

P-51D MUSTANG



Quick Start Guide



DCS
SERIES

HEALTH WARNING

Please read before using this computer game or allowing your children to use it.

A very small proportion of people may experience a seizure or loss of consciousness when exposed to certain visual images, including flashing lights or light patterns that can occur in computer games. This may happen even with people who have no medical history of seizures, epilepsy, or “photosensitive epileptic seizures” while playing computer games.

These seizures have a variety of symptoms, including light-headedness, dizziness, disorientation, blurred vision, eye or face twitching, loss of consciousness or awareness even if momentarily.

**Immediately stop playing
and consult your doctor
if you or your children experience
any of the above symptoms.**

The risk of seizures can be reduced if the following precautions are taken, (as well as a general health advice for playing computer games):

- Do not play when you are drowsy or tired.
- Play in a well-lit room.
- Rest for at least 10 minutes per hour when playing the computer game.

INSTALLATION

Insert the *DCS P-51D Mustang* disk in your DVD drive and select **INSTALL** from the auto-start menu. Follow the on-screen installation instructions.

If the auto-start menu does not start automatically, please go to My Computer, double-click on your DVD drive, find the Setup.exe program, and double-click on it to start the installer.

Note: You will need to be logged into Windows with Administrator rights in order to install the game.



Install DCS: P-51D

Play Mustang Video

DVD “Roaring Glory Warbirds P-51 Mustang” Video

The DVD also includes the “Roaring Glory Warbirds P-51 Mustang” video that provides a detailed look inside the Mustang and what it is like to fly it. To view the video, insert the DVD and you will be provided a prompt at the bottom of the auto-start menu to play the video. Alternatively, you can navigate to your DVD drive and run the Video.avi file.

Starting DCS: P-51D Mustang

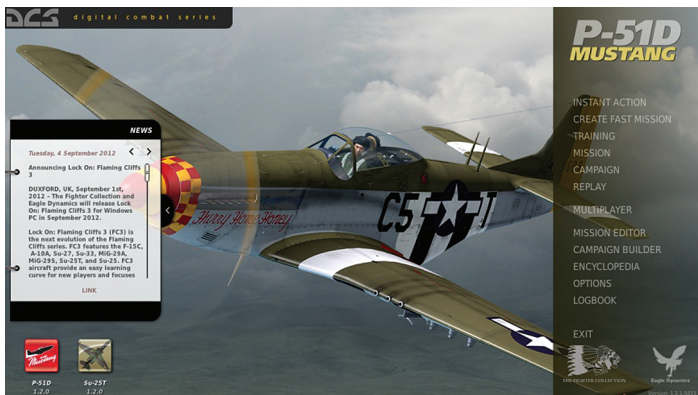


After installation, you will have two icons on your desktop, DCS World and DCS World Multiplayer.

DCS World is the simulation operating environment that the P-51D Mustang simulation operates within. When you run DCS World, you in turn start DCS: P-51D Mustang.

The DCS World icon starts the game in single player mode, and the DCS World Multiplayer starts the DCS multiplayer interface.

As part of DCS World, the Su-25T Frogfoot attack aircraft is also included for free.



After selecting the DCS World icon on your desktop, the DCS World Main Page is opened. From the Main Menu, you can read DCS news, change your wallpaper by selecting either the P-51D Mustang or Su-25T Frogfoot icons at the bottom of the page, or select any of the options along the right side of the page. To get started quickly, you can select Instant Action and play any of the missions listed in the P-51D Mustang tab.

Game Problems

If you encounter a problem, particularly with controls, we suggest you back up and then delete your Saved Games / DCS / Config folder.

Restart the game and this folder will be rebuilt automatically. If problems persist, we suggest consulting our online technical support forums at <http://forums.eagle.ru/forumdisplay.php?f=173>

Game Manuals

In your Program Files / Eagle Dynamics / DCS World / Doc folder, you can find several useful manuals that include the P-51D and Su-25T flight manuals.

DCS: P-51D Mustang Useful Links

DCS Forum

<http://forums.eagle.ru/index.php>

DCS Wiki

http://en.wiki.eagle.ru/wiki/Main_Page

DCS: P-51D Mustang Forums

<http://forums.eagle.ru/forumdisplay.php?f=164>

ACTIVATION

Using the activation number provided (on back of Quick Start Guide or provided by online store), you will be required to activate your game purchase prior to flying a mission. During the Activation process, the copy protection system will create a hardware profile of your system and compare that to your current system each time you start the game. If there has been a significant change to your computer, like replacing significant hardware items or changing your Operating System, you may be required to reactivate your purchase.

Each game license (disk) has 10 activations and 10 deactivations. You can activate your game up to 10 times. The number of installations is unlimited! This game also allows Activations Automatically (“AAA”) technology that enables you to create a new activation once every 31 days. This ensures that you can still play the game, even if Eagle Dynamics no longer exists someday. This function is enabled after all 10 default activations have been used.

If the copy protection system detects changes to your computer hardware/software as described below, an activation will be required. It's important to note that deactivations are utilized to save your activations when altering your PC hardware/software.

ACTIVATION

Before conducting a PC upgrade/OS re-install, you can deactivate the product and when complete, reactivate without a loss of activations. Again though, you can install the game as much as you wish.

<http://www.star-force.com/support/users/deactivate/>

An activation will be required if the hardware/software changes exceed 12 points as rated below:

- CPU ID: 13
- Windows PID: 3
- Computer Name: 3
- Hard drive volume serial number: 3
- MAC address: 6
- RAM amount: 6

If you just uninstall the game and then reinstall it again on the same PC **without** reinstalling your operating system or changing hardware, you do not need to use a deactivation.

For further details on the copy protection system, please see the StarForce FAQ:

<http://www.star-force.com/support/users/group2.php>

In addition, a step-by-step (de)activation guide is available below:

<http://www.star-force.com/support/users/group4.php#6>

Automatic Activation

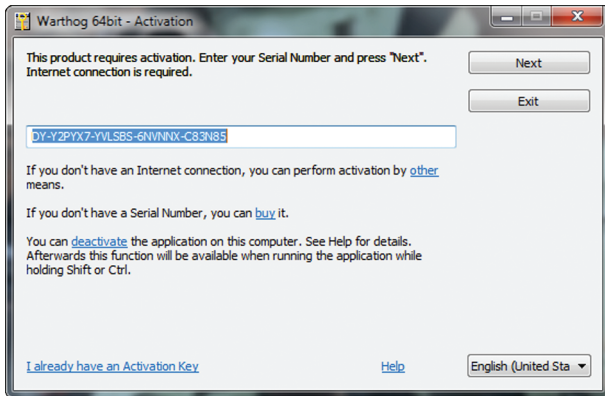
The Automatic Activation method is the preferred method; an Internet connection is necessary.

Install the game to your computer. Launch it and fly a mission.

The Activation window will be displayed. Please follow the directions.

Enter your Activation Number which is printed on the DVD Quick Start Guide sticker or was provided to you via e-mail.

Press the **Next** button.



The Automatic Activation is now complete.

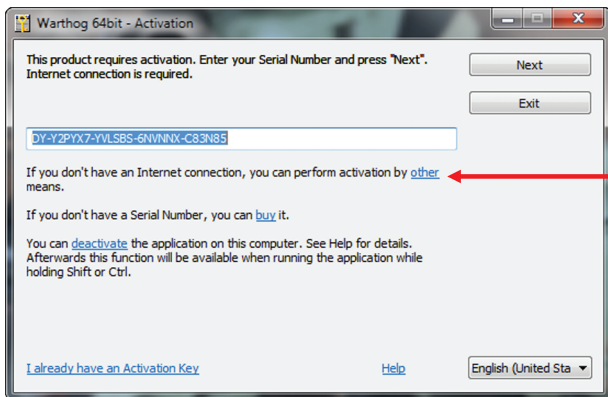
OTHER ACTIVATION METHODS

If the automatic process fails, you may use one of two other activation means (Internet connection is necessary for both):

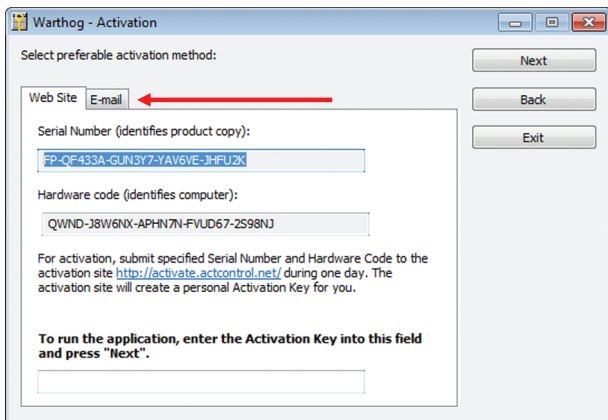
1. Activation via E-mail. Using this activation, you will be provided a hardware code that can be sent to the provided e-mail address for activation.
2. Activation via ProActive Web-site. A hardware code will be entered into the ProActive Web-site for activation.

Activation via E-mail

If the automatic activation fails, press the **Other** link just below the edit-box.



Press the **E-mail** tab in the Information window.



If you cannot send an e-mail now, copy your Serial Number, Hardware Code, and e-mail address shown in the Information window.

Warthog - Activation

Select preferable activation method:

Web Site E-mail

Serial Number (identifies product copy):
FP-QF433A-GUN3Y7-YAV6VE-JHFU2K

Hardware code (identifies computer):
QWIND-38W6NX-APHN7N-FVUD67-2S98NJ

For activation, submit specified Serial Number and Hardware Code to the e-mail address: activation@digitalcombatsimulator.com during one day. You will receive an email with your personal Activation Key in response.

To run the application, enter the Activation Key into this field and press "Next".

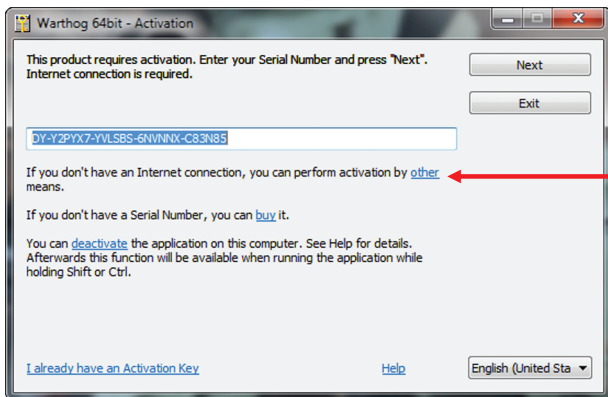
[Help](#)

Next
Back
Exit

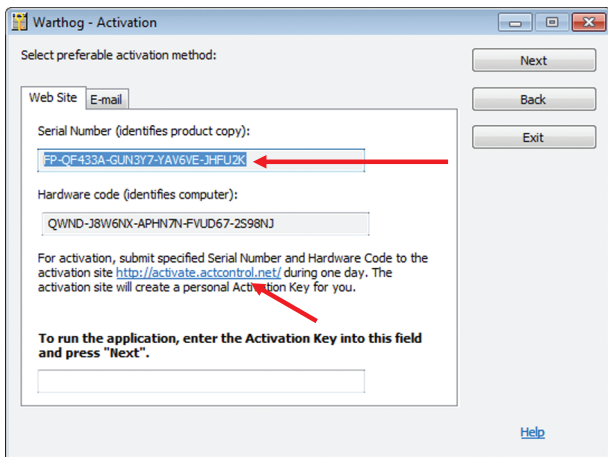
When convenient, open your e-mail and send your Serial Number and Hardware Code to the indicated e-mail address. You will be sent an Activation Key shortly afterwards. Enter your Activation Key to the Activation field and press the **Next** button. Activation by e-mail will now be complete.

Activation via ProActive Web-site.

If the automatic activation fails, press the **Other** link in the Activation window.



Your Hardware Code is then displayed in the Activation window. Copy the Serial number and Hardware Code and save them to a safe location.



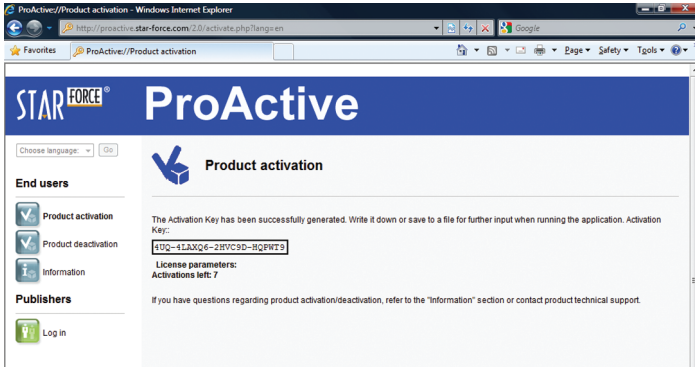
Press the proactive.star-force.com/2.0/activate.php link in the Activation window. In case your computer is not connected to the Internet, you can save your Serial Number and Hardware Code and go to the link using another computer.

Enter the Serial Number and the Hardware Code to the corresponding fields of the ProActive Web-site and press the **Get Activation Key** button.

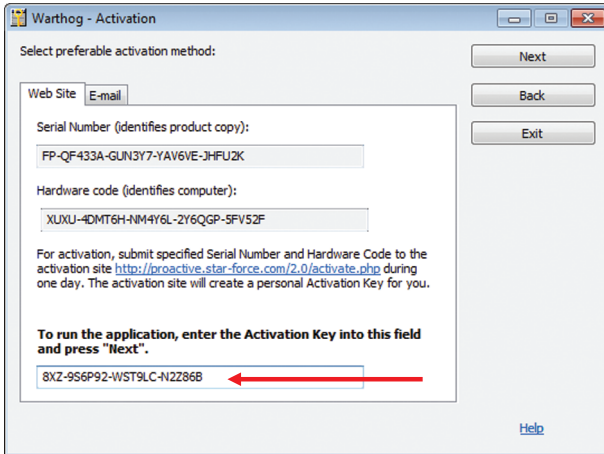


ACTIVATION

You will then be provided your Activation Key. Copy it to a safe location.



Enter the Activation Key to the Activation field and press the **Next** button.



Activation via ProActive Web-site is now complete. If restrictions on game usage have been implemented, the Activation window will display the details. Press **Ok** to launch the game.

To avoid using a product Activation, you may first Deactivate your installed game, make your changes, and then Activate again. You are provided 10 Deactivations.

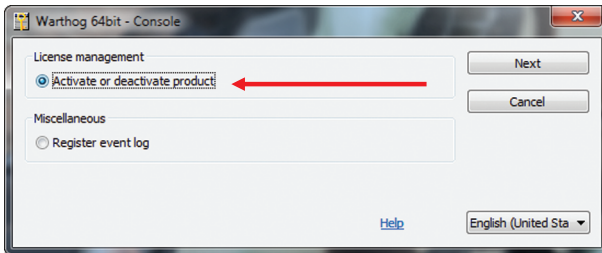
You can launch the deactivation procedure by one of the two means:

- The Automatic Deactivation
- Deactivation via ProActive Web-site

The Automatic Deactivation

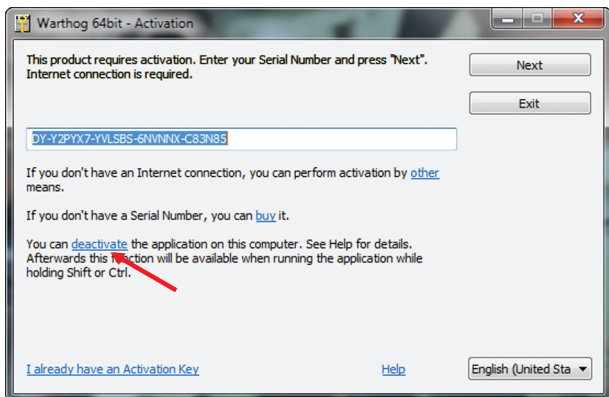
Run the **<aircraft name>_protect.exe** file, which is located in associated aircraft folder into DCS World\Mods\aircraft folder. For example, the P-51D Mustang: DCS World\Mods\aircrafts\P-51D\bin\x86_64\p51_protect.exe

Select the **Activate** or **Deactivate** application command as displayed in the window, then press the **Next** button.

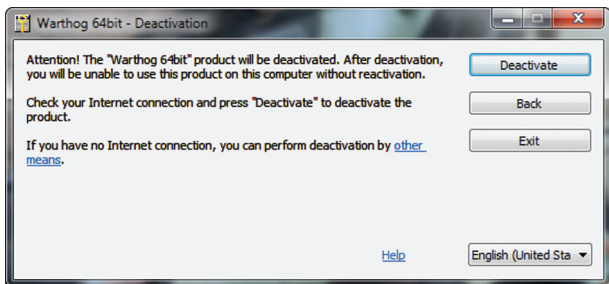


DEACTIVATION

Press the **Deactivate** link in the displayed window (the Serial Number used to Activate the application is indicated in this window by default).

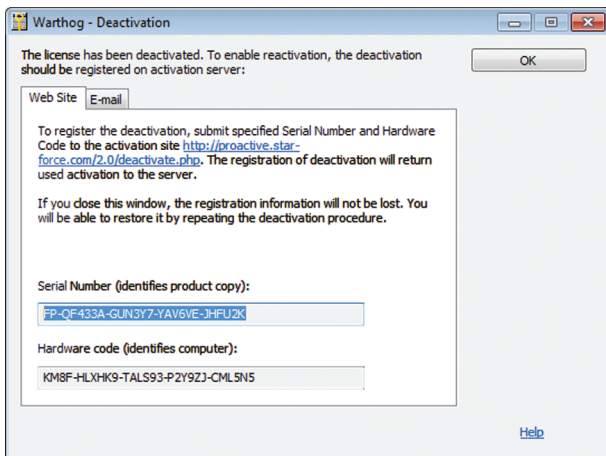


After pressing the **deactivate** link a window requesting deactivation confirmation is displayed.

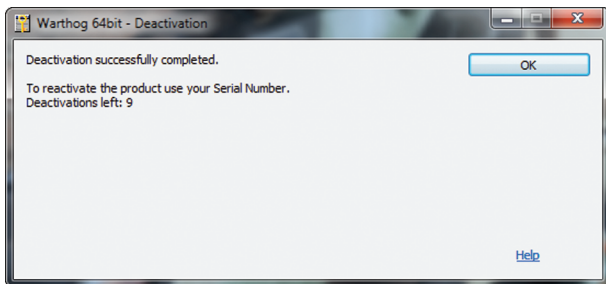


Press the **Deactivate** button

the following message is then displayed.



Press **Yes** button to begin the deactivation process.

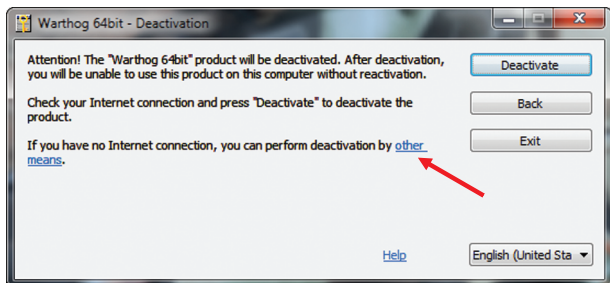


Confirm the application deactivation with the **OK** button.

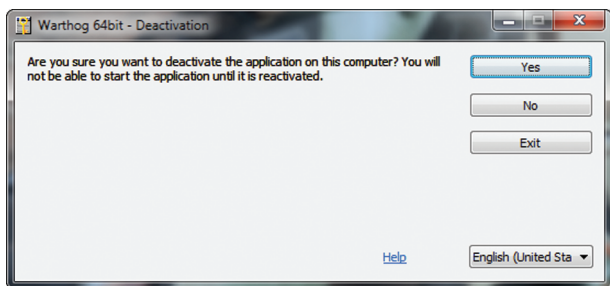
The Automatic Deactivation is now complete.

Deactivation via ProActive Web-site

If automatic deactivation failed, or your computer is not connected to the Internet, a window suggesting deactivation appears. You click **other means** link in the Deactivation window.

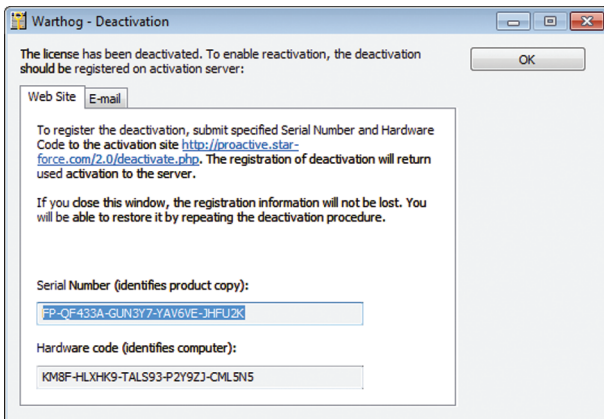


Press **Yes** button to begin the deactivation process.

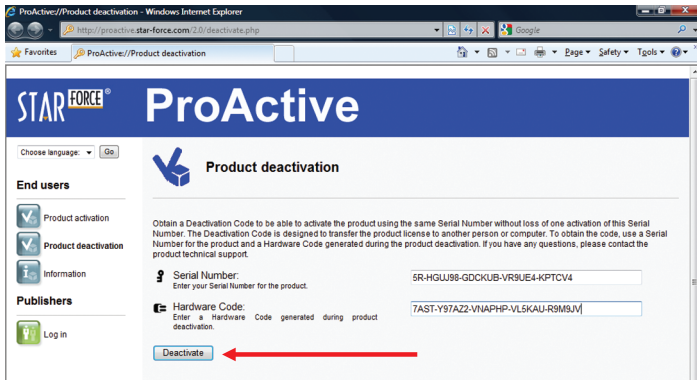


In the next window you should click <http://proactive.starforce.com/2.0/deactivate.php> link to go to ProActive Web-site.

the following message is then displayed.



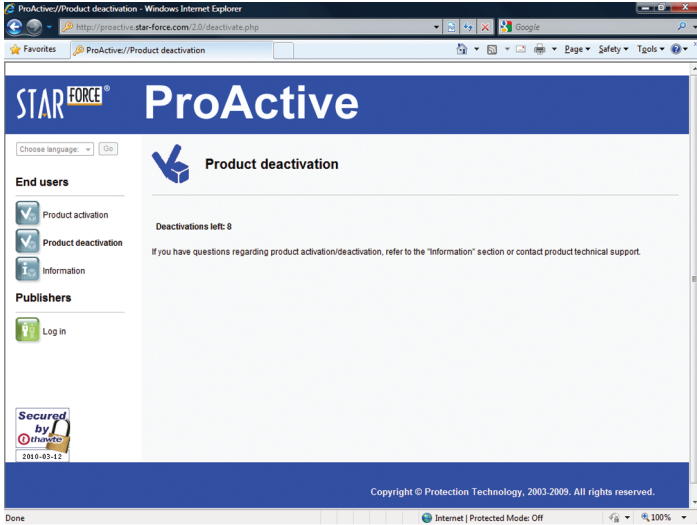
Copy your Serial Number and Hardware Code shown in the window.



When you get to the ProActive Web-site enter the indicated Serial Number and Hardware Code in the corresponding fields of the ProActive Web-site. And press the **Deactivate** button.

DEACTIVATION

After that the following window with deactivation information will be displayed.

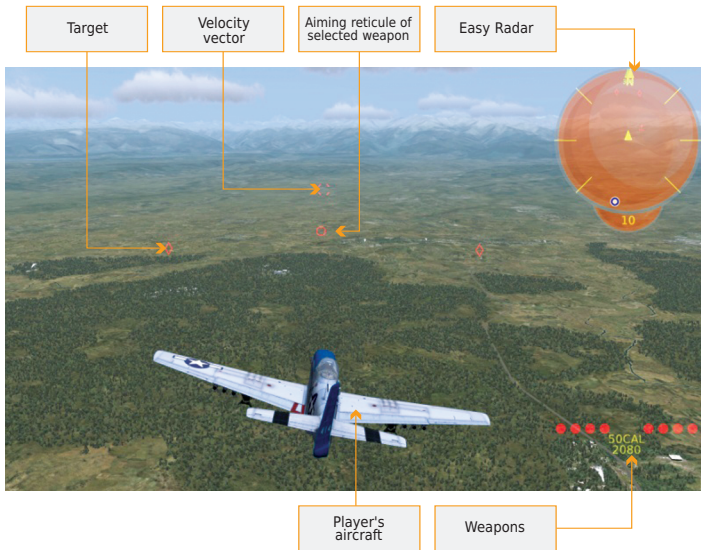


Deactivation via ProActive Web-site is now complete.

LAN and Internet play require Internet Authorization

Players can fly using a third-person, chase camera view when the Game mode is ON. In this view, the camera is located directly behind the aircraft. Players can also jump into the cockpit by pressing **[F1]** (to go back to third-person view press **[F4]**).

The **[F4]** view presents the player with the following indicators:



VELOCITY VECTOR. The aircraft's vector of flight.

AIMING RETICLE OF SELECTED WEAPON. The location on the ground is the selected weapon's aimpoint.

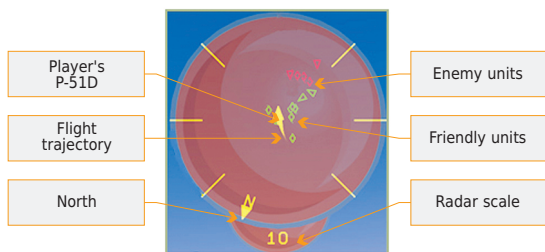
PLAYER'S AIRCRAFT. The player's aircraft viewed directly from behind.

TARGET. An object that can be selected as target.

WEAPON. Indicates currently selected weapon system including its type and remaining ammo. Each circle left and right of the weapon name indicates one of the eight P-51D weapon racks. When a weapon is selected, the rack it is loaded on is colored yellow.

GAME MODE: EASY RADAR

The 360 degree radar screen displays all the units around your aircraft. You can cycle the scale of the display between 1, 5, 10, 20 or 50 km. The blue and white circle indicates your landing airfield



	Red	Aiming reticle.
	Red	Velocity vector
	Green	Current waypoint.
	Red	Enemy Air Defense Unit.
	Green	Friendly Air Defense Unit.
	Red	Enemy ground unit.
	Green	Friendly ground unit.
	Red	Enemy aircraft.
	Green	Friendly aircraft.

Below is a list of basic commands used in simplified game mode:

Automatic aircraft start up: **[Home + LWin]**

Cycle weapons: **[D]**

Fire selected weapon: **[LAlt - Space]**

Gun Fire: **[Space]**

Release countermeasures: **[7]**

Outside view: **[F4]**

Cockpit view: **[F1]**

Instant padlock: **[Numpad Del]** press and hold

Padlock: **[Numpad Del]** short press

Unlock: **[Numpad Del]** second short press

Easy Radar, increase scale: **[=]**

Easy Radar, decrease scale: **[-]**

SIMULATION MODE

Start Up

Cold starting the Mustang is a rather simple matter compared to modern aircraft like the A-10C and Ka-50. The easiest way to start the Mustang is to use the automatic start up helper by pressing **[Right Windows + Home]**.

To do a full manual start up, having a basic flow to the start up can help and we suggest a right to left flow. The steps are as follows:

Right Side



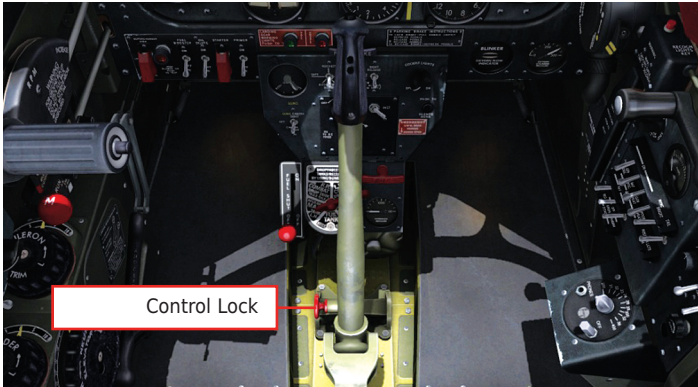
- 1- Battery Switch to ON. Press **[B]**.
- 2- Generator Switch to ON. Press **[V]**.

Front Dash

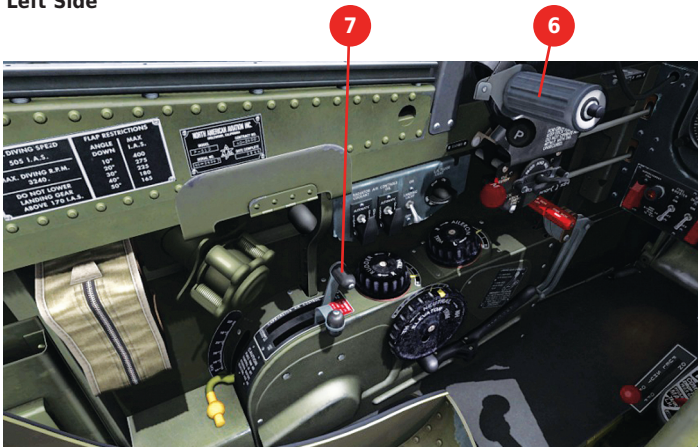


- 3- Move Fuel Shut-Off Valve to ON. Press **[Left Ctrl + Left Shift + T]**
- 4- Set Ignition Switch to BOTH. Press **[Right Ctrl + END]**
- 5- Fuel Booster Switch to ON. Press **[DEL]**

SIMULATION MODE



Left Side



6- Move the Throttle Handle forward one inch. Press **[Numpad +]**.

7- Move Ram Air Control carburetor lever to RAM AIR position.

Cranking the Engine



8- Hold the Primer Switch up for three seconds. Hold **[INSERT]**.

9- Lift the cover guard **[Right Shift + HOME]** over the Starter Switch and then hold the Starter Switch up. Press **[HOME]**.



10

10- While holding the Start Switch up and the engine is starting, move the Mixture Control from IDLE CUTOFF to Run. Press **[M]**.

If you have followed all of the above steps, the engine should now be running.

Taxi

After starting up the Mustang, you will need to taxi to the runway. To steer the aircraft, use left **[Z]** and right **[X]** rudder inputs. To make tight turns, apply braking to the wheel in the direction you want to turn - left wheel brake **[Left Ctrl + W]** and right wheel brake **[Left Alt + W]**. Make sure that the tail wheel is unlocked first by pushing the control stick all the way forward.

Takeoff

Once on the runway threshold, prepare for takeoff by first doing the following:

Indicated Airspeed (IAS)



Altimeter

Vertical Velocity Indicator

- 1- Flaps in full up position. Press **[Left Shift + F]**.
- 2- Rudder trim right 5°. Press **[Right Ctrl + X]**.
- 3- Lock the tail wheel by moving the stick all the way back.
- 4- Close the canopy **[Left Shift + C]**.

SIMULATION MODE

Takeoff Roll

1- Advance throttle smoothly to around 31" manifold pressure (green zone on manifold pressure gauge). Press **[Numpad +]**.

2- Once speed is over 50 MPH Indicated Airspeed (IAS), continue smoothly increasing manifold pressure to 50".

***Note:** IAS is the aircraft airspeed directly from the airspeed indicator on the front dash of the Mustang. The IAS is affected by air density, so the higher you are, the lower the IAS will be compared to your true airspeed (how fast your shadow travels over the ground as an example).*



3- Use gentle rudder inputs to keep aligned down the runway. Left rudder **[Z]** and right rudder **[X]**.

4- At 100 MPH IAS, gently push the stick forward to get the tail wheel off the ground. Continue using gentle rudder inputs to keep your track straight down the runway.

5- When the speed is high enough, the wings will generate enough lift and the aircraft will become airborne.

After liftoff, you need to clean up the aircraft:

1- Raise the landing gear by pressing the **[G]** key.

2- Re-center rudder trim. Press **[Left Ctrl + T]**.

***Note:** For users using just a simple joystick, in OPTIONS/SPECIAL it is advised that "AUTO RUDDER" and "TAKE-OFF ASSISTANCE" is chosen.*

Weapons

When using the Mustang for either air-to-air or air-to-ground combat, you will first want to activate the K-14A gunsight. To do so, place the GUNS switch in the up GUNS.CAMERA SIGHT position. Press **[Q]**.

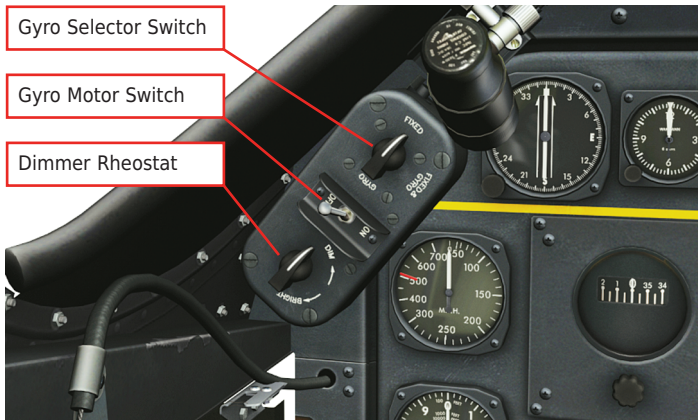


GUNS Switch

SIMULATION MODE

With power to the gunsight, you can select three display options:

Gyro Sight [2], Fixed Sight [4], or Fixed Gyro Sight [3]. Cycle between these using the Gyro Selector Switch. For Gyro sight compensation, set the Gyro Motor Switch to ON [Right Shift + O].



Air-to-Air Combat

For air-to-air, your weapon of choice are the six 50 calibre machine guns. Your sight of choice will be the Gyro Sight. For best accuracy, you will want to keep the center of the pipper on the target and the target wing span equal to the diameter of the reticule. You can adjust the gunsight according to target wingspan by pressing [/] to increase and [,] to decrease.

In a slower speed turning fight, you may also wish to drop your flaps a notch to increase performance.

Air-to-Ground Combat

The Mustang can employ both AN-M64 bombs and HVAR unguided rockets. The fixed gunsight will be your sight of choice. Prior to employing these weapons, you will want to make sure that your weapons panel is set up correctly.



Releasing Bombs

- Set the Bomb-Rocket Release Control Switch to BOTH **[Left Ctrl + D]** or TRAIN **[Left Alt + D]**. BOTH will release two bombs simultaneously, and TRAIN will release them individually.
- Set the Bomb-Rocket Selector Switch to AUTO. Press **[6]** to cycle switch to AUTO.
- Press the Bomb-Rocket Release button on the control stick grip momentarily to release bombs **[Right Alt + Space]**. If the Bomb-Rocket

Release Control Switch is set to TRAIN, the Bomb-Rocket Release button will release only the left bomb. Pressing the Bomb-Rocket Release button again will release the bomb on the right rack.

SIMULATION MODE

Firing Rockets

- Set the Bomb-Rocket Release Control Switch to ROCKETS. Press **[Left Shift + D]**.
- To fire rockets singly, set the Bomb-Rocket Selector Switch to SINGLE and press the Bomb-Rocket Release button on the control stick once for each rocket. Press **[6]** to cycle switch to SINGLE.
- To fire all rockets in train (ripple), set the Bomb-Rocket Selector Switch to AUTO and the Bomb-Rocket Release button depressed for approximately one second while the rockets are fired. Press **[Right Alt + Space]**.

Landing

Perform the following steps when preparing to land:

- Slow down to 170 mph before lowering the landing gear. Press **[G]**.
- When lowering the landing gear, make sure the control handle is DOWN and locked. Check the landing gear indicator lights. Be sure the hydraulic pressure returns to 100 PSI. Be prepared for the aircraft to feel nose-heavy when the gear is down. Adjust the pitch trim to compensate.
- Maintain approximately 150 MPH Indicated Airspeed (IAS) in the traffic pattern.

Indicated Airspeed (IAS)



Note: IAS is the aircraft airspeed directly from the airspeed indicator on the front dash of the Mustang. The IAS is affected by air density, so the higher you are, the lower the IAS will be compared to your true airspeed (how fast your shadow travels over the ground as an example).

- Lower the flaps when turning on final approach and the airspeed is below 165 MPH IAS. Press **[F]**.
- Once lined up on final and with the flaps lowered, maintain approximately 112-120 MPH IAS.
- When sure of a correct landing approach, close the throttle. Press **[Numpad -]**.
- Just before getting to the runway, break the glide with a controlled flare and approach so as to land within the first third of the runway, in a 3-point attitude.
- Hold the aircraft in the 3-point attitude just above the runway until flying speed is lost and the plane sets down at approximately 90 mph.
- Press **[W]** to apply the wheel brakes.

The tail wheel is locked when the stick is neutral or aft, so steering is limited after touchdown. Keep the stick held back until enough speed is lost and you are ready to turn off the runway and taxi.

Never attempt to push the stick forward and unlock the tail wheel in a turn when taxiing. Release the tail wheel before starting the turn.

END-USER LICENCE AGREEMENT

IMPORTANT - YOU SHOULD CAREFULLY READ THE FOLLOWING BEFORE INSTALLING THE SOFTWARE.

USE OF THE SOFTWARE IS SUBJECT TO THE LICENCE TERMS SET FORTH BELOW. THIS LICENCE AGREEMENT ("LICENCE") IS A LEGAL DOCUMENT BETWEEN YOU ("LICENSEE" OR "YOU") AND THE FIGHTER COLLECTION LIMITED OF C/O IMPERIAL WAR MUSEUM, DUXFORD AIRFIELD, CAMBRIDGE, CB2 4QR, ENGLAND ("TFC" OR "WE") FOR THE "DCS: P-51D MUSTANG" SOFTWARE PRODUCT ("PROGRAM"), WHICH INCLUDES ALL SOFTWARE INCLUDED WITH THIS LICENCE, THE ASSOCIATED MEDIA, THE DATA SUPPLIED WITH IT, ANY PRINTED MATERIALS, AND ANY ONLINE OR ELECTRONIC DOCUMENTATION ("DOCUMENTATION") AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS AND ARE THE COPYRIGHTED WORK.

BY INSTALLING], THE PROGRAM AND CLICKING ON THE "ACCEPT" BUTTON BELOW, YOU ACCEPT THE TERMS OF THIS LICENCE WITH TFC WHICH WILL BIND YOU. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENCE, WE ARE UNWILLING TO LICENCE THE PROGRAM TO YOU AND YOU MUST NOT INSTALL THE PROGRAM. IN THIS CASE, IF YOU OBTAINED THE PROGRAM FROM A RETAILER YOU MUST RETURN THE MEDIUM ON WHICH THE PROGRAM IS STORED AND ALL ACCOMPANYING DOCUMENTATION TO THE RETAILER FROM WHOM YOU PURCHASED THEM, TOGETHER WITH PROOF OF PAYMENT.

1. LIMITED USE LICENCE

In consideration of you agreeing to abide by the terms of this Licence, TFC hereby grants to you a non-exclusive, non-transferable, limited right and licence to install and use one copy of the Program and the Documentation solely and exclusively for your personal use on the terms of this Licence. All rights not specifically granted under this Licence are reserved by TFC and, as applicable, TFC's licensors. You may not network the Program or otherwise install it or use it on more than one computer at a time, except if expressly authorized otherwise in the Documentation. GOVERNMENT AND COMMERCIAL ENTITIES MAY NOT USE THIS SOFTWARE UNDER THIS EULA. Government and commercial entities wishing to use this software in conjunction with training or demonstrator applications must obtain a license directly from TFC under a separate pricing structure and terms of use.

2. OWNERSHIP

2.1 The Program is licensed, not sold, for your use. This Licence confers no title or ownership in the Program and should not be construed as a sale of any rights in the Program. This Licence shall also apply to any patches or updates you may obtain from TFC for the Program.

- 2.2** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, narrative, locations, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, any related documentation, and add-ons incorporated into the Program now or in the future) are owned by TFC, affiliates of TFC or TFC's licensors.
- 2.3** You acknowledge that you have no right to have access to the Program in source code form or in unlocked coding or with comments.
- 2.4** All rights are reserved. This Program contains certain licensed materials and TFC's licensors may protect their rights in the event of any violation of this Agreement.

3. LICENCE CONDITIONS

- 3.1** Except as expressly set out in this Licence or in clauses 4.1 and 4.2 below, or as permitted by any local law, you undertake to use the Program for your own personal use, and you shall not:
- (a) use the Program, or permit use of the Program, on more than one computer, computer terminal, or workstation at the same time;
 - (b) make copies of the Program or any part thereof, or make copies of the materials accompanying this Program except where such copying is incidental to normal use of the Program or where it is necessary for the purpose of back-up or security;
 - (c) use the Program, or permit use of the Program, in a network, multi-user arrangement or remote access arrangement, including any online use, except as otherwise explicitly provided by the Program;
 - (d) sell, rent, lease, sub-license, distribute, loan, translate, merge, adapt, vary, modify or otherwise transfer the Program, or any copies of the Program, without the express prior written consent of TFC;
 - (e) not to make alterations to, or modifications of, the whole or any part of the Program nor permit the Program or any part of it to be combined with, or become incorporated in, any other programs;
 - (f) not to disassemble, decompile, reverse engineer or create derivative works based on the whole, or any part, of the Program nor attempt to do any such things except to the extent that (by virtue of section 296A of the Copyright, Designs and Patents Act 1988) such actions cannot be prohibited because they are essential for the purpose of achieving inter-operability of the Program with another software program, and provided that the information obtained by you during such activities:
 - (i) is used only for the purpose of achieving inter-operability of the Program with another software program; and
 - (ii) is not unnecessarily disclosed or communicated to any third party without the TFC's prior written consent; and
 - (iii) is not used to create any software which is substantially similar to the Program.
 - (g) remove any proprietary notices or labels from the Program or otherwise modify the Program without the prior written consent of the TFC; and
 - (h) exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming centre or any other location-based site. TFC may offer a separate Site Licence Agreement to permit you to make the Program available for commercial use; please refer to the contact information below.
- 3.2** You acknowledge that the Program has not been developed to meet your individual requirements and that it is therefore your responsibility to ensure that the facilities and functions of the Program as described in the Documentation meet your requirements.
- 3.3** You acknowledge that the Program may not be free of errors or bugs and you agree that the existence of any minor errors shall not constitute a breach of this Licence.

END-USER LICENCE AGREEMENT

4. PROGRAM UTILITIES

4.1 This Program may contain certain design, programming and processing utilities, tools, assets and other resources ("Program Utilities") for use with this Program that allow you to create customized new missions, campaigns, skins, terrain and other related materials for personal use in connection with the Program ("New Game Materials"). The use of any Program Utilities is subject to the following additional licence restrictions:

- (a) you agree that, as a condition to your using the Program Utilities, you will not use or allow third parties to use the Program Utilities and the New Game Materials created by you for any commercial purposes, including but not limited to selling, renting, leasing, licensing, distributing, or otherwise transferring the ownership of such New Game Materials, whether on a standalone basis or packaged in combination with the New Game Materials created by others, through any and all distribution channels, including, without limitation, retail sales and on-line electronic distribution. You agree not to solicit, initiate or encourage any proposal or offer from any person or entity to create any New Game Materials for commercial distribution. You agree to promptly inform TFC in writing of any instances of your receipt of any such proposal or offer;
- (b) if you decide to make available the use of the New Game Materials created by you to other gamers, you agree to do so solely without charge, unless with prior approval from TFC;
- (c) New Game Materials may be created only if such New Game Materials can be used exclusively in combination with the retail version of the Program. New Game Materials may not be designed to be used as a stand-alone product;
- (d) New Game Materials must not contain any illegal, obscene or defamatory materials, materials that infringe rights of privacy and publicity of third parties or (without appropriate irrevocable licences granted specifically for that purpose) any trademarks, copyright-protected works or other properties of third parties;
- (e) all New Game Materials must contain prominent identification at least in any on-line description and with reasonable duration on the opening screen: (a) the name and E-mail address of the New Game Materials' creator(s) and (b) the words "THIS MATERIAL IS NOT MADE OR SUPPORTED BY TFC.";
- (f) all New Game Materials created by you shall be exclusively owned by TFC and/or its licensors as a derivative work (as such term is described under U.S. copyright law) of the Program and TFC and its licensors may use any New Game Materials made publicly available by you for any purpose whatsoever, including but not limited to, for purpose of advertising and promoting the Program.

4.2 With permission from TFC, in certain circumstances, you may be authorised to publish and distribute New Game Materials for gain. In this event you should first contact TFC to seek permission, and obtain the details of the terms and conditions at TFC Imperial War Museum, Duxford Airfield, Cambridge, CB2 4QR, England, UK. Attn. Business and Legal Affairs

5. WARRANTY

The entire risk arising out of use or performance of the Program remains with you. However it is warranted that the media containing the Program shall be free from defects in material and workmanship under normal use and services and the Program will perform substantially in accordance with the accompanying written materials, for a period of 90 (ninety) days from the date of your purchase of the Program.

6. LIMITATION OF LIABILITY

- 6.1** SUBJECT TO CLAUSE 6.2, NEITHER TFC, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM, INCLUDING BUT NOT LIMITED TO LOSS OF GOODWILL, LOSS OF INCOME, LOSS OF BUSINESS PROFITS OR CONTRACTS, BUSINESS INTERRUPTION, LOSS OF THE USE OF MONEY OR ANTICIPATED SAVINGS, LOSS OF INFORMATION, LOSS OF OPPORTUNITY, LOSS OF, DAMAGE TO OR CORRUPTION OF DATA, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR OTHER COMMERCIAL DAMAGE OR LOSSES OR ANY INDIRECT OR CONSEQUENTIAL LOSS OR DAMAGE OF ANY KIND HOWSOEVER ARISING WHETHER CAUSED BY TORT (INCLUDING NEGLIGENCE), BREACH OF CONTRACT OR OTHERWISE. EVEN IF TFC HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, TFC'S LIABILITY UNDER OR IN CONNECTION WITH THIS LICENCE, OR ANY COLLATERAL CONTRACT, WHETHER IN CONTRACT, TORT (INCLUDING NEGLIGENCE) OR OTHERWISE, SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENCE TO USE THE PROGRAM.
- 6.2** Nothing in this Licence shall exclude or in any way limit the Licensor's liability for fraud, or for death and personal injury caused by its negligence, or any other liability to the extent the same may not be excluded or limited as a matter of law.
- 6.3** Subject to clauses 6.1 and 6.2, TFC's liability for infringement of third party intellectual property rights shall be limited to breaches of rights subsisting in the United Kingdom.
- 6.4** THIS LICENCE SETS OUT THE FULL EXTENT OF TFC'S OBLIGATIONS AND LIABILITIES IN RESPECT OF THE SUPPLY OF THE PROGRAM AND DOCUMENTATION. IN PARTICULAR, THERE ARE NO CONDITIONS, WARRANTIES, REPRESENTATIONS OR OTHER TERMS, EXPRESS OR IMPLIED, THAT ARE BINDING ON TFC EXCEPT AS SPECIFICALLY STATED IN THIS LICENCE. ANY CONDITION, WARRANTY, REPRESENTATION OR OTHER TERM CONCERNING THE SUPPLY OF THE PROGRAM AND DOCUMENTATION WHICH MIGHT OTHERWISE BE IMPLIED INTO OR INCORPORATED IN THIS LICENCE, OR ANY COLLATERAL CONTRACT, WHETHER BY STATUTE, COMMON LAW OR OTHERWISE, IS HEREBY EXCLUDED TO THE FULLEST EXTENT PERMITTED BY LAW.

7. INDEMNITY

You agree to indemnify, defend and hold TFC, its partners, affiliates, licensors, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Program pursuant to the terms of this Agreement.

8. TERMINATION

- 8.1** You may terminate the Licence at any time by destroying the Program and any New Material.
- 8.2** TFC may, at its discretion, terminate this Licence in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program and any New Material.
- 8.3** Upon termination of this Licence for whatever reason:
- all rights granted hereunder shall automatically cease;
 - you forthwith must cease all activity authorised by this Licence; and
 - you must immediately delete or remove the Program from all computer equipment in your possession and immediately destroy or return to the TFC (at TFC's option all copies of the Program then in your possession, custody or control and, in the case of destruction, certify to TFC that you have done so.

END-USER LICENCE AGREEMENT

9. LICENCE TRANSFER

- 9.1** You may permanently transfer all of your rights under this Licence to the recipient, provided that the recipient agrees to the terms of this Licence and you remove the Program from your computer.
- 9.2** TFC may transfer, assign, charge, sub-contract or otherwise dispose of this Licence, or any of our rights or obligations arising under it, at any time during the term of this Licence.

10. MISCELLANEOUS

- 10.1** The Licensor will not be liable or responsible for any failure to perform, or delay in performance of, any of his obligations under this Licence that is caused by an event outside its reasonable control.
- 10.2** This Licence and any document expressly referred to in it represents the entire agreement between TFC and you to the licensing of the Program and Documentation and supersedes any prior agreement, understanding or arrangement between us, whether oral or in writing.
- 10.3** This Licence shall be deemed to have been made and executed in England, and any dispute arising out of or in connection with it or its subject matter shall be governed by and construed in accordance with English law. The parties hereby agree that the English courts shall have exclusive jurisdiction to settle any dispute or claim that arises out of or in connection with this Licence or its subject matter.

Copyright © 2010, The Fighter Collection Ltd. All rights reserved.

Copyright © 2002, Xiph.org Foundation

Copyright © 2002, Industrial Light & Magic, a division of Lucas Digital Ltd. LLC

Copyright © 2003-2008, Tecgraf, PUC-Rio.

Copyright © 2003, Kepler Project.

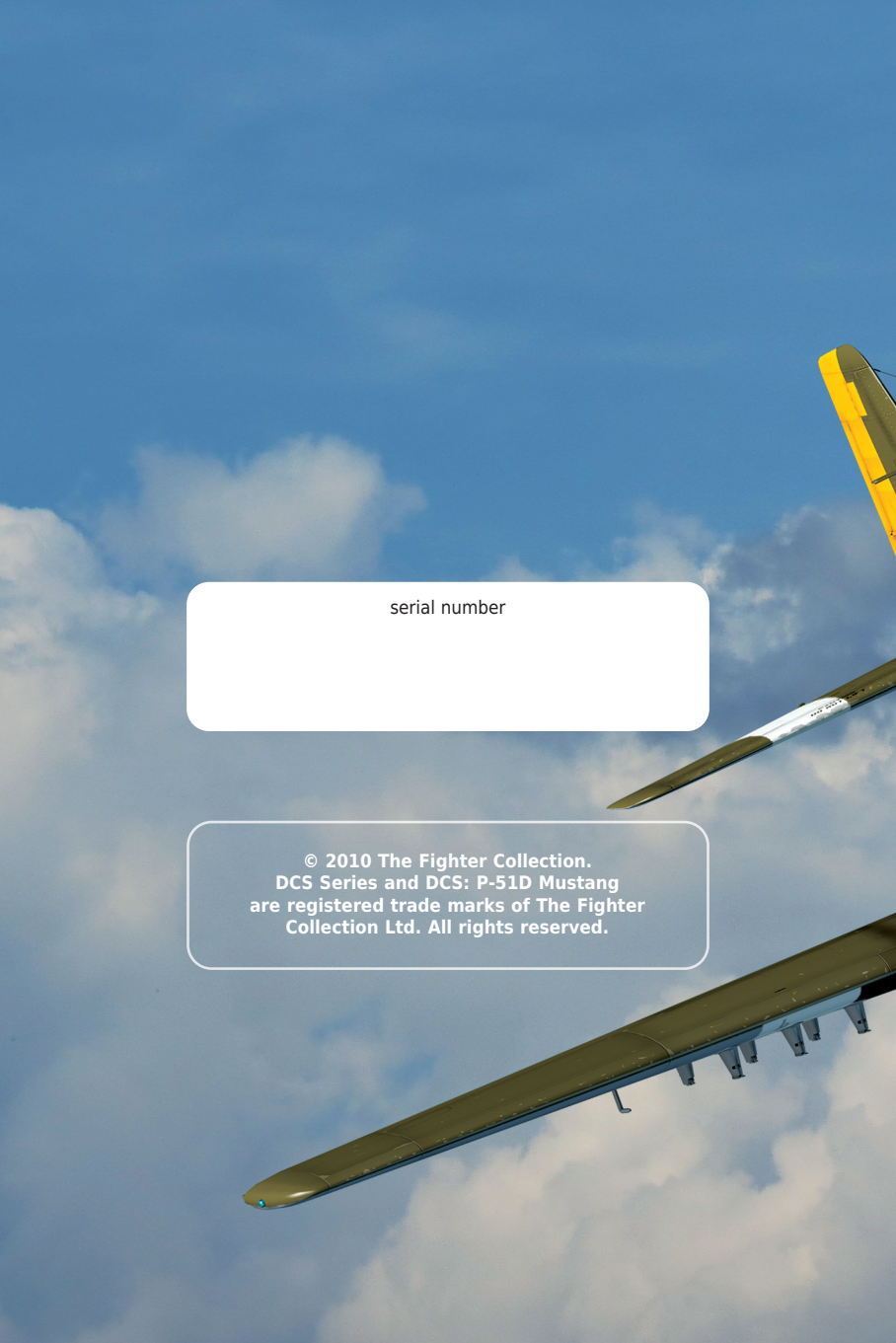
Copyright © 2003-2006, The Kepler Project.

Copyright © 2007, The FreeType Project

Copyright © 2001-2003, Henry Maddocks

If you have any questions concerning this licence, you may contact TFC
at Imperial War Museum, Duxford Airfield, Cambridge, CB2 4QR, England, UK.
Attn. Business and Legal Affairs

www.digitalcombatsimulator.com



serial number

© 2010 The Fighter Collection.
DCS Series and DCS: P-51D Mustang
are registered trade marks of The Fighter
Collection Ltd. All rights reserved.