NTSC U/C

PlayStation™

BLACK DAWN™

SLUS-00321

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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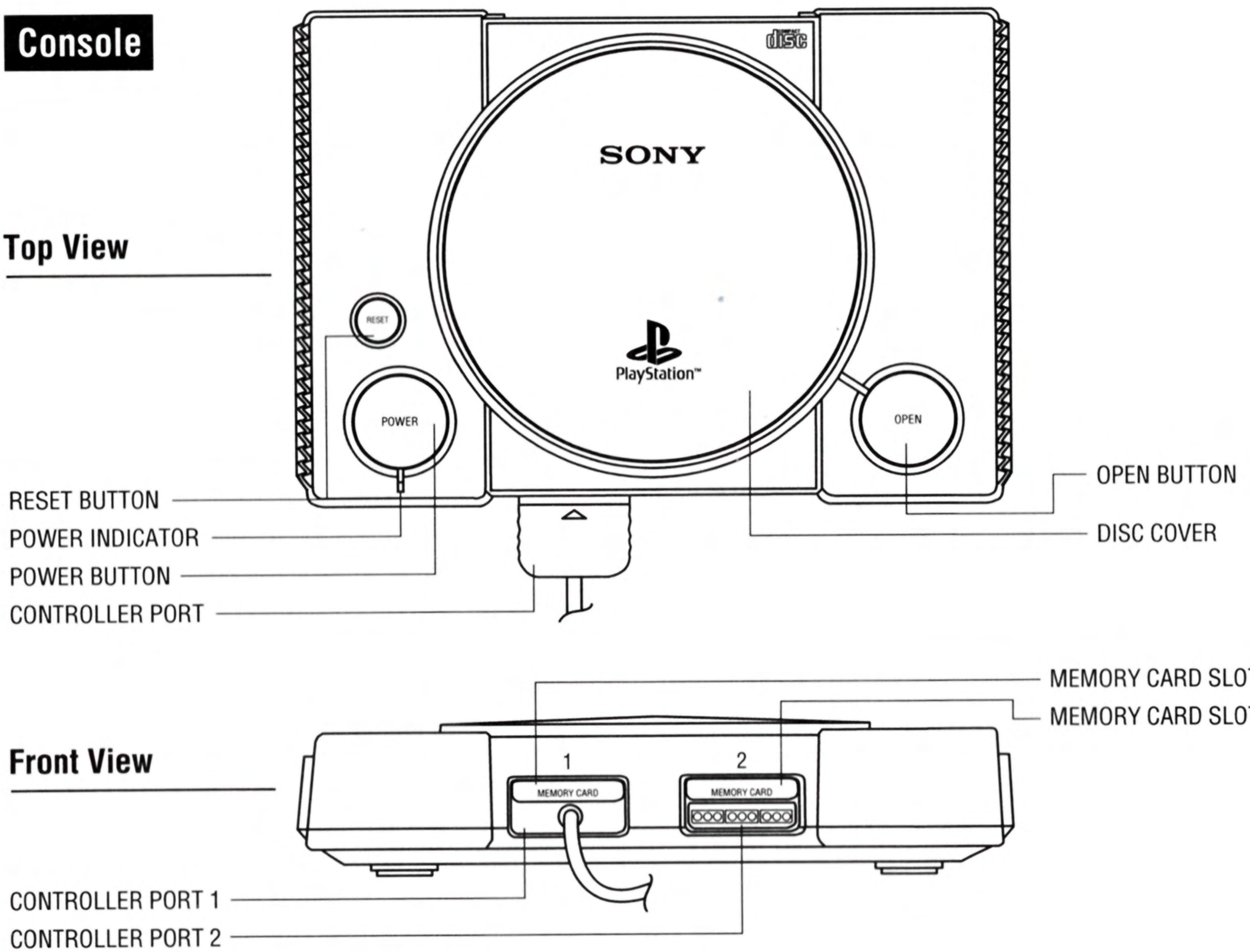
SETTING UP

Console

Top View



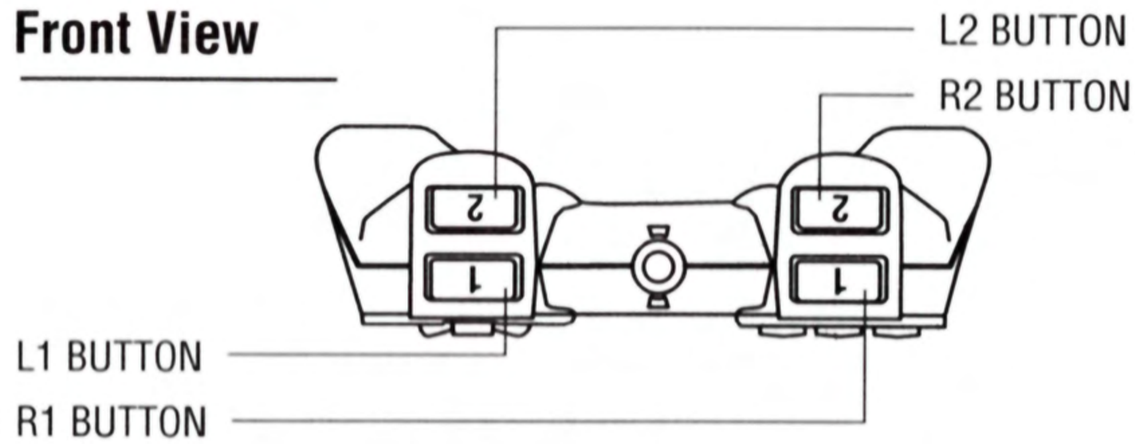
Front View

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Black Dawn*™ disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

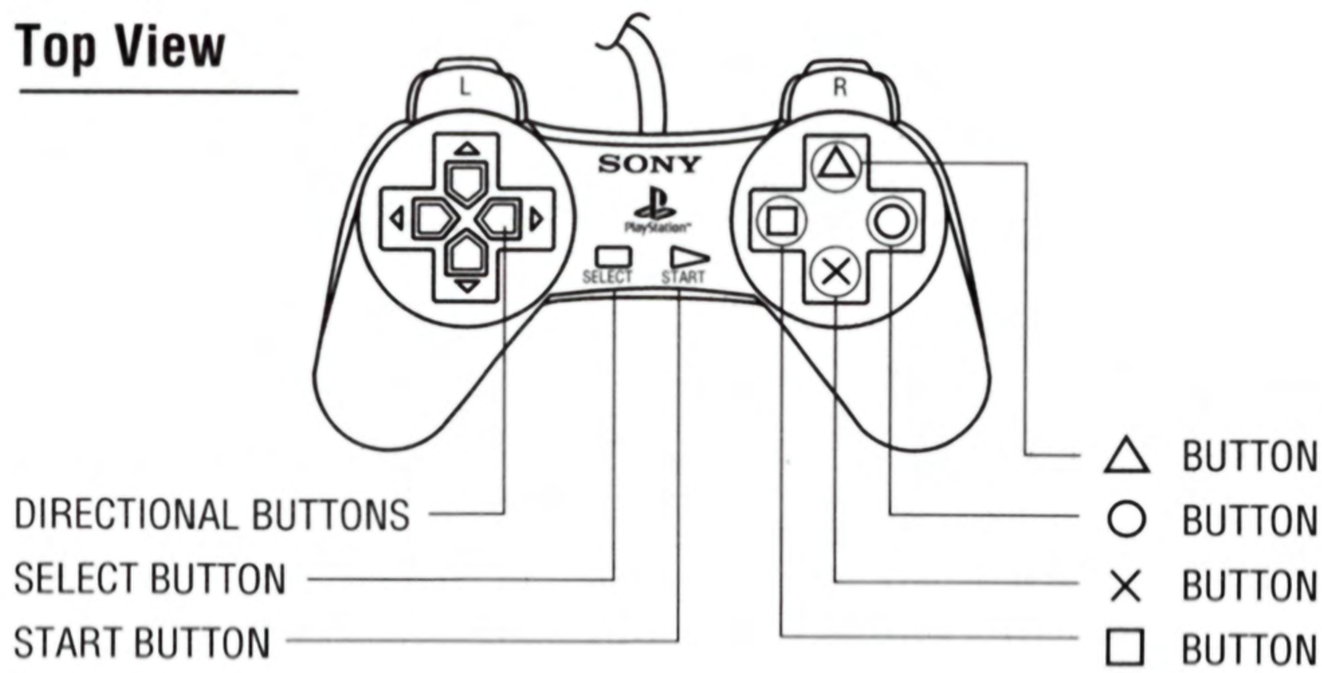
GAMEPLAY CONTROLS

Controller

Front View



Top View



ARCADE MODE (DEFAULT) CONTROLS

(see page 12 for Game Mode information)

△ **Button**	Fire Special Weapon (missiles, rockets, napalm, etc.)
□ **Button**	Fire Machine Gun
× **Button**	Forward (speed up)
○ **Button**	Back (slow down)

ARCADE MODE (DEFAULT) CONTROLS (CONT'D.)

L1/R1	Strafe left/right
R2	Change Target Lock
L2 + Down (D-Pad)	Climb in altitude, take off
L2 + Up (D-Pad)	Descend in altitude, land
Select + △ Button	Change Weapon (missile, rockets, napalm)
Select + ✕ Button	Change View (cockpit, full, third person, chase view)
Select + L2 / R2	Look out left cockpit window/right cockpit window

D-PAD CONTROLS FOR ARCADE MODE:

Left	Move left
Right	Move right
Up	Pushes nose of helicopter down
Down	Pushes nose of helicopter up

AGILE MODE CONTROLS

(see page 12 for Game Mode information)

△ Button	Change target lock
□ Button	Fire Special Weapon (missiles, rockets, napalm, etc.)
✕ Button	Fire machine gun
○ Button + Down (D-Pad)	Climb in altitude, take off
○ Button + Up (D-Pad)	Descend in altitude, land
L1	Back (slow down)
R1	Forward (speed up)
L2 / R2	Strafe left/right
Select + L2 / R2	Look out left cockpit window/right cockpit window
Select + ✕ Button	Change view

D-PAD CONTROLS FOR AGILE MODE:

Left	Move left
Right	Move right
Up	Pushes nose of helicopter down
Down	Pushes nose of helicopter up

RACER MODE CONTROLS

(see page 12 for Game Mode information)

△ Button	Forward (speed up)
✕ Button	Back (slow down)
○ Button	Fire special weapon (missiles, rockets, napalm, etc.)
□ Button	Fire machine gun
L1 / R1	Strafe left/right
R2	Change Target Lock
L2 + Down (D-Pad)	Climb in altitude, take off
L2 + Up (D-Pad)	Descend in altitude, land
Select + ○ Button	Change Weapon (missile, rockets, napalm)
Select + ✕ Button	Change View (cockpit, full, third person, chase view)
Select + L2 / R2	Look out left cockpit window/right cockpit window

D-PAD CONTROLS FOR RACER MODE:

Left	Move left
Right	Move right
Up	Pushes nose of helicopter down
Down	Pushes nose of helicopter up

GUNNER MODE CONTROLS

(see page 12 for Game Mode information)

△ **Button**	Forward (speed up)
✕ **Button**	Back (Slow down)
■ / ● **Button**	Strafe left/right
L1	Fire Special Weapon (missiles, rockets, napalm, etc.)
R1	Fire Machine Gun
R2	Change Target Lock
L2 + Down (D-Pad)	Climb in altitude, take off
L2 + Up (D-Pad)	Descend in altitude, land
Select + L1	Change Weapon (missile, rockets, napalm)
Select + ✕ Button	Change View (cockpit, full, third person, chase view)
Select + L2 / R2	Look out left cockpit window/right cockpit window

D-PAD CONTROLS FOR GUNNER MODE:

Left	Move left
Right	Move right
Up	Pushes nose of helicopter down
Down	Pushes nose of helicopter up

INTRODUCTION

1998. Terrorist activity is at an all-time high. Small, yet technologically advanced, groups are beginning to grow strong and powerful. Efforts toward regional stability and peace are failing, compromised by assassination, genocide and racial strife. Separatism, nationalism, religious fervor and overpopulation are fueling the fires of conflict. Israel. Ireland. New York. Around the globe and in our own backyard, terrorist and gang activity has grasped a permanent foothold of fear in

the lives of all. There is no end in sight. A top secret Black Operations military group funded by the U.S. Government has been assembled. Being part of a Black Operations means you ask few questions and trust no one outside of your unit. Your mission: to save innocent civilians and take out terrorist militia at any cost. You will attack, destroy, escort, rescue, defend, insert and survive at any cost. Your mission will unfold on a need-to-know basis.

GAME SCREEN FEATURES

Name Enter Screen

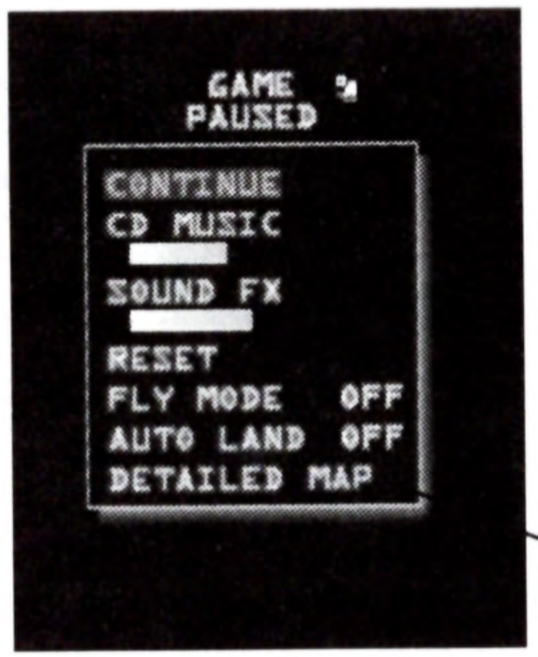
Use the ▣ **Button** to enter individual letters. Use ✕ **Button** to accept when finished.

Insertion Point Screen

You will be given missions one at a time. Once you beat the mission, you will be given another. You may replay a previous mission, but you cannot open a new one until the previous mission is successfully completed.

Mission Briefing Screen

This screen will introduce the first objective of each mission.



Detailed Map Screen

This screen gives an overview of target zones for your mission. To select this feature, press **Start** to pause and select *Detailed Map* on the *Game Paused* screen.

DETAILED MAP SELECTOR

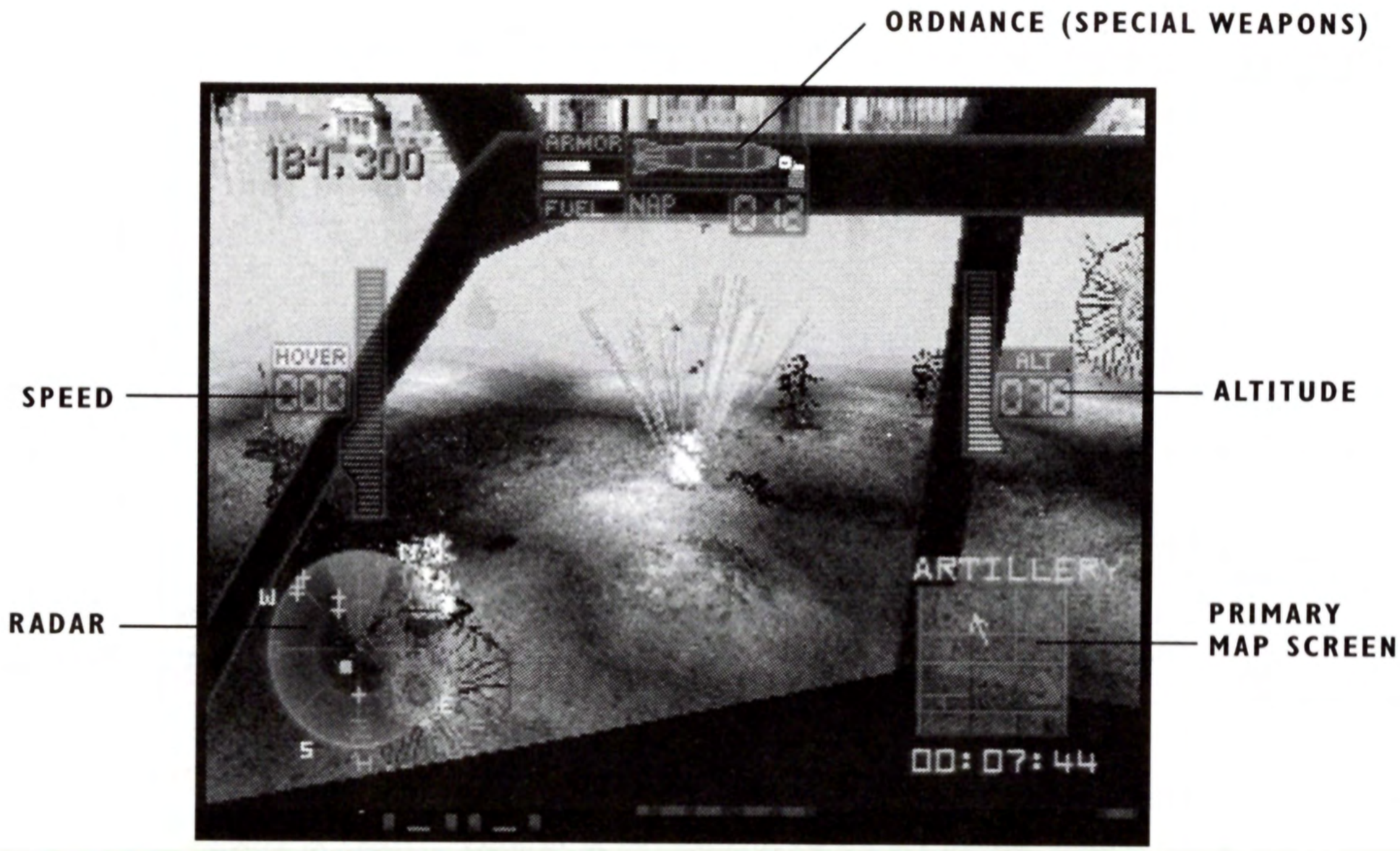
DISPLAYS

Radar Display

The Radar Display is also referred to as the ASD, or "Aircraft Survivability Display."

The Radar Display is a round display in the lower left of the screen. It gives a 360 degree overhead representation of your immediate vicinity. Your position is at the exact center of the circle, with "up" being directly ahead. "Down" is behind.

The points of the compass rotate around the edge of the radar display, showing your direction at all times. If "E" (east) is at the top of the radar, then you are facing east, with "N" to the left, "S" to the right and "W" behind.



The direction to the Landing Zone for the current operation is shown by an "H" symbol (for "HOME") which also circles around the radar display. To fly to the Landing Zone, rotate the aircraft until the "H" is at the top of the radar, and fly forward. When the Landing Zone is nearby, the "H" moves from the edge to within the actual radar display. When the "H" is at the center of the radar, the aircraft is directly over the landing pad.

Various symbols appear within the radar display:

- Targets upon which you have a missile lock will be surrounded by a FLASHING GREEN BOX.
- Vehicles and structures appear as AMBER CROSSES.
- Aircraft appear as AMBER SQUARES.
- Targets that flash WHITE are shooting their weapon, usually at you.
- Missiles appear as PULSING WHITE DOTS.
- If you have a wingman, he will appear as a BLUE SQUARE.

- Rescues appear as BLUE DOTS.

- The Landing Zone appears as a BLUE "H".

Speed Display

The Speed Display, found at the left side of the screen, shows your airspeed in both numeric and analog fashions. The analog part is a colored thermometer-style bar which extends upward with a green color as the aircraft speeds up. Backward airspeed is represented by a downward, amber extension of the bar. Airspeed is measured in knots (a knot equals one nautical mile, or 1.15 statute miles, per hour). While the chopper is flying at speeds of 18 knots or less in either direction, the bar is yellow and you can land the aircraft.

Once the airspeed exceeds 18 knots, the Terrain Avoidance system kicks in and landing is not possible. See page 15 for more information on this system.

Ordnance Display

This display is found at the center top of the screen. It shows your current armor, fuel, and weapon status. Ordnance refers to unused weaponry, such as missiles or cannon rounds.

Altitude Display

The Altitude Display is very similar to the Airspeed Display. It has both a numeric and analog portion that shows your current height above the ground. If the aircraft is low to the ground, the bar will be yellow, otherwise it shows green.

Primary Map Screen Display

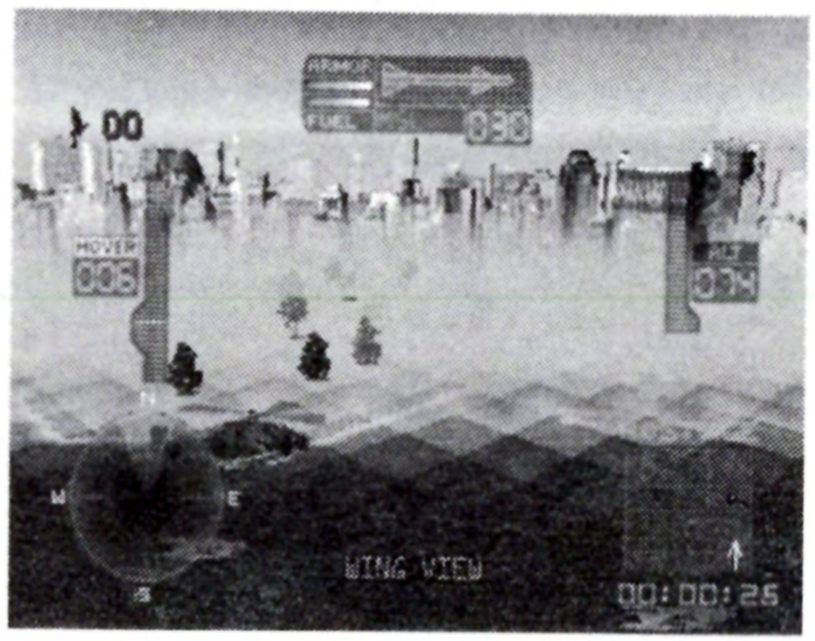
This display is found at the lower right side of the screen. It shows your current location in reference to your mission target zones.

VIEWS

Cockpit View (Default)

Chase View

HUD View



Wing View

Black Dawn offers you several views from the cockpit. To change views, you must press the **Select** button and the ⊗ Button simultaneously while in the game. You can choose from any of the views shown above. Experiment with each to find out which one works best for you.

GAME MODES

Black Dawn has 4 different game modes (control configurations) to choose from.

Arcade Mode

Arcade Mode is the standard default mode. This configuration seems to be the best all-around format for novice to average players.

Agile Mode

Agile Mode is a mode designed for fans of *Agile Warrior: F-111X*™. Players familiar with the control configurations of *Agile Warrior: F-111X* will be able to use this mode to jump right into the action of *Black Dawn,* using controls they are familiar with. Players unfamiliar with *Agile Warrior: F-111X* will probably prefer to use the other game modes offered in *Black Dawn,* since there are no other special advantages of this mode.

Racer Mode

Racer Mode is for the player that maneuvers their aircraft with frequent forward and backwards thrusts. *Racer Mode* is also effective for the player who likes to position their aircraft before taking out targets.

Gunner Mode

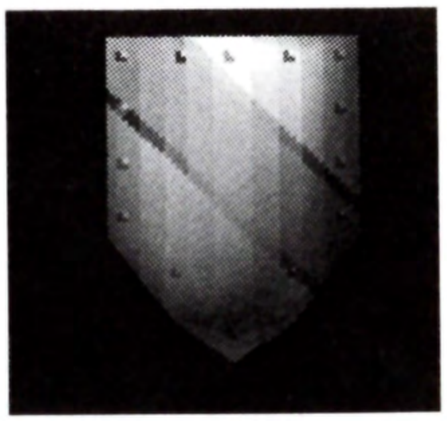
The *Gunner Mode* is for the player who likes to maneuver and fire simultaneously. The buttons are positioned so that the most accessible buttons: △ □ ○ ✕ take over the helicopter maneuvering, leaving your fingers free to access the weapons through the top buttons: **L1, R1, L2** and **R2**.

POWER-UPS

Power-Ups will appear after select items have been destroyed. You can pick up power and weapons by maneuvering your craft through the spinning Power-Up icons. For weapons, there are three upgrades to your default gun [single fire (default), double fire and triple fire]. Missiles and rockets can also be upgraded.

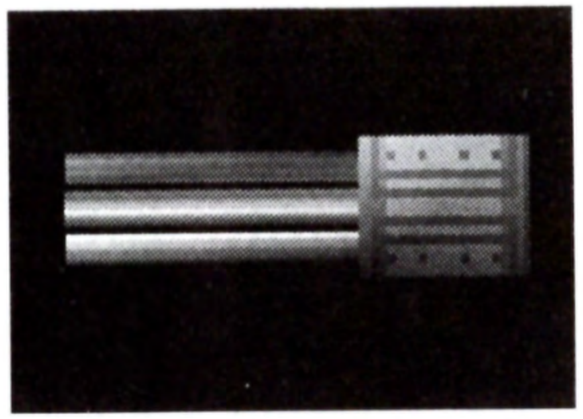
Power-Ups are coded by color to indicate their strength/value:
Blue - lowest power/lowest value
Orange - medium power/ medium value
Gold - strongest power/strongest value

Remember, Power-Ups will disappear if you wait too long.
Here are the key Power-Ups to keep an eye out for:

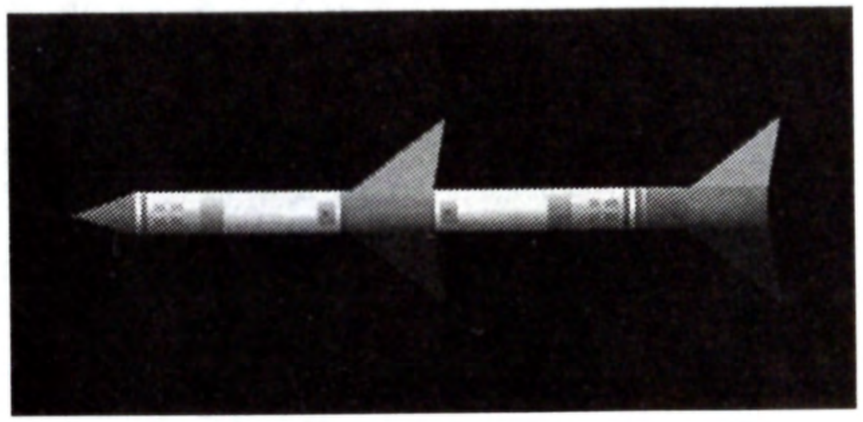


Armor Power-Up

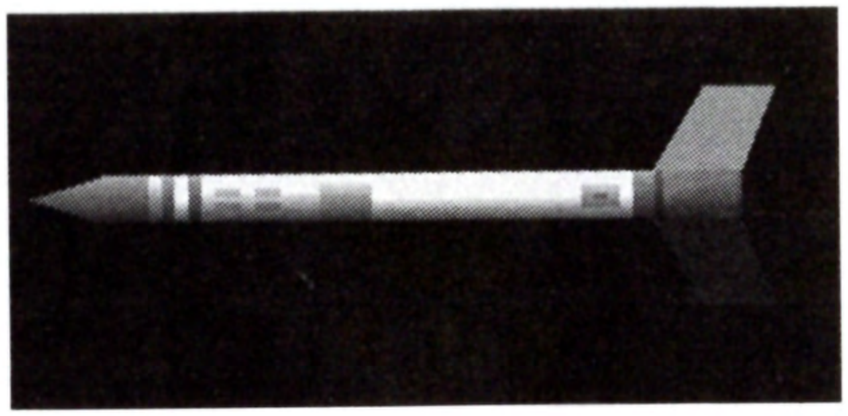
Fuel Power-Up



Machine Gun Power-Up
(upgrades default weapon)



Missile Power-Up



Rocket Power-Up

AIRCRAFT FEATURES

Overview

The AH-69 Mohawk's advanced fly-by-wire system is designed to simplify the operation of the aircraft and allows you to concentrate on the mission at hand. Features include:

- "Fly Mode" toggle for 2 different flight models (selected from *Pause* menu).
- Automatic landing toggle (selected from *Pause* menu).
- Automatic terrain-avoidance (always active in flight).
- Smart throttle control (different in forward/backward flight).
- Four different game modes, also known as control configurations (selected in shell).

Fly Mode Toggle

The "fly mode" toggle allows you to choose between two flight models.

If fly mode is OFF, the Mohawk handles like an elevator. It maintains any desired altitude, regardless of orientation and airspeed. This allows you to aim the weapons at will without affecting the aircraft's altitude—useful for long attack runs against multiple ground targets.

If fly mode is ON, the Mohawk will fly more like a plane. In forward flight, the aircraft will descend if the nose is pointed down, and rise if the nose is pointed up. If the nose is pointing at a target, flying forward will cause the aircraft to close in on that target. Flying backward reverses these effects.

FLY MODE SELECTION

In both modes, the Automatic Terrain Avoidance system will prevent the aircraft from crashing into the ground.

Automatic Terrain Avoidance

Terrain avoidance is always active while the helicopter is at speeds above 18 knots. The helicopter WILL NOT LAND unless it is in *Hover* mode (flying at 18 knots or slower), to prevent structural damage. The Airspeed Indicator on the left side of the HUD indicates what mode is currently active.

The Terrain Avoidance system WILL NOT prevent collisions with trees, structures or vehicles.

Smart Throttle Control

Simply put, the helicopter will stay at whatever forward speed you set. If you put the helicopter into backward flight, it will slow to a hover as soon as the throttle is released.

Automatic Landing Toggle

Setting this feature to ON will cause the helicopter to gently land if it is in *Hover* mode above a landing pad or in close proximity to a hostage. Auto-landing is aborted if you adjust the throttle or the collective. Collective refers to raising and lowering the altitude of the helicopter. This is done by holding down the **<shift>** button while pressing **D-Pad up** or **D-Pad down**. In *Arcade, Racer* and *Gunner* control modes the **<shift>** button is **L2**, but in *Agile* mode it is the ◉ **button**.

FRIENDLIES

In *Black Dawn* you will encounter not only enemies but also "friendlies." These can be men on the ground, tanks or aircraft who are on the same side as you.

Identifying Friendlies

In the game, friendlies can be readily identified by the blue caption FRIENDLY that will appear when your aimer is targeting them. Do not shoot friendlies!
(See "Friendly Fire Repercussions" on page 16.)

News Helicopter (Friendly)

Police Car (Friendly)

How Friendlies Help

Friendly aircraft and tanks will help you by attacking hostile forces when possible. This can be helpful if you are low on ordnance or armor.

Friendly Fire Repercussions

If you (accidentally, of course!) destroy two friendlies, the surviving friendlies in the vicinity will turn on you, attacking until you fly far enough away to escape them. If you return to the area, all will have been forgiven and the friendlies will behave as if the tragic event never occurred.

Wingman Icon

WINGMAN

The Wingman is a friendly who will aid you in completing your mission objectives, acting as your fighting escort and covering you while you airlift hostages. Do not shoot your Wingman! To access the Wingman feature, watch for the spinning Wingman icon to appear and maneuver your craft through it. Your Wingman will be identified by a WINGMAN caption when his craft is on-screen.

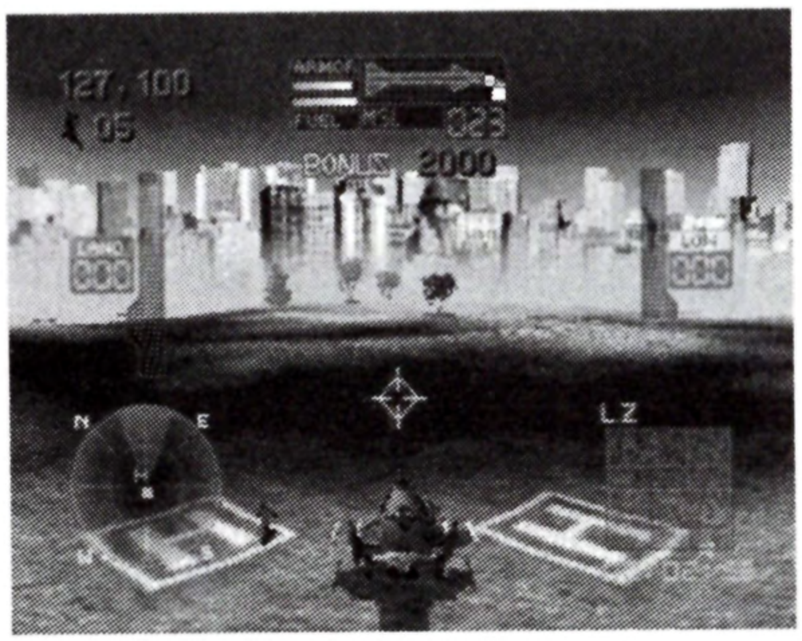
RESCUE OPERATIONS

In every level you will be asked to evacuate people trapped in the middle of the conflict.

To rescue hostages, land on the ground near them and they will run to your aircraft. Be careful not to shoot hostages! (If this unfortunate event occurs, friendly aircraft will retaliate by taking potshots at you.) Also make sure that the hostages are not caught in a crossfire as they rush to your waiting chopper.

Hostage Rescue

Landing Zone for Hostage Drop-Off (LZ)



Hostage Drop-Off

The hostages should be dropped off in the LZ, Landing Zone, marked on the ground by white "H" symbols. When you drop off hostages, you will be rewarded with additional fuel and armor.

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Test Pilot Albert D. Altura • Major Walter J. Kowalewski, USMC

TROUBLE-SHOOTING

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If you need assistance, our technical support team is available to help you. If the answer is not available in our Automated Support System, live technical support representatives are available Monday through Friday from 8 a.m. to 8 p.m. Pacific time at (714) 833-1999. **Please do not attempt walk-in technical support services as we're not equipped (or staffed) to provide such services. In fact, we need you at your machine to help!** Other support service options are listed below.

FAX SUPPORT

If you have access to a FAX machine, many technical support documents and hint sheets are available for FAXback through our Automated Support System.

You can also FAX requests for technical support to (714) 833-2001. Please include a complete description of the problem you are having. Also, please include a phone number in case we need to contact you for further information.

ON-LINE SUPPORT

For computer users who also own a modem and telecommunications software, V.I.E. has its own eight line support BBS. See below for more information.

V.I.E. BBS

The V.I.E. BBS provides the latest news and information about our products as well as file patches, demos, technical support and hint sheets.

To access our BBS, set your telecommunications settings up to 14,400 baud and no parity, 8 data bits, and 1 stop bit. Then, using your telecommunications software, dial (714) 833-3305. We have eight lines available to answer your calls. While there is no charge for the use of our BBS, long-distance phone call charges may apply to some callers. Our BBS is available 24 hours a day.

INTERNET ACCESS

Please access V.I.E.'s World Wide Web site for technical support information and the most up-to-date, upcoming product info at www.vie.com

Other Internet Access Numbers:
Internet Account: tech_support@vie.com
CompuServe: 71000,1513
AOL: viesupport

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Please note that the V.I.E. Order Line and Retail Center is not equipped to handle your technical support requests or inquiries. It is a separate, independent facility that is located in another county from the Virgin Interactive Entertainment headquarters. Calling the order line will not expedite your problem handling, and may result in even further delays.

HINT INFORMATION

There are many ways to receive hints for V.I.E. games. Clue Books are available for most major games, and can be found at many software stores or ordered from our direct order line at (800) 874-4607. See above for more details.

V.I.E. also has two automated hint lines, available 24 hours a day. The cost is only $.95 cents per minute. You must have a touch-tone phone, and be at least 18 years old or have parental or guardian permission before calling. Please be advised that not all V.I.E. products/titles are supported on the hint lines. In the U.S.A., please call (900) 288-4744.

We also have a hint line available for our Canadian customers. The cost is only $1.25/Canadian per minute. The Canada Hint Line is available at (900) 451-4422. If at any time you have a problem with either hint line, please call (800) 548-4468. If not answered by a live person, you will be allowed to leave a voice mail message. Follow the directions given.

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If you have a defective disc, we will replace it without charge within 90 days of purchase. Simply mail in the defective disc(s) with a copy of your receipt in a regular envelope with a letter explaining the problem(s) you encountered, a return address, and the name of your system. Please remember to include your phone number in all correspondence in case we must contact you.

If you do not have the receipt, or if 90 days have passed, please enclose a check or money order for $10.00, made payable to Virgin Interactive Entertainment. Sorry, we do not accept cash or credit cards. **Please do not mail your entire game box. If you require a refund for a product, you must return the product to the original place of purchase under any refund and/or exchange policy the store has.**

Please return the disc(s) to:

Virgin Interactive Entertainment
18061 Fitch Ave.
Irvine, CA 92614
Attn: Customer Service

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