Open betatest – finally a complete career –system for IL2 - Cliffs of Dover!

Dear flight-community!

After 2 months work we have now a almost finished version of the career-system. Because of that we release today the betaversion including two test- campaigns, which everybody, regardless if he is a owner of our expansion or not, can play. The two campaigns contain 24 missions each. The missions are „fast-missions" with a target-time of 15 min. With this missions it is easy to test the career-system

Owners of „Fliegerasse! Helmut Wick vs. J.C. Dundas" now can play their careers with the ranking-system. All files are adapted. You have to start your career from the beginning again, though.

What you have to know:

The Desastersoft career-system is designed to regard the difficulty of your realism-settings.

 If you turn off one or more of the following items there will be **NO** asessment:

- Vinerability

- realistic ground collission

- limited ammunition

- limited fuel

- starting and landing in missions

All other realism-options have a percental add-up between 10 and 50 %, depending on the influence of the option. Those add-ups will be added up! Meaning, if you turn 2 or 3 options off, your efficiency must be up to 150% better! You get a Knights-Cross for 20 kills. With 150 % add-up you have to get 50 kills. Same rule for the promotions!

A exception is the option „**No AI"**, because this option is necessary for the correct function of the AI-planes, mandatory for the function of the game. No add-up for turning off this option.

In this picture you see the options without add-up:
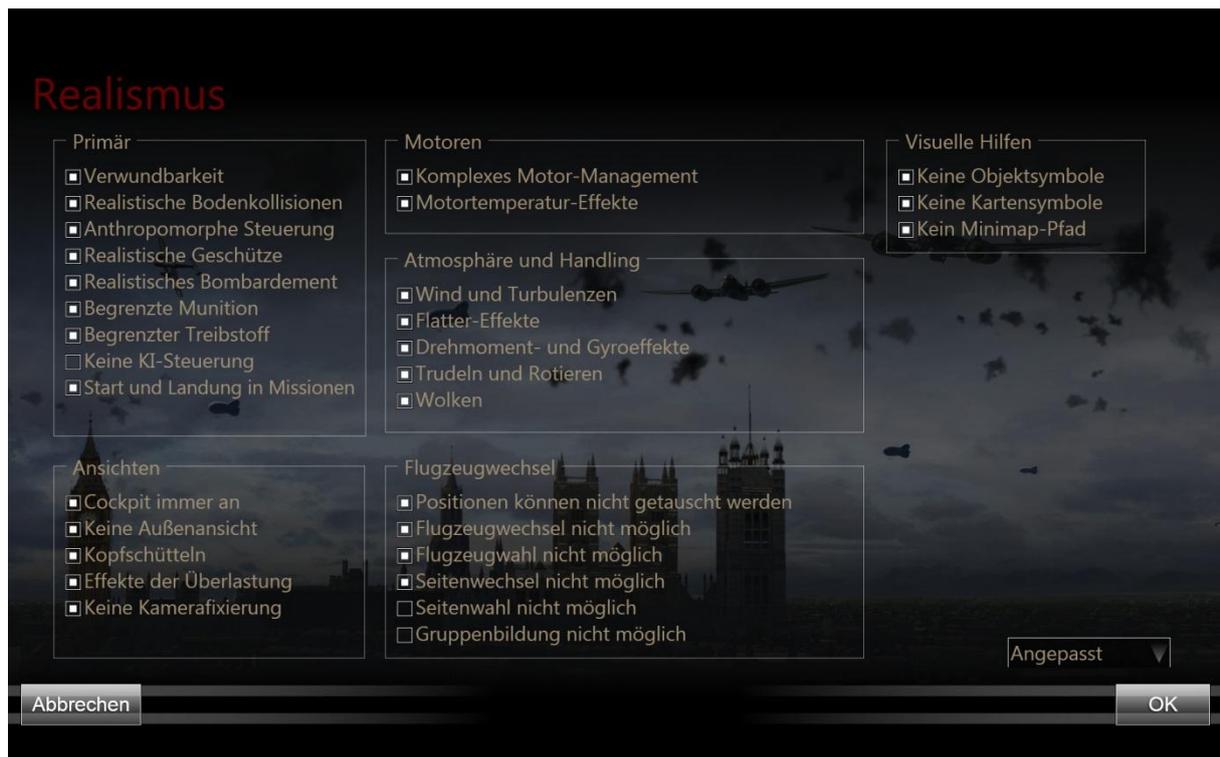
Using the career-system

When you have carried out the installation described below , start IL2-Cliffs of Dover. Now you can start any Desastersoft-career. Maddox Games careers (original included in the game) or other careers and their CS-data can't be changed by us because of legal requirements.
So those are not compatible with our system!

First you choose a campaign from the „**Desastersoft Campaigns**" . Now you press the button „**NEW**". On the description-screen oft he campaign is a further drop-down-menu with the heading „**Rank**". Here you can assign your pilot-character a, in your opinion approbiate rank, as long as the campaign designer didn't set a rank. In this case the rank isn't selectable.

After selecting a rank press „**Fly**"

In the now following screen you have the button „**pilots record**". Press this button now.

The screen now shows the pilots record. As the pilots picture you see a „dummy-picture". If you click this picture now, you can insert a picture from anywhere on your hard disc.

Below you see four buttons. Depending on what you want to view you now can start a look around

Under **Missions** your successes and failures will be recorded. If you double-click on one oft he missions recorded there, you'll see the details-screen, where your kills with the time after mission-start are described.

Under **Shooting notebook** you'll find all your kills in sequential order.

Under **Medals** you'll find at first a batch of closed boxes. Each time you earn a medal it will be displayed after the flown mission and the lid will be removed from the related box so you can see the medal.

Promotions are displayed in the same way, but the new rank is displayed on the pilots-record page 1

Back returns you to the previous screen.

The rules of the career-system:

1. Death means death. The death oft he player ends the career immediately

2. Captivity also can end a career. There is a percentual posssibility to escape captivity. As closer to the front as higher the possibility to escape! If you manage to escape, you have to intermit a few missions. It takes time to get home and then back to the frontline!

3. Being wounded leads to a intermit of 1-5 missions. Depending on the wounds received.

4. Crash landings might lead to a time-out for one mission (repairs or requesting a new plane)

5. Parachute jump leads to a shure loss oft he plane and to a time out for one mission

6. Parachute jump might have a deadly result. In this case – look under point 1!

7. The difficulty settings, and realism settings, influence promotions and investitures massively! (look further above „What you have to know")

Content oft he Install-file:

1 x Desastersoft career-system for campaigns

1 x german Fighter-campaign „Bf 109 E-3" with 24 missions

1 x british Fighter-campaign „Spitfire Ia"with 24 missions

The campaigns are NOT representing the standard of our campaigns in our expansions!
They are only fast-campaigns for testing the system!

Use at your own risk!

Install **without** „Fliegerasse! Helmut Wick vs. J.C. Dundas":

Double-click install. Then just accept the conditions and confirm the process

Install **with** „Fliegerasse! Helmut Wick vs. J.C. Dundas":

1. First do a update of the expansion „Fliegerasse! Helmut Wick vs. J.C. Dundas", to reach the actual state.

2. Double-click install. Then just accept the conditions and confirm the process

3. Now all files are installed and you can start your career anew, with the career-system

IMPORTANT INFORMATION!

Before the start of IL2-Cliffs of Dover empty your cache! Otherwise it might lead to complications, as Cliffs of Dover is using cached older files You find the cache-folder in **Documents/own files/ 1C SoftClub/cache/...**

Should you own „Fliegerasse! Helmut Wick vs. J.C. Dundas", dont start further updates!
You would overwrite the career-system!

And now: have a good time!

Ihr
Desastersoft Team

Actors:

Dimitri Kirillov:
Technical management, programming(game-system , point-system), installation program

Christian Koller:
Graphic design pilots-records, medals and ranks

Thomas Voß:
Idea, game-system , point-tesystem, mission-building, tests and all the incidential rest

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