

## WingNuts 2 Raina's Revenge

### System Requirements:

OS X 10.4 or later

32 MB of VideoRAM

950 MB of Hard Disk space

512 MB of RAM

DVD ROM Drive

iSight™ camera for CoreImage™ Effects

WingNuts 2 is a Universal application so it will run natively on all new Intel Macs.

### To Install

- Insert the WingNuts 2 DVD into your computer.
- Copy the folder "WingNuts 2" to your Hard Drive
- Eject the volume "WingNuts 2 DVD"

### Registering the Game

When you run WingNuts 2 for the first time you will be asked to register the game. To do so, click "Enter Code...". Then enter your name, and the registration code printed on the cover of this manual.

Once you have registered you will be asked if you want to register your game on the web. This is an optional step, but it does protect you if you lose or misplace your manual.

## Flight School 101

OK WingNut, you may have been a fly-by-the-seat-of-your-pants hot shot, but those old tricks won't work this time around. It's time for you to go back to Flight School.

### The Tower

The Tower is your eyes and ears (and head and shoulders, knees and toes) here on the ground. This is where you'll start your mission. When you begin WingNuts 2 you will be given 4 options:

- Play
- Options...
- Docs...
- Quit

The "Play" command will begin a new mission.

The "Options..." command will let you tweak your plane's controls, adjust the pilot roster, continue a saved mission and embark on a 3rd party scenario mission.

The "Docs..." lets you access the field help manual, view your fellow Aces' high scores and learn about the fine folks who keep this organization up and running.

The "Quit" will give you an honorable discharge from Temporal Command.

Once you have played a mission, you will have a "Continue" button that lets you pick up where you left off.

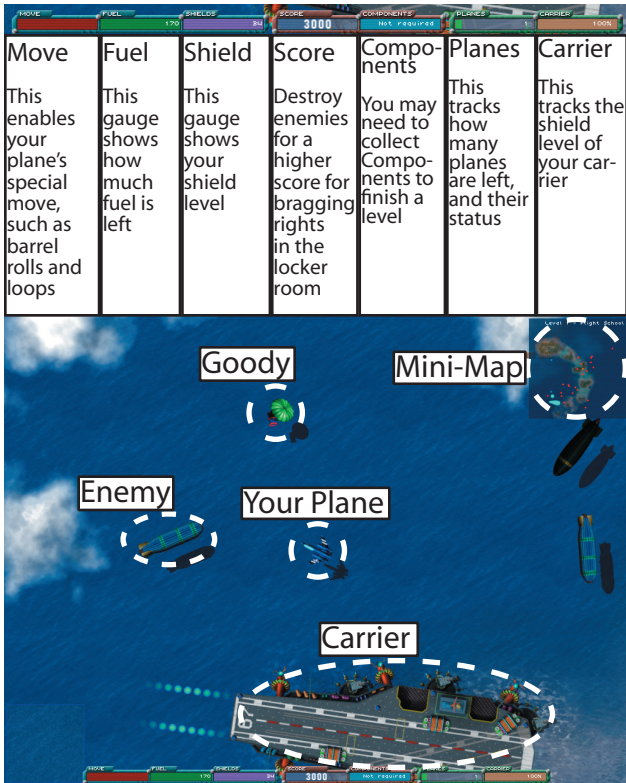
### Starting a New Mission

So you think you're ready to take to the skies? Well saddle up then.

When you hit "Play" it'll begin prepping your plane for combat. Once your plane is prepped, you'll enter the Temporal Command briefing room. This is where Commander Jen will brief you on your mission. You may abort the mission at any time, or proceed to victory!

## Your Aircraft's Heads up Display (HUD)

All planes in the Temporal Fleet are equipped with a HUD which tracks such vital items as fuel, shields and other useful things. The following screen details the HUD.



Goodies are useful power-ups scattered around the mission area.

Goodies come in many flavors. You can identify a goody by its parachute keeping it aloft. Don't shoot the goodies, if they take too much damage they will fall down.

Unlike goodies, you should shoot down as many robotic airplanes as you can. But don't run into them, a head-on crash can be devastating.

The Carrier is your mobile base of operations. You can land a damaged or low on fuel aircraft on the carrier and switch to a new plane. While you are out flying around destroying enemies, your planes back on the carrier will be refueling and recharging their shields. By landing frequently you can keep all of your planes in tip-top condition.

Your Carrier has shields of its own, but if enough enemy bombers attack it, it will be destroyed. When Commander Jen tells you the carrier is under attack, you should heed her warning. If the carrier is destroyed, your mission is over.

The Mini-Map gives you a satellite layout of the area.

Enemy Aircraft are marked in red  
Ground units are marked in orange  
Goodies are marked in blue  
Components are marked in green  
Teleporters are gray



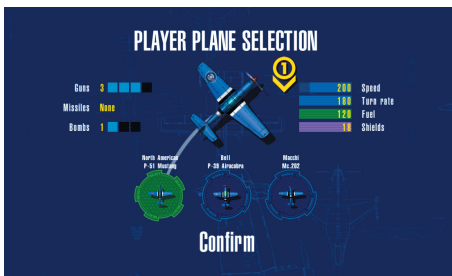
Use the Mini-Map to plan your attack and to guide your plane when the weather is bad.

## Mission Briefing Room

Before you take to the skies, you will be briefed on your mission by Commander Jen.

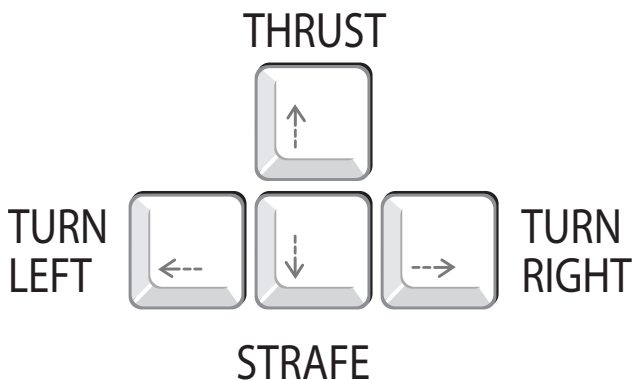
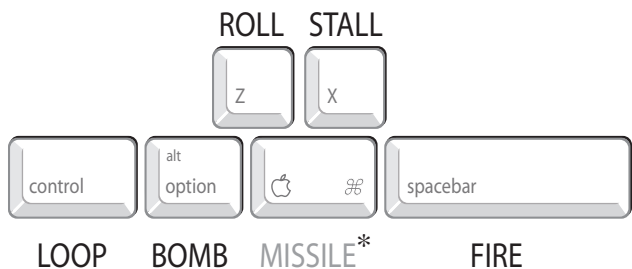


In the briefing room you are given your mission objectives. Any aircraft spotted in the area will be listed. You also have the option to Abort your game, Save your game and to begin the mission.



Before you begin the mission, you can choose your aircraft. This gives you a chance to review your planes. It is suggested that you take off in a fully repaired and fueled plane. Nothing is more embarrassing than crashing right after takeoff because you forgot to refuel.

Controls:



You can change these controls by selecting "Options" then "Settings" and lastly "Controls". Each pilot can have his or her own controls.

\* Missiles only available on specific aircraft

## Using your iSight Camera with WingNuts 2

You can use your iSight Camera (or any other FireWire Camera) to record your pilot picture. This picture will be displayed with your high score.

To take a pilot picture, choose "Pilots" from the "Options" menu. Each pilot can have his or her own picture. Take as many pictures as you want, but you can only have one image per pilot.

When you achieve a high score you can also take a picture to commemorate the event. You can also cycle through the CoreImage effects letting you take a very snazzy photo.

## WingNuts 2 Tips and Tricks

- When you first take off, try staying near your carrier so it can support you with cover fire.
- Don't pick up every goody right away, sometimes it's best to keep a goody around for a boss or a difficult situation
- Some planes are better at air combat, and others are better at bombing.
- The big air barriers that don't move are nearly indestructible, it's better to spend your time saving the world than shooting them.
- Your bomb reticule will show up when there is an enemy unit nearby that you can bomb.
- Some bosses have tentacles that must be shot off before you can damage it. Other bosses must be bombed to destroy them.

## Game Credits

### **Executive Producers**

Ian Lynch Smith & Colin Lynch Smith

### **Project Lead**

Steven Tzé

### **Lead Coder**

Mark Andersson

### **Additional Code**

Mark Levin

Dave Curran

### **Lead Artist**

Steven Tzé

### **Artwork**

Steven Tzé

Mark Andersson

Bruce Morrison

### **Game Design**

Mark Andersson

Bruce Morrison

Dan Dickinson

### **Sound Design**

Andrew Tokuda

Michael Watson

### **Windows Code**

Steven Cento

### **Voice Talent**

Caroline Kerrigan

Colin Hussey

Blake Buck

Colin Lynch Smith

### **Voice No-Talent**

Timothy Beck

### **Music**

Andrew Tokuda

Joe Pleiman



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