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## INTRODUCTION

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Paper Flight is a 3D racing game involving paper airplanes. Construct various airplanes from composite parts and fly them through races against computer controlled opponents and in mini games. Collect trophies (complete with an 11 storey building at your disposal for you to admire your trophies) as well as achievements to master. Increase your race score to unlock new plane parts you can use to craft faster, better planes.

## KEY CONTROLS

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Key controls in Paper Flight vary from racing to mini-games but the following keys are standard throughout the game. Any special keys used in the mini games will be mentioned.....

**Up Arrow or 'W'**...lift nose of plane  
**Down Arrow or 'D'**...Cause plane to dive  
**Left Arrow or 'A'**...Turn plane to the left  
**Right Arrow or 'D'**...Turn plane to the right  
**Escape Key**...Quit to the Selection menu (will ask for confirmation)  
**F4**....Show the frames per second being drawn on the screen  
**F9**...Take a screenshot (automatically sequentially numbered)  
**'Z' or 'B'**...Standard fire (mini game 'Shooter' only)  
**'X' or 'N'**...Shield (mini game 'Shooter only)  
**'C' or 'M'**...Power shot (mini game 'Shooter only)

The following are the key controls for the Trophy Room...

**'W'**...Move forward  
**'A'**...Move to the left  
**'S'**...Move to the right  
**'D'**...Move backwards  
**'Q'**...move one building story up  
**'E'**...Move one building story down  
**'Escape'**...Quit to the Selection menu

## ***MENU***

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The main menu offers the following choices...

**Build Planes:** The Build Centre for your airplanes. See more in its own section below.

**Play:** Will take you to the Selection Screen to choose either a race or a mini game. See more about it in its own section below.

**Options:** Here you can customize how the game runs with the options listed below

**High scores:** Display the high score table for fastest lap times, fastest races times and best scores on all mini games. Note that fastest race times will only apply to races of three laps.

**Help:** Display the help file in PDF form.

**Trophy:** Will take you to the Trophy Room. See below for more details.

These are the options available in the Option Menu...

**Music:** Turn the music on and off.

**Display:** Choose between window or full screen display

**Frame Rate:** Choose between 60 FPS or 30 FPS. If you find the game lagging use F4 to check the current FPS. If it is below 60 FPS use this option to change it to 30 FPS and allow the game to play at a quicker rate.

**Frequency:** Choose between your default refresh rate or 60 Hz (when coupled with 60 frames per second this allows for smoother graphics)

**Game Priority:** Choose between normal or high priority. A higher priority will allocate more system resources to the game and let it run better. This option will not allow the game to run in real time.

**Scenery Graphics:** Remove scenery from in-game (to speed up frame rates on slower computers)

**Note:** An .ini file will record your option choices so that you don't need to reset them everytime you start the game.

## ***TROPHY ROOM***

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At the end of each race you will be awarded a bronze, silver or gold trophy. What type you receive is dependant on the race variables (number of racers, number of laps, difficulty). Weather conditions do not play a factor in this.

A button on the main menu page will take you to the Trophy Room. This is an eleven storey building that displays all the trophies you have won and all the achievements you have mastered. The following key controls are used...

Each storey can show 72 trophies, with a total of 720 trophies through 10 stories. The eleventh storey is the Achievement room. See below for more information.

At the back of each room there is a Paper Flight banner hanging on the wall. If you wish to change this to your own custom banner, replace the banner.bmp with your own. Make sure that the file name is the same.

## ***ACHIEVEMENTS***

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The eleventh storey of the Trophy Room is the Achievement Room. This area displays the seven special trophies you win for completing certain tasks throughout the game, not only in the races but in the mini games as well. Walk up to each trophy stand to see what achievement has to be completed. Some will be straight forward, while others will be riddles.

## ***BUILD CENTRE***

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The Build Centre is the place to build all of your planes (the planes are actually composites from different parts). Click on the arrows beside Body, Wings and Ailerons to switch parts. Click on colour to change the colour of your plane. Once you are satisfied on the final design click 'Save Plane' to save the plane profile to your computer. You can also load a plane profile, or reset back to the standard. Your plane's design and weight (shown in the upper left hand corner) will affect how it flies.

To change the name of your plane simply backspace until the default name disappears then type a new one. Be careful not to exceed the number of characters shown on the screen.

## ***UNLOCKABLES***

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Also shown in the upper left hand corner of the Build Centre is the number of unlockables parts that are left for you to find. Getting race points will allow you to unlock extra plane parts. These parts will increase the abilities of your plane.

## ***SELECTION SCREEN***

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When you press 'play' on the main menu you will be taken to the Selection Screen. From here you can choose what you want play. Click on either one of eighteen available tracks or seven mini-games. Placing the cursor over the icons for the mini-games will display information on that game. With the race tracks you can also select several options for the race; number of racers, number of laps, difficulty of race and conditions (random, clear, night, rainy or winter). These options disappear when you select a mini-game.

Shown in the upper left of the Selection screen is the total number of Race Points. These are earned during races and are affected by the options you choose.

Shown in the upper right of the Selection screen is the button to take you to the tutorial room. This area will give you some handy tips as well as allow you to get used to or test your plane through some non-lethal challenges.

## ***RACING***

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This is the main part of the game. Fly races to earn trophies as well as race points to help you unlock extra plane parts. There are eighteen courses to choose from and several options to customize the race (see above in Selection Screen).

The race screen will display some information. In the upper left is the number of laps left to go. In the upper right is the full race time. In the lower right is a map of the race track with the racers depicted as dots; blue for your plane and red for your opponents.

Please note that if you try to leave the designated track an invisible barrier will force you back onto the course. Don't wander too much off course or you'll ending just costing yourself time.

## ***TOKENS***

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Also included on each track are five tokens (they appear as spinning coins). Collect these to earn 1 race point per token. Even if you do not finish first you keep any race point earned through tokens. This will allow you to achieve unlockables a little faster.

## ***MINI-GAMES***

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Also included in the game are seven mini-games. These have no bearing on the total Race Score but some of the Trophy Room achievements will be completed in these. The Selection screen displays some info when you hold the cursor over the icon but here's a more detailed run down of what each mini game is about...

### ***Target Fall:***

As you fall through the sky land on the red targets to gain points and to increase the time limit you have to complete the game. Try to avoid the black targets as they will not only reduce your score but cost you time as well. The normal key controls apply.

### ***The Pit:***

Your plane is caught in a deep, dark tunnel leading straight down. As you fall try to avoid the various floors that rise up from the depths. The further you fall the faster your plane will descend. The normal key controls apply.

### ***Follow the Leader:***

Follow another plane through the sky and fly through the rings it leaves behind. Miss three rings and the game is over. The normal key controls apply.

### ***Windy Park:***

Fly your plane through a pleasant park on a beautiful clear day and collect the gold spheres as you do for points. Careful though as the winds will occasionally pick up and threaten to blow you off course. The longer you go the more intense the winds will get. The normal key controls apply.

### ***Piston Alley:***

As with 'The Pit' you'll find yourself descending down a deep dark pit. The difference here is that massive stone pistons jut out from the wall and seek to squash you like a bug. Steer clear of them and collect the gold coins on the way down for points. The normal key controls apply.

### ***Hades Rescue:***

Somehow you have wound up in Hell itself! Fly through the nightmarish area and rescue the ghostly souls trapped within. Simply steer into one of the floating apparitions and you will send it skywards towards Heaven. No need to worry about falling into the fiery pit here as the thermals are enough to keep your plane aloft. You'll be able to steer up and down. The normal key controls apply.

### ***Shooter:***

Your plane is now within the depths of space battling for its life. Blast away at incoming enemies and Bosses to earn points. Along with standard fire you also have a 'Power shot' that will unleash a barrage of fire at the enemies and a shield to help protect your ship. Careful though as both the Power shot and shield deplete with use. Pick up the bonuses to increase your health, shield and power shot. The plane physics work differently here. You can go left and right, but pushing up will move your plane further into the space. Pressing down will put on the brakes and bring it back. The following extra keys apply...

**'Z' or 'B'**...Standard fire

**'X' or 'N'**...Shield

**'C' or 'M'**...Power Shot



## CREDITS

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Programming, artwork and sprites by:

D. Eugene Perry

[www.blackratstudios.com](http://www.blackratstudios.com)

Freeware Music by:

<http://www.flashkit.com/>

SLrec

Gen A Dee

Lee I Garrett

Calpomatt

Rafael A Carrila

SLsleepwalker

Dog

Manu

Made with Game Maker by Mark Overmars

<http://www.yoyogames.com>

Special thanks to the following:

[hotshotscott](#) (for Windy Park idea)

Kairos (bug fixes)

[Ultimortal](#) (bug fixes, ingame ideas)

[Yourself](#) (3D skybox example)

[John J.A.H. Weeren](#) (3D tutorials)

[CosMind](#) (game ideas)

## DISCLAIMER

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This game is presented as freeware and may be freely distributed but may not be sold. The author is absolved of any responsibility from the use of this game by the end user.