Red Baron II®

Multiplayer

Red Baron II

MULTIPLAYER

SIERRA

TABLE OF CONTENTS

MANUAL NOTE

Some minor changes may have been made to this game after this manual was printed. Please check the On-Line Help for last-minute changes, additions, and corrections to this document.

INTRODUCTION

Red Baron II Multiplayer lets you experience the excitement of World War I air combat against human players—across the room or across the world.

Red Baron II Multiplayer can be played by one team against another or every player for themself. There is also the option of playing a solo game to practice your technique. Depending on the game type, you may be assigned to destroy a number of enemy targets, or just to shoot down as many enemy planes as possible.

There are game difficulty options to suit different skill levels. The game can be set up to let you take off and land automatically, turn off enemy anti-aircraft batteries, and give you varying numbers of lives and ammo. You can also choose the most realistic difficulty settings, including blackouts, red outs and G-force structural damage to your airplane.

You can chat with the other players throughout the game to decide on teams, to set game options, to communicate your position during flight, and to discuss the game when it's over.

MULTIPLAYER VERSUS SOLO GAMES

The Multiplayer Game is the heart of the *Red Baron II Multiplayer* CD. However, the game may be played in *Solo Mode*, without a multiplayer connection, allowing you to engage in target practice and polish your flying skills. In Solo mode, you can shoot at ground targets and dodge enemy anti-aircraft fire, but there are no opponents to engage in dogfights. For details on setting up a solo game, refer to page 14. The main part of this manual describes how to set up and begin a multiplayer game.

STARTING A GAME

Create or select a pilot. The first step in playing *Red Baron II Multiplayer* is for all players to set their pilot identities. This is done from the Pilot Roster screen that appears on startup. Players who have not played the game previously must first create an identity by clicking the **New Pilot** button and entering a name. Established pilots will already be displayed in the Pilot Roster along with their statistics.

1. **Who is the host?** In a multiplayer game, one pilot must be designated as the *host*. The host is determined during the connection process. All subsequent players join the game by connecting to the host as *guests*.

2. **Establish a connection.** The next order of business is to establish a connection with other players. This can be done in a number of ways: though the Internet, over a local area network (LAN), modem-to-modem, or between two computers over a serial connection. The Multiplayer Wizard takes you step-by-step through making each of these connections; for a detailed walkthrough of this process, see *Connection Types* (Page 4.)

3. **Talk it up.** All players can converse with each other throughout the setup process. Most of the setup screens have a chat box which can be used to carry on discussions. This allows everyone to provide input on what the game options should be and how the team rosters should be arranged.

4. **Set the game parameters.** The host establishes all of the game parameters from the Game Options screen. For details on each option, see the *Game Options* section (Page 9.)

5. **Pick your plane.** All players get to pick their own planes. This is also done from the Game Options screen.

6. **Play the game.** Once all players are ready, the host clicks the **Play Game** button on the Game Options screen to get things rolling. Each of the other players (the guests) must then also click on **Play Game**. When all players have done so, the game begins.
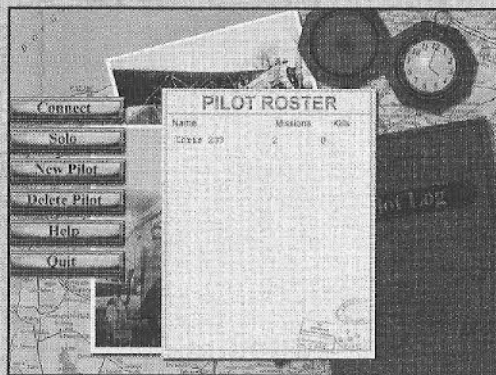
THE MULTIPLAYER WIZARD

Note: You can get help in the Multiplayer Wizard by leaving the cursor on a dialog box item for a second. A tooltip window will appear that explains the item.

The Multiplayer Wizard will take you through the process of setting up the connection for a multiplayer game, one easy step at a time. It will enable you to choose a connection type, choose your player name, host or join a game, and chat until all players are connected. After the Wizard has taken you through all of these steps, the Game Options screen appears to allow the game parameters to be set (Page 8.) The available options differ depending on whether a player is the host or a guest. The following sections explain the process for each type of connection.
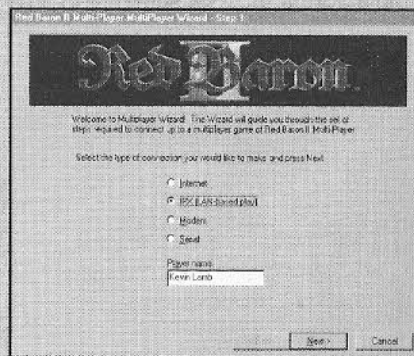
CONNECTION TYPES

FIGURE 2 STEP 1 OF THE MULTIPLAYER WIZARD ALLOWS YOU TO SELECT A CONNECTION TYPE AND YOUR PLAYER'S NAME.

There are four connection types from which to choose: Internet, LAN, Modem, and Serial. (Only the types for which your system has the necessary components will be enabled. For example, if you don't have a modem, the Modem option will be dimmed.)
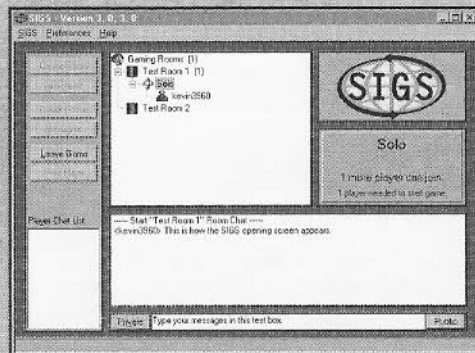
INTERNET CONNECTION

FIGURE 3 THE SIGS MAIN SCREEN.

The Internet version of *Red Baron II Multiplayer* is run through the Sierra Internet Gaming System (SIGS). Most typical Internet connections will be able to view the SIGS interface. (If problems arise, check to see that your Internet connection uses the SLIP/PPP protocol with WinSock32 support.)

Connecting to SIGS:

Upon selecting the Internet option and clicking **Next**, your system will try to establish an Internet connection and link to the SIGS game servers. If your computer has trouble making the connection automatically, you may be able to get around the problem by making the connection manually prior to starting the game. *There is no charge for using SIGS.* If you are a new member, you will be asked to enter your name and other information. Your password will be sent to you via email (You can tell SIGS to remember your password for you by checking the "Save Password" option.)

Joining or Starting a Game:

1. After you log on to SIGS, the Gathering Place screen will be displayed. You can choose to join an already-existing room, or create an entirely new room instead. The SIGS Chat is a good place to look for games that are getting ready to start. (The messages that appear in the chat display box apply only to the currently selected room.)

2. When you see a game you want to join, click on the game name, then click **Join Game**. The game's host (called a "captain" on SIGS) will decide if you can join or not. (Some groups will want to keep their games private and won't allow unknown players to join in.) You can also choose **Create Game** and invite others to join.

3. When all players have joined the game, the host clicks **Start Game** to get things rolling.

4. At this point, the SIGS interface becomes invisible until the game is over. The rest of the game setup takes place as if the SIGS interface were not present. (The Game Options must be set,

then the game play will begin; see the appropriate sections below.)

5. When you leave the game, you will be escorted back to the SIGS Gathering Place where you can chat or join another game. If you are accidentally disconnected from a game, the Multiplayer Wizard screen reappears; you can log back on to SIGS, but you will be locked out of your former game.

SIGS Help and Support

SIGS is a product that is being continuously updated. When you use SIGS, your computer will automatically be provided with the latest features and improvements from the SIGS team.

For further information about using SIGS, use the Online Help option in the SIGS area (you need a Web browser to view the Online Help). Other useful information, answers to frequently asked questions, and technical support may be found through the Internet at: http://sigs.sierra.com.

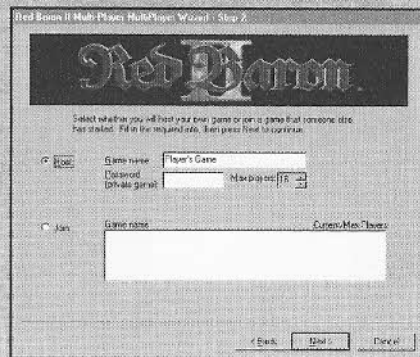# LOCAL AREA NETWORK (IPX) CONNECTION

FIGURE 4 THE LAN CONNECTION SCREEN.

1. When you select the LAN option in the Multiplayer Wizard, you have the option of hosting or joining a game. As a host, you are asked to enter a game name, a password (for a private game), and the maximum number of players.

2. If you are joining a LAN game, click the option that says **Join**, then find the name of the game in the list box and click on it.

3. Click **Next**.

4. A status screen appears that shows the players who are ready to play. The players may chat with each other at this point. When everyone is present, the host clicks the **Finish** button. The Game Options screen appears. (See page 8.)
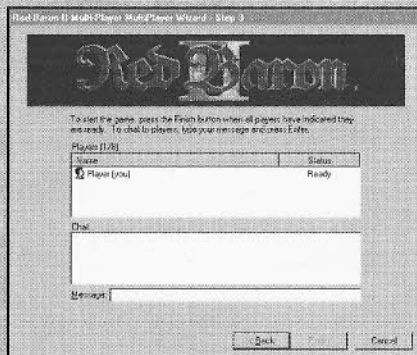
FIGURE 5 THE PLAYER STATUS SCREEN.

MODEM CONNECTION

When you select the Modem option in the Multiplayer Wizard, you have the choice of hosting or joining a game.

1. Make sure that both computers (host and guest) are using the same modem settings.
2. The *host* player selects **Host**, then clicks on **Next** to bring up the Player Status screen (Fig. 5) and put his machine into "answer" mode.
3. The *guest* player selects **Join** and then clicks on **Next** to tell his computer to dial the host computer. When this connection is successfully made, the guest computer also displays the status screen (Fig. 5).

4. With both machines displaying the status screen, the host and guest can then use the chat box to discuss the game settings.
5. When both players are ready to play, the host clicks on **Finish** and the Game Options screen appears. (See page 8.)

FIGURE 6 THE MODEM CONNECTION SCREEN.

SERIAL CONNECTION

When you select the Serial option in the Multiplayer Wizard, you have the choice of hosting or joining a game.

1. Make sure that both computers (host and guest) are using the same serial settings.
2. The *host* player selects **Host**, then clicks on **Next** to bring up the Player Status screen (Fig. 5) and put his machine into "ready" mode.

3. The *guest* player selects **Join** and then clicks on **Next** to tell his computer to connect to the host computer. When this connection is successfully made, the guest computer also displays the status screen (Fig. 5).
4. With both machines displaying the status screen, the host and guest can then use the chat box to discuss the game settings.
5. When both players are ready to play, the host clicks on **Finish** and the Game Options screen appears. (See next section.)
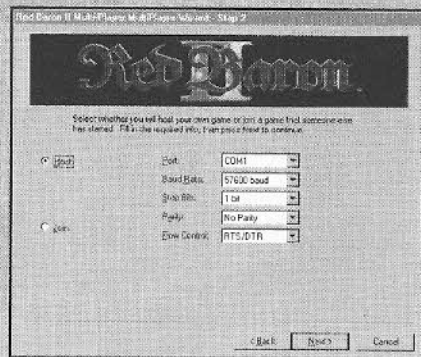

FIGURE 7 THE SERIAL CONNECTION SCREEN. *(NOTE THAT THE SETTINGS SHOWN IN THIS SCREENSHOT MAY NOT BE APPROPRIATE FOR YOUR COMPUTER SETUP. PLEASE CONSULT YOUR COMPUTER'S DOCUMENTATION FOR THE PROPER SETTINGS.)*
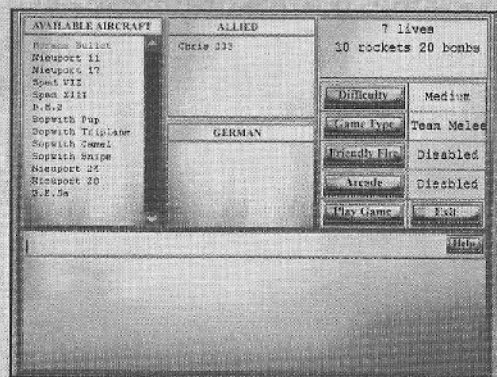
GAME OPTIONS SCREEN

FIGURE 8 THE GAME OPTIONS SCREEN.

After the connection is established by all players through the Multiplayer Wizard, the Game Options screen appears. Control over most of the game settings belongs to the host (though the other players are able to express their preferences through the chat box.) The one option which all players choose for themselves is their *Plane Type*, though the list of available planes will be limited by the game type the host chooses and the alliance to which each player is assigned. (German team members will only be able to choose from German planes, for example.)

8

GAME OPTIONS

1. Difficulty (Set by Host)

The game difficulty options are Easy, Medium, and Hard. Difficulty affects how hard ground targets are to destroy and how active anti-aircraft fire is. It also determines how many lives, bombs, and rockets you start with, as follows:

Level	Lives	Bombs	Rockets
Easy	10	40	20
Medium	7	20	10
Hard	3	10	5

Note: You always have unlimited machine gun ammunition.

2. Game Type (Set by Host)

There are two general types of games, each with a number of sub-types.

Target Destruction Games

The goal of a target game is to destroy enemy ground objects (though dogfighting may happen as well, of course). The first team to destroy the required number of ground targets wins the game. Note that it is entirely possible to accidentally destroy one of your own ground targets -- in which case the enemy team still gets credit for the target, so be careful not to win their game for them.

The number of available targets and the number that need to be destroyed for a win are as follows:

Game Size	Targets Available	Target Destruction Goal
Small	5	2
Medium	8	5
Large	12	9

Each time a game is started, targets are randomly placed on the world depending on the game type and game difficulty.

Mêlée Games

The goal of a Mêlée game is to shoot down other planes. There are no ground targets.

A Mêlée game may be played as a free-for-all or with teams. In a Mêlée game, the last surviving player is the winner. In a Team Mêlée game, the game is won by the team with surviving players when all players of the opposing team have been eliminated.

3. Friendly Fire (Set by Host)

When friendly fire is enabled, players on your own team can shoot you down, whether intentionally or unintentionally. Friendly Fire is disabled in a Mêlée game and when you are flying Solo because there are no teams.

4. Arcade (Set by Host)

Arcade mode makes flying easier but less realistic. You can't black-out or red out, your plane won't suffer damage as the result of G-forces, your guns won't jam, and you can land and take off automatically. (A red out is the result of G-forces during a dive that is too steep. A blackout is the result of G-forces during a climb that is too steep.)

5. Available Aircraft (Set by Each Player)

Choose your plane by clicking on a plane in the Available Aircraft list. To see a snapshot of a plane, leave the cursor on the plane name for a second. The list of available planes changes depending on the type of game and the player's team. Note that in a free-for-all Mêlée game, there are no teams, so players may choose planes of any nationality.

6. Player's List/ Team Selection (Set by Host)

For all game types *except* free-for-all Mêlée, a Team Display (German/Allied) appears to the right of the Available Aircraft list. The game host may swap players between teams by clicking on the player names. When a free-for-all Mêlée game is chosen, a Player List appears instead. The pilot name of the player who is acting as the host will have a bracketed H at the end. (E. g. "Manfred <H>")

STARTING THE GAME

Once all players have made their selections, the host selects **Play Game.** The **Play Game** button is then enabled for all of the guest players. Once all the guests have selected this command, the game play begins. (An asterisk by a player name shows that that player has selected **Play Game** and is ready to begin.)

Before selecting **Play Game**, a player is considered "available" for play. Clicking the **Exit** button at this time will take the player completely out of the game. After selecting **Play Game**, the player is "ready"; the Exit button changes to read **Cancel**, and selecting this option will revert the player's status from "ready" back to "available" without removing him from the game.

Once the host has selected **Play Game**, the settings for the current game are locked in. However, prior to the last player selecting **Play Game**, the host may change them by selecting **Cancel**, which will revert *all* "ready" players to "available" (effectively, starting over).

MULTIPLAYER GAME PLAY

WHERE ARE YOU?

When the game first begins, each player starts with his plane already in flight. In a team game, players start out in a Vee-formation above their main aerodrome. In an individual Mêlée game, each player starts at the perimeter of a one-mile circle that is centered around the middle of the multiplayer world, facing toward the center.

The first thing you'll want to determine once you're in the air is your location. You can use the map to find out where you are and which direction you're flying. The airplane icon indicates your position and heading. The map shows the location of the targets and aerodromes. You can use the map gridlines to designate your position when chatting with other players.

To view the map, press Keypad 5. Note that your plane continues to fly while you're viewing the map, so be careful! To return to your previous view, press the Keypad 5 key again.

Map Icons

	Your position and heading
	Allied aerodrome
	German aerodrome

 Factory

 Supply dump

 Bridge

 Rail Yard

After the game has begun, the only way to find out where the other players are is by looking for them or by asking them via the Chat box, as their planes aren't represented on the map. To see who is flying the other planes, you can toggle player names above their aircraft by pressing SHIFT+N. (Note that you must be in proximity to other players to see their names.)

STATUS DISPLAY

The status display is a horizontal bar at the top of your cockpit screen. It has four areas, each of which displays a different subset of information.

Player Icons

 Your lives left

 Planes you have shot down

Team Icons *(Target Destruction, Team Mélée)*

	Allied	**German**	
Lives left			
Pilots left			
Targets left			*(Target Destruction Game Only)*

Mêlée Icons

 Players left, not counting yourself

 Players' lives left, not counting your own

Ordnance Icons

 Bombs left

 Rockets left

Status Icons

 Autopilot. Flashes when active.

 Auto-land (Arcade mode).

 Auto-takeoff (Arcade mode).

 You're dead.

Display Notes:

+ In a team game, information about your team is on the left and information about the enemy team is on the right. Your personal information is always on the far left.

+ To change the status display color, press *Shift-c*.

+ To turn the status display off or on, press *Shift-d*.

CHATTING WITH OTHER PLAYERS

Once the game has started, communication between players takes place through a messaging system (described below) that allows all players to broadcast messages to all players, to send information to an entire team, or to talk to a specific individual.

To send a message while flying:
1. Press BACKSPACE to open the message bar at the top of the screen.
2. Type your message.
3. The button to the right of the message bar indicates who your message will be sent to. To change the setting, click on the button and choose your target audience from the list that appears.
4. Press ENTER to send the message.

To change the rate at which chat messages scroll off the screen:
1. Right-click in the game window.
2. From the Preferences menu, choose *Chat*.
3. Adjust the settings in the dialog box to increase or decrease the chat message scroll rate.

If you're an Observer (see Observer Mode on page 15 for details), you can only send messages to and receive messages from other Observers.

DESTROYING TARGETS

A target is destroyed when bombs, rockets, and machine gun fire have inflicted a certain amount of damage on it. The amount of damage required to destroy a target depends on the game Difficulty setting.

When a target has taken enough damage to be considered destroyed, all its buildings collapse so that its status is obvious. Note that the destruction of a target *by any player* results in the appropriate team getting credit for the "success," even if the target was destroyed by a member of it's "own" team! (That is, if a German plane destroys a German supply dump target, the Allied team is one target closer to a win.) Checking your position on the map can avoid helping the enemy cause by accidentally taking out friendly targets.

You can attempt to destroy enemy aerodromes in order to take away rearming locations, but they aren't considered targets with respect to winning the game.

AUTOPILOT

+ To fly straight and level, press *Shift-a*.

+ To circle, press *Alt-a*.

+ To turn Autopilot off, press *a*.

You can't use the Autopilot if you've been hit within a certain time period. This gives your plane a chance to crash if someone just shot you down.

REARMING AND REPAIRING YOUR PLANE

✦ To repair your plane, land anywhere and come to a stop.

✦ To rearm your plane, land at a friendly aerodrome and come to a stop.

TAKEOFF AND LANDING

To take off:
1. Turn on the engine by pressing the Tab key.
2. Set the throttle to full by pressing 0, or by using your joystick's throttle, if it has one.
3. When your plane is moving fast enough, gently pull back on the joystick.

To take off in Arcade mode:
When the [⊙] icon is displayed, press SHIFT+O (letter O, not zero).

To land:
1. Find a flat place on the ground.
2. Decrease the throttle using the keyboard throttle keys or using the joystick throttle, if it has one.
3. Approach the ground at a shallow angle.
4. After landing, turn off the engine by pressing the Tab key.

To land in Arcade mode:
When the [⊙] icon is displayed, press SHIFT+O (letter O, not zero).

DYING

When you die, you lose one of your lives. The number of lives you have depends on the game difficulty. You can tell you're dead by the [☠] icon in the center of the status display. If your viewpoint is in the cockpit, the screen will gradually turn black.

To continue after dying:
1. Press the ESC key when the [☠] icon is displayed.
2. A dialog box appears offering you a set of choices. If you have any lives left, you can start playing again with a new life. If you are out of lives, you can choose to become an observer, or to exit the game.

When starting with a new "life," you begin on the ground at the second-nearest friendly aerodrome to the place where you died (so you won't be a sitting duck to a pilot who just shot you down).

LEAVING THE GAME

To leave the game:
1. Press the Esc key to bring up the Leave Game dialog box.
2. Click the Exit button.

To become an Observer:
1. Press the Esc key to bring up the Leave Game dialog box.
2. Click the Observer button. You will go into Observer mode, which lets you move around the world to see the action, but you won't be able to return to your plane and are effectively out of the game.

OBSERVER MODE

Observer mode lets you move around the world freely in order to watch the action. Once you've chosen to go into Observer mode while flying, you can't go back to your plane. Also, you can only send chat messages to and receive chat messages from other Observers. For camera movement controls, see the Joystick Control, Observer Mode section on the next page.

GAME SUMMARY SCREEN

When the game is over, you go to the Game Summary screen, which shows the results of the battle. (Note that you won't see this when flying in Solo mode.)

In a target destruction game, the winning team, number of pilots remaining, targets destroyed, and enemy planes shot down is displayed. You can chat with other players by typing a message and pressing ENTER.

In a Mêlée game, the number of planes shot down by each player is displayed.

From this screen you can quit the game or go back to the Start screen to start another game.

FLYING SOLO

The Solo option on the Main Menu lets you fly around the game world without any other aircraft in the skies. It's a good way to practice flying and attacking ground targets. The game options available in Solo mode are the same as in multiplayer, except there is no Friendly Fire. There are no team assignments (since you're flying alone), but you will be able to select German or Allied in the Team Display, which will determine your choices for Available Aircraft, and determine which ground emplacements will fire at you. In all other respects the solo game is the same as the multiplayer game.

CONTROLS

KEYBOARD CONTROLS

Important Note: The keyboard controls listed here are only those controls which are unique to the Multiplayer version of *Red Baron II*. For the rest of the keyboard controls, please refer to either the Quick Reference card, the main manual, or the on-line help.

TO:	PRESS:	NOTES
Leave game	ESC	
Auto-land	SHIFT+A	Arcade mode only, when flashes
Auto-takeoff	SHIFT+A	Arcade mode only, when flashes
Start chat message	BACKSPACE	
Send chat message	ENTER	
Toggle pause	P	Solo or Observer mode only
Change status display color	SHIFT+C	
Toggle status display	SHIFT+D	
Toggle pilot names above their planes	SHIFT+N	

Observer Mode Only

TO:	PRESS:
Start / Stop moving	TAB
Set speed	1, 2. . . 9, 0
Increase/decrease speed	PLUS SIGN / MINUS SIGN
Toggle map	KEYPAD 5
Position behind current plane	SHIFT+UP ARROW
Position behind next plane	SHIFT+DOWN ARROW

JOYSTICK CONTROLS, OBSERVER MODE

MOVE JOYSTICK	NO BUTTON DOWN	BUTTON 1 DOWN	BUTTON 2 DOWN
Forward/Back	Move forward/back	Pitch down/up	Descend/ascend
Left/Right	Turn		Sidestep
Rudder	Sidestep		Turn
Throttle	Change speed		

TROUBLESHOOTING

For specific troubleshooting information, please refer to the on-line manual.

INDEX

GREAT
WAR
PLANES

SIERRA

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