

** 1941 Extreme Deluxe 2.0.0 **



Congratulations, you just downloaded the new version of 1941 Deluxe Dual player 2.0.0 designed by Hugues Nouvel aka "HunoPPC".

Before you start playing, please be aware of the limitations of the demo version :

- the unregistered version can be played by one or two players but only for a limited period of time, in fact enough time to finish the first mission and start the second, if you are good enough !
- no access to update.

The registered version will allow :

- the upgrade of the whole game through the network (you don't have to do anything, just let you guide by the game).
- to play without time limit, with additional enemies specific to this version Deluxe Dual,
- **since the version 2.0.2** you can post your score on the dedicated webpage and compare it to the other players.

-> The updates will include the evolutions of the 2D engine with new functions, new effects and levels, better graphics, and sounds and musics in high quality.

About your personal keyfile :

Your keyfile for 1941 Deluxe Dual 2.0.0 is tighted to your operating system. Therefore it will not work if you play on another system.

If you want to play the full version on another system you will have to purchase a keyfile for this system too.

Attention : your personal keyfile must be copied to the root of the 1941DX folder and if all goes well, your nickname will appear on the main screen with the status "Registered".

Thank you for your understanding.

To purchase a keyfile, you need a valid email address and a Paypal account. Then go to my website at <http://www.clubevolution4.com/HunoPortSDL/>

Informations about the updates (Registered users only) :

As soon as a new version is released, the software will download it automatically and you must let it proceed until he is done with downloading and installing the update.

The updates regarding the datas (sounds, musics and graphics) are automatically performed when launching **1941-Extreme-DX-Dual.exe** whereas the upgrade of the engine is done when launching **Updater-EXE-1941-DX.exe**. To simplify the whole procedure, you just have to double click on **Starting1941DX.bat** to update both the engine and the datas.

Some words before you start :

- if you have a firewall, you will have to allow *1941-Extreme-DX-Dual.exe* and *Updater-EXE-1941-DX.exe* to connect to the network (only needed for registered users).
- if you want to play with a friend, we suggest you to connect and calibrate your USB joypads **before** starting the game.
- at the game start, connected joypads are automatically detected which is confirmed by an information screen.
- a small introduction is starting automatically after one minute at the title screen but you can escape it anytime.
- for SAM460 based computers and since the driver of the onboard soundcard is not available yet, we suggest you to disable the sound directly in the config file (*1941Deluxe.cfg*) to avoid a possible crash when exiting the game.
- The AmigaOS4 version of the game requires 256Mo de RAM (3D harware is not needed).

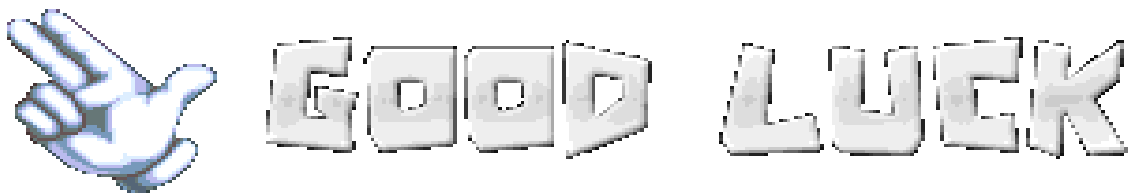
This version performs better and requires more cpu power because more sprites are displayed and the engine is faster too (be prepared), the 2-players modus is of course much harder than the 1-player modus otherwise it would be too easy !

For your pleasure, we added sprites of better quality, reworked backscreens, smoother animations, and sixteen tons of colors to saturate your eyes, and of course sounds and musics have been enhanced so that you can turn on the volume to the max !

You might have noticed these additions if you tried the previous version 1.1.1 : Interboss added, new voxel, new aircrafts, new life bar for boss and interboss, new menu to select 1-player or 2-players modus, new title screen with graphs specially made for you by our talented Johan, new kind of fire for enemies and boss, new sound, new level loader, network support to update the datas and game engine, improved artificial intelligence for some enemies, and much more.

The Story :

We are in 1941 and our ace pilot callsign « **AGAFLYANGEL** » flying a Lockheed P-38 lightning is heading towards the enemy lines and accomplishes his duty. He eliminates all resistance and destroys everything that moves until he faces an aircraft much bigger and stronger than the other. Nevermind, that does not discourage him so he fires everything he has but suddenly, he is getting caught by a huge *VOXEL* which brings him in the future in year 2400 where invaders immediatelly spot him and start engaging his plane. To escape this madness, our pilot will have to travel back and forth and destroy all bosses.



Game options :

You can change the following settings to get a better gameplay :

- FX volume, default set to 3
- Music volume, default set to 1
- Difficulty, default set to Baby (Easy mode)
- Display, default is window mode but fullscreen is supported too.

How to play :

- if you play with a joypad, handling is straight forward and the game is using 3 buttons : one to fire, one to perform a loop and one to pause the game with access to Ingame menu
- if you play with your keyboard, the following keys are used :
 - Player 1 :
 - move your plane with arrow keys
 - fire with RIGHT ALT
 - loop with B
 - Player 2 :
 - move your plane with QZSD (AZERTY keyboard set by default)
 - fire with LEFT SHIFT
 - loop with L

- in 2-players modus using only one joypad, the joypad belongs to player 1 and the second player will have to use the keyboard with the keys defined above
- pressing ESC pauses the game and shows the Ingame menu
- QWERTY users : please reconfigure your keyboard directly from the configuration file 1941Deluxe.cfg by setting QWERTY to 1



During the game :

You started the game (in BABY mode) with the following for each player :

- 8 Planes
- 5 Loops
- 2 Continue

Loops are used to escape critical situations for a few seconds and generate an immediate explosion in all directions.

The game consists in 8 worlds/missions, each one divided into 3 sections.

Bonus and PowerUps :

Each time you destroy a whole wave of enemies will grant you a bonus or a powerup showing up as an icon and you must hurry to catch it !

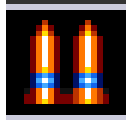
Be aware that if you have an active bonus (speed, shield, missile) and perform a loop, you will lose the benefit of this bonus at the end of the loop.

Since the version 2.0.2, some bonus and PowerUps will be chosen randomly by the program so whatever icon you choose, you are no longer the master of your destiny !

Here are the different Bonus and PowerUps that are randomly chosen :



Give you side missiles (time-limited)



Activate a shield around the plane (time-limited)



Give you an additional Loop

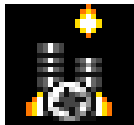


Activate the side planes (time-limited)



Grant you 1'000, 2'000, 3'000, 4'000 points

Here are the different Bonus and PowerUps that are randomly chosen :



Upgrade your fire power



Generate an explosion in all directions



Upgrade the handling of your plane (time-limited)



Give one live (one plane)



Inform you that you got a COMBO (multiply score by 1, 2, 3 or 4)



Hiscores

In 2-Players modus, only the remaining pilot will be able to enter its score in the Hiscores, even if it is lower than its defunct partner.

Scores can be saved anytime through the Ingame menu but this will end up the game.

Since the version 2.0.2, the best scores will be sent to the server and a list of the best pilots sorted by the game mode and the operating system are already visible on the dedicated webpage :

<http://www.clubevolution4.com/HunoPortSDL/scores/>

Bear in mind that you must reach at least 10'500 points to get your name on the list so better start immediately !

The configuration file (1941Deluxe.cfg)

This file is located at the root of the 1941 drawer and let you fix various settings like display modus, keyboard layout, side borders, fps, High Quality musics and so on...

To be able to play the game with High Quality musics, you first need to register to the forum <http://www.clubevolution4.com/HunoPortSDL/index.php> and then you will be allowed to downlaod the HiQ musics pack.

Acknowledgements

I want to thank my wife and my two childrens for their understanding, patience and support.

Here are the people involved in this project :

Original game engine	BadBlocks
2-Players game engine HCMS-SDL-1	HunoPPC
Programming	HunoPPC
Programming (Network)	Svyatoslav Covanov
Musics et sounds	HunoPPC, modules coming from <i>modarchive.org</i>
Graphs	HunoPPC, Johan Daniels
Icons	Martin "Mason" Merz
Betatester and doc	Lio

And don't forget to visit my website

<http://www.clubevolution4.com/HunoPortSDL/>

