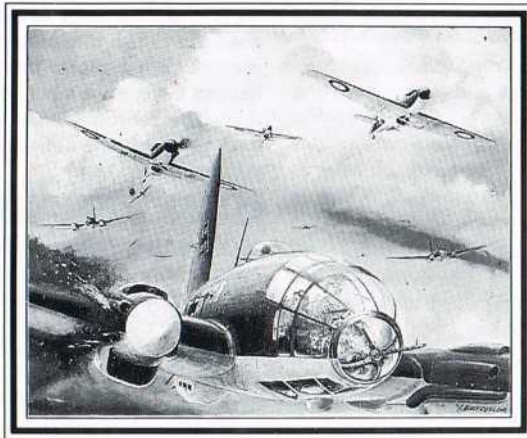




PRESENTS



THEIR FINEST MISSIONS

VOLUME ONE

THE BATTLE OF BRITAIN™

BY LAWRENCE HOLLAND

An historically accurate, action-packed air combat simulation.



LOADING INSTRUCTIONS ATARI ST® 520, 1040, MEGA

If you are running *Their Finest Hour* from a floppy drive, we recommend that you first make a backup copy of the *Finest Missions* disk and put the original in a safe place. Then, boot the program, select "Fly Custom Mission" from the main menu, and insert your copy of the *Finest Missions* disk when prompted. Choose the missions you want to fly from the list of available missions, and insert subsequent disks as prompted.

If you are running *Their Finest Hour* from a hard drive, you will need to copy the missions into the BOB1940 folder. Insert the *Finest Missions* disk in drive A,

then drag the FLOPPY DISK A icon onto the hard disk folder BOB1940.

Boot *Their Finest Hour* and select "Fly Custom Mission" from the main menu. You will be presented with a list of available missions from which to choose.

If any of the bonus pilots should ever be killed in action, you can revive them from their backup file (also included on the disk). To do this, open the BOB1940 folder *twice*, drag the **name.bak** icon from one folder to the other, then click on OK. When the "NAME CONFLICT DURING COPY" screen appears, change the extension on the copy's name to the correct pilot type (.raf, .109, .110, .j87, or .bmb).

AMIGA™ 500,1000, 2000

If you are running *Their Finest Hour* from a floppy drive, we recommend that you first make a backup copy of the *Finest Missions* disk and put the original in a safe place (make sure your backup copy is also named "BobData"). Then, boot the program, select "Fly Custom Mission" from the main menu, and insert your copy of the *Finest Missions* disk when prompted. Choose the mission you want to fly from the list available missions, and insert subsequent disks as prompted.

If you are running *Their Finest Hour* from a hard drive, you will need to copy the missions into the bob 1940 directory. Starting from the CLI,

insert the *Finest Missions* disk in any drive, then type: copy BobData: Bob 1940 ALL QUIET and press RETURN. When the missions have been copied, you can remove the floppy disk and store it in a safe place.

Boot *Their Finest Hour* and select "Fly Custom Mission" from the main menu. You will be presented with a list of available missions from which to choose.

If any of the bonus pilots should ever be killed in action, you can revive them from their backup file (also included on the disk). To do this, type: copy name.bak to name.??? where name is the name of the pilot, and .??? is the pilot type (.raf .109, .1 10, J87, or .bmb).

PC & COMPATIBLES

Presented for your dogfighting and bombardiering pleasure, here are twenty-three of the toughest and most exciting missions we've seen for *Their Finest Hour: The Battle of Britain*. A few of the missions were created by the finalists in our 1990 Tournament which was co-sponsored by *Computer Gaming World* magazine. Our testers also contributed three of their favorites, and Lawrence Holland's own "SUICIDE" mission is included for those of you who feel you're up to the challenge.

All other missions were designed by our own resident *Their Finest Hour* ace, Gregory Hammond.

As a bonus, we've also included one experienced pilot for each type of aircraft featured in *Their Finest Hour: The Battle of Britain*. And don't worry, if any of these pilots should ever be killed in action, you can revive them from their backup file (also included on the disk). To do this, type: copy name.bak name.??? where name is the name of the pilot, and .??? is the pilot type (.raf, .109, .110 i87 or bmb)

INSTALLING THE MISSIONS

If you are running *Their Finest Hour* from a floppy drive, we recommend that you first make a backup copy of the *Finest Missions* disk and put the original in a safe place. Then, boot the program, select "Fly Custom Mission" from the main menu, and insert your copy of the *Finest Missions* disk when prompted. Choose the mission you want to fly from the list of available missions, and insert subsequent disks as prompted.

If you are running *Their Finest Hour* from a hard drive, you will need to copy the missions into the BOB1940 directory. Type: cd \bob1940 and press RETURN. Insert *Their Finest Missions* in the appropriate floppy drive, then type: copy a:*. * and press RETURN (if you are copying the files from drive b:, use copy b:*. * instead). When the missions have been copied, you can remove the floppy disk and store it in a safe place.

Start up *Their Finest Hour* and select "Fly Custom Mission" from the main menu. You will be presented with a list of available missions from which to choose.

FLYING THE MISSIONS

SPITFIRE

“SNEAKERS”

As you patrol at 19,000 feet, Dover CHL radar station has detected several groups of incoming German bombers flying at low level. Your vic has just been vectored to intercept them as your radio crackles to life again to warn of small formations of enemy fighters at high altitude.

“SPOILER”

The He 111s just taking off from Wissant airfield in France have a nasty surprise coming...as part of a particularly aggressive Spitfire squadron, you and your mates decide to take your patrol a little farther out this morning. Before you know it, you're over the coast of France and you've spotted a formation of German bombers as they begin their takeoff roll. This raid would be a piece of cake were it not for the group of Bf 110s flying escort.

“DO DO DOWN” *Designed by Wayne Cline.*

You and two buddies take off from Hawkinge airfield on an alert from Fighter Command...a large group of German bombers is forming up over Calais. You are on the offensive as you reach the coast of France and find that some of the bombers are still taxiing on the ground! Watch out for enemy fighter cover.

“PANIC!”

Ventnor radar has detected a large formation of German aircraft, most likely Ju 87 Stukas, heading directly for a small convoy located SE of the Isle of Wight. You and your wingman scrambled from Warmwell airfield, and were to rendezvous with other British fighters, but they were diverted to

higher priority areas to the East. Intercept the oncoming storm of enemy aircraft before they hit the convoy.

“GOODHVNZ”

As you and your wingman patrol at 6,000 feet, Bf 110s approach to bomb Debden airfield and the Hurricane factory at Langley. You've got enough time to intercept them, but their Bf 109 escorts will certainly make your job much more difficult!

HURRICANE

“BOUNCE!”

Oh, boy! A gaggle of Stukas just ripe for the picking...off, that is. Follow your flight leader as he goes in to bounce the bombers, but watch out for the Bf 109s flying top cover. And if you let any of the Stukas get away, there are some people in Ventnor who'll be mighty upset!

“HURRI-UP”

Dover radar reports a formation of enemy aircraft heading North from Calais. Fighter Command has ordered a scramble from Manston to intercept the Germans, but it's not known whether their target is Dover radar or the convoy in the Channel.

“123PUNCH”

This is not a pretty sight...several groups of Ju 88s are incoming toward two industrial military targets and a radar station. Earlier attempts to intercept this attack were thwarted by heavy fighter escort, and there are still some Bf 110s flying with the bombers. Your small flight of Hurricanes is all that remains to stop the raid.

“HEVYRAIN”

South coast radar has detected small scattered formations of German bombers approaching the area of Tangmere and points East. You and your

wingman have been vectored to intercept the closest of these groups. You'll have to handle each group very quickly to prevent them from hitting their intended targets. Watch for Bf 109s escorting.

BF 109 E

“SWEEP 1 ” *Designed by Steve Smith.*

On a fighter sweep, you and your novice wingman encounter more than your share of trouble. Five Spitfires, with reinforcements coming constantly, challenge you to a duel and you have no choice but to accept. Destroy as many enemy fighters as you can.

“JIM2” *Designed by Vaclav Ujuk*

You and four other Bf 109s fly escort for a group of three Ju 88s as they attack the Dover CHL radar station. It's a good thing you've got some friendly company on this mission, because you may encounter as many as 37 Hurricanes! **“NITERAID”** *Designed by William W. Bums.*

Navigating by the light of a full moon, you are part of a daring mission to bomb and strafe a pair of targets along the Southeastern coast of England. Along with three other Bf 109 E4Bs, you'll hit Dover radar station, then Hawkinge airfield. Protect your wingmen from prowling Spitfires, and pick up any ground targets they miss. **“DAVYJONZ”**

You and a wingman take off from Campagne-Guines to escort three pairs of Bf 110s on a bombing mission to destroy a convoy. Reconnaissance reports many enemy fighters patrolling the area...this convoy must be carrying something valuable to warrant so much attention!

“AUDACITY”

As a new member of the elite JG 26 squadron, you feel obligated to impress your more experienced comrades. Mounting a camera onto your E- 4B, you take off and find a suitable target just to goad the British into a fight. Tangmere airfield seems a likely hotspot. After bombing one of the hangars there, duke it out with the Spits and Hurricanes that pursue you. Then, be sure to make it safely back to your home airfield so you can show off your exploits on film.

BF 110 C-4

“LORDHAHA” *Designed by Roger Besaw (Winner of the 1990 Tournament).*

On a (hopefully) low profile, deep penetration mission, your orders are to bomb Stanmore Fighter Command HQ. The object of this mission is not only to damage Fighter Command's HQ, but also to put a dent in British morale. You can bet you'll meet plenty of resistance, but if you get in and out quickly, you'll *probably* survive.

“SUICIDE” *Designed by Lawrence Holland.*

You must have been crazy to accept this assignment! Piloting a lone Bf 110, you are to fly across the Channel and bomb the Dover CHL radar station. Your timing could have been better, as there are numerous enemy fighter groups on patrol in the same areas you'll be flying through. Good luck...you'll need it.

“UCANDOIT”

You and a wingman are to escort two flights of Ju 87 dive bombers Northward from their base at Cherbourg to attack a British convoy. Watch for intercepting enemy fighters at any point along the

flight path. Once the Stukas have successfully bombed their target, you are to fly Eastward, back to your home base at Lille. (Hint: You can potentially earn more points if you actually fly all the way back home.)

JU 87 STUKA

“TOUGH2” *Designed by Steve Piotrowski.*

For some reason, you’ve been separated from the rest of your flight. But, like any good soldier, you push on to complete your mission: to bomb the Ventnor CHL radar station. Unfortunately, without any friendly planes around, you’re quite vulnerable to attacks by British fighters...sure hope you don’t run into any!

“STUKAMAN”

On a mission that would challenge any Stuka pilot, you must not only dive bomb the Spitfire factory at Southampton, but also act as *escort* for the four other Ju 87s flying this mission with you. Keep your eyes peeled on the way home for enemy fighters...they’ll jump at the chance for an easy Stuka kill.

DO 17Z-2

“DODOBIRD”

Fly in a tight formation of four Dorniers to bomb the Pobjoy Stirling bomber factory. You’ll have two Bf 109 escorts, but this is only their fourth flight as fighter pilots, so don’t expect too much help from them. Spitfires are everywhere, so you’ll want to stay in tight formation as much as possible to maximize the effectiveness of your group’s combined firepower.

HE 111 H-3

“ESPIONAJ” *Designed by William W. Burns.*

On one of the most important missions never to happen in World War II, you are to *land* at Tangmere airfield at night to pick up a high level spy who has captured the secret of British radar (yes, you’ll have use your imagination!). As you make a power-off landing at Tangmere, you instruct your gunners to strafe the Spitfires parked on the ground. Taxi past the hangars just long enough to let your passenger jump aboard, then take off to the East to bomb Poling and Tmleigh radar stations. Bf 110s will also attack Tangmere, and then escort you for the remainder of your mission. Good luck!

“CLEANUP”

In the afternoon of Adler Tag, you and your flight leader are on the tail end of a raid to knock out radar installations along the Southeastern coast of England. As you fly Southwestward along the coast, watch each radar site to see if any of the buildings there were missed by previous bomber attacks. Also watch for enemy fighters being vectored to your area.

JU 88 A-1

“WHAM-BAM”

Follow your flight leader in to dive bomb the airfield at Martlesham. Since there are three buildings to hit, and only two of you, you’ll have to watch him to see which structure he targets. You’ve only got one Bf 109 escort, but he’s supposed to be one of the best. Still, there will probably be heavy resistance, so be alert on both your attack run and the trip home.

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