



*Their Finest Hour:
The Battle of Britain™*

Reference Card

Amiga® 500, 1000, 2000

LUCASFILM™
GAMES

This card provides start-up instructions for playing *Their Finest Hour: The Battle of Britain* on an Amiga 500, 1000, or 2000 computer. You'll also find additional Mission Instructions, including a list of keyboard controls for flying all three types of aircraft in *Their Finest Hour*.

The information on this card describes how to:

- load and play *Their Finest Hour* from floppy disks
- install the program on a hard disk drive
- save your Combat Records on floppy disk
- load the Mission Builder
- fly a quick training mission (Quick Start)
- use the Radio Frequency Cipher Wheel to tune your aircraft radio

Before proceeding with these instructions, you should examine the READ.ME text file on Disk 1 to learn of any last minute updates to the program, the Mission Builder, or the manual.

From the CLI, type **type read.me** and press **RETURN**.

Game Controllers

You can use a mouse, a joystick, or the keyboard controls when playing *Their Finest Hour*.

Memory Requirements

The more available free memory you have in your computer, the more game features you'll be able to use.

Examine the READ.ME file on Disk 1 for more details. You can play *Their Finest Hour* on a 512K machine, but you'll hear no sound effects and certain graphic enhancements will be missing. Also, a 512K machine only allows you to run the

program from floppy disks, and you'll be unable to use a hard drive or exit without rebooting. Sound effects, enhanced graphics, and the ability to run the game on a hard drive are features available only on machines with 1MB of memory or more.

LOADING INSTRUCTIONS

Package Contents

The game package contains the following items:

- one Game Manual
- two 3.5-inch disks, labeled "Disk 1" and "Disk 2"
- one Radio Frequency Cipher Wheel
- one Reference Card
- one Registration Card
- one Game Catalog

**"Hitler knows that he will have to break us in this island or lose the war."
Winston Churchill, in a speech to the House of Commons, June 18, 1940**

Preceding page: Parachutes in hand, the crew of an He 111 prepares to take off on a bombing mission against Britain. Courtesy of the Smithsonian Air and Space Museum.

If you're missing any of these items, please contact Lucasfilm Games Customer Support at 1-415-662-1902.

Running the Program from Floppy Disk

NOTE: Running *Their Finest Hour* from a hard drive will greatly reduce loading and running times. To install the program on a hard drive, please refer to the *Hard Drive Installation* section of this Reference Card.

Since *Their Finest Hour* is not copy-protected, we urge you to make backup copies of the two game disks by following the instructions in your Amiga manual. If you use the Duplicate function from the Workbench,TM you must change the name of Disk 1 to "bob1," and Disk 2 must be renamed "bob2."

Cold Start

If your Amiga hasn't been started up yet:

1. Turn on the computer.
2. When you're asked for the Workbench disk, insert Disk 1 into drive df0.
3. Insert Disk 2 into any drive when prompted.

Warm Start

If your Amiga is already up and running:

1. Take out the Workbench disk.
2. Insert Disk 1 into drive df0.
3. Press the Ctrl key and the two Amiga keys simultaneously.
4. Insert Disk 2 into any drive when prompted.

HARD DRIVE INSTALLATION

To install *Their Finest Hour* on a hard drive:

1. Starting from the CLI, type **cd**, a space, the name of your hard drive, and a colon. For example, if you're starting from a hard drive named "dh0," you'd type **cd dh0**.
 2. Press **RETURN**.
 3. Type **makedir bob1940** and press **RETURN**.
 4. Insert Disk 1 into any drive.
 5. Type **copy bob1: bob1940 ALL QUIET** and press **RETURN**.
 6. Insert Disk 2 into any drive.
 7. Type **copy bob2: bob1940 ALL QUIET** and press **RETURN**.
 8. Type **cd bob1940** and press **RETURN**.
 9. Type **copy bob1940.info /** and press **RETURN**.
 10. Type **delete bob1940.info** and press **RETURN**.
- The program will now be installed on your hard drive.

*"Women of Britain,
give us your aluminum.
We want it and we
want it now. We will
turn your pots and
pans into Spitfires and
Hurricanes."*

Lord Beaverbrook, minister of
Aircraft Production

"I'm glad we've been bombed. It makes me feel I can look the East End {of London} in the face."

Queen Elizabeth, after Buckingham Palace was bombed on September 8, 1940

Starting Up from a Hard Drive

When playing from a hard drive, you can start up the program from either the Workbench or the CLI. From the Workbench:

1. Click on the hard drive icon containing the "bob1940" directory.
2. When the window opens, click on the drawer labeled "bob1940."
3. When the drawer opens, click on the icon labeled "bob." This will start up the program.

To start up the program from the CLI:

1. Get to the CLI prompt, and type **cd**, followed by a space, the name of your hard drive, and a colon.
2. Press **RETURN**.
3. Type **cd bob1940** and press **RETURN**.

This will take you to the directory that contains the game.

4. Type **bob** and press **RETURN**. The program will now start up.

SAVING COMBAT RECORDS ON A FLOPPY DISK

If you're running the program from floppy disks and wish to save pilot and crew records, Custom Missions, Campaign Missions, and combat film replays, you must format a floppy disk before you start the game. This disk must be titled "bobdata." At various times throughout the game, the program will ask you to insert this data disk.

If you're running the program from a hard drive, your Combat Records will automatically be saved in the "bob1940" directory.

To format a disk from the Workbench:

1. Insert a blank disk into any drive.

Guarding against sabotage, a British sentry keeps a watchful eye on a barrage balloon. Courtesy of the Smithsonian Air and Space Museum.



2. Select the disk icon.
3. Choose Initialize from the disk menu.
4. Choose Rename from the Workbench menu after the disk has been initialized.
5. Use the Cursor key and the Delete key to erase the word "Empty."

6. Type **bobdata** and press **RETURN**.

To format a disk from the CLI:

1. Insert a blank disk into any drive.
2. Type **format drive**, the name of your drive, a colon, the word **name**, and then **bobdata**. For example, if you're formatting a disk in drive df1, you'd type: **format drive df1: name bobdata**. Be sure to include the proper spaces when you're typing.
3. Press **RETURN**.

LOADING INSTRUCTIONS: MISSION BUILDER

Since the Mission Builder is a separate utility from the game program, you must use a special procedure to start it up.

If you've been running *Their Finest Hour* from a hard disk, you can access the Mission Builder from either the Workbench or the CLI.

To access the Mission Builder from the Workbench, simply click on the icon labeled "mb" that you'll find in the "bob1940" drawer.

To access the Mission Builder from the CLI, you'll need to get into the "bob1940" directory:

1. Type **cd bob1940** and press **RETURN**.
2. Type **mb** and press **RETURN**.

If you're running the game from floppy disks, follow the procedure described under "Cold Start" or "Warm Start," but insert Disk 2 when you're asked for the Workbench disk.

To continue, see *Using the Mission Builder* in the *Appendix* section of the manual.

QUICK START

Follow these instructions if you'd like to take *Their Finest Hour* for a quick test flight.

1. Load and start up the program by following the *Loading Instructions* above. A title screen will appear, followed by the Main Menu.
2. Select FLY TRAINING FLIGHT from the Main Menu by clicking on it. An Aircraft Selection menu will appear.
3. Click on SPITFIRE. A Spitfire Training Flights menu will appear.

"It seemed impossible at first to believe that these were actual deadly battles and not mock ones. It gave one a strange, shaking, sick feeling of excitement to watch their every movement. Twisting, turning, their guns blazing, the sunlight picking them out in the clear sky, they would dive under, over, round, and then straight at their opponent until one would fall in a trail of smoke and flame, often with a gleaming parachute like a toy umbrella preceding the final crash to earth. It was horrible — but it had a macabre fascination impossible to resist."

Frances Faviell,
describing dogfights
over Southeast England

*“Old men declare war.
But it is the youth who
must fight and die.”*

Herbert Hoover

4. Click on SPITFIRE #2. You'll then be sent to Flight Briefing, which contains a large map of Southern England, the English Channel, and Continental Europe, along with a row of buttons at the bottom of the screen.

5. Click on the GO FLIGHT button. You'll soon find yourself flying in a Spitfire over the chilly waters of the English Channel. Several Luftwaffe Bf 109 fighters are flying around, but won't fire back at you. Your fighter has unlimited fuel and ammunition, and can't crash.

Your mission objective is to shoot down all the German fighters. Refer to the *Single Seat Fighter Cockpit Controls* section in the *Mission Instructions: In-Flight* chapter of the manual for more information about flying your fighter and using its machine guns.

If you need to pause the flight, press **Alt-P**. To end your mission, type **q** at any time. This will first give you a post-flight evaluation, then return you to the Main Menu. You may also press **esc** at any time during your mission to leave the program.

For more comprehensive instructions, turn to the *Mission Instructions: Pre-Flight* chapter of the manual.

KEYBOARD REFERENCE

The following keys are a summary of the controls used in *Their Finest Hour*. For a more detailed discussion of the cockpit controls for each of the three types of aircraft in the game (single-seat fighters, double-seat fighters and dive bombers, and medium bombers), see the *Mission Instructions: In-Flight* chapter of the manual.

Game Controls

Key	Function
	Pauses game; press any key to continue
	Turns all game sounds off and on
	Turns engine sound off and on
	Gives version number of game
	Changes amount of ground detail to any of three settings to speed up game if it is running sluggishly
	Exits the game. (If you're playing from a hard drive, you'll leave the program. If you're playing from floppy disks, you'll need to reboot the system.)

Weapons Controls

Key	Function
Left mouse button or SPACE BAR	Fires forward machine guns (fighter), or gunner position machine gun (all other aircraft)
Right mouse button or period (.) key	Fires 20 mm cannon (Bf 109 and Bf 110 only)
RETURN	Drops bombload (except fighters)
Joystick button	Fires machine guns or cannon (see X below)

- X** Lets you toggle joystick button between machine guns and cannon (Bf 109 and Bf 110 only)
- S** Lets you toggle between bombload settings (dive bombers and medium bombers only)
- A** Fires gunner position machine guns automatically

Cockpit Controls

Key	Function
+	Increases throttle (shift key not needed)
-	Decreases throttle
L	Lowers and raises landing gear (except Ju 87 Stuka)
F	Lowers and raises flaps
D	Extends and retracts dive brakes (Ju 87 Stuka and Ju 88 only)
C	Turns replay camera on and off
R	Sends you to Review Combat Film to watch your replay camera movie
M	Sends you to In-Flight Map/Radio
A	Turns on the automatic pilot

- T** Toggles between normal and accelerated time
- W** Gives you the location of your aircraft
- J** Lets you and your crew, if any, jump from plane and parachute to safety
- Q** Ends mission; sends you to post-flight evaluation

View Controls

- 8** Forward view
- 6** View right
- 4** View left
- 3** View straight down
- 9** Scan view

Switching to Different Positions

- G** Moves you to gunner position (except fighters)
- B** Moves you to bombardier position (medium bombers only)
- P** Moves you to pilot position (except fighters)
- 7** Toggles you between pilot and gunner positions (except fighters)

Moving to Different Gun Positions (medium bombers only)

- 8** Nose gunner
- 6** Right fuselage gunner (except Ju 88)
- 4** Left fuselage gunner (except Ju 88)
- 5** Belly gunner (lower fuselage, rear-facing)
- 2** Dorsal gunner (upper fuselage, rear-facing)

TUNING YOUR RADIO WITH THE RADIO FREQUENCY CIPHER WHEEL

Inside the game box you'll find a wheel with various German unit insignias around its perimeter. This is the Radio Frequency Cipher Wheel. You'll use it to tune the frequency of your plane's radio so you can receive vital information about enemy aircraft sightings. These sightings will be shown on the In-Flight Map/Radio, and you'll also be given information about the number and type of enemy aircraft, their altitude, and their course. If you don't tune your radio properly, you won't be able to receive any enemy sighting reports, which will greatly hinder your chances for a successful mission.

When you first begin a mission you'll be in the cockpit of your chosen aircraft. You'll need to tune the frequency of the cockpit radio if the light next to it is not lit. You'll also receive on-screen reminders to tune your radio. To move to the In-Flight Map/Radio screen, where you can tune your radio, press **M**.

Once you're at the In-Flight Map/Radio:

1. Click on the TUNE RADIO button at the bottom of the screen. A unit insignia and the name of an airfield will appear in a column at the right of the screen.

2. Move the Radio Frequency Cipher Wheel around, until the notch lines up with the unit insignia on the wheel's perimeter that matches the insignia on the screen.

3. Look on the inner wheel of the Radio Frequency Cipher Wheel, and find the airfield name that matches the airfield name on the screen. Next to the airfield name on the wheel, you'll see a window with three colored numbers inside. These three numbers together make up your correct radio frequency.

4. Click on the up and down arrow icons to select the correct numbers.

5. Click on the color display on the screen to select the correct colors for each number. Make sure that the three colored numbers in the window match the ones you've just selected on the screen.

6. Click on the DONE button when you've finished setting the radio frequency. If your radio is tuned properly, the light at the top of the screen next to the frequency display will now be illuminated.

7. Click on the CONTINUE button to resume flight.

For more information about the radio, turn to the *In-Flight Map/Radio* section of the *Mission Instructions: Pre-Flight* chapter of the manual.

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