

Q2

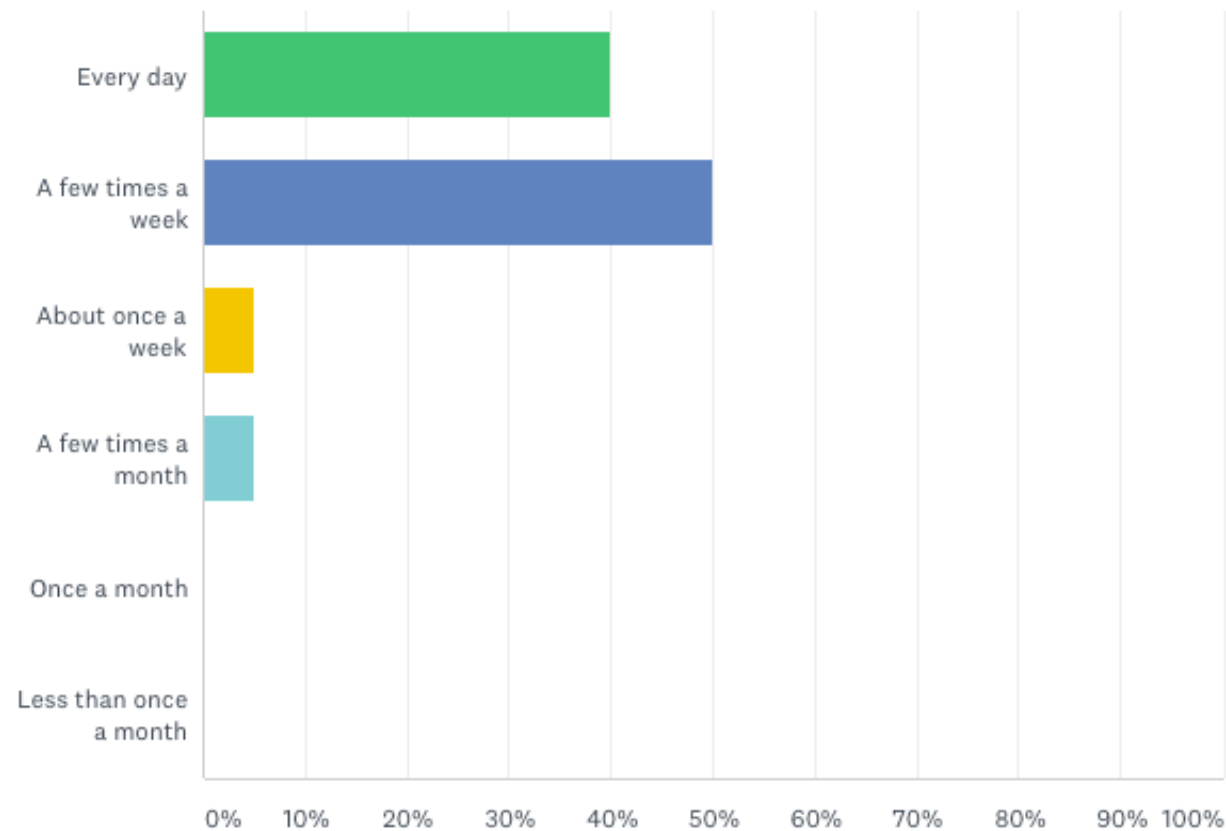


Customize

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How often do you play IL2 multiplayer?

Answered: 100 Skipped: 0



Q3

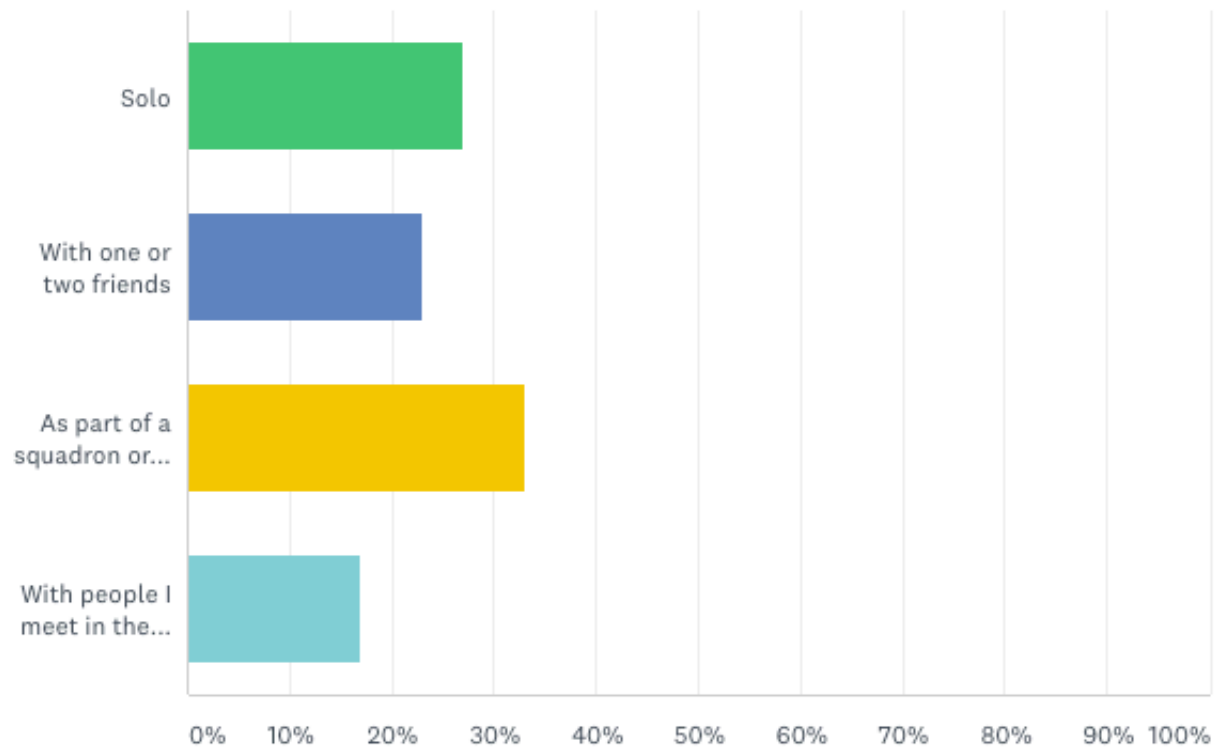


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Do you fly most often solo, or with friends?

Answered: 100 Skipped: 0



Q4

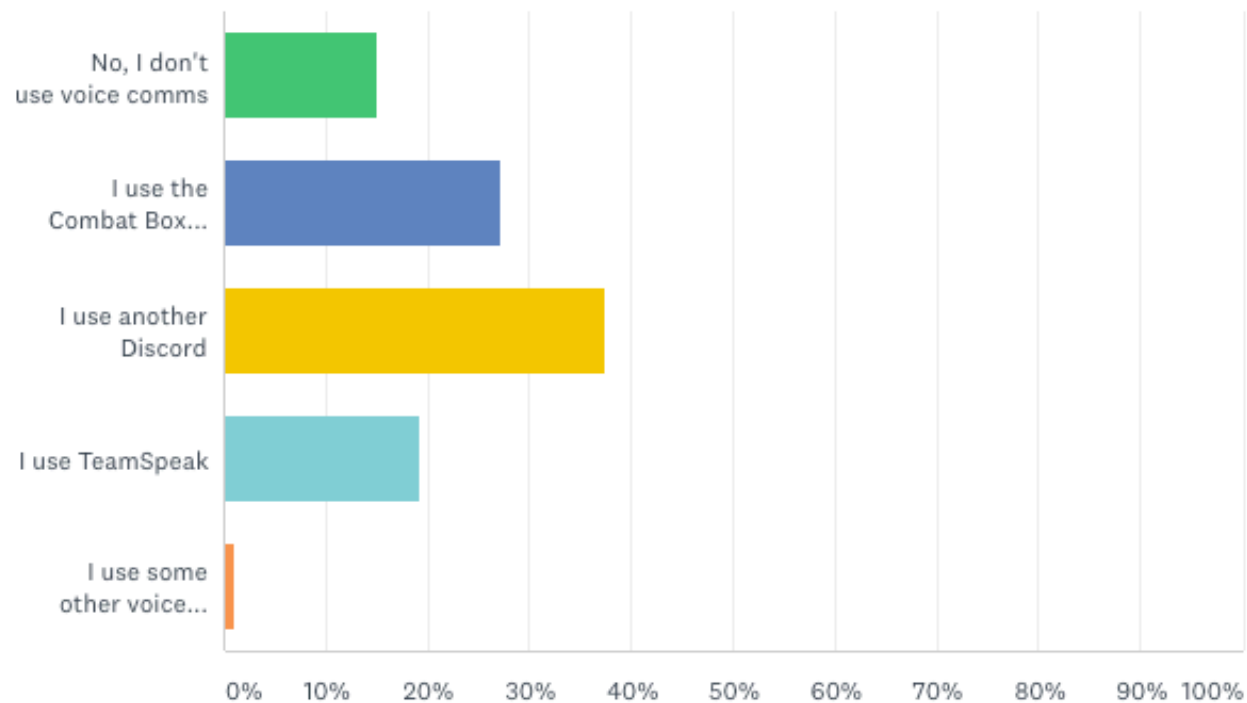


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Do you use voice comms?

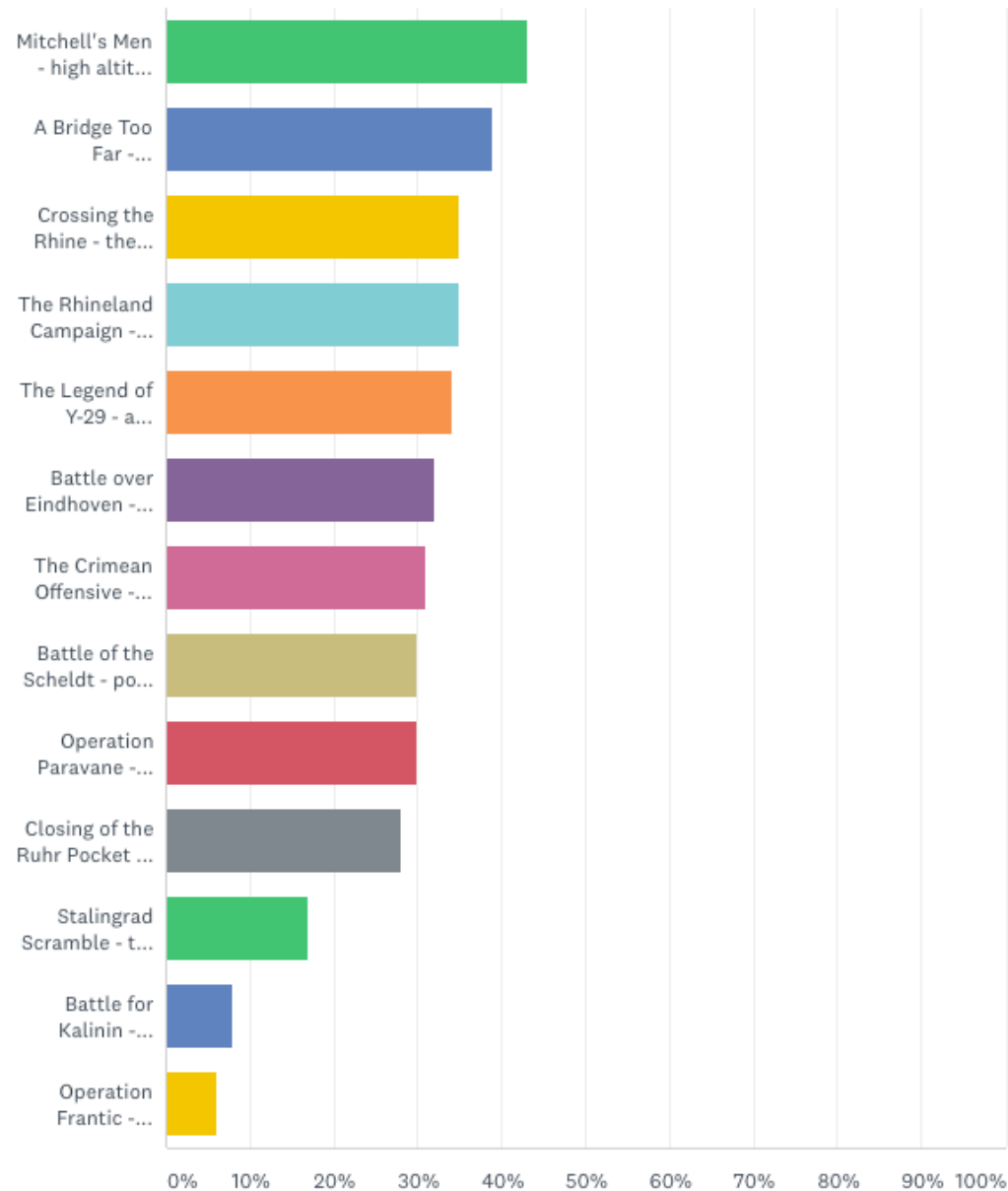
Answered: 99 Skipped: 1





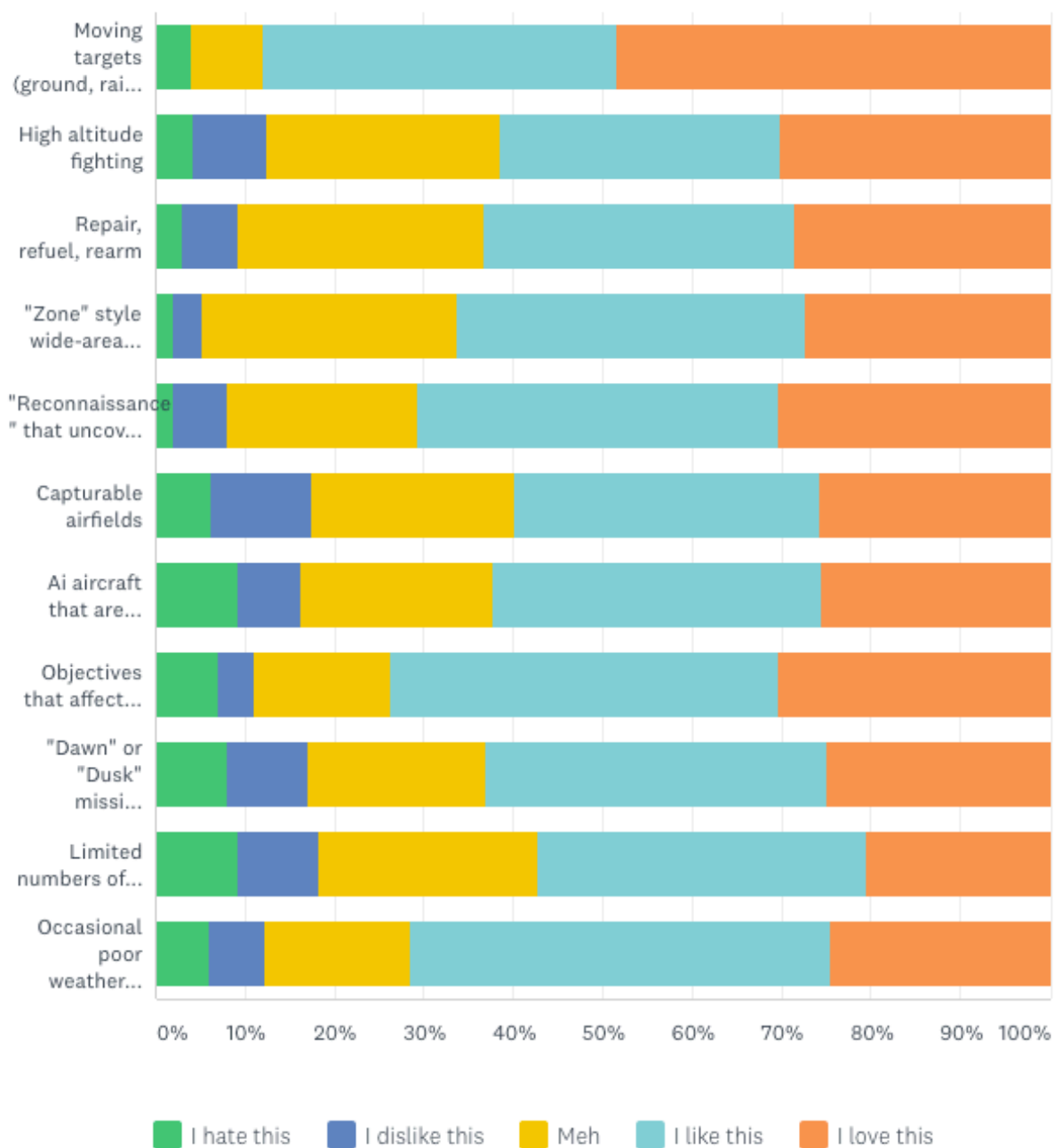
What are your 4 favorite Combat Box maps?

Answered: 100 Skipped: 0



How much do you like the following existing or proposed mission features?

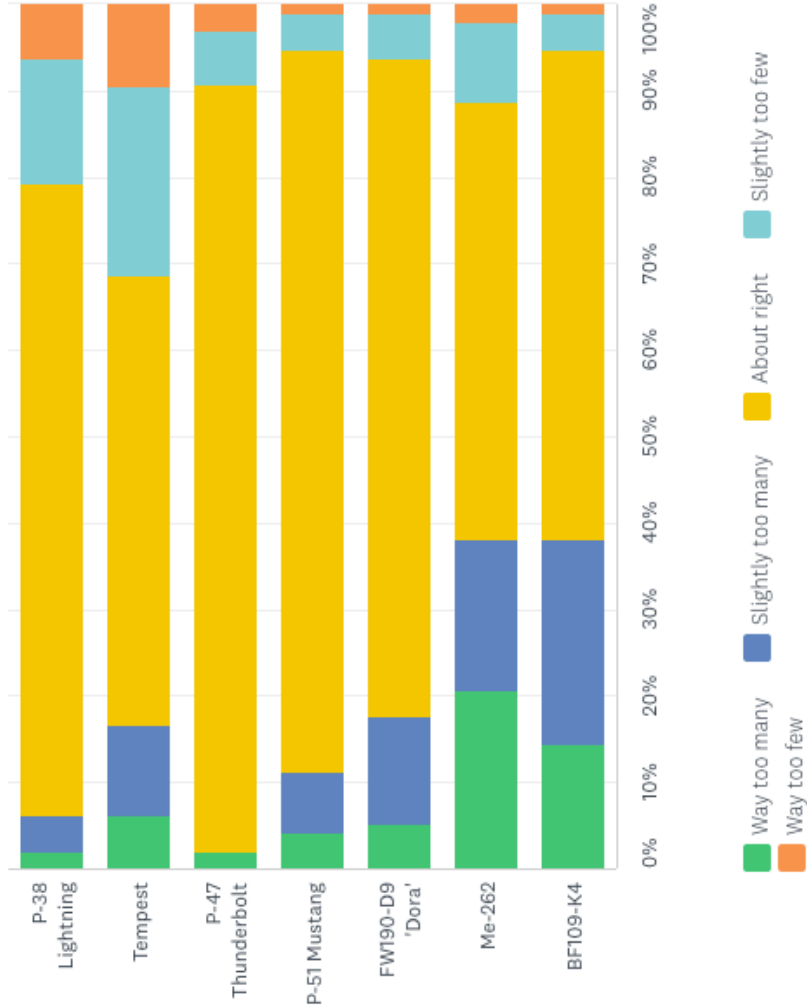
Answered: 100 Skipped: 0



| | I HATE THIS | I DISLIKE THIS | MEH | I LIKE THIS | I LOVE THIS | TOTAL | WEIGHTED AVERAGE |
|--|-------------|----------------|--------------|--------------|--------------|-------|------------------|
| ▼ Moving targets (ground, rail, water) | 4.04% 4 | 0.00% 0 | 8.08% 8 | 39.39% 39 | 48.48% 48 | 99 | 2.71 |
| ▼ High altitude fighting | 4.17% 4 | 8.33% 8 | 26.04% 25 | 31.25% 30 | 30.21% 29 | 96 | 2.50 |
| ▼ Repair, refuel, rearm | 3.06% 3 | 6.12% 6 | 27.55% 27 | 34.69% 34 | 28.57% 28 | 98 | 2.41 |
| ▼ "Zone" style wide-area targets | 2.11% 2 | 3.16% 3 | 28.42% 27 | 38.95% 37 | 27.37% 26 | 95 | 2.31 |
| ▼ "Reconnaissance" that uncovers mission objectives | 2.02% 2 | 6.06% 6 | 21.21% 21 | 40.40% 40 | 30.30% 30 | 99 | 2.29 |
| ▼ Capturable airfields | 6.19% 6 | 11.34% 11 | 22.68% 22 | 34.02% 33 | 25.77% 25 | 97 | 2.26 |
| ▼ Ai aircraft that are targets or help with the mission | 9.18% 9 | 7.14% 7 | 21.43% 21 | 36.73% 36 | 25.51% 25 | 98 | 2.15 |
| ▼ Objectives that affect loadouts or aircraft (jet fuel, AvGas, munitions) | 7.07% 7 | 4.04% 4 | 15.15% 15 | 43.43% 43 | 30.30% 30 | 99 | 2.12 |
| ▼ "Dawn" or "Dusk" mission times | 8.00% 8 | 9.00% 9 | 20.00% 20 | 38.00% 38 | 25.00% 25 | 100 | 2.11 |
| ▼ Limited numbers of airframes | 9.18% 9 | 9.18% 9 | 24.49% 24 | 36.73% 36 | 20.41% 20 | 98 | 2.03 |
| ▼ Occasional poor weather missions | 6.12% 6 | 6.12% 6 | 16.33% 16 | 46.94% 46 | 24.49% 24 | 98 | 1.90 |

Do you think we have the right mix of aircraft available?

Answered: 97 Skipped: 3

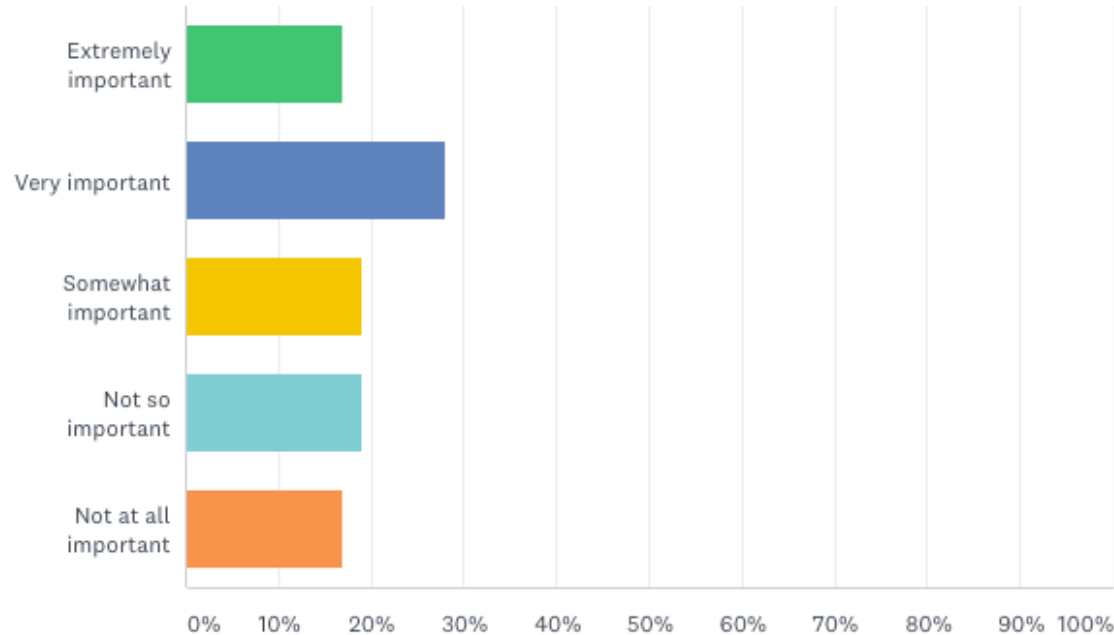


| | WAY TOO MANY | SLIGHTLY TOO MANY | ABOUT RIGHT | SLIGHTLY TOO FEW | WAY TOO FEW | TOTAL | WEIGHTED AVERAGE |
|--------------------|--------------|-------------------|--------------|------------------|-------------|-------|------------------|
| ▼ P-38 Lightning | 2.06% 2 | 4.12% 4 | 73.20% 71 | 14.43% 14 | 6.19% 6 | 97 | 3.19 |
| ▼ Tempest | 6.25% 6 | 10.42% 10 | 52.08% 50 | 21.88% 21 | 9.38% 9 | 96 | 3.18 |
| ▼ P-47 Thunderbolt | 2.06% 2 | 0.00% 0 | 88.66% 86 | 6.19% 6 | 3.09% 3 | 97 | 3.08 |
| ▼ P-51 Mustang | 4.12% 4 | 7.22% 7 | 83.51% 81 | 4.12% 4 | 1.03% 1 | 97 | 2.91 |
| ▼ FW190-D9 'Dora' | 5.21% 5 | 12.50% 12 | 76.04% 73 | 5.21% 5 | 1.04% 1 | 96 | 2.84 |
| ▼ Me-262 | 20.62% 20 | 17.53% 17 | 50.52% 49 | 9.28% 9 | 2.06% 2 | 97 | 2.55 |
| ▼ BF109-K4 | 14.43% 14 | 23.71% 23 | 56.70% 55 | 4.12% 4 | 1.03% 1 | 97 | 2.54 |



We currently specialize in late-war Bodenplatte scenarios and plane sets.
How important are mid or early-war matchups to you?

Answered: 100 Skipped: 0

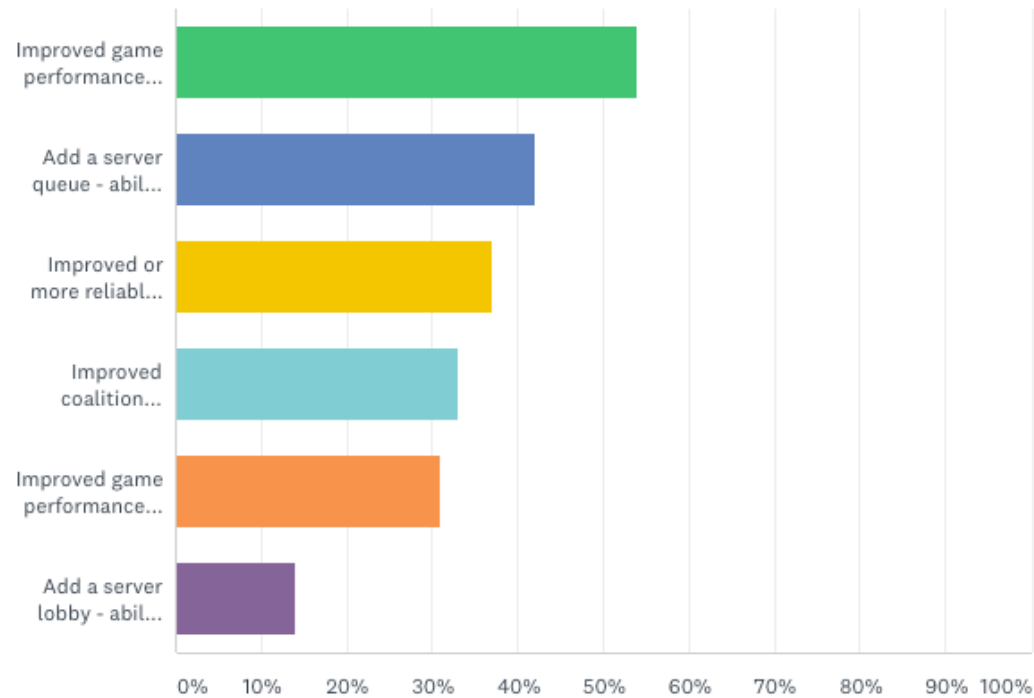


| ANSWER CHOICES | RESPONSES |
|----------------------|-----------|
| Extremely important | 17.00% 17 |
| Very important | 28.00% 28 |
| Somewhat important | 19.00% 19 |
| Not so important | 19.00% 19 |
| Not at all important | 17.00% 17 |
| TOTAL | 100 |



Which of the following multiplayer features matter most to you?

Answered: 100 Skipped: 0



| ANSWER CHOICES | RESPONSES |
|---|-----------|
| ▼ Improved game performance (server) | 54.00% 54 |
| ▼ Add a server queue - ability to queue for a spot on a full server | 42.00% 42 |
| ▼ Improved or more reliable networking | 37.00% 37 |
| ▼ Improved coalition balancing features | 33.00% 33 |
| ▼ Improved game performance (client) | 31.00% 31 |
| ▼ Add a server lobby - ability to chat with players, view team balance, etc | 14.00% 14 |
| Total Respondents: 100 | |