

Birds Of PreyTM

Command Summary Card For The Amiga[®]

Getting Started

To play *Birds Of Prey*, you need an Amiga with a minimum 1 MB of memory.

Loading Instructions - Floppy Disk Users

Before loading, make a copy of Disk 2! You'll need a blank, formatted floppy disk. If you want to save games, you'll need an additional blank, formatted disk.

To make a copy of your *Birds Of Prey* disks:

1. Turn on your Amiga. (Amiga 1000 owners, insert Kickstart 1.2 or 1.3.)
2. Insert Workbench into drive DF0:.
3. If you have a single drive system, remove Workbench and insert your original Disk 1. If you have two drives, simply insert your original Disk 1 into the other drive.
4. Place the mouse pointer on floppy disk icon and click to highlight it.
5. Pull down the Workbench menu from the menu bar. Drag the highlighted bar down to **Duplicate** and release.
6. You may have to swap disks from time to time. Follow the onscreen instructions.

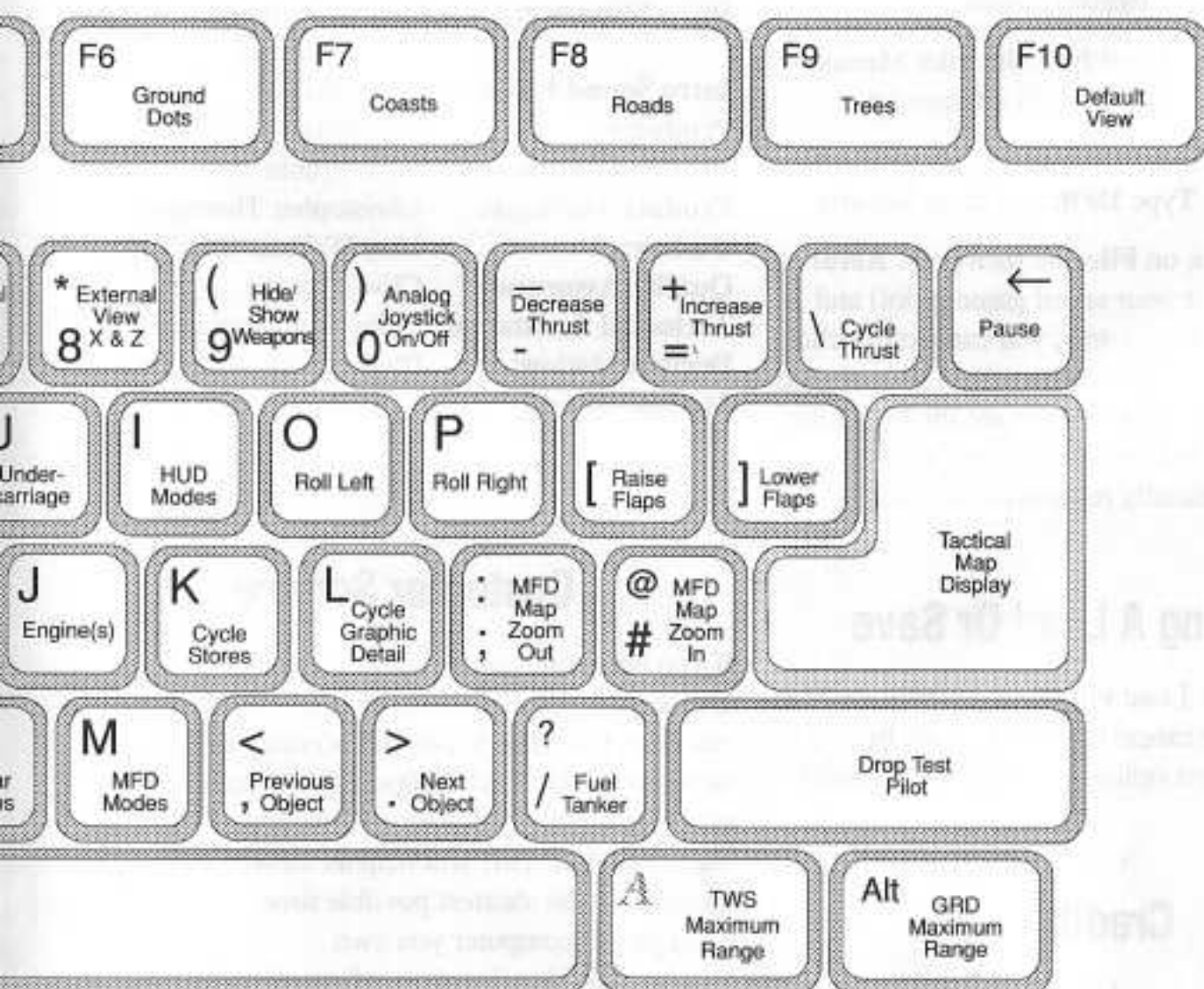
7. Once you've copied Disk 1, repeat the process for Disk 2. Leave both copies write-protected.

To load the *Birds Of Prey*:

1. If you have only 1 MB of memory, remove any memory-hungry peripherals.
2. If your Amiga is on, turn it off.
3. **If you want to see an animated intro sequence before playing:** Insert your *copy* of Disk 1 into drive DF0: and turn on your computer. (Amiga 1000 owners: Load Kickstart 1.2 or 1.3 and then turn on your computer. At the Workbench prompt, remove Kickstart and insert your *copy* of Disk 1.) At the end of the animated sequence, you'll be prompted to insert Disk 2. Remove Disk 1 and insert your *copy* of Disk 2 into DF0:. Click a mouse button or press any key to continue.

If you want to start the game without the animated sequence: Insert your *copy* of Disk 2 into drive DF0: and turn on your computer. (Amiga 1000 owners: Load Kickstart 1.2 or 1.3 and then turn on your computer. At the Workbench prompt, remove Kickstart and insert your *copy* of Disk 2.) The game loads and the Title screen appears. Click a mouse button or press any key to continue.

4. While playing, do not remove Disk 2 from DF0: unless you're saving or loading a pilot!



To load *Birds of Prey*:

1. Double-click on the drawer in which you installed *Birds Of Prey*.
2. Double-click on the BOP icon. The game loads and the Title screen appears. Click a mouse button or press any key to continue.

Copy Protection

After the Title screen, you're asked to enter a statistic concerning an aircraft or weapon in the game. Open your *Birds Of Prey* manual and turn to *Chapter 6: Technical Reference*. Look for the

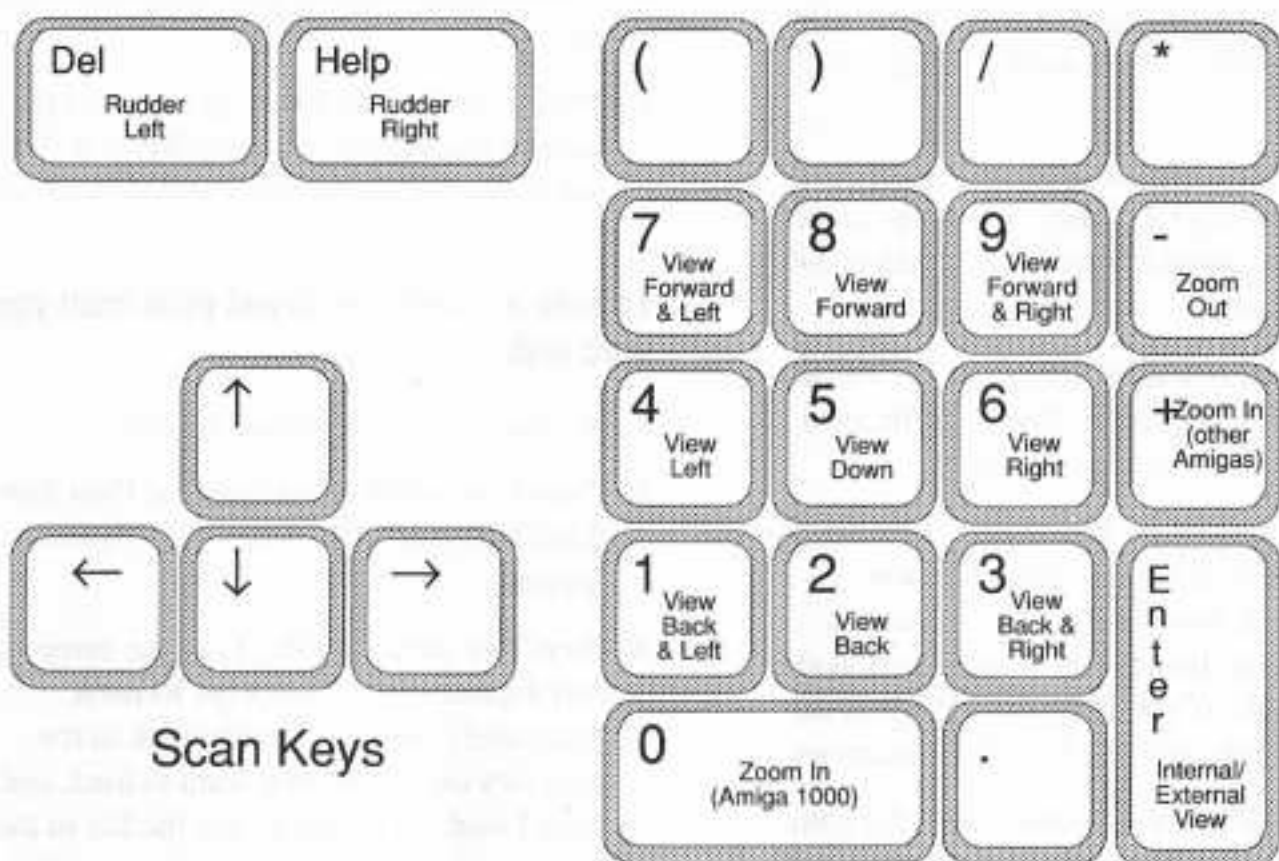
aircraft or weapon called for on the screen.

Type the statistic and press **Return**. You must type this number *exactly* as you see it in the manual, including any zeros or decimal points.

You have three tries to get the answer right. If you fail all three attempts, you'll have to reload the game.

Saving & Loading Pilots - Floppy Users

To save a pilot, you'll need one blank, formatted disk.



To save a pilot to a floppy disk:

1. Return to the Pilot Record screen.
2. Press **S** or select **Save** from the Pilot Menus. After a moment, the Save Pilot requester appears.
3. **Users with one disk drive:** Remove your *copy* of Disk 2 from DF0: and insert a blank, formatted disk. Press **P**, or click on **Path** and then press **Return**.

Users with two disk drives: Insert the disk into DF1: or DF2:. Press **P**, Delete **DF0:**, type **DF1:** or **DF2:**, and then press **Return**.

4. Press **F** or click on **File**. Type a name for your saved game (pilot) and press **Return**.
5. **Users with one disk drive:** Once the game is saved, you're prompted to insert your *Birds Of Prey* disk. Remove your saved game disk and insert your *copy* of Disk 2. You're automatically returned to the Pilot Screen.

Users with two disk drives: Once the game is saved, you're automatically returned to the Pilot Screen.

To load a previously saved pilot:

1. Return to the Pilot Record screen.
2. Press **L** or select **Load** from the Pilot Menus. After a moment, the Load Pilot requester appears.
3. **Users with one disk drive:** Remove your *copy* of Disk 2 from DF0: and insert your saved game disk. Press **P**, or click on **Path** and then press **Return**.

Users with two disk drives: Insert the disk into DF1: or DF2:. Press **P**. Delete DF0:, type DF1: or DF2:, and then press **Return**.

4. Press **F**, or click on **File**. Type the name of your saved game (pilot) and press **Return**. Alternately, you can simply click in the directory on the file you want to load, and then click **Load**. (If you can't see the file in the directory list, click on the up/down arrows.)
5. **Users with one disk drive:** Once the game is loaded, you're prompted to insert your *Birds Of Prey* disk. Remove your saved game disk and insert your *copy* of Disk 2. You're automatically returned to the Pilot Screen.

Users with two disk drives: Once the game is loaded, you're automatically returned to the Pilot Screen.

Saving & Loading Pilots - Hard Disk Users

To save a pilot to a hard disk:

1. Return to the Pilot Record screen.
2. Press **S** or select **Save** from the Pilot Menus. After a moment, the Save Pilot requester appears.
3. If you want to save the game to the directory *Birds Of Prey* is in, proceed to step 4. If you want to save the game to a different directory, click on **Path**. Type the name of your hard disk and press **Return**.

For example, if your hard disk were named DH0:, you'd type **DH0:** and press **Return**.

4. Click on the directory you want to save the file in.
5. Press **F** or click on **File**. Type a name for your saved game (pilot) and press **Return**. You're automatically returned to the Pilot Screen.

To load a previously saved pilot from your hard disk:

1. Return to the Pilot Record screen.
2. Press **L** or select **Load** from the Pilot Menus. After a moment, the Load Pilot requester appears.
3. Press **F** or click on **File**. Type the name of your saved game (pilot) and press **Return**. Alternately, you can simply click in the directory on the file you want to load, and then click **Load**. (If you can't see the file in the directory list, click on the up/down arrows.) You're automatically returned to the Pilot Screen.

Special Case

Saving & Loading To A Floppy Disk After Booting From A Hard Drive

You may have a hard disk but prefer to save games (pilots) on floppies. If this is the case, you must insert your saved game disk in drive DF0: *before* you load *Birds Of Prey* from your hard disk.

To save a game to floppy disk after booting from your hard drive:

1. Return to the Pilot Record screen.
2. Press **S** or select **Save** from the Pilot Menus. After a moment, the Save Pilot requester appears.
3. Click on **Path**. Type **DF0:** and press **Return**.
4. Press **F** or click on **File**. Type a name for your saved game (pilot) and press **Return**. You're automatically returned to the Pilot Screen.

To load a game from floppy disk after booting from your hard drive:

1. Return to the Pilot Record screen.
2. Press **L** or select **Load** from the Pilot Menus. After a moment, the Load Pilot requester appears.
3. Click on **Path**. Type **DF0:** and press **Return**.
4. Press **F**, or click on **File** and then press **Return**. Type a name for your saved game (pilot) and press **Return**. Alternately, you can simply click in the directory on the file you want to load, and then click **Load**. (If you can't see the file in the directory list, click on the up/down arrows.) You're automatically returned to the Pilot Screen.

Cancelling A Load Or Save

Once you're in the Load Pilot or Save Pilot requester, you can cancel the load or save by clicking on the **Next** option in the top right corner of the screen.

Credits

Game Design:	Argonaut Software
Programmed By:	Christopher Humphries & Peter Warnes
3D Graphics System:	Peter Warnes
3D Shape Design:	Danny Emmett
Flight Dynamics:	Christopher Humphries
Sound Effects:	Giles Goddard
Game Front End:	Christopher Humphries & Ian Crowther
Additional Graphics:	Paul Reid & Giles Goddard
Artwork:	Herman Serrano & Tom Ashton

Game Map:	Anthony Smith & Christopher Humphries
Disk IO:	Adam Polanski
Intro Sequence:	Enigma Software Developments
Intro Sound Effects:	Steve Brown
Producer:	Joss Ellis
Assistant Producer:	Scott Probin
Product Manager:	Christopher Thompson
Testers:	Matt Webster & Jeff Haas
Quality Assurance:	Clive Downie
Technical Assistance:	Colin McLaughlan
Documentation:	David Luoto
Manual Design:	Carol Aggett

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