



WW FLYERS

QUICK START

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1. INSTALL

Run **WWFlyers-Setup.exe** (Windows 10 / 11). It installs just for you - no administrator prompt - and adds a Start Menu entry and an optional desktop shortcut. If Windows SmartScreen appears, choose **More info** → **Run anyway**; the installer is code-signed. To remove the game use *Windows Settings* → *Apps*.

Mac: download **WWFlyers-Mac.zip** (works on Intel and Apple Silicon Macs) and double-click it to unzip. Drag **WWFlyers.app** into your Applications folder, then **right-click it and choose Open** the first time - the Mac app is not notarized by Apple yet, so a plain double-click says it cannot verify the developer. Choose **Open** again in the dialog and it starts normally from then on (if there is no Open button, use *System Settings* → *Privacy & Security* → *Open Anyway*). If macOS asks whether to allow incoming network connections, click **Allow**. To remove the game, drag the app to the Trash.

2. YOUR FIRST FLIGHT

1. Choose **Single Player**, pick a side (**Allies** or **Axis**) and an aircraft - the preview turns so you can see it, and the bars compare speed, agility, armour and bomb load - then **Take Off**.
2. You start high over your own trench line, heading for the enemy. Push the mouse to steer - the plane follows where you point.
3. Hold the left mouse button to fire the guns; right-click to drop a bomb. Bombs fall *forward* of where you release them, so let go a little early. A dropped bomb whistles on the way down - you will hear other pilots' bombs coming too.
4. Damage shows: the more a plane or tank is hit, the more it smokes - a faint wisp at first, thick black smoke when badly hurt, and flames when nearly gone. Planes are tough and can take a lot of hits - but two aircraft that collide are both destroyed, so keep your

distance in a dogfight. Tanks are tough too: they smoke first and go up in a huge explosion when finally destroyed. Use it to spot who is about to go down - yours included.

5. Shoot down enemy aircraft, strafe infantry, bomb tanks and artillery. Every kill scores for your side.
6. Watch the ground (tanks fire slowly, but every shell counts; armour and guns shoot back at each other as well as at infantry): tanks and artillery fire flashing, smoking shells at clusters of infantry. You can follow the smoke trail back to the gun, and each shell lands in a huge fireball that kills every soldier in range and throws them into the air. Each kind of blast looks different so you can read the battlefield: plane bombs burst yellow-orange, tank shells land in a napalm fireball, and artillery shells go up in the biggest orange fireball. A tank or gun destroyed by a bomb goes up in a giant napalm-style blast. Keep your altitude up over enemy tanks. Every artillery piece has a gunner standing beside it.

CHOOSE YOUR SIDE AND AIRCRAFT

CHOOSE HOW YOU FIGHT

» PILOT «

fly a plane: dogfight and bomb

CANNON GUNNER

man a field cannon, shell them

SPECTATE

just watch the battle

Y to chat · @name to talk to someone · Tab completes the name

Nightmare joined.

ALLIES

Fokker Dr.I

Aviatik Berg D.I

CENTRAL POWERS



Fokker Dr.I Central Powers

Triplane: climbs and turns like nothing else.

Top speed 230 km/h
Agility 1.30x
Armour 85
Bombs 4

PILOTS

Nightmare

OPTIONS

SOUND 51%

MUSIC 26%

☐ MUTE MUSIC

☐ INVERT DIVE / CLIMB

☒ SHOW PLAYER NAMES

LEAVE

ENTER BATTLE

No controller detected. Xbox, PlayStation, Switch Pro and most USB pads work: plug in, then move a stick or press a button.

FRIENDS 0 9:52 0 ENEMY

L. Bolle 193m

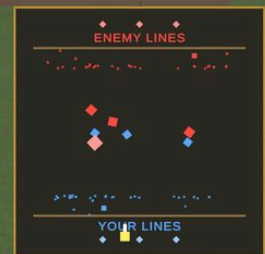
Hpm. Dvorka 145m

Capt. Ball 100m

ENEMY 400m

SPEED 187 km/h
ALT 110 m
POWER 60%
BOMBS 4 HULL 100%
KILLS 0 SCORE 0

Mouse / WASD fly · Shift/Ctrl throttle · LMB guns · RMB bomb · C camera · Tab scores · T chat · Esc menu



▲ you ■ friends ■ enemies

3. CONTROLS

Action

Keyboard + mouse

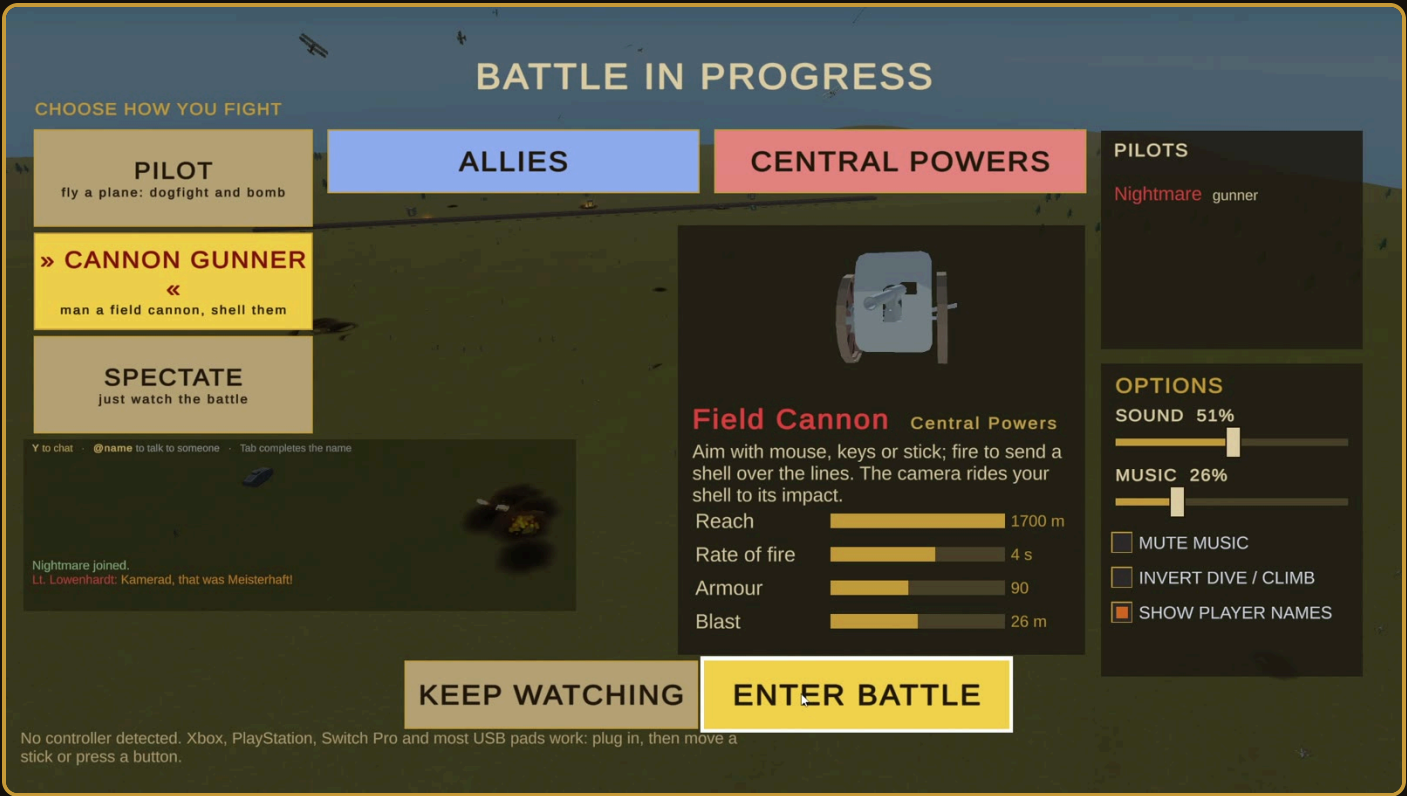
Gamepad

Pitch / turn	Mouse aim, or W S and A D (or the arrow keys): left and right simply turn the plane	Left stick
Flight-stick style: push forward (W / mouse up / stick up) = nose down , pull back (S / mouse down / stick back) = climb . Prefer the opposite? Tick Invert dive / climb on the aircraft screen or in the Esc menu.		
Yaw (rudder)	Q / E	Shoulder buttons
Throttle	Shift up, Ctrl down	Right stick up / down
Machine guns	Left click or Space	Right trigger (or X)
Bomb	Right click or B	A, B or left trigger
Camera (behind / cockpit)	Z (or C)	Y button
Zoom the view	Mouse wheel	
Help card	H (arrow keys turn the pages)	
Scoreboard	Hold Tab	
Chat	Y to type, Enter sends, Esc cancels, Tab completes an @name	
Menu / pause	Esc	Start

Tips. Dive to gain speed and climb to shed it; stall and your nose drops. Keep an eye on the altitude readout - the ground kills. Bombs only release with your belly toward the ground: nothing drops while you are upside down or on your side. Leaving the map gives you 8 seconds to turn back before you are shot down.

4. CANNON GUNNER

Prefer artillery to aircraft? On the side screen, under **Choose how you fight**, click **Cannon Gunner** instead of **Pilot** (**Spectate** just watches the battle). Pick your side, then press **Man the Cannon** in single player or a hosted game, or **Enter Battle** on the public server. It works in single player, in a hosted game and on the public server. You take over a field cannon on your side's artillery line and there is no plane to fly. Pilots and gunners fight in the same match.



Action	Keyboard + mouse	Gamepad
Traverse and elevate the barrel	Mouse, or W A S D / arrow keys (hold Shift for fine aim)	Left stick or D-pad
Fire	Left click or Space	Right trigger or A
Back to the cannon from the shell camera	Right click or C	B



- **Aiming.** A yellow arc previews the shell's flight and a marker shows where it will land, with the range. The panel at bottom left shows traverse (degrees left or right of straight ahead), elevation, range and reload. Shell power is fixed, so range comes from elevation: about 1,700 m at 45 degrees. The barrel moves from 5 to 80 degrees up and 85 degrees either side.
- **Shell camera.** When you fire, the camera rides the shell all the way down, then stays at the crater for a few seconds so you can see what it hit. You can keep aiming while it flies; fire again and the camera follows the new shell. Right click (or **C**) goes straight back to the cannon.
- **Hitting things.** The cannon reloads for 4 seconds. A shell's blast kills every soldier within about 26 m and hurts tanks, guns and aircraft near it. A shell takes many seconds to land, so lead anything that is moving.
- **Staying alive.** Enemy tanks and guns shoot back at your cannon, which can take 90 points of damage. If it is destroyed you respawn at a fresh one after a few seconds. Your kills score for your side exactly like a pilot's - see the scoring table.



5. READING THE HUD

- **Blue = friends, red = enemies**, always from *your* point of view, whichever side you picked.
- **Tags** float over aircraft with a name and distance. Red tags are enemy planes (and enemy tanks that are close).
- **Minimap** (bottom right): your side is always at the bottom. Yellow is you; enemy aircraft pulse when they get within 400 m. Tiny dots are infantry; squares are tanks; diamonds are artillery.
- **Top bar**: your side's score, the clock, and the enemy score. **Left panel**: speed, altitude, power, bombs, hull and your kills.
- **Kill feed** (top left) lists aircraft kills and crashes.



6. SCORING AND WINNING

Target	Points
Enemy aircraft	100
Tank	150
Artillery gun	120
Infantry	10
Shooting a friendly (only if friendly fire is on)	-5

How the score works. Every kill adds its value to *your side's* total - whether you, a bot pilot, a tank or the infantry made it - and your own kills and points show on the left panel and as a **+150 TANK** popup under the crosshair. Bombs are the best way to earn big points on the ground; guns are best against aircraft.

How a round is won. The first side to reach **4000 points** wins at once; otherwise the side with the higher total when the **10-minute** clock runs out wins (equal scores = stalemate).

Shot down? You respawn after a few seconds. **Friendly fire is off by default**; switch it on from the single-player screen, the host screen or the pause menu.

THE ESC MENU AND THE HELP CARD

- The **Esc** menu is laid out like in *You Are the Missile*: **Enter Game** (only while you are watching), **Leave Game**, **Spectate**, **Quit to Desktop**, sound and music sliders, and tick boxes for **Mute Music**, **Show Player Names**, **Invert Dive / Climb** and **Friendly Fire**. In single player it also pauses the game.
- Press **H** at any time (menus, cockpit, spectating) for the help card: six pages covering the match, getting in, every key, the cannon gunner, the armies and scoring, and the server. **←** **→** or the page numbers turn the pages; **H** or **Esc** closes it.

DISPLAY AND SOUND

- **Full screen**: the game starts full screen. **F11** or **Alt** + **Enter** switches between full screen and a window, and the **Esc** menu has a Display button too.
- **Sound**: the **Esc** menu has an **Audio** panel with a **Music** slider, a **Sound Effects** slider and **Mute Music**. Settings are remembered. Explosions are loud close up and fade with distance, and are quieter while you are spectating. The title screen plays "Fate of a Generation"; each match starts a different random track.

7. MULTIPLAYER

Public server: choose **Join Game** and enter `3wcircus.com` (port 7778 is the default). You can join at any time. You arrive as a **spectator** watching the battle; press **Enter** (or **Enter Battle**) when you are ready, pick a side and aircraft, and you are in. Bots fill the empty seats, so there is always a fight.

- **Lobby**: pick side and aircraft - or choose **Cannon Gunner** under *Choose how you fight* - see who is connected (gunners are marked) and chat.
- **Spectate**: press **Esc** → Spectate (or choose it in the lobby). Drag to look, scroll to zoom, **W A S D** fly the camera (**Shift** faster). **F** is the only key that picks players: the first press follows the best score, each further press moves to the next player. The

top of the screen shows who you are following with their score, kills and hull. **Esc** stops following (a second **Esc** opens the menu); to fly, press **Esc** then **Enter Game**. Choosing **Spectate** on the side and aircraft screen takes you straight into watching - no need to press Enter Battle. If you are still watching when a battle ends, you start the next one watching too.

- **Chat:** **Y** anywhere in a match or the lobby. Messages fade out slowly; **@name** talks to someone (the line turns gold on their screen). The bot pilots trash-talk, congratulate and answer back - in single player too.

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CHOOSE HOW YOU FIGHT

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Fokker Dr.I Central Powers

Triplane: climbs and turns like nothing else.

Top speed		230 km/h
Agility		1.30x
Armour		85
Bombs		4

OPTIONS

SOUND 51%

MUSIC 26%

☐ MUTE MUSIC

☐ INVERT DIVE / CLIMB

☒ SHOW PLAYER NAMES

Y to chat · @name to talk to someone · Tab completes the name

Nightmare joined.

LEAVE

ENTER BATTLE

No controller detected. Xbox, PlayStation, Switch Pro and most USB pads work: plug in, then move a stick or press a button.

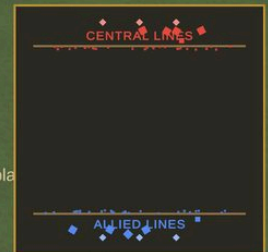
ALLIES 0 10:00 0 CENTRAL

11 1100m 8200m 1528m 507m 466m

SPECTATING

Drag: orbit Scroll: zoom WASD: fly Click a tag / F / Q / E: follow Esc: stop following / menu Enter: take a plane

Mouse / WASD fly - Shift/Ctrl throttle - LMB guns - RMB bomb - C camera - Tab scores - T chat - Esc menu



▲ you ■ friends ■ enemies

8. HOST YOUR OWN GAME

1. **Host Game** from the title screen, enter your name, optionally switch friendly fire on, then **Open Lobby**.
2. Friends use **Join Game** and your address. On a home network they need your IP; for internet play forward **UDP port 7778** on your router to your PC.
3. When everyone is in, press **Start Match**. Latecomers can still join mid-match.

Run a dedicated server (Windows or Linux): launch the game with `-batchmode -nographics -server` and optionally `-port 7778 -teamsize 4 -matchlength 600 -friendlyfire`. Put a `server.cfg` next to the program to set the options permanently:

```
# server.cfg
port = 7778
team_size = 4           # pilots per side; bots fill the rest
match_length = 600      # seconds per round
score_limit = 4000
friendly_fire = off     # on / off
respawn_delay = 4
```

TROUBLESHOOTING

- **Can't connect:** check the address and that UDP port 7778 is open (firewall / router). The server is also unreachable if a match crashed - try again in a minute.
- **Controller not working:** the menus show a line at the bottom left naming every controller the game can see ("No controller detected" if none). Xbox, PlayStation, Switch Pro and most USB pads work; plug it in *before* starting the game or move a stick / press a button, and use the d-pad or left stick to move around the menus. If it still says none, tell us the controller model.
- **Choppy frame rate:** close other heavy programs; the game is light, but a hosting PC runs the whole simulation.
- Something broken? Tell us what you were doing and roughly when - the game keeps a log at `%USERPROFILE%\AppData\LocalLow\3wcircus\WW Flyers\Player.log` on Windows, `~/Library/Logs/Unity/Player.log` on a Mac.

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