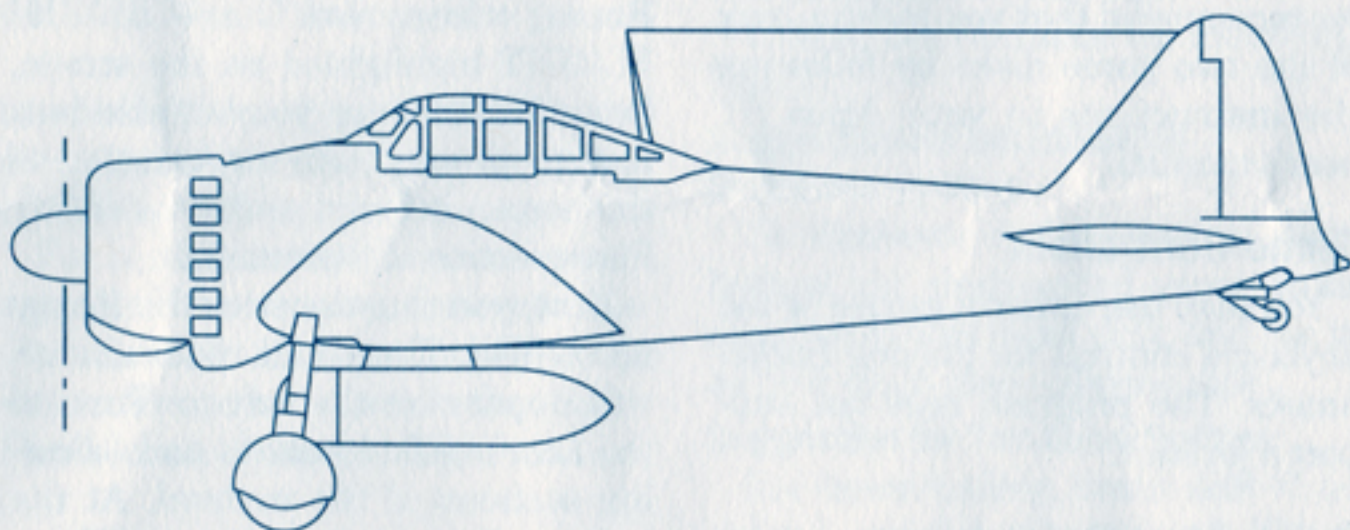# Battlehawks 1942

Reference Card
Atari ST®

Lucasfilm™ Games

This card contains a set of start-up instructions specifically for your Atari 520, 1040, or Mega ST computer. These instructions include *Quick Start*, which lets you fly a *Battlehawks 1942* mission right away. There are also instructions for loading and starting up the game, and for installing *Battlehawks* on a hard disk. Once the program is running, please refer to the *Game Play* section of the manual, starting with *Menu Choices*.

For your convenience, *Battlehawks* is not copy protected. Before playing, we recommend that you make a copy of the two game disks by following the instructions in your Atari ST user's manual.

Game Controllers

You may use either a mouse or the keyboard controls for playing *Battlehawks*. The program does not support a joystick.

Quick Start Reference

To take *Battlehawks 1942* for a test flight:

Start from the Desktop, and insert *Battlehawks* Disk #1 into drive A.

Click on the FLOPPY DISK A icon.

When it opens, double-click on the icon labelled "BH.PRG."

Follow the prompts for inserting Disk #2.

A title screen and game credits will appear, followed by the Main Menu, which has a close-up illustration of a plane taking off from a carrier. On this Main Menu, SELECT TRAINING will be highlighted. To proceed, press **RETURN** (or your mouse button). See the *Main Menu* section of the manual if you need more help.

Read the mission description for the selected FIGHTER INTERCEPT MISSION, then press **RETURN** (or your mouse button) to continue. More details are given in the *Training Missions* section of the manual.

Now you will be sent to the Ready Room, where you'll see BEGIN FLIGHT highlighted on the screen. Press **RETURN** (or your mouse button) to proceed. An explanation of this screen is found under the *Ready Room* section of the manual.

Next, you must answer the Recognition Test. The profile of an aircraft will appear on the screen. Turn to the *Loading Instructions* and following sections of the manual. At the bottom of every other page, you'll see a profile of a plane, with a word above it. One of the profiles in the manual matches the one on your screen. When you find it, use your keyboard to type in the word that appears above it.

Once you've entered the correct word, you'll find yourself flying over open water in an American *Wildcat* fighter. Eight Japanese *Zero* fighters

are flying maneuvers but are not shooting at you. Your *Wildcat* has an unlimited supply of fuel and ammunition, and it cannot crash. Your mission is to shoot down all the Japanese fighters. Good luck!

Note that when you type:

p

the game pauses. Refer to the *Cockpit View* and *Keyboard Reference* sections of the manual for more information about cockpit controls and flying your plane.

To end your mission, type:

q

at any time. This will return you to the Main Menu. You may also press:

esc

to exit *Battlehawks* and return to the desktop, except when you are flying a mission.

For a more comprehensive explanation of how to play, first read the section below, *Loading and Start-Up Instructions*, then turn to the *Game Play* section of the manual.

Loading & Start-Up Instructions

The game play of *Battlehawks 1942* is enhanced by having as much free memory as possible. Keep this in mind if you have any accessories loaded into your computer.

How to Load from a Floppy Disk

To start up the game, you'll need to be at the Desktop. Then:

Insert *Battlehawks* Disk #1 into drive A.

Click on the FLOPPY DISK A icon.

When the window opens, double-click on the icon labelled "BH.PRG." The program will start up.

Follow the prompts for inserting Disk #2.

Suggestion for Double-Sided Disk-Drive System

To eliminate disk-switching, copy both of the single-sided game disks onto one double-sided disk, and use it as your main game-playing disk.

Suggestion for Two-Drive System

For faster loading, insert disk #1 in drive A and disk #2 in drive B. Then, follow the Loading Instructions above, starting with "Click on the FLOPPY DISK A icon."

Saving Your Service Record

As you fly the various missions in *Battlehawks*, you'll be using a lot of different pilot names. To keep track of the successes, failures, medals, and promotions of each "pilot," you'll need to create a Service Record disk.

This is a two-step process. First, you must **format** a blank disk BEFORE you start playing the game. Then, go into the game to **prepare** the disk for use.

To Format a Disk: Insert a blank disk into drive A.

Click once on the FLOPPY DISK A icon to highlight it.

Select FORMAT on the drop-down window under the FILE heading.

Follow the instructions which will appear on the screen.

To Prepare a Disk: Go to the Main Menu of the program.

Select *Review Service Records*.

Use the PREPARE command to set up the disk as a Service Record disk.

Hard Disk Installation

If you have a hard disk drive, we recommend that you play *Battlehawks* from it. Here's how to copy the program from the two game disks onto your hard drive:

Create a new folder on your hard drive named "BH1942."

Without opening the new folder, insert disk #1 into drive A.

Drag the FLOPPY DISK A icon onto the new hard disk folder "BH1942."

When the copying is finished, remove disk #1 and insert disk #2.

Drag its icon onto the "BH1942" folder.

To start up the game once it has been copied onto your hard drive, open the "BH1942" folder, and double-click on the icon named "BH.PRG."

For additional instructions on how to play *Battlehawks*, refer to the *Game Play* section of the manual, starting with *Main Menu*.