

C64/C128 GUNSHIP CONTROLS



ENGINES

WEAPONS

Accel- erated Time	Port Engine On/Off	Starboard Engine On/Off	Rotor Engage/ Disengage	AIM-9L Sidewinder	2.75" FFAR	AGM-114A Hellfire	30mm Cannon
←	1	2	3	4	5	6	7

Pause

RUN STOP



Stores

SHIFT

Damage

z

Map

SPACE BAR

Change CRT

COUNTER-MEASURES

Drop Chaff Decoy	Radar Jammer On/Off	IR Jammer On/Off	Drop Flare Decoy
9	0	+	-

VIEW

View Left	View Ahead	View Right
£	CLR HOME	INST DEL

Jettison

RESTORE

Stop
Rotation

RETURN

SHIFT

Next
TADS
Target

CRSR

Rotate
Left

CRSR

Rotate
Right

(Hovering Only)

COLLECTIVE

F1

Up
Fast

F3

Up
Slow

F5

Down
Slow

F7

Down
Fast*Break apart for C128 only*
MICRO PROSE
SIMULATION • SOFTWARE