

Empire Interactive wish to thank you for purchasing Dawn Patrol. Please be sure to register it with us within fourteen days - For more information please see the enclosed Registration/Support Card.

Before you begin, please take time to read the important information and appendices within this guide.

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SECTION 1 - IMPORTANT NOTES

MEMORY

Dawn Patrol requires at least 1MB of memory to run successfully. If your machine has only 1MB of memory, you will not be able to make use of any additional disk drives. (Simply disable/disconnect) . If your machine has more than 1MB, you may be able to take advantage of the MUSIC option on the Preferences screen.

Before playing Dawn Patrol, ensure that the power for your Amiga has been off for at least a minute. This will minimise the chance of your Dawn Patrol disks becoming infected with a virus and should effectively clear/defragment the memory.

MAKING A USER DISK

Before playing Dawn Patrol from floppy disk, you are advised to make a USER disk to save Preferences and Pilot Biographies - See Appendix B of this guide.

ON-DISK PROTECTION

The enclosed disk 1 of 3 is copy-protected. If you intend to play the game from a floppy-drive, please ensure that you use your original disk 1 when booting the game. You may however, make a single user copy of disk 2 and 3 since these are accessed frequently for individual parts-of the game.

USER GUIDE ADDENDUM

The enclosed User Guide is based on the IBM PC version of the game, however much of the information is essential to the Amiga version also. Please ignore references to IBM PC/CD-ROM - These will include the following:-

Video Replay & Video Editing Suite - Page 15, 18, Section 6 (39-43);
Joystick Controls & Input Devices - Refer to Appendix A in this guide;
Amiga Preferences Screen - Refer to Appendix B in this guide;
Chase View (Page 24-25) Not on Amiga Version;
No Mouse/Joystick Sensitivity on Amiga Version (Page 30);
Separate Rudder (Page 31) Not on Amiga Version;

SECTION 2 - GETTING STARTED

HARD DISK USERS

To install Dawn patrol to Hard Disk, simply load Workbench and insert disk 1. Double-click the 'Dawn_Patrol_Disk1' icon and then the 'HD-Install' icon. Soon after this you will be presented with the Installation Window. Using the keyboard and the mouse, change the Hard-Disk partition and path to read your desired destination.

eg. WORK:GAMES/PATROL

Once the program has successfully installed, follow the on-screen prompts to begin the game.

FLOPPY DRIVE USERS

Insert your original Dawn Patrol disk 1 and follow the on-screen instructions. The program will prompt you to insert other disks when required.

APPENDIX A - CONTROLS

CONTROLLING THE INTERACTIVE BOOK

The interactive book in Dawn Patrol can be controlled using your mouse and/or keyboard - The TAB key (and SHIFT TAB) will move between the selectable items and the RETURN/ENTER key (left mouse button) can be used to make your selections. The joystick is not available as an option for this part of the game.

IN-FLIGHT CONTROLS

Options for in-flight control are listed below and are obtainable by selecting the Preferences screen or by pressing F10 in-flight. Additional keys will be required for in-flight views and options. These keys are listed as a chart on pages 6-8 of this guide.

Keyboard

Mouse

Joystick

Gravis (Mouse stick) - Remember to have the Mouse stick in Port one of your Amiga.

Analogue - This will allow you to configure your Analogue joystick. Once this option is selected you will not need to select it again, unless you have restarted Dawn Patrol.

Recalibrate - This option allows you to change your previous Analogue joystick settings. It can be selected as many times as you wish.

Some keys have been duplicated for the A600 machine.

Rudder left = ALT + <

Rudder right = ALT + >

Rudder clear = ALT + /

Full Rudder deflection, Left = CTRL <

Full Rudder deflection, Right = CTRL + >

The fire key has also been duplicated on the left and right Amiga keys.

APPENDIX B - SAVING/LOADING

If you intend to play the game from the floppy drive, you are strongly advised to make a USER disk before booting the game. This will enable you to save and restore Pilot Biographies and Preferences, however it is not essential to play the game.

To create a USER disk, simply format a disk using Workbench and rename the disk as USER. This name is essential for Dawn Patrol to recognise it for this purpose.

The SAVE and LOAD selections can be made on the following pages of the interactive book -

Page 1 - Contents Page

Page 94 - Pilot Biographies Page

Page 159 - Preferences Page

Clicking on SAVE or LOAD on any one of these three screens will account for both Pilot Biographies and Preferences. You do not have to save or load these individually.

If you are running the game from a Hard-Disk, you will not be prompted for a USER disk.

PREFERENCES

The following options are available on the Preferences screen.

Distant 3D	On/Off	Roads	On/Off
Trenches	On/Off	Rivers	On/Off

The options below may not be available if your Amiga does not contain enough free memory or a 68020 or higher.

Land Detail	High/Medium/Low
3D Type	16 Colour/32 Colour
Music	Off/On

The Amiga Preferences screen does not contain the following:

Auto Detail.
Auto Window Option.
Screen fades.

PILOT BIOGRAPHIES

Further details for Pilot Biographies can be obtained on Page 17 of the user guide.

APPENDIX C - TROUBLESHOOTING

Problem: 'Failed to install CIA timer interrupt. Please refer to technical information.'

Solution: If you have an Amiga CD-ROM drive on your machine, it is likely you have installed driver software on your hard disk to run it. You will have to remove this software before you can run Dawn patrol. If you are unsure how to do this please contact the Empire Interactive technical support line.

Problem: 'Memory has become too fragmented to continue...'

Solution: This problem should only ever occur if you have been playing for several hours. It would then be necessary to reset your machine as detailed in the 'Important Notes' section of this guide.

Problem: After inserting disk one, the game fails to load.

Solution: Please ensure that your Amiga has 1Mb or FREE memory and that you are using your original copy of disk 1. If the disk still fails to load, this is likely to be caused by a defective disk. In this case, please return the offending disks only to our customer services department. The address can be found on your warranty card.

Empire Interactive
Technical Support & Customer Services - 0181-343-9143

KEYBOARD REFERENCE GUIDE

Dawn Patrol In-Flight Keys By Subject

VIEWPOINTS

- ESC** Change viewee to your aircraft
- SHIFT ESC** . . View of player's aircraft, maintaining last viewpoint
- F1** Zoom in
- ALT F1** Zoom out
- CTRL F1** . . . Reset zoom
- F2** Rotate vertically around viewee
- ALT F2** Rotate vertically around viewee in opposite direction to **F2**
- CTRL F2** . . . Reset to default vertical view angle
- F3** Rotate horizontally around viewee
- ALT F3** Rotate horizontally around viewee in opposite direction to **F3**
- CTRL F3** . . . Reset to default horizontal view angle
- SHIFT F2** . . . View of launched missile
- SHIFT F3** . . . View of nearest friendly aircraft
- SHIFT F4** . . . View of nearest enemy aircraft
- SHIFT F5** . . . View of object you have been assigned to attack, according to on-screen messages
- SHIFT F7** . . . View of object that last message refers to
- SHIFT F8** . . . View of currently assigned ground target
- SHIFT F9** . . . View of nearest possible ground target
- SHIFT 9** View of your wingman
- F5** Outside view - camera maintains absolute heading and pitch
- ALT F5** Outside view - looking out from viewee messages
- F6** Track view - camera pitches and turns with the aircraft
- ALT F6** Track view - looking out from viewee
- F7** External satellite view.
- ALT F7** View below viewee
- F8** View across your aircraft to the viewee (outside lock)
- ALT F8** View looking from in front of your aircraft to the viewee
- CTRL F8** . . . Lock view from behind the viewee to your aircraft
- F9** View from your aircraft's cockpit of the viewee (inside lock)
- ALT F9** View from in front of the viewee to your aircraft
- 5** View the rear of your aircraft from the inside
- 6** View the left of your aircraft from the inside
- 7** View the front of your aircraft's cockpit from the inside
- 8** View the right of your aircraft from the inside
- 9** View the rear of your aircraft from the inside

KEYBOARD REFERENCE GUIDE cont.

Dawn Patrol In-Flight Keys By Subject

- O** Return to cockpit from an outside viewpoint.
BACKSPACE . Inside combat lock - lock onto nearest enemy (see manual)
Q Toggle between fixed and free viewpoints of viewee
R Decrease rate of rotation for **F2** & **F3** keys
ALT R Increase rate of rotation for **F2** & **F3** keys
CTRL R Reset rate of rotation for **F2** & **F3** keys and reset view angle
[..... Look up (see gun sights if looking forward)
] Look down (see instrument panel if looking forward)
ENTER Outside combat lock (lock onto nearest enemy from outside view)
ALT F Select the next nearest viewee [fixed mode only]
CTRL F Reset fixed viewpoint to current nearest viewee
SHIFT F Toggle between fixed and free viewpoints of viewee
Z Impact viewpoint - switch view to target when hit
X Missile viewpoint - switch view to launched bullet

[NUM KEYPAD]

- SHIFT 8,4,6,2** . View directions

ACCELERATION CONTROLS

- TAB** Speed-up time (turns off when any key pressed or mission event occurs)
SHIFT TAB .. Uninterrupted time speed-up
ALT F10 Decrease time speed-up
CTRL F10 .. Increase time speed-up

GEAR

- W** Wheel brake

WEAPON CONTROLS

- SPACE** Fire
(Also Left and Right Amiga Keys)
T Auto-gunfire (only if autopilot ON)
U Unjam machine gun
J Increase rate of gunfire
K Decrease rate of gunfire

KEYBOARD REFERENCE GUIDE cont.

Dawn Patrol In-Flight Keys By Subject

FLIGHT CONTROLS

A Autopilot (toggle - indication on instrument panel)
1 Increase the keyboard flight control sensitivity
2 Decrease the keyboard flight control sensitivity
[NUM KEYPAD] END Full rudder deflection, left
[NUM KEYPAD] PG DN . . Full rudder deflection, right
[NUM KEYPAD] INS Gradual rudder deflection, left
[NUM KEYPAD] DEL Gradual rudder deflection, right
[NUM KEYPAD](8, 4, 6, 2) Flight directions
CURSOR Right, Left, Up, Down . . Flight directions
B Air brake toggle

ENGINE CONTROLS

, Minimum power setting
. Maximum power setting
[NUM KEYPAD] - Decrease RPM by single, large steps
[NUM KEYPAD] + Increase RPM by single, large steps
SHIFT - Decrease RPM in large steps
SHIFT + Increase RPM in large steps
[NUM KEYPAD] SHIFT - Decrease RPM by standard amount
[NUM KEYPAD] SHIFT + Increase RPM by standard amount
- Decrease RPM continuously, in small steps
+ Increase RPM continuously, in small steps

GENERAL CONTROLS

F10 Configuration menus
ALT X Exit flight
P Pause
S Sound toggle (off, no engine sounds or with engine sounds)

MAPS AND WAYPOINTS

M Map screen (ESC to return to flight)
; Step back through waypoints
' Step forward through waypoints
SHIFT ; Cycle through position information