, on the right hand side of the screen.

Click on the Load button to load any of the pre-rendered stickers that are included. If you have saved any stickers, you can also load them from here.

In order to be able to actually use stickers you ve created, you must save them. Click on Save Sticker and enter an appropriate name. When this is done, the sticker will become available in the Player Settings Menu. (see PLAYER SETTINGS)

Exiting The Paint Room

In order to exit The Paint Room, press the Exit button in the lower right corner and answer Yes in the following dialogue window.

MULYIPLAYER DOGFIGHTS

Playing Airfix Dogfighter on a Network

The Multiplayer game allows up to 8 players to dogfight against each other over a Local Area Network, or the Internet. All that s required is that everybody has a computer connected to the network via the TCP/IP or the IPX protocol. (TCP/IP is required for Internet games.)

Click on the telephone on the Main Menu to get to the Multiplayer Menu.

Starting a Server

Clicking on the Start Server flap will bring up the dialogue window in which you can start a server to which other players can connect. First, enter a Server Name. Next, select one of the Available Levels from the list. If you have designed a level using the House Editor, it will appear here. Click on the Settings button to bring up the Settings menu. Use this to set the maximum number of players allowed (up to 8), set a time limit and even a crash limit, which prevents players from destroying themselves by crashing into things. To start the multiplayer game, click on the Start Server button. To exit from the multiplayer menu, click on Close.

To start an Internet game, you must connect to the Internet before starting Airfix Dogfighter. In order for other people to join your Internet game, they must enter your IP address or Server name in their Address Book (see below.)

Joining a Server

Under the Join Game flap, available Airfix Dogfighter servers will be listed. If at first none appear, press Refresh List. If you have both TCP/IP and IPX protocols installed, two servers will show up. Over a LAN, IPX is usually faster than TCP/IP so select that one. To join an Internet game, connect to the Internet before starting Airfix Dogfighter. For an Internet game, only TCP/IP servers will show up. These servers must be entered in your Address Book. Once you have selected a game, click on Join Game. Click on Close to exit the multiplayer menu.

Your Address Book

The last flap in the multiplayer menu is the Address Book. In order to add computers to your Address Book, which is necessary in order to reach them over the Internet, enter the IP number or the Server Name in the New Address window and click Add.

This address will then be scanned for available Airfix Dogfighter servers when Refresh is clicked in the Join Game menu. To delete an address, select it and click Remove. Click on Close to exit the multiplayer menu.

Player Settings

When you have joined a game or started a server, the Player Settings menu will appear. Here, you can select the type and appearance of your plane.

First, select what kind of fighter you wish to fly. They all have different characteristics, as in the Single Player game, so choose carefully.

Next, click on the Camouflages flap, to select a colour scheme for your chosen fighter. If you want to personalize it even further, click on the Stickers flap and select the stickers you would like applied. If you have created stickers in the Paint Room, they will be available here. (see THE PAINT ROOM).

When you are happy with your plane, click on Play.

Crashing and Dying

When shot down in a Multiplayer game, press your Primary Weapon button in order to re-spawn. If you would like to select a new fighter before re-spawning, press your Secondary Weapon button. This will bring up the Player Settings window.

Scores

To check who has gotten the most kills in a Multiplayer game, press the button for the Mission Info function (by default Tab). Pressing Esc brings you back to the game.

CREDITS

Click on the radar tower on the Main Menu to see the list of the hardworking people involved in the development of Airfix Dogfighter.

THE GAME

PLAYING

Using the controls

In order to successfully play Airfix Dogfighter, you must learn to master the controls. If you play with a joystick the controls should feel natural but if you re using the keyboard it might be a bit trickier. By default, you control the model with the Arrow Keys, adjust the thrust with D and C and fire your weapons with SPACE and Z. (See IN-GAME CONTROLS)

INTERACTING WITH THE ENVIRONMENT

Doors

Many of the doors in the Campaigns are locked and only some of these can be opened, either by finding the correct key or by shooting at them. Beware of an opening/closing door, though. If it hits you it will deal a large amount of damage, most likely enough to destroy your fighter.

Light Switches

By shooting the light switches in the rooms, you can turn the lights on and off. This feature will often decrease the visibility and make it harder to spot some targets. However, most units glow in the dark, which actually may help you to track them.

Breakables and Flammables

Many of the accessories scattered throughout the house can be shot to pieces. When these are broken you ll gain all sorts of usable pick-ups so wreak havoc and you ll be rewarded. Other objects might start to burn when you shoot them. Beware of an open flame since it will damage your fighter.

Other interactive objects

In different parts of the house, you might find other special interactive objects that will come in handy. Look for anything suspicious and fire a round of bullets at it to see if it activates anything.

The Weapons

Your primary weapon is always the machinegun and it s fired with SPACE. The secondary weapons change as you find new ones scattered about the house. By pressing the 1-8 keys, you select which to use or you can cycle through them by pressing KEYPAD 0. The secondary weapons are all fired with Z. You can see which secondary weapon you have selected by looking at the Secondary Weapon Display on the HUD (see below.)

Tech levels

The four most basic weapons in the game are the Machineguns, Cannons, Rockets and Bombs, and all have four advanced tech levels. Each new tech level reached increases the power of these weapons, making them more and more effective against your enemies. Your initial tech level is the same for all these weapons.

You advance the tech level by picking up Star/Cross insignias that are usually found inside breakables. When playing the Axis campaign, the pickups are in the shape of Crosses and, in the Allied campaign, they re shaped as Stars. Also, keep an eye open for the insignia with the golden wings since this is worth 10 ordinary Stars/Crosses.

Head-up Display

The Head-up Display feeds you with all the necessary information about your fighter and the mission. Pay close attention to these gauges and you ll stand a much better chance of surviving. From left to right, the gauges are:

Armour gauge

This gauge shows you the health of your fighter. As it falls, you ll start to smoke and eventually start to burn. When it reaches zero, your fuel tanks explode and you lose almost all control of the fighter as it tumbles toward the ground. If you receive even more damage, ending up on a negative armour score, you might detonate before you crash into the floor.

Fuel gauge

The fuel gauge keeps track of your fuel supply. Keep an eye on it since you wouldn t want to run completely dry. If this should happen, though, you can still fly but very slowly and unsteadily.

Primary weapon display

Since the Machinegun always is your primary weapon, the statistics for it are shown here. The colour of the icon shows which tech level you re at, green being the lowest (1) and red the highest (5), and the others ranging in-between. It also displays the amount of ammunition left.

Tech level counter

Here you can keep track of how many Star/Cross insignias you ve picked up. Every time you reach an even 10, you ll get a higher tech level on your basic weapons (at least until you reach 50 or more).

Secondary weapon display

Your currently selected secondary weapon is shown here. The colour of the icon displays the tech level of each weapon as on the primary weapon meter. Remaining ammunition for each weapon is also shown here. Some of the more advanced secondary weapons automatically start at the highest tech level. This doesn t raise the level of your other weapons, however!

Speed gauge

This gauge displays your current speed and your engine throttle. The meter shows your current engine throttle while the counter shows your actual speed. Since you can gain higher speeds than the maximum your engine can produce, by steep diving etc., these might differ from time to time.

The Radar

The radar is a very helpful tool while you play. Use it to locate pick-ups (blue dots), find hiding enemies (red dots) or to avoid projectiles (yellow dots) and the interior of the house (green lines). Your allies appear as green dots. Important pick-ups will appear as blue dots with pulsating red circles around them.

HOT KEYS

House Editor Controls

	Fixed Camera	Free Camera
ARROW LEFT	Rotate Left	Move Left
ARROW RIGHT	Rotate Right	Move Right
ARROW UP	Toggle height	Move forward
ARROW DOWN	Toggle Zoom	Move backward
L	Load House	
S	Save House	
N	New House Mode	
SPACE	Toggle camera mode	
M	Toggle Map mode	
+	Move up one floor	
-	Move down one floor	
1	Choose furniture	
2	Choose an accessory	
3	Choose a toy	
D	Duplicate appointed object	
Right Mouse Button	Rotate object around y-axis	
Left Mouse Button	Release object	
SHIFT	Snap object rotation 45 degrees	
DELETE	Removes selected object	
ESC	Exit / Undo object movement	

Paint Room Controls

F1	Pen tool
F2	Line tool
F3	Fill tool
F4	Zoom tool
F5	Circle tool
F6	Square tool
BACKSPACE	Clear drawing area
SHIFT	Fix aspects of the Circle and Square tool
Z	Undo last change in the drawing area
L	Load sticker
S	Save sticker
1	Change to upper wing sticker position
2	Change to lower wing sticker position
3	Change to fuselage sticker position
D	Clear current stickers
E	Fetch and Edit current stickers
P	Place stickers
V	Toggle View sticker
PAGE UP	Previous model
PAGE DOWN	Next model
HOME	Previous camouflage
END	Next camouflage
C	Select camouflage
M	Select model
ESC	Exit

In-game control

ESC	Menu
F1	Change camera view
LEFT SHIFT	Rear view
P	Toggle pause
D	Increase thrust
C	Decrease thrust
LEFT ARROW	Turn left
RIGHT ARROW	Turn right
UP ARROW	Pitch down
DOWN ARROW	Pitch up
SPACE	Fire primary weapon
Z	Fire secondary weapon
1	Use Cannon
2	Use Rockets
3	Use Bombs
4	Use Tesla Coil
5	Use Particle Beam
6	Use Homing Missiles
7	Use Para-mines
8	Use Atomic Bomb
KEYPAD 0	Toggle weapon
TAB	Mission info / Multiplayer info

TROUBLE SHOOTING

You ll find the troubleshooting guide in the README document, installed together with Airfix Dogfighter. Access it by clicking on the appropriate link under the Windows Start Menu.

TECHNICAL SUPPORT

For technical support, the EON Digital Entertainment Helpline 0870 241 0706 is open to UK callers between the hours of 8 am and 7pm Monday to Friday and 9 am till 5 pm on Saturday.

Automated support will be provided 24 hours a day, seven days a week. Email will be answered within 48 hours,

eondigital_support@aqinc.com