



World of Warplanes Game Manual

Contents

Contents	2	Battle controls	23
About World of Warplanes.....	3	Movement.....	23
About This Manual.....	3	Fire.....	23
Getting Started	4	Camera.....	23
Installation	4	Chat.....	23
Logging In.....	4	Exit Battle	23
Updates.....	4	Shooting Modes.....	24
Setting Up the Game.....	5	Arcade Mode	24
Controls.....	5	Sniper Mode	24
Graphics	6	Bombsight Mode	24
Volume.....	7	Reticle & Instrument Indicators	25
Battle.....	8	Conditions of Victory	26
Game	9	Service Record	27
Control Reference	10	Experience	28
Aircraft Controls	10	Free Experience	29
View controls.....	10	In-Game Currency	30
In-Battle Chat Controls	11	Credits.....	30
Chat Shortcuts	11	Gold	30
Camera Controls	11	Converting Currency	31
Basics.....	13		
Hangar	13		
Hangar Items Description	14		
Selecting Your Aircraft	15		
<i>Aircraft Types.....</i>	15		
Joining a Battle.....	16		
Aircraft Specifications	17		
Modules.....	18		
Researching & Mounting Modules	18		
In Action: Standard Battle	20		
Battle Screen.....	21		

About World of Warplanes

World of Warplanes is a team-based massively multiplayer online game dedicated to aerial warfare of the mid-20th century. The game gives you a unique opportunity to feel like a real combat pilot taking part in an intense aerial offensive.

The game features various types of battles, which allows you either to fight against random opponents of your skill level, or form teams and prove your worth in combat against other teams, or train together with your friends, sharpening various combat skills. All battles are staged on diverse detailed battlefields which offer not only impressive visualizations, but also the tactical challenge of a variety of battle conditions.

You start your pilot career in World of Warplanes with a selection of one basic aircraft from each nation — Germany, USA, or USSR— at your disposal. Select an aircraft, choose a desired battle type and take to the skies! Your main goal is to receive as much experience and credits in battles as possible.

During the current Closed Beta Testing state of the game, credits are used to repair your aircraft you own, and to purchase modules and new aircraft. In the future, credits will be used to resupply and re-arm your aircraft, along with purchasing consumable items.

Use Experience to advance in the game by researching and upgrading your aircraft and modules and unlocking more sophisticated aircraft. The enormous aircraft fleet at your disposal features American, German, and Soviet historically authentic light fighters, heavy fighters, carrier-borne fighters, and ground attack aircraft, including both legendary aircraft and experimental prototypes.

Good luck and enjoy!

About This Manual

This is a continual work in progress!

As the game progresses, little is known about upcoming information until it is released in an update. Therefore, this information may occasionally be out-of-date, and therefore potentially incorrect. Please bear in mind, this information is for reference ONLY! For accurate information, please refer to in-game help screens and the [World of Warplanes North American Forum](#) for reference.

This document is an original creation by CrashTailspin, US Flight Coordinator. In no way is this officially tied to Wargaming.net or its affiliates.

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Getting Started

Installation

It doesn't take much to start playing once you receive your Beta Testing acceptance.

1. Download the World of Warplanes Beta program from <http://www.worldofwarplanes.com/en/update>
2. Run the installation program.
3. Allow the launcher to run any updates, if needed.

Logging In

Logging in is simple!

1. Run the .exe program.
2. Choose a language (either English or Russian) by clicking the appropriate flag.
3. Input the email address and password used when registering with World of Warplanes.
4. Choose "US Cluster".
5. Click Connect!



!: To recover your password, use the [“Forgot your password?”](#) feature. If you experience any other problems, please contact [World of Warplanes Support](#) service.

Updates

The World of Warplanes program incorporates a game launcher that automatically checks for updates each time you run the game (similar to World of Tanks). When an update becomes available, you will notice a progress bar at the bottom of the launcher, indicating the status of the download and update process.

Setting Up the Game

Use the Settings menu to customize controls, graphics, sound and volume, instrument, and general game settings. To access game settings, from the game menu, choose Settings.

Controls

Use the Controls tab to select a control scheme, assign keyboard, mouse, and joystick / gamepad operations, set controller sensitivities, enable mouse and keyboard inversion, select slip compensation (auto-rudder), and to return edited controls to their default settings.



To modify control settings:

1. Click Menu > Settings > Controls.
2. Make any necessary adjustments. Use the scroll bar to view all available settings.
3. Click **Apply** > **OK**.

! Click **Default** button to restore control settings to their original configuration. Click **Apply**, then **OK** to save changes.

Graphics

Use the Graphics settings to set optimal graphics quality and screen resolution, enable full-screen mode, vertical synchronization, and other parameters.



To modify graphics settings:

1. Click Menu > Settings > Graphics.
2. Make any necessary adjustments.
3. Select full-screen mode, if desired.
4. Click Apply > **OK**.

! Use the Auto-Detect option to automatically adjust graphics quality settings according to your system settings.

Volume

Use the Volume tab to adjust the volume of music, voice messages, engine noise, fire, other aircraft, effects, ambiance, as well as the general. Also, from here you can enable voice chat and adjust its settings.



To modify sound settings:

1. Click Menu > Settings > Volume.
2. Move each slider next to the selected parameter to adjust the desired volume level.
3. Enable voice chat, if desired, and adjust its settings.
4. Click **Apply** > **OK**.

Battle

Use the Battle tab to display the primary flight instruments, artificial horizon, Team Panels, Map / Radar window, Additional Camera Window, Aircraft Condition Panel location, and Altimeter type.

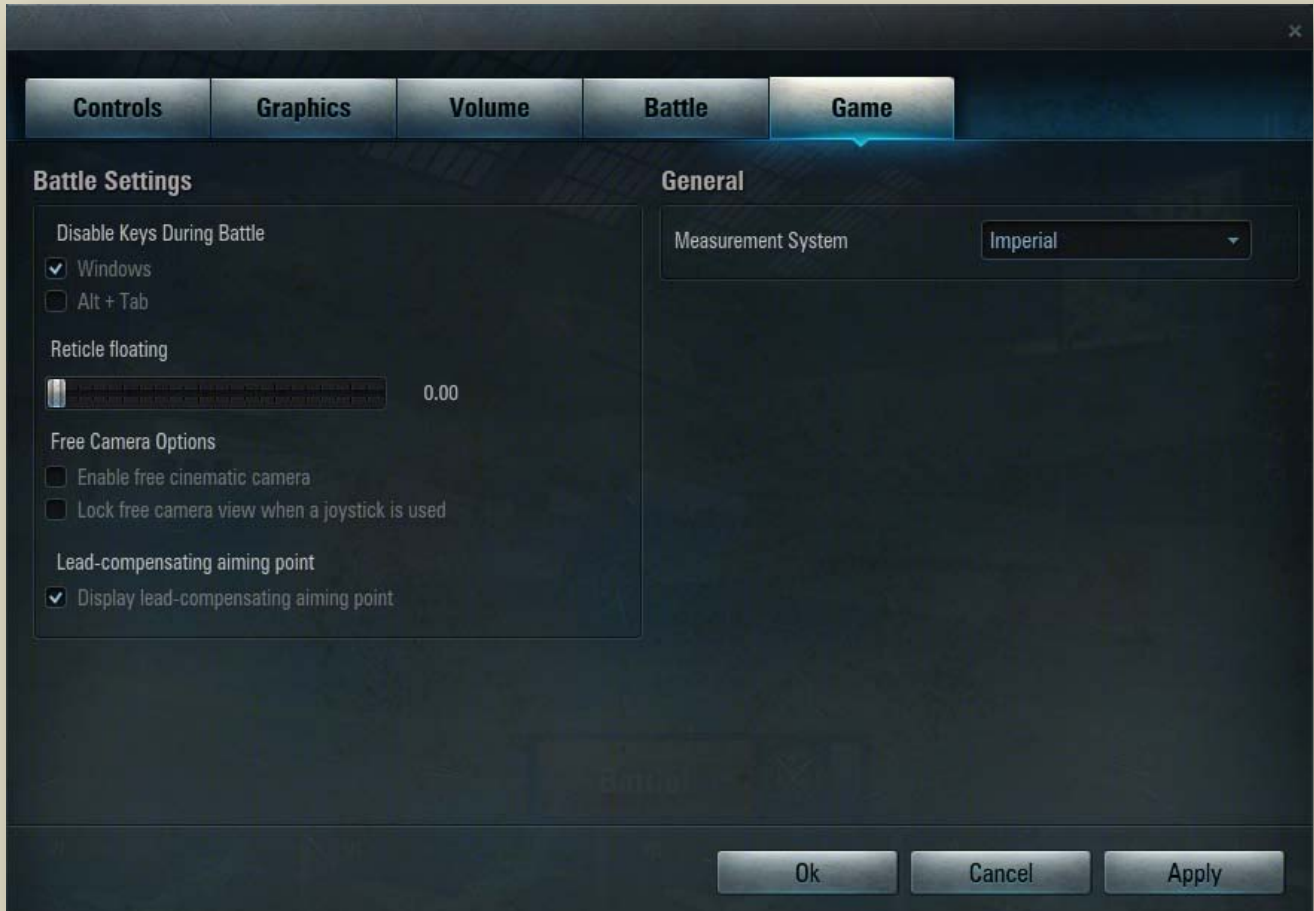


To modify Battle settings:

1. Click Menu > Settings > Battle.
2. Make any necessary adjustments for each of the fields on the screen.
3. Click **Apply** > **OK**.

Game

Use the Game tab to disable specific keys during battle, adjust Reticle floating sensitivity, select Free Camera options, toggle the Lead-compensating aiming point, and choose a measurement system.



To modify Game settings:

1. Click Menu > Settings > Game.
2. Make any necessary adjustments.
3. Click **Apply** > **OK**.

Control Reference

Once in the cockpit, there's no time to be guessing which controls do what. Learn the following commands to properly control your aircraft.

Note that you can customize each control setting under the [Controls](#) tab of the Settings Menu.

Aircraft Controls

F1	Press for help in battle
Arrow keys	Control the aircraft: Up: Pitch up Down: Pitch down Left: Roll left Right: Roll right
A, D	Yaw Control A: Yaw Left D: Yaw Right
Space, Left Mouse Button	Fire selected weapons
W, S	Engine Boost & Engine Idle W: Boost Engine S: Idle Engine
+, -	Throttle control +: Increase throttle -: Decrease throttle
Keys 1-3	Fire weapon type
C	Level off aircraft
E	Extend Flaps
I	Invert Y axis
R	Launch Rockets
B	Drop Bombs
1	Fire with Weapons Group 1
2	Fire with Weapons Group 2
3	Fire with Weapons Group 3

View controls

X	Switch to next target
Q	Enable Rear View
T	Lock Target
Left Tab	Show / Hide Team Lists
F	Switch to Sniper mode
Right Mouse Button	Switch to Free Camera mode
M	Show Map
N	Map / Radar Toggle
Y	Switch to Bombsight Mode
F9	Switch to Standard Camera

In-Battle Chat Controls

Z	Enable voice chat
Ctrl	Hold: Enable cursor
Enter	Enter Chat Mode
Enter (after typing message)	Send message to players
Tab (while typing message)	Toggle message recipients between team and all players

Chat Shortcuts

F2	Attack!
F3	Follow me!
F4	Back to Base!
F5	Affirmative!
F6	Negative!
F7	Help!
F8	With Reticle on Target: Attacking <player name>!

Camera Controls

NUMPAD 4	Camera Left
NUMPAD 6	Camera Right
NUMPAD 8	Camera Up
NUMPAD 2	Camera Down
NUMPAD 1	Camera Left and Down
NUMPAD 3	Camera Right and Down
NUMPAD 7	Camera Left and Up
NUMPAD 9	Camera Right and Up

Basics



Basics

If you're ready to jump into the skies, skip this section, select an aircraft, and click Battle! button and get to the skies! For more options, read below.

The Basics section provides you with everything you will need to get started with World of Warplanes. If you are new to this game, take a few minutes to read this section so you can understand the mechanics of how World of Warplanes works.

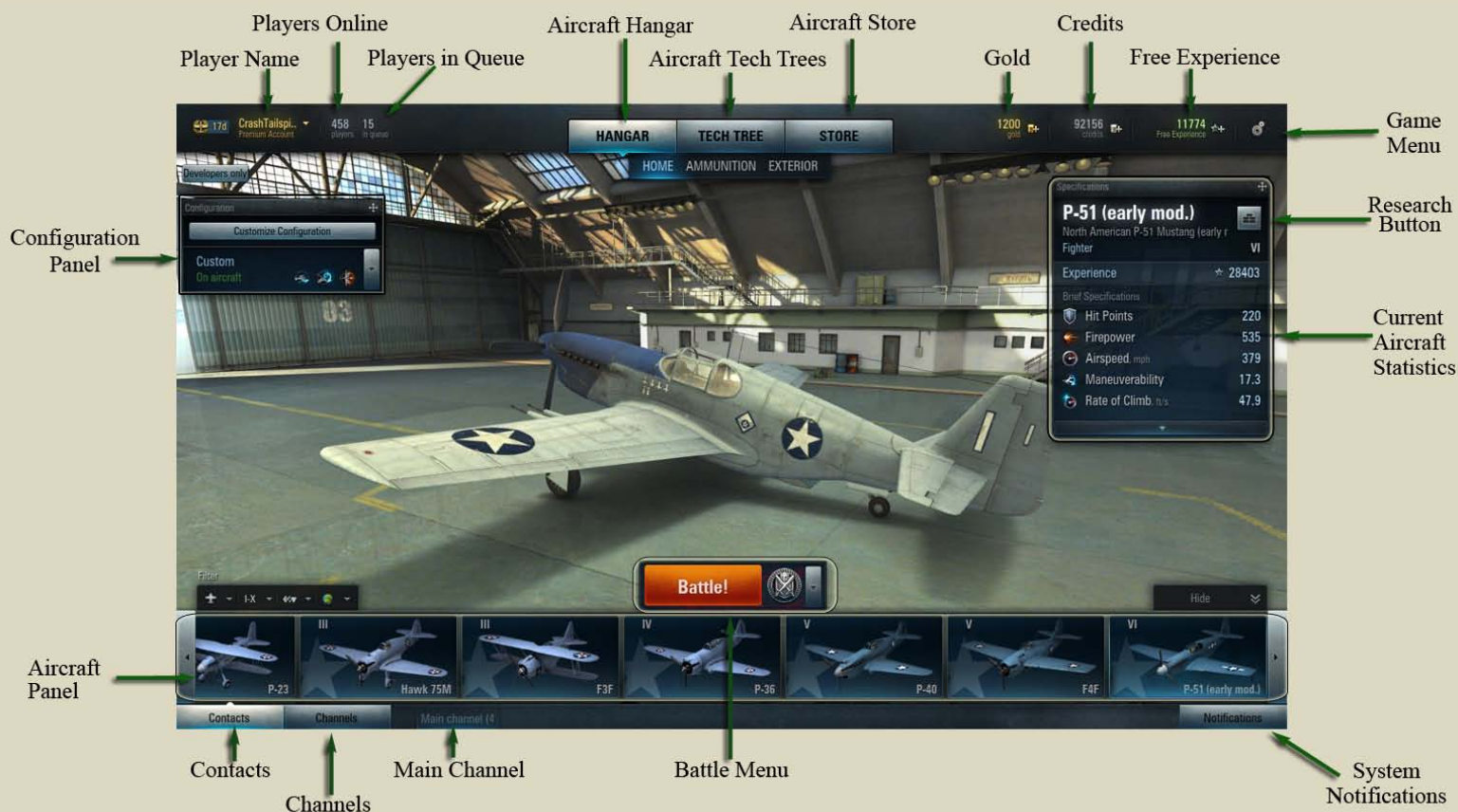
Once you are ready, make sure to read the Tactics section to better understand the basics of aerial combat.

In this Chapter

- [Hangar](#)
- [Selecting Your Aircraft](#)
- [Aircraft Specifications](#)
- [Modules](#)

Hangar

After logging in, you will see the Hangar screen. Listed below are the main elements of this screen.



Hangar Items Description

Player Name: Player's in-game nickname.

Players Online: Total number of players on the current server.

Players in Queue: Total number of players *waiting* in the queue. NOTE: this is NOT the total number of players currently IN battle.

Aircraft Hangar: Opens the default hangar screen, displaying aircraft image, Aircraft Panel, statistics, etc.

Aircraft Tech Trees: Opens the aircraft tech tree window.

Aircraft Store: Opens the aircraft store.

Gold: Amount of gold available for exchange into credits, converting aircraft XP to free XP, or premium account purchase.

Current Credits: Number of credits available for aircraft purchase and repairs.

Game Menu: Opens the main menu.

Research Button: Opens the aircraft research panel.

Current Aircraft Statistics: Displays information of the current aircraft selected

System Notifications: Displays end-battle information (aircraft and ground targets detected, destroyed, damaged, credits earned, etc.) Also displays important announcements with regards to contests, updates, etc.

Battle Menu: Opens available battle options and enters player into the battle queue.

Main Chanel: Opens the main game chat channel.

Channels: Displays the list of channels available to the player.

Contacts: Displays the list of player's contacts.

Aircraft Panel: Displays all aircraft in the player's hangar. The hangar can be filtered by Tier and by Nation.

Configuration Panel: Displays the current configuration of the selected aircraft.

Selecting Your Aircraft

To get ready for a battle, first you need to select an aircraft. All aircraft available to you are displayed in Aircraft panel.




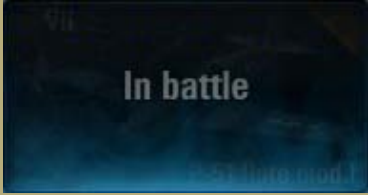
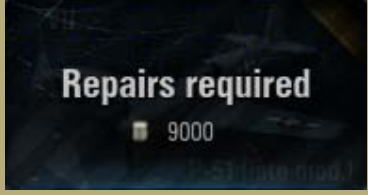

Scroll the Aircraft panel to view all available aircraft. Note that aircraft you select may have different status.

You may also filter the Aircraft panel content by nation, aircraft type, or aircraft tier. To setup filters choose the desired nation, aircraft type, or tier from corresponding drop-down menu.

- **To select an aircraft:** left-click the required aircraft in the aircraft panel. The selected aircraft appears on the main hangar screen, with its characteristics displayed.
- **To rotate the selected vehicle:** left-click on the vehicle image and move the mouse holding the left button down. Use the mouse scroll wheel to zoom in/out.
- **To set an aircraft as primary:** right-click on the aircraft panel and click “Set as Primary”. The selected aircraft will be moved to the front of your Aircraft panel.

Aircraft Types

- **Standard Aircraft:** A standard configuration aircraft is available to all players from the beginning of the game. Experience earned on standard vehicles is bound to these particular tanks and can be distributed only towards researching these vehicles.
- **Premium Aircraft:** Available for gold. Premium aircraft do not require additional research; however, they are not upgradeable. Experience earned can be converted to Free Experience.

Ready for Battle. Aircraft is repaired and selected as ready for battle	
Aircraft in Battle. Aircraft is destroyed or player has left an active battle.	
Aircraft Damaged / Destroyed: Aircraft must be repaired before it can participate in battle.	
Aircraft Ready for Repair. Aircraft selected. Click Repairs to repair aircraft.	

Joining a Battle

Once you have selected your aircraft and are ready for battle, challenge your skills against other pilots in a Standard Battle.

If you need a bit of practice, you can learn basic aircraft control in a Training flight, hone your skills flying solo against computer-controlled “bots” in a Single Battle, or practice with teammates in a Team Training Room.

Standard Battle: A random battle against other random players in similar-tiered aircraft.

Single Battle: A battle similar to Standard Battle, however computer-controlled “Bot” aircraft replace player-controlled enemies. Useful for practicing dogfighting skills.

Training: An instructional lesson on primary flying skills.

Team Training: Allows a player to create a training room where fellow pilots can train together. Useful for developing team-based tactics.



! By default, clicking the **Battle!** button launches a Standard Battle.

Aircraft Specifications

When choosing one aircraft over another, consider characteristics that best suit your strategy.

General aircraft characteristics are displayed next to your current aircraft in the Hangar.

To view a brief summary on any aircraft's characteristics, hover the mouse cursor over an aircraft in the Hangar panel.

Aircraft specifications are broken down into two categories: Brief and Detailed Specifications. To toggle the Detailed Specifications display, click the arrow at the bottom of the Specifications pane.

Aircraft specifications include:

Hit points: Ability of an aircraft to absorb damage.

Firepower: Amount of damage the aircraft's current configuration is able to deliver. Larger caliber machine guns and cannon deliver more damage.

Airspeed (Brief Specification): The maximum airspeed the aircraft can attain.

Rate of Climb: How quickly an aircraft can gain altitude.

Weight: The current weight of an aircraft. Heavier aircraft tend to be less maneuverable than lighter aircraft.

Top Speed at Lowest Altitude: The maximum speed attainable at Sea Level.

Top Speed at Optimum Altitude: The maximum speed available at the aircraft's best operating altitude. Certain aircraft operate better at lower altitude than at a higher altitude, and vice versa.

Average Time to Turn 360 deg: A representation of maneuverability. The shorter the time to turn 360 degrees, the more maneuverable the aircraft is.

Weapons: The current weapons and ordinance equipped to the aircraft.

Specifications

P-51 (early mod.)

North American P-51 Mustang (early r

Fighter

VI

Experience ☆ 28403

Brief Specifications

Hit Points

220

Firepower

535

Airspeed, mph

379

Maneuverability

17.3

Rate of Climb, ft/s

47.9

Detailed Specifications

Weight, lb

9273

Top Speed at Lowest Altitude, mph

328

Top Speed at Optimum Altitude, mph

379

Average Time to Turn 360 deg, sec

20.7

Weapons

20 mm M3

4

! A number of aircraft specifications differ from their real historical prototypes. Some of the specifications (climb rate, maximum speed, etc.) were changed for all aircraft, in order to improve gameplay and balance.

Modules

Modules are replaceable parts of an aircraft. Each module has specific characteristics (for example: speed, rate of fire, ordinance options, etc.), which influence the overall technical performance in the air. To enhance your aircraft's characteristics and / or unlock more advanced aircraft for research, upgrade the modules on your aircraft.

Generally, an aircraft consists of the following modules:

! See Also:
▪ [Researching & Mounting Modules](#)



Airframe. Different airframes allow for various engines, weapons, and ordinance to be carried.



Engine. Determines top speed, acceleration, and improves maneuverability.



Weapons. Unlike tanks, aircraft mount and fire various weapons, mounted on several parts of the aircraft.
Typical weapon locations include hub- , cowl- , and wing-mounted.



Ordinance. Many aircraft are able to carry bombs and / or rockets into battle.



Tail gun. Certain aircraft are equipped with a tail gunner for defense. The tail gun is computer-controlled.

! You cannot enter a battle with an aircraft that without selecting a choice for each module that is available.

! Each module has a specific weight. The more weight an aircraft carries (provided it's equipped with the same engine) the worse performance the aircraft will demonstrate.

Researching & Mounting Modules

Please note that before mounting new modules on an aircraft, you first need to research and purchase those modules (see the chapter on Researching and Purchasing Modules).

Once the module is researched and purchased, it is automatically mounted on the aircraft. You may de-mount any unwanted module by either selecting a preset configuration which does not include the module, or select your own custom configuration (see the chapter on Custom Configuration)

To view current module characteristics, hover over the module in the aircraft’s Research view.

The characteristics dialog box displays specific information that influence aircraft performance.

12.7 mm MG-53-2

VII TIER

Specifications:

Caliber

12.7

Weight, lb

172

Rate of Fire, rounds/min




845.07

Muzzle Velocity, ft/s

197.77




To purchase and mount a preset configuration:

1. Click a preset in the Preset Configurations panel
2. To view more details, hover over the desired module in the aircraft’s module tree.
3. Make sure you have enough credits and combined XP to research and purchase the configuration preset.
4. Click **Apply** to confirm. The selected preset is purchased and mounted to the current aircraft. The module cost is charged to your credit and XP balance.

 <p>This module is researched and can be equipped.</p>	 <p>This module can be researched. The player has enough XP required.</p>	 <p>This module cannot be researched. Current XP is less than required.</p>
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To purchase and mount a module using the Custom configuration menu:

1. Open the desired aircraft’s Customize Configuration panel.
2. Choose a selection from each of the aircraft’s module options.
3. Make sure you have enough credits and combined XP to research and purchase the desired module and custom configuration.
4. Click **Apply** to confirm. The selected modules and custom configuration are purchased and mounted to the current aircraft. The module cost is charged to your credit and XP balance.

	<p>This module is mounted on the aircraft.</p>
	<p>This module has been researched and is capable of being mounted with the current configuration.</p>
	<p>This module is not available with the current aircraft configuration.</p>

In Action: Standard Battle

Once you have selected an aircraft and are ready for battle (see [Selecting an Aircraft](#)), challenge your skills against other pilots in a Standard Battle. In this mode the map and players are selected randomly. The battle lasts until all enemy aircraft are destroyed or a team achieves superiority.

In this Chapter

- [Battle Screen](#)
- [Battle Controls](#)
- [Shooting Modes](#)
- [Service Record](#)

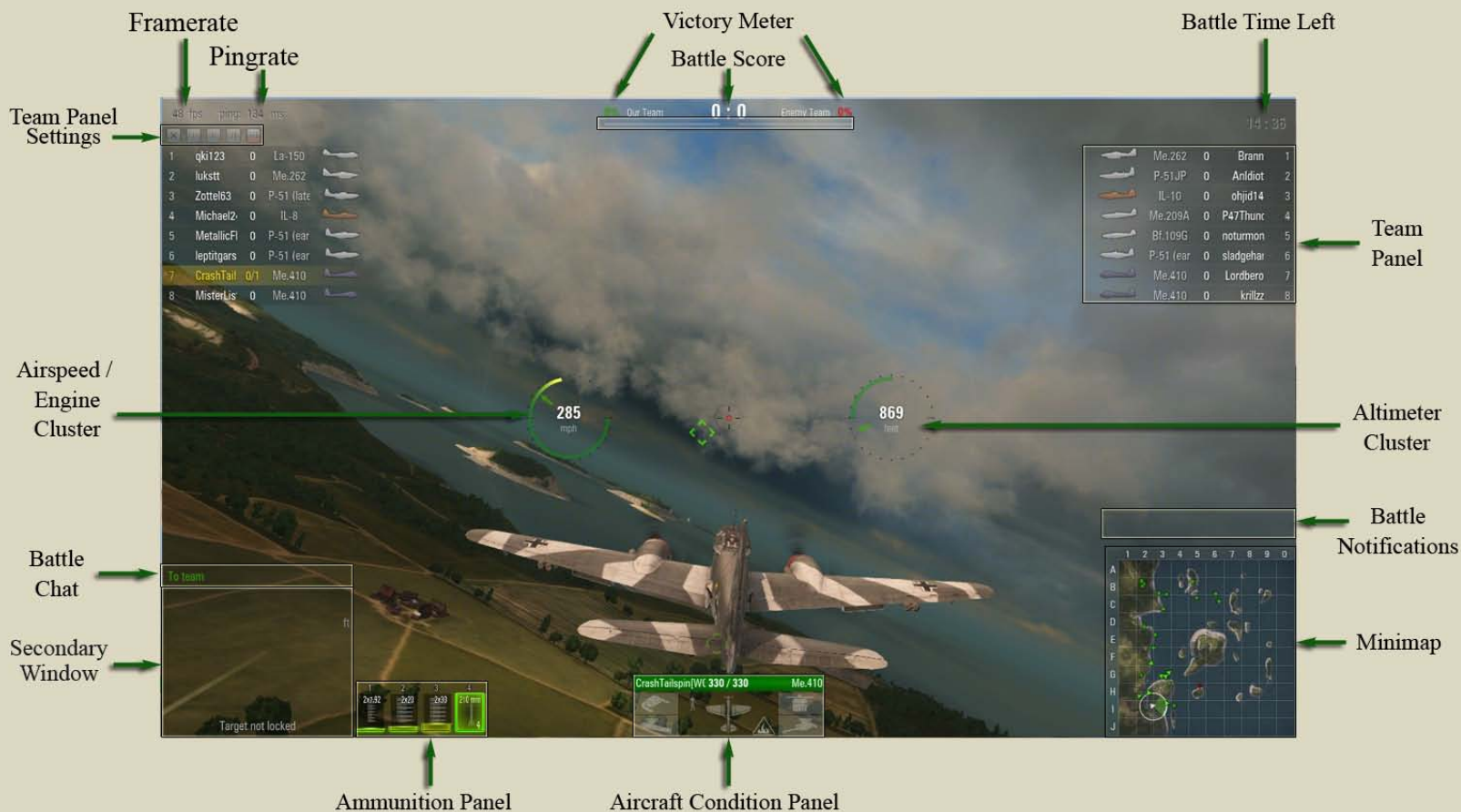
This screen provides the following information:

- The Title and preview image of the map randomly selected for the current battle
- Lists of the two competing teams with players' names, as well as models and icons of the participating aircraft.
- The battle load bar. The battle screen appears once the loading is completed. The battle starts within 30 seconds after all players have joined.
- Mission tips for both your aircraft type and the team in general.



Battle Screen

Once the battle starts, the main battle screen is displayed. This is the screen where you'll spend most of your game time.



Framerate: The current number of frames displayed per second. A higher framerate delivers a smoother, less choppy motion to gameplay.

Pingrate: How fast your aircraft will respond to your control movements. A lower pingrate delivers a faster response time.

Battle Score: Total number of aircraft and a ground targets destroyed by each team. Note that a friendly kill may result in a reduction of total kills by your team.

See Also:

- [Conditions of Victory](#)
- [Battle Controls](#)
- [Reticle & Instrument Indicators](#)

Victory Meter: Displays how close your team is to victory. Meter increases slowly after an enemy aircraft or ground target is destroyed. Meter's speed can be increased by destroying multiple enemies. Meter can be slowed, stopped or rolled back if the opposing team scores a kill or destroys a ground target.

Battle Time Left: Battle time countdown. A battle lasts up to 15 minutes. If there are aircraft of both teams left in the sky once the battle time expires, the battle ends in a draw.


Team Panel: Includes members of two competing teams along with short information on each player: name, number of kills, the aircraft icon, and position in the team list.

Altimeter Cluster: Displays altitude of aircraft in either Radio (above ground) or Barometric (above sea level). Also displays altitude trend and climb or descent rate.

Minimap: Gives you an overall view on the battlefield. It can be configured to display either a simple radar-type view or the entire battlefield. It displays your aircraft (white aircraft) friendly aircraft (green arrows), enemy aircraft (red arrows), bases of both teams, and friendly and enemy ground targets (green and red dots).

Ammunition Panel: Displays the ammunition caliber and heat level for each pilot-controlled weapon aboard. The amount of external munitions is also displayed. As heat builds on each weapon, the level and hue of the heat level builds.

Aircraft Condition Panel: Displays critical subsystems of the aircraft which have been damaged. Also displays player's name, amount of hit points (HP) remaining, and type of aircraft flown.

 Colliding with other aircraft or trees damages your aircraft. The amount of damage depends on specific circumstances.

Secondary Window: Displays either the relative position of the currently targeted enemy or a “rearview mirror”, showing what's directly behind you.

Battle Chat: Chat with other players on your team, or with everyone in battle. See Also: [Battle Chat Controls](#).

Airspeed / Engine Cluster: Displays aircraft's speed, throttle setting, and current engine boost level.

Battle controls

To control your aircraft, fire, and perform other commands in the skies, use the controls listed below. See [control reference](#) for a complete list of in-game controls.

See Also:

- [Controls](#)
- [Control Reference](#)

! To display the help screen while in battle, press the F1 key.

Movement

Use arrow keys to control pitch and roll.

Use A and D to control yaw.

Use - / + to control throttle.

Use W to apply boost, and S to idle engine and apply flaps.

Fire

Use spacebar or left mouse button to fire guns and cannon.

Pressing the number key associated with each weapon will fire **ONLY** that weapon.

Use R to fire rockets.

Use V to change to bombsight view, then B to release bombs

Camera

Hold down the right mouse button while moving the mouse to pan around the aircraft.

Use the NUMPAD keys to instantaneously look in that direction.

Scroll the mouse wheel up and down to zoom in and out.

Chat

Press Enter to open the in-battle chat window.

Type desired message.

Press Tab to toggle between sending the message to the friendly team only or to all players.

Exit Battle

You are free to exit the battle any time you wish. In such case your aircraft will continue appear destroyed even if you left the battle intact.

To exit battle press **Esc** and then click **Exit the battle and return to Hangar > OK**.

Shooting Modes

Use one of two shooting modes to engage enemy aircraft and ground targets: Arcade Mode and Sniper Mode. Choose the one which best suits your situation and flying style.

Arcade Mode

This is the standard battle view, used for most short- to medium-range engagements. It allows viewing your aircraft in relation to its surroundings.

Sniper Mode

The sniper view provides a slightly larger view of the gun reticle while eliminating the player aircraft from view. This allows for more accurate aiming and a clearer view ahead of the player.

- To switch between **Arcade Mode** and **Sniper Mode**, press the “F” key.

Bombsight Mode

The bombsight view allows bomb-equipped aircraft a view from slightly above the aircraft in which to accurately aim and release the bombs.

To enter bombsight mode:

Press the Y key.

! The Bombsight reticle can be seen in Arcade mode when very close to the ground.



Reticle & Instrument Indicators

The primary flight information is displayed in two main instruments along with one main aircraft condition subpanel. Each weapon also has an icon displaying its status.



1. **Boost Availability.** Displays amount of boost used and time to next boost usage.
2. **Airspeed.** Aircraft speed through the air.
3. **Throttle Position.** Displays amount of throttle used, from idle to full throttle.
4. **Weapon Caliber.** Displays number of weapons of the same caliber and caliber in millimeters.
5. **Weapon Overheat Indicator.** Current heat level of the weapons. Overheated weapons fire considerably slower.
6. **Point of Aim.** Where your weapons will strike.
7. **Accuracy.** Area of weapon dispersion. Accuracy decreases with increased airspeed and weapon heat.
8. **Target Information Indicator.** Displays health of the target, displayed in a percentage, target name, and type.
9. **Range to Target.** Distance to selected target (ground or aircraft).
10. **Rate of Climb.** Shows a representation of how fast the aircraft is climbing or descending.
11. **Altitude.** How high the aircraft is, either above the ground or above Sea Level (changeable in Settings > Game).
12. **Player Information.** Displays Player Name, hit points remaining, and aircraft type.
13. **Aircraft Condition Panel.** Indicates damaged or destroyed modules and crewmen condition.
14. **Fire Indicator.** Illuminates when aircraft is on fire.

Conditions of Victory

At the beginning of a battle your friendly team appears close to your base, with the headquarters just behind you.

A World of Warplanes battle is won on either one of two conditions:

- All enemy aircraft are destroyed
- One team achieves battle supremacy

When an enemy aircraft or ground target is destroyed, your team receives 1 victory point, and the respective victory meter begins increasing. Destruction of additional targets brings more points, with each point speeding up the victory meter slightly.

Certain enemy ground targets inside the enemy starting location labeled “Headquarters” have more hit points and are consequently worth more victory points. Aiding in increasing the victory meter faster. These targets are instantly seen on the map at the start of each battle, and are worth **3 victory points** instead of the typical 1 point.

Your victory meter will continue to increase until one of two things occur:

- The victory meter reaches 100%, at which point your team wins the battle.
- The enemy team destroys a friendly aircraft or ground target. This resets or reduces the victory meter, along with slowing down the rate at which the victory meter increases.

Certain aircraft mishaps will also affect team point count. Some of these mishaps are:

- Aircraft crashes without taking damage
- Aircraft mid-air collisions resulting in one aircraft being destroyed
- Player disconnect after the battle begins



Service Record

The Statistics Screen appears once the battle is over. This screen shows your personal and team achievements, as well as the amount of credits and experience you received in the battle (See Experience and Credits)

Team Achievements

Personal Achievements

Victory! All enemy aircraft destroyed!

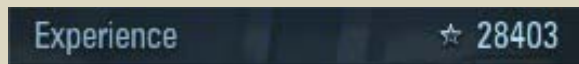
		+	+	i	x	x	+	i	+		
CrashTailspin[WG]	Bf.110 (early mod.)	5	/	4	In battle	Destroyed	0	/	0	I-16 (late mod.)	nidgecmet10
Finback8	Fw.57	0	/	9	In battle	Destroyed	0	/	0	P-36	Interceptor1337
Misfit000	F3F	1	/	0	In battle	Destroyed	0	/	1	F2A	AllThatJazz
Fallin	Bf.109 (early mod.)	2	/	0	Destroyed	Destroyed	2	/	0	Hawk 75M	yamatsuru
Sherman008	P-36	0	/	0	Destroyed	Destroyed	0	/	0	I-16 (early mod.)	NT07
MasterDragon777	P-36	0	/	0	Destroyed	Destroyed	-1	/	7	Fw.57	jagocctv
flams58	P-36	0	/	0	Destroyed	Destroyed	2	/	1	Fw.57	BELZIBOB
Snoos	Hawk 75M	2	/	0	Destroyed	Destroyed	0	/	0	F3F	Squishy
Louise6917	Ar.68	0	/	0	Destroyed	Destroyed	0	/	0	I-15	corbss
Opiecat	P-23	-1	/	0	Destroyed	Destroyed	2	/	0	I-15	Cyrtrogh
jmsnipe	P-23	-1	/	0	Destroyed	Destroyed	0	/	0	P-23	trololo2552
						Destroyed	-1	/	1	AGO Ao.192	weef1220

CrashTailspin[WG] (Bf.110 (early mod.))

Award: +5121(x2)★, +34948(x2)■

Team Achievements		Personal Achievements	
Victory! All enemy aircraft destroyed!			
Destroyed:		Damaged:	
<ul style="list-style-type: none">● Enemy target (x1)● Enemy target (x1)◆ AllThatJazz (F2A)◆ trololo2552 (P-23)◆ BELZIBOB (Fw.57)◆ Squishy (F3F)◆ yamatsuru (Hawk 75M)		<ul style="list-style-type: none">● AA gun (x2)◆ Interceptor1337 (P-36)	
		Detected:	
		<ul style="list-style-type: none">● Enemy target (x1)	
CrashTailspin[WG] (Bf.110 (early mod.))		Shots: 4614 Hits: 513 Hits received: 81	
		Award: +5121(x2)★, +34948(x2)■	

Experience



Information on your experience appears on the Hangar screen directly below each aircraft's name and aircraft type.

Nearly everything you do in the skies – destroying or damaging enemy aircraft or ground targets, setting aircraft on fire, spotting aircraft or targets, etc. – brings you experience points (XP). You even earn experience if the battle results in a loss, so long as you kept fighting!

In this Chapter

- [Experience](#)
- [Free Experience](#)

Experience is used for upgrading modules and aircraft and advancing in the game. (See [Researching & Mounting Modules](#) and Researching Vehicles)

! Battle Experience is bound to the aircraft on which it was earned and can be used to upgrade that aircraft only unless it is converted to Free Experience by using Gold.

! Users with Premium Accounts receive 50% more experience for each battle, which allows them to develop faster. See Premium Account for details.

The amount of experience you receive after each battle depends on various parameters, including:

- Your team's overall performance during the battle
- Your aircraft's survival
- Your combat activity – actively engaging targets and being attacked by enemies
- Number of targets detected, both aircraft and ground targets
- Number of targets destroyed (including the difference in tier between your aircraft and the enemy)
- Amount of critical damage caused to the enemy
- Amount of victory points achieved (see [Conditions of Victory](#))

Free Experience



Information on your free experience is displayed in the Hangar screen in the upper right hand corner.

Experience received in battles can be converted into Free Experience, which is not bound to a particular vehicle (unlike common experience), and can be spent on unlocking modules and aircraft. When researching modules and aircraft, Free Experience is spent last.

You can continue accumulating Free Experience with each battle on a Standard Aircraft or obtain a Premium Aircraft and proceed with upgrades much faster.

To convert experience to Free Experience:

1. Click Free Experience.
2. Check the vehicles you wish to convert experience from. By default, all aircraft are chosen.
3. Enter the amount of experience you wish to convert.
4. Click **Convert**.
5. The specified amount of experience is converted into Free Experience. The specified amount of Gold is charged from your balance.



In-Game Currency



World of Warplanes features two in-game currencies: credits and gold. The amount of gold and credits on your balance is

displayed in the upper-right corner of all screens.

In this Chapter

- [Credits](#)
- [Gold](#)
- [Converting Currency](#)

Credits

Credits are the main in-game currency that can be earned in battle, received for selling aircraft, or purchased for gold. Use credits to repair your current aircraft or to purchase modules or new aircraft.

The amount of credits you receive after each battle depends on certain conditions, including:

- The battle outcome (victory brings more credits than defeat)
- The tier of your aircraft (higher-tier aircraft receive more credits)
- The amount of damage caused to the enemy
- The number of targets detected

! Credits are charged from your account if you damage or destroy a friendly aircraft in a battle. The notification on the amount of credits charged will appear after battle on the Service Record and in the System Channel.

Gold

Gold is an additional in-game currency used for purchasing Premium Accounts, Premium Aircraft, and other premium content.

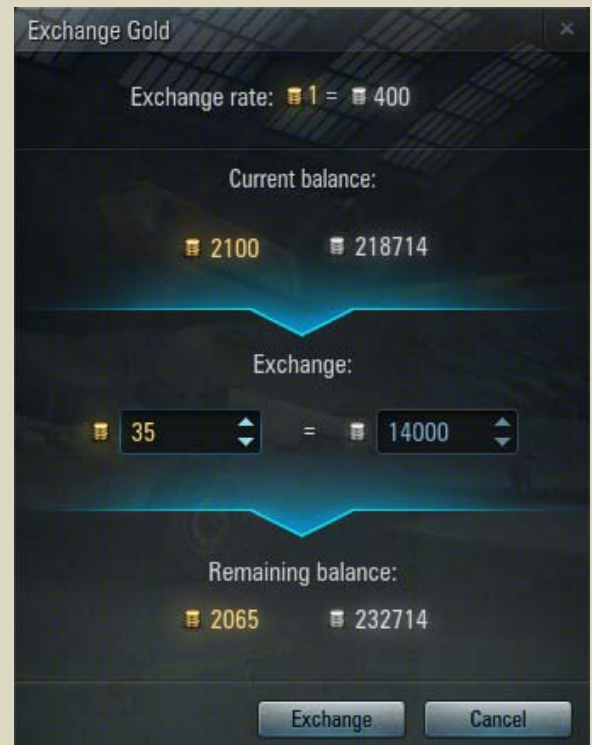
In the current build (0.3.4.2), Gold is earned for the first five wins per day, at the rate of 50 gold for the first 4 matches won, and 100 gold for the 5th match.

Converting Currency

Don't worry if you're running out of credits. You can easily exchange gold for credits at any time.

To exchange Gold for Credits:

1. Click Hangar > Credits.
2. Select the amount of gold you wish to convert to credits.
3. Click **Exchange**. A notification of successful conversion is displayed in the System channel. Your balance refills with the specified amount of credits.



! You cannot buy gold for credits.

! You cannot use gold outside of World of Warplanes or convert it to any real or virtual money.