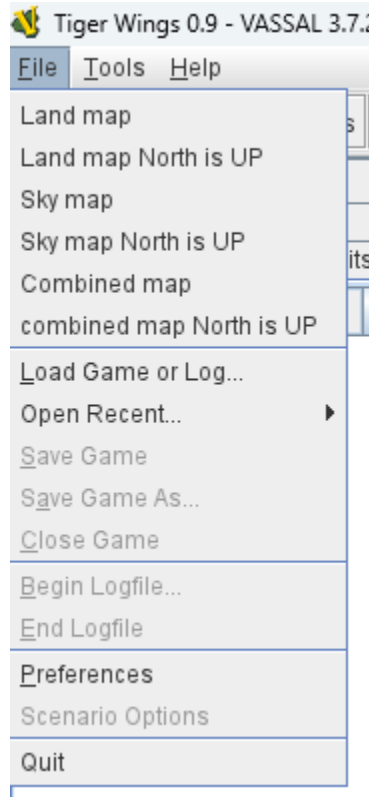


Tiger Wings instructions

Note - The images in this text may not match the screen in all cases

Start a new game:

Select file -



Choose the map from the selections given.

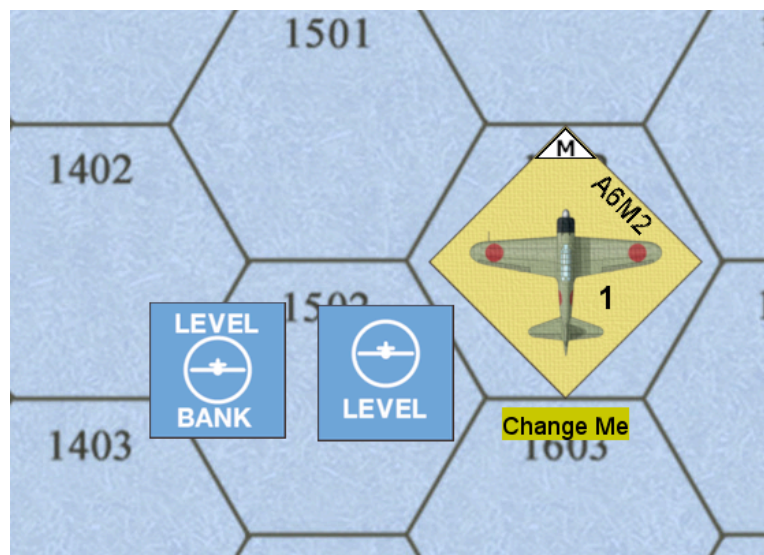
Most Fighting wings players use North is UP. This puts the north compass point at the top of the screen. Both hexgrid orientations are provided.

Combined Map has the sky map laid out next to the Land map.

Designer's note: I had to do cropping of the maps to get the hex grids to line up. Instead of trying to explain how to set up a combined map, this was a better choice.

Once you select a map, it will open and you can start dragging pieces on the map.

The Bank and attitude markers are not mandatory to the game.



Bank:

 Banks right

<SHFT> Banks Left

<CTRL><SHFT> Bank Level

Attitude:

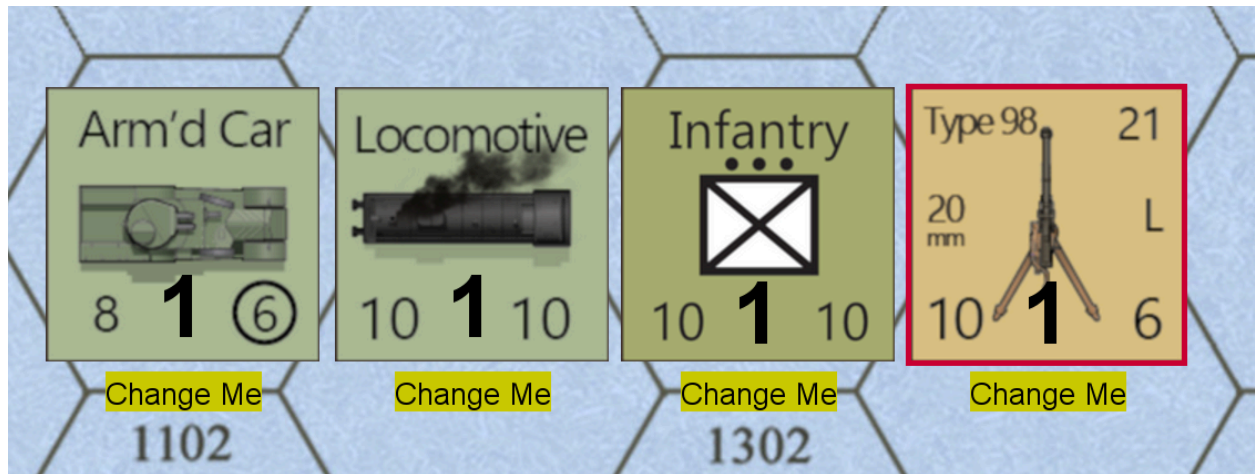
<N> Nose UP

<SHFT><N> Nose Down

<CTRL><SHFT><N> Attitude Level

If both Bank and Attitude markers are selected, you can use both sets of keystrokes

The markers do not snap to the hex grid and are always below the aircraft

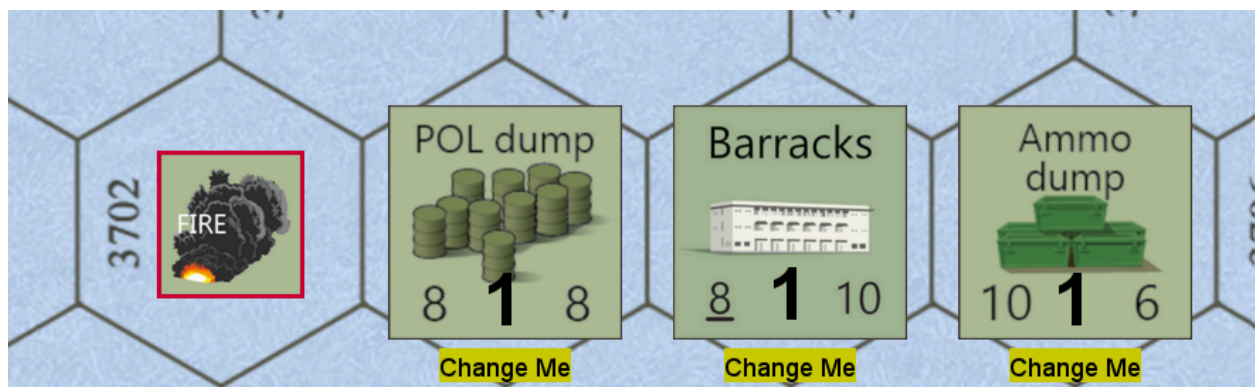


Ground & Naval units - artillery and AAA have 12 points of rotation even though they can only face on hex sides. This is to allow use of both map styles and is not an error.

Right clicking on a ground unit will bring up the possible actions.

ALL ground, Naval, and Damage markers will be below the aircraft pieces

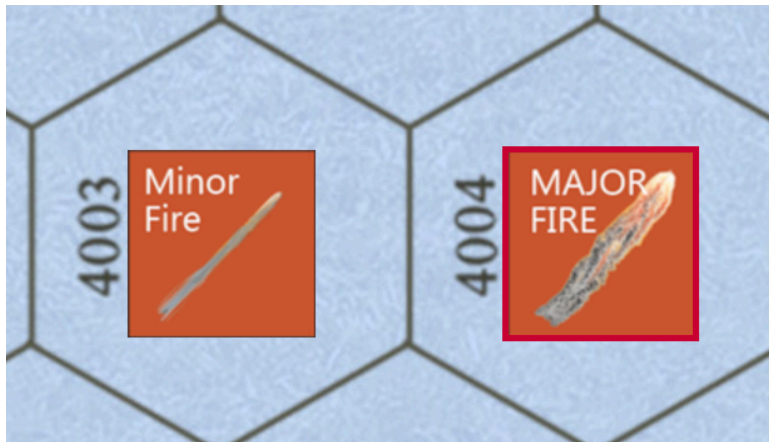
The Merchant Ship & Destroyer do not snap to the hex grid. If you have a fire marker on a ship and it disappears, draw a band around the ship and move it slightly. The moved marker will find it's way to the top.



The Pol dump, Barracks, and ammo dump will always be at the bottom of a stack

It is assumed that these markers will not move once placed,

The fire marker can be stacked on top of any ground unit



To use the Rotate feature on Major and Minor Fires:

Select the marker

<H> will show a plus sign. You can then use a left mouse press to rotate the marker.

<CTRL><SHFT><H> will set the marker so it points to the top of the screen.

You can select an aircraft and a major/minor fire marker and move them together.
The major/minor fire markers will not snap to a grid.
The major/minor fire markers will always be on top.

Updated 7/16/2026