

TABLE OF CONTENTS

GETTING STARTED	2
System Requirements	2
Installation	2
INTRODUCTION	3
GAME CONTROLS	4
SETTINGS APPLICATION	5
YOUR PROFILE	5
MAIN MENU	5
INTERFACE	6
THE BLAZING ANGELS	8
QUICK TIPS	10
CAMPAIGN	10
STANDALONE MODES	13
MULTIPLAYER GAME MODES	14
MULTIPLAYER SQUADRON COMMUNICATION	16
PLAYING ONLINE	17
PLANES OF WWII	18
WARRANTY	inside front cover
TECHNICAL SUPPORT	inside back cover

GETTING STARTED

SYSTEM REQUIREMENTS

Supported OS: Windows® XP (only)

Processor: 1 GHz Pentium® IV or AMD Athlon™ processor (3 GHz Pentium IV or AMD Athlon or better recommended)

RAM: 256 MB (1 GB recommended)

Video Card: 64 MB DirectX® 9.0c compliant (256 MB recommended) (see supported list*)

Sound Card: Direct X 9.0c compliant

DirectX Version: DirectX 9.0c (included on disc)

CD-ROM: 12x or faster

Hard Drive Space: 6 GB

Peripherals Supported: Windows-compliant mouse, keyboard, joysticks, gamepad

Multiplayer: 64 Kbps upstream broadband internet connection or faster

*Supported Video Cards at Time of Release

ATI® Radeon® 8000/9000/X series

NVIDIA® GeForce™ 3/4/FX/6/7 series (GeForce 4 MX NOT supported)

Laptop versions of these chipsets may work but are NOT supported.

These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, video cards, or operating systems, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.

NOTICE: This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

INSTALLATION

Installing Blazing Angels™ Squadrons of WWII

To install Blazing Angels, follow these simple steps:

1. Start your computer.

2. Insert the Blazing Angels CD into your CD-ROM drive. The Autorun menu should appear.

Note: If the Autorun menu does not automatically appear, double-click on the My Computer icon located on your desktop, and then double-click on the icon that corresponds to your computer's CD-ROM drive. The Autorun menu should now appear.

3. Click on the Install button. The installation wizard now walks you through each step of the setup and installation process for the game.

4. After installing the game, select Ubisoft/Blazing Angels/ Play Blazing Angels from your computer's Start menu or double-click the Play Blazing Angels shortcut on your desktop. Doing either starts the game.

Note: The Blazing Angels CD must be in your CD-ROM drive to start the game.

Uninstalling Blazing Angels Squadrons of WWII

To uninstall Blazing Angels, follow these simple steps:

1. Start your computer.

2. Insert the Blazing Angels CD into your CD-ROM drive. The Autorun menu should appear.

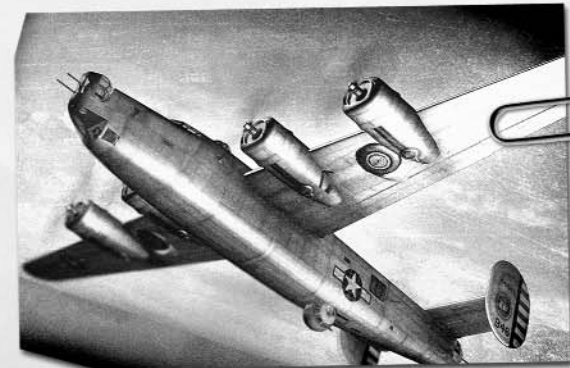
3. When the Autorun menu appears, click on the Uninstall button. The uninstall wizard automatically asks you if you really want to uninstall the game. If you are sure you want to remove Blazing Angels from your hard drive, click the Yes button. If you don't want to uninstall the game, click No, which cancels the process.

If you uninstall Blazing Angels, all previously saved profiles remain on your hard drive, unless you answer yes to the "Delete all configuration and saved game files?" question.

Note: You can also uninstall Blazing Angels by using the Add/Remove Programs control panel in Windows.

INTRODUCTION

Grow from an innocent rookie to a battle-scarred ace as you and your wingmen fight World War II's most legendary air battles. From the Battle of Britain to the fierce dogfights over the Pacific and all the way to the skies of Berlin, your pilot skills will create history as you lead your squadron of Blazing Angels to victory.



GAME CONTROLS

	PRIMARY MAPPING	COMPLEMENTARY MAPPING
ENEMY CAMERA	SHIFT	MOUSE BUTTON 2
TURN LEFT	LEFT ARROW	MOUSE LEFT
TURN RIGHT	RIGHT ARROW	MOUSE RIGHT
PITCH UP	DOWN ARROW	MOUSE UP
PITCH DOWN	UP ARROW	MOUSE DOWN
PRIMARY FIRE	SPACE BAR	MOUSE BUTTON 1
SECONDARY FIRE	ALT	MOUSE BUTTON 3
CLOSEST THREAT	Q	HOME
NEXT OBJECTIVE	E	END
LANDING GEAR	G	G
ROLL RIGHT	D	PAGE DOWN
ROLL LEFT	A	DELETE
SPEED UP	W	WHEEL UP
SLOW DOWN	S	WHEEL DOWN
SQUAD ORDER 1	1	NUMPAD 1
SQUAD ORDER 2	2	NUMPAD 2
SQUAD ORDER 3	3	NUMPAD 3
SQUAD ORDER 4	4	NUMPAD 5
MULTIPLAYER GENERAL CHAT	Y	Y
MULTIPLAYER TEAM CHAT	T	T
MULTIPLAYER STATUS	TAB	TAB

SETTINGS APPLICATION

The settings application starts automatically when you launch the game for the first time. The settings application lets you modify your graphics and sound settings or customize the controls. This is easily done by accessing the appropriate tab of the application.

You can launch the application at any time by choosing Start Menu → All Programs → Ubisoft → Blazing Angels Squadrons of WWII.

- **Graphics Settings:** Change resolution and refresh rate to increase either visual quality or overall game performance. You can also run the game in Window mode by choosing the window checkbox.
- **Sound Settings:** Choose which sound card you will use in the game.
- **Advanced Settings:** Change the landscape and water detail level, object and sky resolution, and view distance in order to improve graphic quality or overall game performance. You can also enable multithreading and disable the input from your gamepad/joystick.
- **Game Controls Settings:** Customize the controls for keyboard, gamepad, or joystick.
- **Online:** Create an online account for playing Blazing Angels online.

You can also change the graphic and advanced settings by choosing one of the three presets – Low, Medium, or High – to increase either visual quality or overall game performance.

YOUR PROFILE

The first thing to do is to create your own profile, which is how you will appear in Campaign and LAN games. The profile contains information such as your name, your campaign advancement, the number of planes you have unlocked, and your rewards and stats.

Warning: The profile name is NOT used in online games. To play online, you need a Blazing Angels online account.

MAIN MENU

Campaign: Lead the Blazing Angels in the fiercest air battles of WWII. This game mode is the “meat” of the single-player Blazing Angels experience.

Standalone: Not in the mood for a full-fledged mission? Try this game mode, which contains three different challenges – a mini campaign, an arcade-style dogfight, and an ace duel.

Multiplayer: Face your friends online or on a Local Area Network (LAN).

Player Profile: Manage your profiles.

Player Status: Check your stats, scores, and rewards. Your hangar and trophy room are here as well.

Options: Customize the game experience, including music, FX, and video.

Quit: Exit the game.

INTERFACE



The text displayed on-screen falls into one of these categories:

- Orders, confirmations, and combat reports (white).
- Important story messages, warnings, or information essential to the progress of the game (yellow).

Enemies are always marked in red, allies are marked in green, and your wingmen are marked in blue.

< > are allied fighters.

> < are enemy fighters.

— are bombers (either allied or enemy).

▼ are ground targets (trucks, tanks, buildings).

□ are ships (boats, destroyers, carriers).

The currently selected target is always surrounded by a white blinking outline.

The crosshairs change shape when your plane gets within firing range of the selected target.

The crosshairs also turn red when your bullets hit something.

Lastly, the crosshairs display a big red X when you're aiming at an allied plane or a wingman.



ROCKET-LAUNCHING INTERFACE

When the rocket launcher is available as secondary weapon, a reticle appears around the crosshair. It displays the number of rockets still available; as new rockets are charged in the launcher, the reticle fills up.



BOMBING INTERFACE

The reticle on the ground marks the exact location where the bombs will fall. It also displays the number of charges remaining.

TORPEDO INTERFACE

When the crosshairs are close to the currently selected target, the torpedoing system is displayed.

The horizontal line shows the plane's distance from the currently selected target. The vertical line displays the plane's altitude. When both lines turn green, you can launch the torpedo by pressing the Secondary Fire key.

The dotted reticle around the crosshairs displays the number of charges available; in this screenshot, a single torpedo remains.



PHOTO INTERFACE

When the selected target is in the area delimited by the markers, the markers turn from black to green. The simplest way to do this is to use the follow camera (press and hold the Follow Camera key).

When the plane is in the photo-shooting range, the upper reticle also turns from black to green.

When both the markers and the reticle are green, you can shoot photos by pressing the secondary fire key; click and hold the secondary fire key until the shooting gauge at the right fills up.

THE BLAZING ANGELS

In Blazing Angels, the squadron is one of the player's most valuable assets. The player can issue orders to his three wingmen (Tom the shield, Frank the hunter, and Joe the mechanic) using the Squad Order keys.

Press the Squad Order 1 key: Order Joe to use his Repair ability (Joe will send the player a repair combo to help fix the damaged plane).

Press the Squad Order 2 key: Order Tom to use his Taunt ability (all enemies currently engaging the player will engage Tom).

Press the Squad Order 3 key: Order Frank to use his Ace Attack ability (attack selected enemy group).

Press the Squad Order 4 key: Toggle between options to decide the rules of engagement (ROE) for the whole squadron. These ROEs are:

- **Offensive:** The wingmen will engage enemies based on proximity and importance to the mission objective.
- **Defensive:** The wingmen will engage enemies based on the threat to the player or to themselves.
- **Formation:** The wingmen will try to maintain formation and will engage enemies only when under attack.

Tom's role in the squadron is to be the player's shield – he always stays near the player, attacking any foe threatening the player's life.

Tom's special command is Taunt. If the Taunt command is selected, Tom will taunt all enemies so that they temporarily attack him instead of their current target. Thus, the player will be able to fly freely for a short time.

This specific command is possible only if Tom's special icon (a shield) is lit. After he uses the command, the icon will empty and then slowly refill.

If Tom's shield icon isn't lit, the Taunt command is unavailable.

Tom



Frank

Frank's role in the squadron is the hunter – he's eager to kill any opponent he meets, no matter how powerful.

Frank's specific command is Ace Attack. If the player gives Frank the Ace Attack command, Frank will go all-out on the target indicated and all the other enemies in the target's formation. Usually, Frank can shoot down at least three or four enemies in the short time he is in "lightning attack" mode.

This specific command is possible only if Frank's special icon (a lightning bolt) is lit. After he uses the command, the icon will empty and then slowly refill.

If Frank's lightning icon isn't lit, the Ace Attack command is unavailable.

Joe's role in the squadron is the mechanic. He can find new ways to fix the player's plane, even during action – there no need to flee and land.

Joe's specific command is Repair. If this command is issued and the player's plane has received enough damage, Joe will ask the player to perform a key combo. Each correct press will repair the plane a little; successfully pressing all keys will make the aircraft good as new. A bad key press will end the combo.

This specific command is possible only if Joe's special icon (a wrench) is lit. After he uses the command, the icon will empty and then slowly refill.

If Joe's wrench icon isn't lit, the Repair command is unavailable.

Joe



QUICK TIPS

1. When you speed up, turning is slow. Press the Brake key to make tighter turns and then speed up (Accelerate key) to catch your opponents.
2. Learn to use the follow camera. To activate the camera, press and hold the Follow Camera key – this is the best way to find out where your selected target is. If someone shoots at you, press the Closest Threat key to make it your target, then press and hold the Follow Camera key to see it. When you release the Follow Camera key, the camera switches back to the standard behind-the-plane view.
3. Use your wingmen or the missions will be much harder.
4. Learn your wingmen's strengths and weaknesses:
 - Tom is a great protector, but do not overuse him or he might be shot down and bail out.
 - Frank is a terrific hunter, but careless.
 - Joe is your only one who can repair your plane – lose him and the mission will be much harder.
5. The wingmen will give you valuable hints – if their words are displayed in a different color, you need to pay attention.
6. Always read the mission objectives carefully. During missions, watch the scenery carefully for clues on the status of the objectives – for example, damaged buildings gradually catch fire, enemy planes have different graphical effects according to the damage taken, etc.

CAMPAIGN

The story of the Blazing Angels covers the whole of WWII, from the first clashes of the Battle of Britain to Pearl Harbor and the fall of Berlin. Campaign mode puts you at the command of the Blazing Angels through 18 of their most famous missions; some of them are highlighted in the following pages.

OPERATION DYNAMO (DUNKIRK)

Dunkirk was the theater of the largest troop evacuation in WWII. As the German armored troops successfully invaded France through the Ardennes region and rapidly advanced, they cut off the British, French, and Belgian forces and trapped them against the Atlantic coast, quickly forcing them onto a small strip of land around Dunkirk.

Almost 340,000 troops were evacuated using over 900 ships (including hundreds of fishing boats, yachts, and other civilian vessels) despite heavy attacks from the Luftwaffe. During Operation Dynamo, the Luftwaffe lost 132 planes and the Royal Air Force lost 177. It also was the baptism of fire

for a boy who would become one of the aces of WWII, and the birthplace of the legendary Blazing Angels squadron.

THE BATTLE OF BRITAIN (LONDON)

In order to successfully invade Britain, the Germans needed to acquire air superiority over the British Channel and the southeast coast. This could only be done by destroying the RAF, which the Germans attempted to do in what would become known as the Battle of Britain, the first major battle to be fought entirely in the air.

The Luftwaffe, leading more than 3 to 1 in numbers (about 2,600 German aircraft for the almost 700 British aircraft) started by attacking shipping convoys in the Channel and isolated radar stations on the southeast coast, to test the British defenses. Afterwards, the Luftwaffe's plan was to destroy the aircraft of Fighter Command – and massive raids were sent over the British airfields day and night.

When those attacks seemed ineffective (while, in fact, the continuous German pressure was wearing out the pilots and the situation was difficult for the RAF) the Luftwaffe switched to “the Blitz” – a series of massive attacks over London and other major cities, intended to destroy the aircraft industry and to weaken the people's morale. On September 15, 1940, the Luftwaffe launched an all-out attack on London with more than 800 planes; the results were so poor that the German High Command realized they couldn't win the battle and gradually retired their forces to prepare for the opening of the Eastern Front.

During the conflict, the Luftwaffe lost about 1,900 aircraft while the RAF lost almost 1,600. A legend circulated among the British pilots of a crazy American who shot down over 50 planes during the largest bombing raid over London. Perhaps you'll get to know his name.

“A DATE WHICH WILL LIVE IN INFAMY” (PEARL HARBOR)

On the morning of December 7, 1941, 350 Japanese planes attacked the Pacific Fleet of the United States Navy, based in Pearl Harbor, Oahu, Hawaii. The attack destroyed or damaged 14 warships and about 400 aircraft, and killed more than 2,400 people. Because the attack was unprovoked and unannounced, the public widely regarded it as treason and supported without reserve the U.S. declaration of war against Japan.

The attack wasn't as devastating a blow as the Japanese had hoped; the three U.S. Navy Fighter carriers weren't in the harbor during the attack, and the Japanese didn't destroy the oil tank farms and the machine shops on Oahu, thus allowing the U.S. Navy to recover the lost ground in less than a year. What history doesn't tell us is that this quick recovery was in part the result of the valiant effort of the Blazing Angels.

THE TURNING POINT (BATTLE OF MIDWAY)

Six months after Pearl Harbor, the Japanese were annoyed enough by the Pacific Fleet's aircraft carriers to start a large operation intended to draw out and destroy the fleet. The plan was to launch a surprise attack on the U.S. base in Midway, and then invade the atoll and set up a Japanese air base there.

However, U.S. intelligence had already deciphered the Japanese's JN25 code, and soon knew everything about the Midway operation. The Navy set up an ambush and, on June 4, 1942, the largest carrier battle of WWII started. Despite inferior numbers and firepower, the U.S. Navy forces relied on the determination and guts of their pilots. That, and a large dose of luck, cost the Japanese no less than four valuable carriers, while the Americans only lost one of their three carriers. Long after the war ended, a curious historian gathered all the mission reports of the Midway battle and was astonished to find that one squadron was present at every one of the most important Midway clashes.

THE PACIFIC FORTRESS (RABAU)

The oil and natural gas resources of Papua New Guinea made the islands perfect targets for the Japanese expansion in the Pacific. Unable to protect Rabaul, the British evacuated all the women and children in December 1941; just weeks later, the Japanese announced the incoming invasion with a massive bombing raid and finally took hold of the island at the end of January 1942.

After the occupation, the Japanese developed Rabaul into a huge fortress and supply base, the support base for all their southern Pacific operations. They dug over 500 kilometers of tunnels as shelter from the Allied air raids and built 15 subterranean hospitals, one of them 4 km in length with a capacity of 2,500 patients.

The Allies decided an invasion of Rabaul would be too costly; instead they successfully isolated it by establishing a ring of airfields on nearby islands and constantly attacking both Rabaul and any Japanese forces trying to close in. It was during these bombing and ground attack runs that the Japanese started telling the story of the crazy Einjeru Gaijin – a squadron of fearless pals jumping into the middle of the fiercest battles. Sounds like something we've already heard about...

Cut off from the resupply lines and constantly bombed by the Allied air forces, the Japanese base became a useless fortress. However, the Japanese held Rabaul until the end of the war, in August 1945.

LIBERATION OF PARIS

With the Allies rapidly advancing on Paris, a general strike broke out on August 18, the day on which all Parisians were ordered to mobilize.

Despite orders from Hitler that Paris should be held to the last man and the city should be set afire, General Dietrich von Choltitz surrendered on August 25, after initial heavy fighting with Leclerc's French 2nd Armored Division. On the same day, Charles de Gaulle, leader of the Free French Forces, made a rousing speech to the population. Victory parades followed a few days later, by which time the city was secure. An obscure episode of the war was the involvement of a lone American squadron in supporting Leclerc's armored divisions. Who knows, maybe without their efforts Paris would have indeed been left in flames...

THE END OF WAR (BERLIN)

As the Soviet Army pursued its unstoppable advance towards Berlin, Hitler asked the Germans to keep fighting and nominated Berlin a "fortress" that was to be defended up to the last man standing. The final battle for Berlin started on April 16, 1945 – street by street, house by house, more than 1.3 million Russian soldiers faced the nearly 200,000 German troops. The German resistance was bitter and deadly; the Russians needed 10 days to surround Berlin and five more days to finally raise their flag over the Reichstag. However, what the history books don't mention is that the end of the Third Reich had been decided weeks before, during one last huge bombing run over Berlin...

STANDALONE MODES

The standalone game modes offer different challenges from those of the Campaign. Playing them might give you the upper hand in the Campaign missions by earning you better aircraft.

MINI-CAMPAIGN

After choosing one of the two mission types – Dogfight or Tactical Bombing – you'll be thrown directly into the middle of the battle. Your plane, your enemies, and the map are predefined. There are six different missions in each type; only the first mission is available at the beginning, and you unlock new missions by completing the existing ones. Completing the Dogfight type (by clearing all six missions) will upgrade the machine guns and cannons for all planes; completing the Tactical Bombing type will upgrade all the bombs, torpedoes, and rockets. Each Mini-Campaign completed will unlock two new planes – fighters for Dogfight Campaign and bombers for Bombing Campaign.

ARCADE

This game mode is like a classic coin-op game – you must fight alone, under time pressure, against successive waves of enemies. As you beat them, time and health bonuses allow you to continue playing and achieve

record scores. Destroying fighters gives you more time; destroying bombers repairs your plane. Completing the Arcade mode gives you an improved version of the plane you flight.

ACE DUEL

Just as the name says, you'll fight an enemy ace flying the same model plane as you. The planes you can fight depend on the status of the campaign, and you can unlock more as you progress. Winning a duel earns you a specific "ace" skin for your plane.

MULTIPLAYER GAME MODES

There are three main multiplayer modes in Blazing Angels:

- **In Solo mode**, every player plays for himself, trying to defeat all others.
- **In Co-op mode**, all the players have a common goal, fighting against the AI.
- **In Squadron mode**, teams of up to eight players compete against each other.

The Solo game modes are:

- **Dogfight:** The classic deathmatch mode, in which each player tries to kill all others. Each kill is scored, and the game ends when the predetermined time or score limit is reached.
- **Aces High:** The first player to kill another becomes the Ace. If a player kills the Ace, he becomes the Ace himself. The Ace is the only one whose kills are scored. The game ends when the predetermined time or score limit is reached.
- **Seek and Destroy:** To score, a player must kill every other player once. At the beginning, all the players are marked as available targets; after you kill one, you no longer see it as marked. Of course, you can still kill the non-marked players, but it won't help you score. If a player crashes into ground, he will be penalized one target objective – the last player he killed will be marked again. The game ends when the predetermined time or score limit is reached.

The Co-op game modes are:

- **Dogfight:** Straightforward brawl against waves of attacking enemy AI planes, with points awarded for staying alive and for killing enemies. Each player has a limited number of respawns; the game ends when all players are dead.
- **Onslaught:** The players must kill as many planes as possible in the predetermined time limit; the enemies are large bomber formations escorted by fighter squadrons. Both enemies and players are respawned immediately after being killed; there is no respawn limit.

- **Bombing Run:** The players must destroy the AI-controlled base, defended by guns and enemy fighters. At least one of the players must fly a bomber, as the game ends when the enemy base is destroyed. There is no respawn limit, and points are scored for killing enemy units and destroying the base in record time.
- **Kamikaze:** The enemies are waves of kamikaze fighters; the player's job is to protect a base against their relentless attack. The game is lost when the base is destroyed and won when the time limit is reached.
- **Historical Missions:** This game mode allows several players to complete the Campaign missions together, playing cooperatively. New missions are unlocked as they're completed in Campaign mode.

The Squadron game modes are:

- **Dogfight:** The classic team vs. team deathmatch, where one team tries to outscore the other. Each kill is scored, and the game ends when the predetermined time or score limit has been reached. Friendly fire is optional.
- **Capture the Base:** Teams fight to control bases (airstrips or carriers). Controlling a base is done by landing a plane, staying on the base for a few seconds, and then taking off. Once the base is "captured," the team who captured it starts raking in points, as each controlled base earns one point per second. At the beginning of the game, all bases except the starting ones are neutral; landing on a base captured by the enemy team returns it to neutral status. The game ends when the score limit is reached.
- **Bombing Run:** Each team must destroy the other team's base. Bases are destroyed when five bombs land on the targets. At least one of the players in each team must fly a bomber. The game ends when the enemy base is destroyed. There is no respawn limit.
- **Kamikaze:** Each team must destroy the other team's base. Bases can't be damaged unless players dive into the targets, destroying their planes in the process.

MULTIPLAYER SQUADRON COMMUNICATION

COOPERATIVE MULTIPLAYER

Players can issue requests to the other members of their squadron using the directional pad. Any player can issue a request, and any other player can respond to it. If nobody confirms the request for several seconds, the request is ignored. Successive requests can be made only at 30-second intervals.

SQUAD ORDER 1: REPAIR ME

A player whose plane needs to be repaired can issue this request; the first player to confirm the request will have to perform a repair combo for his comrade. Therefore, the life of the requesting player depends on his wingman performing the repair combo.

SQUAD ORDER 3: TAUNT

A player who feels like he's hunted by too many opponents can issue this request. The first player to confirm the request will automatically be selected as target for all enemies currently engaging the requesting player.

ADVERSARIAL MULTIPLAYER

As in Cooperative Multiplayer, a player issues a request, and another can respond to it. Requests are ignored after a few seconds, and a new request can be made by the same player after 30 seconds.

SQUAD ORDER 1: ATTACK MY TARGET

The first player to confirm the request will automatically switch his target selection to the requesting player's currently selected target (or target group).

SQUAD ORDER 3: DEFEND ME

The first player to confirm the request will automatically switch his target selection to the closest threat engaging the requesting player.

PLAYING ONLINE

If you have signed up for a Blazing Angels online account, you can play either with or against other players online. If you do not have an account, you can sign up for one in the online menu. This will allow you to play Blazing Angels online.

ONLINE MENU

Once you are in the Online menu you can create or join a game session in order to play with or against other players in multiple game modes and game types.

The Online menu options are as follows:

Sign In: Sign in with your Blazing Angels online account and password.

Create Account: If you do not have a Blazing Angels online account you can create one from this in-game menu.

After logging in to your Blazing Angels online account you can access the following options:

Join Match: Join an existing game session. This submenu will let you search through the game sessions. You can filter the search by:

- Map.
- Game type.
- Game mode.
- Side to fly (Allies/Axis).
- Plane category (early/mid/late war).

Create Match: Create your own game session with your custom settings: map, game type, game mode and plane category.

Sign Out: Sign out of your Blazing Angels online account.

PLANES OF WWII

Playing through the Blazing Angels campaign offers the chance to fly some of the most famous planes of WWII. Successfully ending each mission will automatically unlock a new plane for the following mission.

Even more, for each Allied plane unlocked during campaign, another Axis plane will become available for playing with in standalone modes or multiplayer. Extra bonus planes will be unlocked in certain key missions.

Each plane performance is represented in an easy-to-understand mode. The plane performances depend on war period and specialty. The playable plane categories are fighters, fighter bombers, dive bombers, and torpedo bombers.

BLAZING ANGLES LIST OF PLAYABLE PLANES

GLADIATOR FIGHTER

Speed: ★★★★★☆
Acceleration: ★★★★★☆
Maneuver: ★★★★★☆
Firepower: ★★★★★☆
Hit Points: ★★★★★☆



HURRICANE FIGHTER BOMBER

Speed: ★★★★★☆
Acceleration: ★★★★★☆
Maneuver: ★★★★★☆
Firepower: ★★★★★☆
Hit Points: ★★★★★☆



SPITFIRE FIGHTER BOMBER

Speed: ★★★★★☆
Acceleration: ★★★★★☆
Maneuver: ★★★★★☆
Firepower: ★★★★★☆
Hit Points: ★★★★★☆



SPITFIRE V FIGHTER

Speed: ★★★★★★
Acceleration: ★★★★★★
Maneuver: ★★★★★★
Firepower: ★★★★★★
Hit Points: ★★★★★★



SEAFIRE FIGHTER

Speed: ★★★★★☆
Acceleration: ★★★★★☆
Maneuver: ★★★★★☆
Firepower: ★★★★★☆
Hit Points: ★★★★★☆



HURRICANE II FIGHTER BOMBER

Speed: ★★★★★☆
Acceleration: ★★★★★☆
Maneuver: ★★★★★☆
Firepower: ★★★★★☆
Hit Points: ★★★★★☆



P-40C WARHAWK FIGHTER

Speed: ★★★★★☆
Acceleration: ★★★★★☆
Maneuver: ★★★★★☆
Firepower: ★★★★★☆
Hit Points: ★★★★★☆



DEVASTATOR TORPEDO BOMBER

Speed: ★★★★★☆
Acceleration: ★★★★★☆
Maneuver: ★★★★★☆
Firepower: ★★★★★☆
Hit Points: ★★★★★☆



DAUNTLESS DIVE BOMBER

Speed: ★★★★★☆
Acceleration: ★★★★★☆
Maneuver: ★★★★★☆
Firepower: ★★★★★☆
Hit Points: ★★★★★☆



F4F WILDCAT FIGHTER BOMBER

Speed: ★★★★★☆
 Acceleration: ★★★★★☆
 Maneuver: ★★★★★☆
 Firepower: ★★★★★☆
 Hit Points: ★★★★★☆



AVENGER TORPEDO BOMBER

Speed: ★★★★★☆
 Acceleration: ★★★★★☆
 Maneuver: ★★★★★☆
 Firepower: ★★★★★☆
 Hit Points: ★★★★★☆



F4U1 CORSAIR FIGHTER BOMBER

Speed: ★★★★★★
 Acceleration: ★★★★★☆
 Maneuver: ★★★★★☆
 Firepower: ★★★★★☆
 Hit Points: ★★★★★☆



P47 THUNDERBOLT FIGHTER BOMBER

Speed: ★★★★★★
 Acceleration: ★★★★★☆
 Maneuver: ★★★★★☆
 Firepower: ★★★★★★
 Hit Points: ★★★★★★



P-51D MUSTANG FIGHTER BOMBER

Speed: ★★★★★★
 Acceleration: ★★★★★☆
 Maneuver: ★★★★★☆
 Firepower: ★★★★★☆
 Hit Points: ★★★★★☆



FW-190A FIGHTER BOMBER

Speed: ★★★★★★
 Acceleration: ★★★★★☆
 Maneuver: ★★★★★☆
 Firepower: ★★★★★★
 Hit Points: ★★★★★☆



TEMPEST FIGHTER BOMBER

Speed: ★★★★★★
 Acceleration: ★★★★★★
 Maneuver: ★★★★★☆
 Firepower: ★★★★★★
 Hit Points: ★★★★★☆



B-17 FLYING FORTRESS LEVEL BOMBER

Speed: ★★★★★☆
 Acceleration: ★★★★★☆
 Maneuver: ★★★★★☆
 Firepower: ★★★★★★
 Hit Points: ★★★★★★



P-51H FIGHTER BOMBER

Speed: ★★★★★★
 Acceleration: ★★★★★★
 Maneuver: ★★★★★☆
 Firepower: ★★★★★☆
 Hit Points: ★★★★★☆



PLANES BY COUNTRY

Great Britain	United States	Germany	Japan
Gladiator	P-39 Airacobra	Me109 E	A6M2 Zero
Beaufighter	P-40 Warhawk	Me109 G	Ki43 Hayabusa
Hurricane	F4F Wildcat	Me 109 K	N1KJ Shiden
Hurricane MkII	F4U1 Corsair	Me110 C	J2M Raiden
Spitfire	P47 Thunderbolt	Me110 E	Kikka
Spitfire MkV	F6F Hellcat	Me 110 G	B5N2 Kate
Seafire	P51D Mustang	FW190A	D3A Val
Spitfire Mk IX	P51H Mustang	FW190D9	
Typhoon	Devastator	Me 262	
Tempest	Dauntless	Ju87B Stuka	
Swordfish	Avenger		
	B17 Flying Fortress		

NOTES:

NOTES:

Register this game now and stay in the know!

It's simple: Go to www.ubireg.com and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on www.ubi.com!

Thanks,
The Ubisoft Team

Blazing Angels™ Squadrons of WWII



© 2006 Ubisoft Entertainment. All Rights Reserved. Blazing Angels, Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries.