INFILTRATOR II

By Chris Gray
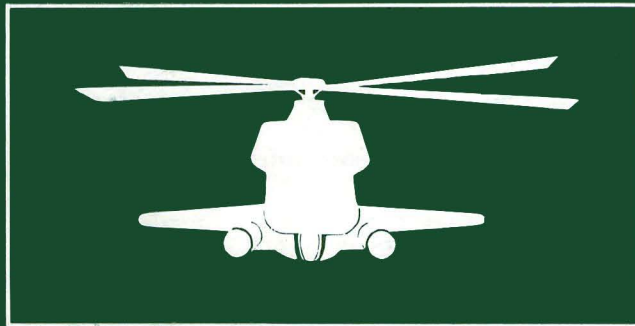
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THE STORY CONTINUES

It had rained all day and into the night. So far, nailing that jogger with a roadside puddle during the drive over had been the highlight of the evening.

It had been only a few months ago that you, the one and only Johnny "Jimbo-Baby" McGibbits, had flown your DHX-1 Attack Chopper fearlessly into enemy territory, infiltrated the diabolical Mad Leader's military installation, and spared the world from death, destruction, and despair. The evil mastermind, hell-bent on world take-over, had been utterly thwarted at your hands. You returned from your mission to a hero's welcome beyond anything even you—discoverer of the anti-starvation drug hungadin, Super Bowl MVP, pioneer in quintuple bypass surgery, and inventor of latex undergarments—could imagine.

Every day for a week, front page headlines of every major paper in the country sang your praises. On the eighth day, your name was on page 23 of the local paper. Now, you're yesterday's news—not a good situation for a born hero who craves the limelight.

Yet another famous jock had opened yet another restaurant, and yet again you had been asked to lend your presence to yet another gala opening. The usual collection of have-nots, would-be's, and has-beens had turned up like sewer water at a filtration plant, and you checked your watch to see if you still had time to catch the Stooges on the tube tonight.

In your boredom, your mind drifted to the slightly overweight blond in the overtight sequined dress leaning up against the bar across the room. Just as your thoughts got interesting, you felt someone brush up lightly against your overcoat. You turned just in time to see a

vaguely familiar-looking little man in a trench coat disappear up the stairs toward the door. Instinctively, you reached down to check your pocket, where you discovered a small piece of paper. You knew instantly that you had just gotten out of your rut.

A quick glance at the paper was all you needed to decode the encrypted message it contained: "Report to HQ immediately for mission briefing. The Mad Leader has reorganized his forces. Situation extremely critical."

What Am I Supposed to Do, Again? Your general goal in each of three separate missions is to fly the helicopter behind enemy lines to a specified spot, complete a ground mission within the enemy installation, and then fly back to Home Base. All three missions follow this same sequence, although specific destinations and goals change, as described later in the manual and in the on-screen mission briefings that appear before each mission begins.

For starters, you're going to have to learn how to fly the helicopter. However, out of compassion, we've given you the option to skip the first flight sequence and move directly to the first ground mission. Sooner or later, however, you'll have to learn to fly the chopper. The manual tells you exactly how to takeoff, fly, and land the helicopter, figure out where you're supposed to go, set your course, communicate with fighter pilots who buzz by every now and again, and activate and fire weapons and use defense systems when those fighter pilots who get tired of the poor FM reception at 40,000 feet decide to pass the time by blowing the living bejeebers out of you instead.

Trouble is, the DHX-2 Attack Chopper from Whizbang Enterprises doesn't exactly come with cruise control and power steering. This is a two-fisted, full-contact, hope-you-ate-your-vegetables kind of helicopter. Even though it's a super-advanced, ahead-of-the-art, this-is-not-a-drill, technological miracle machine, if you don't hang on for dear life and steer the *)%#+!!! thing, you'll be all over the sky, or

perhaps you'll just fall out of it! Of course, the folks at Whizbang Enterprises would blame it on "unusually active upper air currents."

Once you're airborne, the idea is to set the correct course and navigate your way to the enemy camp, avoiding enemy aircraft as you go by using trickery or, if need be, by blasting them into the great blue yonder before they can do likewise to you. If your helicopter crashes or gets shot down, you'll start the mission over at your Home Base. When you become the ace pilot that your Aunt Mabel promised us you'd be in her letter of recommendation and can fly behind enemy lines and land the helicopter safely, you'll begin your first ground mission.

The ground mission has nothing whatever to do with the conversion of lost souls and is not operated by the clergy. Rather, you must infiltrate the enemy installation on foot to complete the mission described in the on-screen briefing (and in the manual). The pitfalls include land mines, enemy guards and time. An on-screen clock tells you how much time you have left to complete the mission and get back to the helicopter for the return trip to Home Base. On the bright side, you're given a variety of helpful household items such as gas grenades, a brain implant, sleeping gas, a mine detector, and phony papers to help you get past the more gullible guards. In addition, you have five lives with which to work. You lose one life whenever you are captured by a guard, step on an undetected land mine, or run out of time.

If you use up all five lives without completing the ground mission, you'll have to start the whole darn mission over in the helicopter at Home Base. If you complete the ground mission successfully, then get back in the helicopter, set your course for Home Base, and fly home. You have an unlimited number of chances to fly home, so don't worry if you crash. If you complete an entire mission successfully, including the flight to enemy territory, the ground mission, and the flight back home, your progress will be saved on the program disk. Thereafter, you'll always be given the option to begin the next mission, or repeat any mission that you have completed already.

Sequence of Events Here's a synopsis of the three missions. It's not going to be nearly so easy as it sounds, however.

Mission 1
1. Fly the helicopter to a designated spot in enemy territory and land safely and properly. (Note: The flight sequence in Mission 1 is optional. If you wish, you can proceed directly to step 2 by making the appropriate selection from the Mission Menu that appears after the title screens.)
2. Complete the first ground mission. Your general objective is to discover the Mad Leader's chemical labs and neutralize a vat of deadly nerve gas.
3. Return to the helicopter, fly back to Home Base, and land safely.

Mission 2
1. Fly the helicopter to a second designated spot in enemy territory and land safely and properly.
2. Complete the second ground mission. Your general objectives are to discover all of the Mad Leader's missile storage rooms, deactivate the missiles, and then cause a meltdown of the Mad Leader's nuclear reactor.
3. Return to the helicopter, fly back to Home Base, and land safely.

Mission 3
1. Fly the helicopter to a third designated spot in enemy territory and land safely and properly.
2. Complete the third ground mission. Your general objective is to find the Mad Leader and install a brain implant in his noggin to turn him into a productive member of society.
3. Return to the helicopter, fly back to Home Base, and land safely.

Dweezil McGibbits (no relation to the Infiltrator), president and chief executive officer at Whizbang Enterprises, has this to say about the new Gizmo™ DHX-2:

"Just what is it that you're implying here? I mean, of course I always sweat this heavily during interviews..."

At Whizbang, we sweat the details*

*of any claims made against us regarding negligence, personal injury or misrepresentation of product.

Johnny "Jimbo-Baby" McGibbits says:

"Gee, boys and girls, I'd love to show all of you how this snazzy new Gizmo DHX-2 flies, but, uuhhh...I think I forgot to shut the lights off on my atomic accelerator. You know...bills'll be enormous! Yea, that's the ticket."

GETTING STARTED

What You Need
- Apple® II series (64K minimum), Commodore 64™ or 128™, or IBM® PC, PCjr, or true compatible (128K minimum) computer
- Disk drive
- Monitor or TV (color recommended)
- Color Graphics Adaptor (IBM and some compatibles only)
- Joystick (required for Commodore 64, 128, and Apple II+, optional but recommended for other Apple and IBM)

Loading Instructions

Apple

1. If you plan to use a joystick, make sure it's plugged into the game port of the computer.
2. Turn on the monitor or TV.
3. Insert the *Infiltrator II* disk, label side up, into the disk drive and close the disk drive door.
4. Turn on the computer. The game will load into the computer's memory.
5. After the title screen appears, press the space bar to continue the program.

Commodore

1. Make sure a joystick is plugged into port 2 of the computer.
2. Make sure that no cartridge is attached to the computer.
3. Turn on the monitor or TV, the disk drive, and the computer.
4. Insert the *Infiltrator II* disk, label side up, into the disk drive and close the disk drive door.
5. Type **LOAD "*",8,1** and press RETURN. The game will load into the computer's memory.
6. After the title screen appears, press the space bar to continue the program.

Note to "fast loading" cartridge users: This program has its own "fast load" system to minimize loading time. The presence of any type of fast load cartridge will not accelerate loading any further. Due to its intricate design, the program probably won't load with a fast load cartridge attached to your computer. As a result, you should remove such cartridges before you turn on your computer and attempt to load the program.

IBM

You can use a DOS disk (version 2.1 or higher) each time you load the program. Or, you can install DOS (version 2.1 or higher) on the *Infiltrator II* disk to avoid having to use a DOS disk each time you load the program. You also can install *Infiltrator II* on a hard disk, and uninstall it from a hard disk as well.

To load with a DOS disk:

1. If you plan to use a joystick, make sure it's plugged into the game port of the computer.
2. Insert the DOS disk into drive A and close the disk drive door.
3. Turn on the monitor or TV and the computer.
4. Respond to the date and time prompts (either enter the date and time or simply press the Enter key twice).
5. When you see the **A>** prompt on the screen, remove the DOS disk from the disk drive.
6. Insert the *Infiltrator II* disk into drive A and close the disk drive door.
7. Type **INF** and press Enter. The game will load into the computer's memory.
8. After the title screen appears, press the space bar to continue the program.

To install DOS (version 2.1 or higher) on <u>Infiltrator II</u>:

TWO FLOPPY DISK DRIVE SYSTEM

1. Insert the DOS disk in drive A and the *Infiltrator II* disk in drive B, and close the disk drive doors.
2. Turn on the monitor or TV and the computer.
3. Respond to the date and time prompts (either enter the date and time or simply press the Enter key twice).
4. At the **A>** prompt, type **SYS B:** and press Enter.
5. You will see a message telling you that the system has been transferred. The message will be followed by another **A>** prompt.
6. At the **A>** prompt, type **COPY COMMAND.COM B:** and press Enter.

ONE FLOPPY DISK DRIVE SYSTEM
1. Insert the DOS disk in the disk drive and close the disk drive door.
2. Turn on the monitor or TV and the computer.
3. Respond to the date and time prompts (either enter the date and time or simply press the Enter key twice).
4. At the **A>** prompt, type **SYS B:** and press Enter.
5. Follow the instructions on the screen, using the DOS disk as the "diskette for drive A" and the *Infiltrator II* disk as the "diskette for drive B."
6. You will see a message telling you that the system has been transferred. The message will be followed by another **A>** prompt.
7. At the **A>** prompt, make sure your DOS disk is in the disk drive. Then, type **COPY COMMAND.COM B:** and press Enter.
8. Follow the instructions on the screen, using the DOS disk as the "diskette for drive A" and the *Infiltrator II* disk as the "diskette for drive B."

Once the installation process is complete, whenever you want to boot the program, simply insert the *Infiltrator II* disk in the disk drive, close the disk drive door, and turn on the monitor or TV and the computer. Respond to the date and time prompts. In a few seconds, the program will begin.

To install <u>Infiltrator II</u> on a hard disk:
After you complete the procedure outlined below, *Infiltrator II* will run entirely from your hard disk; you will not need to use the floppy *Infiltrator II* disk. The procedure will create a sub directory on the hard disk and copy all relevant files to it. You will be asked to provide a name for the new sub directory. If you want to use an existing sub directory, just enter the name of that sub directory in Step 3, and ignore the message about being unable to create a directory.

Note: Once *Infiltrator II* has been copied to a hard disk, your floppy disk won't generate any more hard disk copies. However, you can transfer the hard disk installation capability back to your floppy disk from the hard disk by following the procedures given in the section entitled "To uninstall *Infiltrator II* from a hard disk."

Warning: Before you attempt either to make an archival backup of your hard disk, or to run a hard disk "optimization" or "defragmenting" program after having installed *Infiltrator II* on the hard disk, first make sure that you follow the instructions to uninstall *Infiltrator II*. If you don't, *Infiltrator II* will no longer be executable from the hard disk, and you won't be able to re-install the program. After you make the backup or run the optimization program, follow the installation instructions given below to re-install the program on your hard disk. The instructions for hard disk installation are as follows:

1. Boot the system, if necessary, and get a **C>** prompt.
2. Insert the *Infiltrator II* disk, label side up, into the disk drive and close the disk drive door.
3. Type **A:SETFIXED NAME,** where name is the name you have chosen for the new directory, and then press Enter. The name must not be longer than eight characters. *Infiltrator II* will install itself on the hard disk.
4. When the installation is complete, the system must be rebooted. Press the Ctrl, Alt, and Del keys at the same time. To run *Infiltrator II* from the hard disk after booting the system, type **CD\ NAME,** where name is the new directory name. Press Enter. Then type **INF** and press Enter.

To uninstall <u>Infiltrator II</u> from a hard disk:
1. Boot the system, if necessary, and get an **A>** prompt.
2. Insert the *Infiltrator II* floppy disk in drive A and close the disk drive door.
3. At the **A>** prompt, type **UNINSTAL** and press Enter.
4. When the process is complete, *Infiltrator II* will no longer be executable from the hard disk. To re-install *Infiltrator II* on a hard disk, follow the hard disk install instructions already given.

Keyboard Substitutes for Joystick Controls (Apple and IBM)

If you are using an Apple IIe, IIc, or IBM (or compatible) computer and do not have a joystick available, use the arrow keys to substitute for the joystick movements. The **up** and **down** arrows correspond to **forward** and **back** movements with the joystick, and the **left**

and **right** arrows correspond to moving the joystick **left** and **right.**
Apple owners should use the 🍎 key as the fire button and
IBM owners should use the **Enter** key as the fire button. Note to
Tandy owners: Your arrow keys do not correspond to the arrow keys
on an IBM, so use the following keys on the numeric keypad for
directional control: **2=joystick back, 4=joystick left, 6=joystick right,
8=joystick forward.**

At Whizbang Enterprises, quality is job one*

*hundred and seventy three.

**Dweezil McGibbits (no relation to the Infiltrator), president and
chief executive officer at Whizbang Enterprises, has this to say about
the new Gizmo™ DHX-2:**

**"So what difference is a few hundred defective little rotor-engage
clutches gonna make? I think you'll find our new optional
ice-cream maker much more interesting."**

The newly reorganized Whizbang Enterprises, having emerged successfully from bankruptcy proceedings, charges of gross negligence, a 223-count indictment for plant safety violations, insurance fraud litigation, tax evasion hearings, and a class action suit, proudly presents:

THE NEW, IMPROVED GIZMO™ DHX-2 ATTACK CHOPPER

OWNER'S FLIGHT MANUAL (REVISED EDITION)
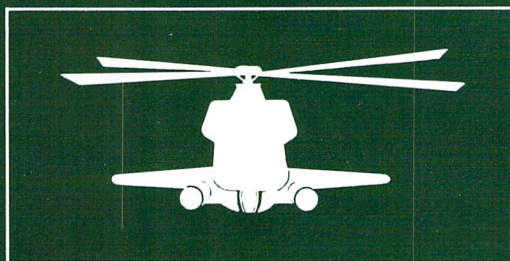
WARRANTY*

Your new DHX-2 Attack Chopper comes with a 6-year/60,000 mile warranty of the engine and drive train, including all parts and labor, provided that the contractions are no less than five minutes apart. In addition, the following Whizbang special devices, all of which come as standard equipment on your new chopper, are fully warranteed:

- Turbine-Thrust Quadrupal Bypass Whizbang Whirler™ "Thrombosis II" engine (top speed: 900 knots with turbo boost)
- Four Whizbang Waster II™ air-to-air heat-seeking missiles
- Two rapid-fire Whizbang Whizzer II™ 20mm cannons
- Anti-heat-seeking missile magnesium flares
- Anti-radar guided missile chaff disperser
- Whizbang Whomper II™ turbo booster
- High-tech communications system with pre-amp and noise reduction
- Computer-controlled guidance, control, surveillance, and rear-window defogger systems
- Whizbang Whisper II™ silent landing capabilities

*Whizbang Enterprises reserves the right to change the terms and conditions of this warranty at the drop of a hat.

SECTION 1: STEP-BY-STEP FLIGHT INSTRUCTIONS

The following instructions are provided to get you up and running as quickly as possible. It may be helpful to refer to the illustration of the instrument panel in "SECTION 3: THE INSTRUMENT PANEL" in following these instructions. More detail about chopper controls, instruments, weapons, defenses, computer operations, and communications are provided in separate sections of the manual.

Note: If you have a version of the program that allows you to use the keyboard instead of a joystick, use the appropriate directional keys and fire key (see "Keyboard Substitutes for Joystick Controls") whenever the instructions tell you to use the joystick or fire button.

Taking Off/
Getting Headed
in the Right
Direction

1) Press the **B**, **S**, and **I** keys to get the chopper started.
2) When RPM's reach 2300 or more, pull straight back on the joystick to lift off the pad. Keep the joystick pulled back until you reach an altitude of at least 600 feet.
3) Get the proper ADF (Automatic Direction Finder) heading for your mission. To do so, press **T** to bring up the computer terminal screen. The correct ADF heading appears on the lower left of the screen. Press the **space bar** to leave the computer terminal screen and return to the cockpit view.
4) Set your ADF heading. To do so, press * to bring up the communications screen, and then press **A** to activate the ADF field. Next, type in the ADF heading numbers, but don't type the decimal point. Press the **space bar** to return to the cockpit view.
5) Maneuver the joystick until the pointer on your ADF dial points straight up, indicating that you are pointed toward your ADF destination. (The ADF is the center gauge in the top row of gauges on the instrument panel.)
6) To accelerate forward, hold down the joystick fire button and push the joystick forward until you reach 450 knots as indicated on the airspeed indicator.

7) To double your air speed, press + to turn on the turbo booster.

8) To pause during a flight, either press * (communications screen) or **T** (computer terminal). Action is suspended while either of these screens is displayed.

9) Keep your eye on the warning lights at the top of the screen. The warning lights alert you to conditions that require immediate attention. If the **"B"** warning light flashes, slow your speed to reduce strain on the engine until the battery cools down. If the **"O"** warning light flashes, either press the - key to turn off the turbo booster or, if you have activated Whisper Mode, press **W** to deactivate it until the engine cools down (make sure that you're above 200 feet if you deactivate Whisper Mode).

10) As much as possible, keep the pointer on the ADF dial pointed straight up to keep you on course. You may find yourself over-compensating with the joystick in an attempt to right your course until you get used to things. Monitor the ADF dial closely as you fly.

11) When you reach the ADF destination, the ADF dial spins wildly. See the section entitled "Landing" for details about how to land.

Dealing With Other Aircraft

1) Whenever you see other aircraft, act quickly to avoid a battle. Press * to bring up the communications screen.

2) Press **S** to go into send mode.

3) Now type **REQUEST ID** and press **Return** (or **Enter**).

4) In a few seconds, the other pilot will give an ID code and request your ID. If you think the code name given is that of an ally, press **S** and then type **INFILTRATOR** and press **Return** (or **Enter**). If you think the code name given is that of an enemy, press **S** and then type **OVERLORD** and press **Return** (or **Enter**). You'll learn to identify friends from foes with experience, although occasionally you'll come across psycho pilots who will attack regardless of the code name you give.

5) If you don't request an ID quickly after you spot another aircraft, the other pilot will ask you for your ID, and you won't have the benefit of knowing the other pilot's code name. In this case, take your best guess and identify yourself as either Infiltrator or Overlord. You'll know you guessed incorrectly if you find yourself under attack.

6) When under attack, press **G** to arm the cannons (guns) or **R** to arm the heat-seeking missiles (rockets). If you plan to use the cannons, press **H** to bring up the Heads Up Display cross hairs. To hit the enemy aircraft when using the cannons, the craft must be lined up in the HUD cross hairs. Press the **fire button** to fire the selected weapon. Victory or defeat is your only escape from a battle once it has begun. You can't just run away. Note: If you want to accelerate, decelerate, or spin and the cannons, rockets, flares, or chaff are armed, disarm them by pressing the space bar before you proceed to prevent them from firing.

7) To decoy an enemy heat-seeking missile headed your way, press **F** to set the flares, then press the **fire button** to deploy the flares. To decoy an enemy radar-guided missile headed your way, press **C** to set the chaff, then press the **fire button** to deploy the chaff. The "H" incoming missile warning light on your instrument panel flashes when a heat-seeking missile has been fired at you. The "R" incoming missile warning light on your instrument panel flashes when a radar-guided missile has been fired at you.

Landing 1) If the ADF dial flashes and spins wildly, you have reached the correct destination.

2) Reduce your speed to "000," as indicated on the speed indicator on the instrument panel. To do so, press the - key to turn off the turbo booster (if you had it on), then press and hold the fire button and pull back on the joystick until you have no forward speed. Let go of the fire button.

3) Push the joystick forward to begin your descent. Watch the altimeter on the instrument panel. Keep your rate of descent slow.

4) Keep the artificial horizon on your instrument panel level. Don't bank the chopper. If you come down too fast or at an angle, you'll crash.

5) Before you reach an altitude of 200 feet during descent in enemy territory, press **W** to activate Whisper Mode. However, be careful not to turn Whisper Mode on too soon, or you'll overheat the engine oil. If you descend below 200 feet without Whisper Mode active, the enemy will hear your approach and capture you when you land.
6) Bring the chopper down slowly, gently, and evenly. Reduce the altitude to 0. The DHX-2 shakes and rattles as it touches down. Be careful not to bank, accelerate, or spin even after you have reached the ground or you may crash.
7) If you have landed properly at the correct destination, on-screen prompts will tell you what to do next. If nothing happens when you land, you must be in the wrong spot. In this case, take off again and use the ADF to reach the correct destination. If you are captured by enemy guards when you land, you either forgot to turn on your Whisper Mode or you turned it on after you had descended below 200 feet.

SECTION 2: GIZMO DHX-2 CONTROLS

In general, helicopter movement is controlled by the joystick, or by a combination of the fire button and the joystick. (You may have a version of the program that allows you to use the keyboard instead of a joystick. See the section entitled "Keyboard Substitutes for Joystick Controls.") You can make the helicopter climb, dive, accelerate, decelerate, bank, and spin. You can use spin to make minor changes in your course heading. Normally, you'll bank the helicopter to make a turn.

At Whizbang Enterprises, we back all of our products with the best rust perforation warranty in the industry... five years or fifty thousand miles. Whizbang cares about you!*

Does not apply to metal components.

JOYSTICK CONTROLS

Climb	—	Pull back on the joystick.
Dive	—	Push the joystick forward.
Accelerate	—	Hold the button down and push the joystick forward.
Decelerate	—	Hold the button down and pull the joystick back.
Bank Left	—	Push the joystick to the left.
Bank Right	—	Push the joystick to the right.
Spin Left	—	Hold the button down and push the joystick to the left.
Spin Right	—	Hold the button down and push the joystick to the right.

KEYBOARD CONTROLS

B	—	Turns on the battery.
S	—	Initializes the computer and communications systems.
I	—	Turns on the ignition.
G	—	Arms the cannons (guns).
R	—	Arms the heat-seeking missiles (rockets).
F	—	Sets the flares for use.
C	—	Sets the chaff for use.
H	—	Toggles the Heads Up Display (HUD) on and off.
W	—	Toggles Whisper Mode on and off.
+	—	Turns the turbo booster on.
-	—	Turns the turbo booster off.
*	—	Brings up the communications system.
T	—	Brings up the computer terminal.

The **space bar** serves two functions, as listed below.

- Deselects weapons or defense systems (cannons, missiles, flares, chaff) after they have been armed.
- Returns to cockpit view from communications screen and computer terminal screen.

SECTION 3: THE INSTRUMENT PANEL

Warning Lights

Battery Temperature Gauge

Oil Temperature Gauge

Heads Up Display

ADF

Speed Indicator

Altimeter

Incoming Missile Warning Lights

Turbo Booster Indicator

Fuel Gauge

Whisper Mode Indicator

Flares Set

Chaff Set

Missiles Armed

Computer Terminal

Cannons Armed

Directional Compass

Communications

Artificial Horizon

RPM Indicator
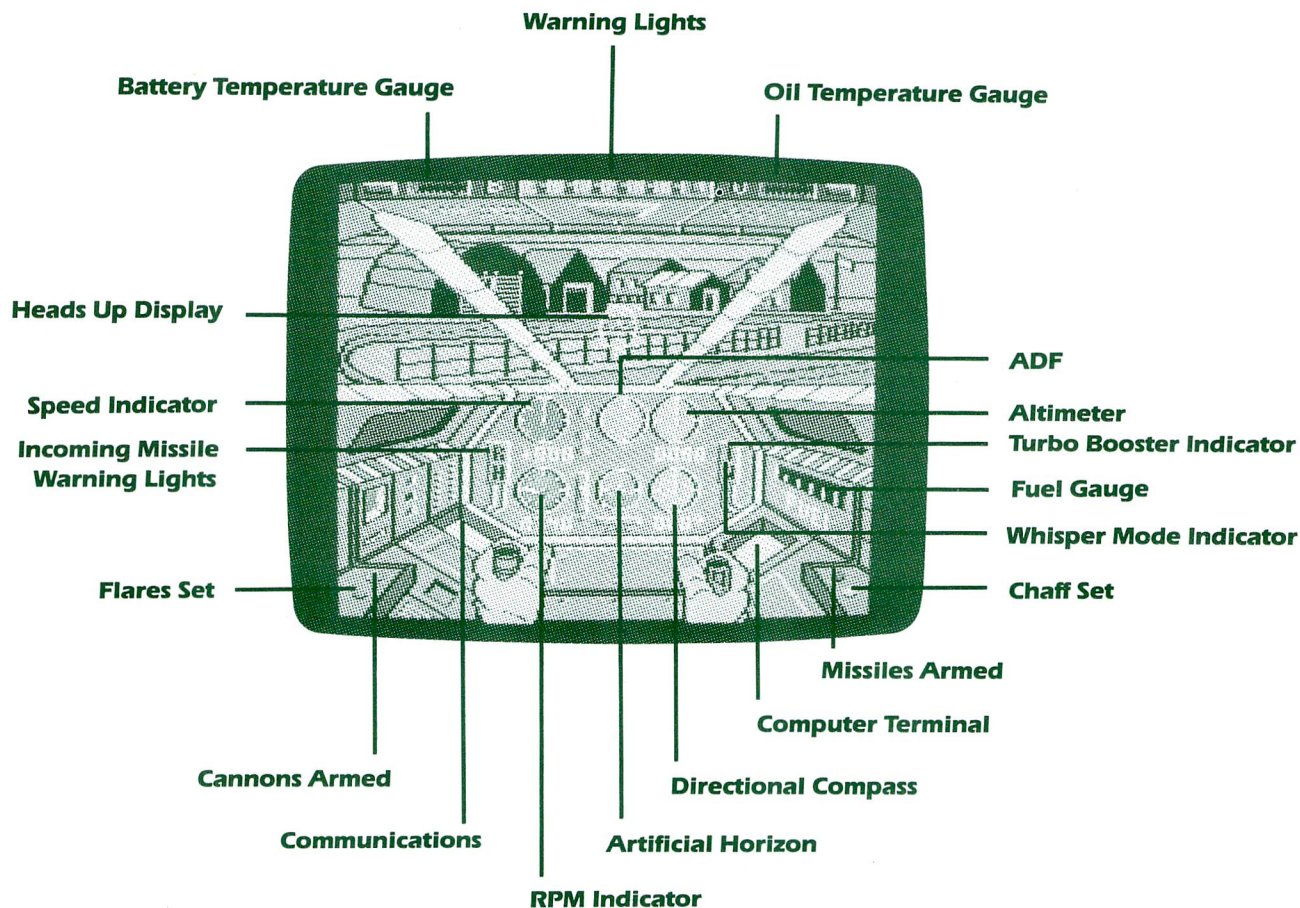
Your instrument panel gives you vital feedback. The more you know about all those flashing lights, twirling dials and beeping sounds, the less likely your chopper is to fall down and go boom all the time. For example, the instruments tell you when an enemy missile is headed your way and what kind of missile it is. If you know your stuff, you'll know what to do with this information to avoid the missile. Among other things, the instrument panel keeps you abreast of altitude, course heading, weapons and defense selections, airspeed, and fuel level.

Keep your eye on the gauges as you fly. The DHX-2 requires constant monitoring to keep it on course and at a safe altitude. A surprising number of crashes occur simply because the pilot is unaware of a chopper's descent. The instrument cluster also alerts you to mechanical problems as they occur, some of which you can do something about if you're paying attention.

Artificial Horizon

The artificial horizon indicates your present altitude (degree of tilt or bank). It also indicates climb or dive by the location of the horizon line in relation to the stabilization point. The rate of climb and dive also is displayed. If the artificial horizon is level and centered in the gauge, you are flying straight and level.

Directional Compass

The compass displays the directional heading of the Gizmo in degrees and is shown in both analog and digital format. The dial is accurate within 23 degree increments; the digital readout is accurate to smaller values.

Fuel Gauge

This horizontal bar displays remaining fuel. The tank is empty when the fuel indicator bar disappears.

Oil and Battery Temperature

The two bar graphs at the top of the screen display the oil and battery temperatures. When either bar reaches the danger zone, heat is critical and the temperature warning lights flash and a warning beep sounds until you take corrective action. If either the battery or oil overheats too much, your engine will blow.

To reduce battery temperature (the **B** graph on the upper left), slow your speed to reduce strain on the engine until the battery cools down.

To reduce oil temperature (the **O** graph on the upper right), turn off the turbo or whisper mode until the oil supply cools down. Keep in mind that turbo and whisper mode heat up the oil quickly. Keep your eye on the oil temperature gauge when using either.

Warning Lights   One or more of the six warning lights at the top of the cockpit flash while a warning beep sounds if there's mechanical trouble with your chopper. Each warning light displays a letter to indicate the source of the problem. The meaning of each letter is given below.

Engine damaged
Battery overheated
Oil overheated
Fuel low
Altitude level below 200 ft.
RPM deficiency in engine or rotors

The warning lights alert you to conditions that require immediate attention. You have some control over the situation when your battery or oil overheats (see "Oil and Battery Temperature" above) and when your altitude is low. However, engine damage, low fuel, and RPM deficiency can't be corrected while in flight. Reach your destination as soon as possible and try to avoid further damage from air combat. Also, note that whenever you land at the proper landing site behind enemy lines during a mission or whenever you return to Home Base to complete a mission, your helicopter is serviced, so that the next time you fly the chopper, any damages will have been repaired and your chopper will have been refueled.

Airspeed Indicator   This dial shows the Gizmo's present airspeed, in knots. The digital readout under the dial displays the same information. Without use of the turbo, maximum speed is 450 knots. With the turbo engaged, you can reach a maximum speed of 900 knots.

ADF   The ADF, or Automatic Direction Finder, helps you reach the correct destination. Therefore, it's advisable to program the ADF immediately after takeoff. **Once programmed, the ADF always points toward your destination. If you are moving forward and the ADF points straight up, you'll reach your target eventually, regardless of the compass heading.** When you move off course after the ADF has been programmed, the ADF moves to indicate the direction you need to spin (for minor heading changes) or bank (for more significant heading changes) the chopper to get back on course. Again, when the ADF points straight up, you're headed in the right direction.

Note: At first, you'll probably find yourself over-correcting your course a lot as you try to keep the ADF pointing up. Stay with it. You'll get the hang of it.

Note that if the ADF blinks on and off, it has not been programmed properly at the communications terminal. **When you reach the correct destination, the ADF flashes and spins around the dial wildly.** At this point, slow down and begin landing procedures immediately.

Altimeter   The altimeter displays your present altitude in feet. The dial measures altitude in 60-foot increments, so use the digital readout for greater accuracy. Each sweep around the dial by the dial's hand represents a change in altitude of 1000 feet. Maximum altitude is limited to 8000 feet. If your altitude falls below 200 feet, the low altitude warning light goes on and a warning beep sounds.

RPM Indicator   The RPM (Revolutions Per Minute) indicator displays the rate at which the blades of the chopper turn. The RPM remains constant, as long as the engine isn't damaged or out of fuel, once the optimum rate of 2300 or so RPM is reached. Helicopter blades do not speed up or slow down to move the helicopter. Rather, the tilt angle of the blades determines movement. The onboard computer systems monitor and maintain steady RPM. You can't fly the helicopter until the blades reach 2300 RPM. A takeoff alert sounds when the blades reach 2300 RPM, indicating that you are cleared to take off.

Missile Warning Lights The missile warning lights to the left of your instrument panel flash to indicate that a missile is headed toward your Gizmo. If the **R** light is on, then a **R**adar-guided missile is headed your way, and the chaff must be used to decoy the missile away from your chopper. If the **H** light is on, then a **H**eat-seeking missile is headed toward you, and the flares must be used to decoy it. Note that if your defense systems are knocked out by enemy fire (as indicated by the defense system status indicator on the computer terminal), your missile warning lights may become inoperable.

SECTION 4: ARMAMENTS AND DEFENSE SYSTEMS

Your DHX-2 Attack Chopper provides you with 20mm cannons and heat-seeking missiles to attack other aircraft. To defend against enemy attack, your chopper includes flares (to decoy heat-seeking missiles) and chaff (to decoy radar-guided missiles). **To operate the cannons, missiles, flares, or chaff, you first must "arm" or ready the desired device, and then fire it by pressing the fire button (or fire key, in some versions of the program).** You can tell which device is armed by checking the flare and cannon indicator buttons at the lower left of your screen and the chaff and missile indicator buttons at the lower right (see the Instrument Panel illustration). The button that flashes represents the armed device. Only one of the four armament devices can be armed at one time. Any of the armaments can be damaged or rendered inoperable by enemy fire.

Cannons You have unlimited ammunition in your Whizbang Whizzer™ 20mm cannons. Use your HUD (Heads Up Display) to help you zero in on an enemy aircraft when you want to use the cannons. The HUD is a computer-generated image of aiming cross hairs superimposed on your windshield. An enemy in the HUD cross hairs can be damaged or destroyed by your cannon fire.

Missiles   A freshly-serviced chopper carries only four missiles, so use them judiciously. An enemy must be visible to be hit, but doesn't have to be in the cross hairs, so the HUD is not necessary when using missiles.

Flares   Use the flares to decoy enemy heat-seeking missiles. A heat-seeking missile mistakes the magnesium flare for your exhaust. An enemy heat-seeking missile is headed your way when the heat-seeking missile warning indicator (the "H" to the left of the RPM indicator) flashes. A freshly-serviced chopper carries six flares.

Chaff   Unlike heat-seeking missiles, radar-guided missiles must be deceived by dropping strips of metal, called chaff, into the sky to create a false radar image of the Gizmo. An enemy radar-guided missile is headed your way when the radar-guided missile warning indicator (the "R" to the left of your speed indicator) flashes. A freshly-serviced chopper carries six chaff.

SECTION 5: IMPORTANT SPECIAL FEATURES

The following special features are vital to the successful chopper pilot. Your DHX-2 Attack Chopper features Heads Up Display (HUD) to aid your cannon accuracy, a Turbo Booster that doubles your airspeed instantly, a Whisper Mode for quiet landings that don't alert enemy guards, and a pause feature. Each of these features is described below.

Heads Up Display   The HUD superimposes a computer-generated image of aiming cross hairs on the windshield. Use them to aim at a target when firing the cannons. With your cannons armed and firing, any aircraft that passes through the cross hairs should be hit. Missiles don't require visible tracking methods, so the HUD is not necessary when using them.

Turbo Booster   When activated, the turbo booster doubles your air speed (to a maximum of 900 knots). It also causes the oil to heat up at a fast rate, so use the turbo booster sparingly, and turn it off if your oil overheats (as indicated by the "O" warning light at the top of the screen). The turbo booster indicator (the "T" to the right of the altimeter) lights when the turbo is on. Enemy fire can knock out the turbo booster.

Whisper Mode   Whisper Mode silences the chopper, and must be activated whenever you attempt to make a secret landing behind enemy lines. If you don't activate Whisper Mode when you land or fly below 200 feet behind enemy lines, the noise will alert enemy ground personnel, who will await your capture. When Whisper Mode is activated, the Whisper Mode indicator (the "W" to the right of the directional compass) lights. **Remember, you must activate Whisper Mode before you fly below 200 feet when landing behind enemy lines or you will be captured.** Also, Whisper Mode causes intense heating of your engine oil. Watch to make sure your oil doesn't overheat. Avoid activating Whisper Mode too soon.

Pause   To pause the action, bring up either the computer terminal screen or the communications screen.

Johnny "Jimbo-Baby" McGibbits says:

"Safety tip number forty-three. Before drinking your milk, check the date on the carton to make sure it's fresh, always wear a protective anti-radiation suit when causing a reactor meltdown, and, above all, don't eat yellow snow."

SECTION 6: THE COMPUTER TERMINAL
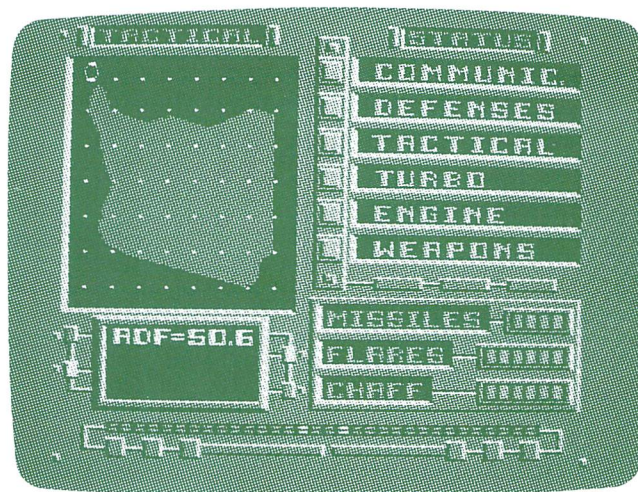
The computer terminal, when viewed from the cockpit, is the small screen located on the lower right. When you bring up the computer terminal, you'll be presented with a tactical display map, Gizmo status indicators, a weapons/defenses inventory, and the correct ADF destination frequency. Each of these features is discussed below.

Tactical Map   The top left section of the computer terminal displays your tactical map, which shows an outline of the Country. The Gizmo's present position is represented by a pulsating **circle**. If you have programmed the ADF properly, your destination behind enemy lines is shown as a pulsating **square**. However, if your computer system has been damaged by enemy fire, the tactical map may be blackened out and unusable.

Status Indicators   The upper right section of the computer terminal displays the Gizmo status indicators, which show the current condition of all vital Gizmo functions. If the condition of a particular function is satisfactory, its status indicator light is steady. If a particular item has sustained severe damage from enemy missiles, its status indicator light changes color and flashes. Detailed descriptions of the various status indicators follow.

COMMUNIC(ATIONS)—If the communications computer is damaged, you can't send or receive messages, or program your ADF, if you have not already done so (all the more reason to program the ADF immediately after takeoff).

DEFENSES—Your defense systems include the flare and chaff dispersers, and the missile warning systems. If damaged, you can't drop flares or chaff, and you can't detect the type of enemy missile that approaches your Gizmo.

TACTICAL—If the computer terminal tactical map is damaged, you can't view your current position or your destination.

TURBO—If your Whizbang Whomper turbo boost system is damaged, your turbo will be unusable and your Gizmo's maximum speed will be limited to a mere 450 knots.

ENGINE—If your Whizbang Whirler engine is damaged, it's bye-bye baby (Jimbo-Baby, that is)! You will experience a loss of control of your Gizmo and plummet to earth.

WEAPONS—If your Whizbang Waster heat-seeking missiles and Whizbang Whizzer 20mm cannons are damaged, you may not be able to fire any missiles, or your guns may fire erratically.

Weapons/Defenses Inventory

The lower right section of the computer terminal displays the Gizmo weapons and defenses inventory. The LED bar graphs indicate the number of missiles, chaff, and flares that remain. A freshly-serviced helicopter includes four missiles, six flares, and six chaff.

ADF Destination Frequency

The lower left section of the computer terminal displays the **ADF** (Automatic Direction Finder) frequency. **This frequency must be typed into the ADF field on the communications screen so that the ADF dial in the cockpit points you toward your flight destination behind enemy lines.**

Dweezil McGibbits (no relation to the Infiltrator), president and chief executive officer at Whizbang Enterprises, has this to say about the new Gizmo™ DHX-2:

"You know, I don't think we're making enough profit from this new DHX-2 model. Hmmmmm...maybe if I pull some of these expensive wires out..."

SECTION 7: COMMUNICATIONS
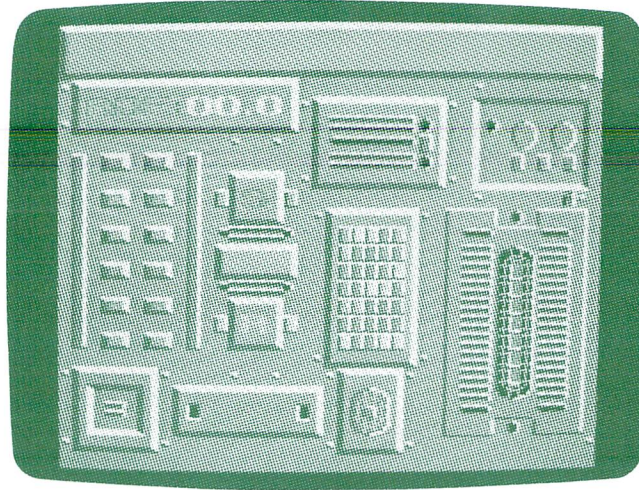
What Johnny McGibbits, ace copter pilot, and known throughout the world as the Infiltrator, has to say about Whizbang Enterprises:

"What? Whizbang? Oh, I'd say that they're the kind of people you can trust. People who care about you. People who... hey, Dweez! What else did you want me to say?"

The communications screen provides a vital link between you and the other pilots, some of them friendly and some not, who fly by to check you out. Whenever you catch a glimpse of another aircraft in your vicinity, you should punch up the communications screen immediately to request the ID of the unknown visitor. In addition, the communications screen gives you access to the ADF (Automatic Direction Finder), which you must program in order to find your way to your destination. The communications activities that can be performed from the communications screen are detailed below.

Programming the ADF

The correct programming of the ADF is vital in order to reach your flight destination. First make sure that you know the correct ADF destination frequency for the destination that you want to reach. The ADF destination frequency numbers can be found on the computer terminal screen. To program the ADF from the communications screen, first press the **A** key to activate the ADF field, then type in the correct ADF numbers (don't type the decimal point). If you type the correct number, your ADF is programmed, and you won't have to program it again during this particular flight. Keep in mind that the ADF dial on your cockpit instrument panel will not home in on your flight destination if it has not been programmed or if it has been programmed with an incorrect frequency. If the ADF dial doesn't point the way for you, you'll fly aimlessly. Check to make sure that everything has been set properly. Also, program the ADF immediately after takeoff, because the ADF can be ruined by enemy fire.

Sending a Message

Press the **S** key to go into send mode from the communications screen. From send mode, you can transmit messages to other aircraft. After you press **S**, use the keyboard to type in the message that you wish to send. Your message appears at the top of the screen as you type. Press **RETURN** (or Enter) to transmit the message that you typed. Note that no punctuation is accepted in the message field. When the communications system is in send mode, an "S" flashes below the ADF field on the communications screen. Messages are used either to request the identification of another aircraft or to identify yourself. Messages should follow a certain syntax to make sure that your

meaning is clear. See "SECTION 8: AIR TRAFFIC" for details about communication with other aircraft.

Receiving a Message From time to time, you'll receive messages from other aircraft in your vicinity, which either identify the aircraft or request your identification. When the messages are received, the communications screen comes up automatically, with the message at the top of the screen.

Dweezil McGibbits (no relation to the Infiltrator), president and chief executive officer at Whizbang Enterprises, has this to say about the new Gizmo™ DHX-2:

"But how were we to know our new Super-Glew 232™ construction wouldn't be able to withstand strong winds or rain?"

Slick McGibbits (no relation to Dweezil McGibbits or the Infiltrator), the attorney for Whizbang Enterprises, has this to say about the pending fifty billion dollar anti-trust and criminal negligence lawsuits that were mysteriously dropped against Whizbang:

"Just hold on here one minute...did they say that or did you say that? If they said that...then I have no comment. On the other hand, if you said that...then I have no comment."

SECTION 8: AIR TRAFFIC

As you fly the DHX-2, you'll encounter other aircraft. Some may be other infiltrators also trying to upset the Mad Leader's plans, while others may be staunchly loyal to the Mad Leader and his evil goals. You'll run into three types of pilots: the friend, the foe, and the psychopath.

When you see another aircraft, you must determine whether it is a friend or a foe. Since there are no distinguishing markings on your chopper, and because helicopters are not an unusual sight over the Country, other pilots will try to determine *your* loyalties and intentions by talking to you over your communications system. You should always try to communicate with an unidentified aircraft before its pilot communicates with you. As soon as you see an aircraft for the first time, bring up your communications screen. Then, press the **S** key to activate send mode. The only phrases that the communications systems of other aircraft can interpret are listed below.

REQUEST ID (to inquire about the identity of an aircraft you have spotted)
INFILTRATOR (to identify yourself to a friend)
OVERLORD (to identify yourself deceptively to an enemy)

Type **REQUEST ID** and press **RETURN** (or Enter) to send the message to the unidentified craft. In a few seconds, your communications screen reappears with a message from the unidentified aircraft. The message includes the pilot's code name and a request for your identification. With experience, you'll be able to distinguish the code names of your allies from the code names used by the enemy. You might want to make a list of friendly and unfriendly code names as you discover them. Press the **S** key to activate send mode. Now type **INFILTRATOR** if you think the other pilot's code name is that of an ally, or type **OVERLORD** if you think the other pilot's code name is that of an enemy. Then press the **RETURN** (or Enter) key. If you give

the correct ID to the other aircraft, you'll continue your mission unmolested by the other pilot. If you give the wrong ID, the other aircraft will attack. Once an attack is initiated by either party, you must destroy the other aircraft or be destroyed.

If you receive a request for your ID from an unidentified aircraft before you have made an ID request yourself, you must guess about the other pilot's loyalties without the benefit of knowing the pilot's code name. It's a 50/50 proposition, so press **S** to activate send mode on the communications screen, type either **INFILTRATOR** or **OVERLORD**, press **RETURN** (or Enter), and hope for the best.

Oh, by the way, we weren't kidding about the psychopaths out there. A few of the other infiltrator pilots have snapped from the strain, and it really doesn't matter what code name you use in a response. They always will attack, and you'll have to fight against a former friend, turned deadly foe!

SAMPLE ALLY CODENAMES: Acme, Nimrod, Parky

SAMPLE ENEMY CODENAMES: Blammo, Dedhed, Slasher

SAMPLE EXCHANGE 1:
You: **REQUEST ID**
Other: NIMROD REQUESTING IDENTIFICATION
You: **INFILTRATOR**
Other: GOOD LUCK JOHNNY

SAMPLE EXCHANGE 2:
You: **REQUEST ID**
Other: BLAMMO REQUESTING IDENTIFICATION
You: **OVERLORD**
Other: YOU ARE CLEARED TO PROCEED

SAMPLE EXCHANGE 3:

You: **REQUEST ID**
Other: SLASHER REQUESTING
IDENTIFICATION
You: **INFILTRATOR**
Other: DIE YOU CAPITALIST
TRAITOR DOG
(Other aircraft begins
attack)

Dweezil McGibbits (no relation to the Infiltrator), president and chief executive officer at Whizbang Enterprises, has this to say about the crack team of engineers and scientists who designed the new Gizmo™ DHX-2:

"I can't believe this! Didn't I tell you guys to make sure our new anti-helicopter missiles homed in on *other* helicopters???"

Dweezil McGibbits (no relation to the Infiltrator), president and chief executive officer at Whizbang Enterprises, comments on the recent series of explosions which completely destroyed the week-old Whizbang Enterprises weapons research facility:

"Oh yes, we're all very upset about that around here. Fortunately, we took out 43 separate insurance policies just in case something like this happened."

Pre-Flight Checklist

Toothbrush
Pencil Sharpener
BATTERY ON
COMPUTER SYSTEMS INITIALIZED
Thermal Underwear
WHIZBANG WHIRLER™ RPM = 2300
Neil Sadaka 8-Track Tapes
GAIN ALTITUDE
Sponge
Chisel
Bucket
ADF PROGRAMMED
Air Sickness Bag
People Magazine
COCKPIT ADF DIAL STRAIGHT UP
Map of Country
Insect Collection
Reindeer Costume
GAIN FORWARD SPEED
Our Lady of Level Flight Statue on Dash
Fuzzy Dice

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Frequently Asked Questions About Safe Flying

Here at Whizbang Enterprises, we care about you—the customer. And if you crash, well, we can't honestly say we'd get too upset about it. We'd just sell you another brand new Gizmo. Unless, of course, something of a terminal nature happens to you, and we can't at least find a friend, associate, loved one, or bum on the street to sell your pilot's license to. Then we mind. That's why we've put together this helpful list of things to do and not to do when flying your fantastic new Gizmo DHX-1 or deluxe model DHX-2.

Q: What buttons do I push to get my Gizmo going?
A: Turn on your **Battery** and **Computer** system. Then hit the **Ignition** button. That'll start her up.

Q: How do I do that?
A: Shut up.

Q: How do I get to my destination?
A: Use your Automatic Direction Finder (**ADF**). Get the correct **ADF Frequency** from the **Computer Terminal**. Then go to the **Communications** screen and program the **ADF** by typing in the number. Back in the cockpit, use the **ADF Dial** on the instrument panel as your navigational guide. When it points straight up, you're headed toward your destination. When you are over your destination (when the **ADF Dial** spins wildly), follow proper landing procedures.

Q: What is a destination?
A: If you take off from Home Base, your destination is one of three enemy base camps. If you take off from the base camp after completing a ground mission, your destination is Home Base.

Q: How far can a Gizmo fly?
A: Shut up.

Q: How should I land the Gizmo at my destination?

A: If the **ADF Dial** is spinning around and flashing, you are over your destination. The destination will be either an enemy base camp or your own Home Base. Turn off the **Turbo** (if it's on). Reduce your airspeed to 0 knots. Begin your descent. Turn on your **Whisper Mode,** but make sure it doesn't overheat your oil. Never fly below 200 feet when above an enemy camp without your Whisper Mode on! Keep your descent slow and land the chopper gently and evenly. If you land at an angle, you'll crash.

Q: How do you spell relief?

A: Shut up.

Q: What dangers are there during flight?

A: While there are several things to watch out for, usually you'll be your own worst enemy. Monitor the chopper's **Warning Lights** in the cockpit. If your oil overheats, turn off the **Turbo** or **Whisper Mode** until it cools down. If your battery overheats, reduce your speed. Watch your **altimeter** to maintain a safe altitude. Check the **Status Indicators** on the **Computer Terminal** to find out what still works and what doesn't, particularly when you are under attack.

Q: How do I deal with unidentified aircraft?

A: Very carefully. Whenever you see one, quickly bring up your **Communications** screen, go into **Send Mode,** and **Request ID** before the other pilot gets a chance to ask you for your ID. When they respond, they'll give their code name, and also ask for yours. Learn to differentiate the code names of the good guys from the code names of the bad guys. Go into **Send Mode** again and answer **Infiltrator** if you think the other pilot is a good guy, or answer **Overlord** if you think he's a bad guy. If an unidentified aircraft asks for your ID before you can ask for his, you'll have to guess about whether to respond **Infiltrator** or **Overlord.** Always answer a request for your ID, even if you have to guess about the correct response. If you give the wrong answer, the

other aircraft attacks you, and you must use your missiles and cannons to destroy the other aircraft or be destroyed. There is no other escape once an attack is underway. Occasionally, you'll encounter a psychopathic pilot who doesn't care who you are. A psycho pilot will attack you no matter what code name you give.

Q: How do I attack another aircraft?

A: Use your **Missiles** and **Cannons** to attack the other aircraft. When using the **Cannons,** activate the Heads Up Display (computer-generated cross hairs). The other aircraft must be lined up in the cross hairs of the HUD in order to shoot it down with the **Cannons.** When using **Missiles,** the other aircraft must be visible out your windshield in order to have a chance to score a direct hit. You won't have much luck with the **Missiles** if your chopper is spinning around. Fly straight so that the enemy remains visible out your windshield after you fire. Keep in mind that your best defense is to avoid attack in the first place.

Q: How do I defend myself from attack?

A: Deploy a **Flare** to decoy a heat-seeking missile and **Chaff** to decoy a radar-guided missile fired by the other aircraft. When you do, the missile heads for the **Flare** or **Chaff** instead of your chopper. The **H**eat-seeking missile warning indicator on your instrument panel flashes when a heat-seeking missile is headed your way. When a radar-guided missile has been fired at you, the **R**adar-guided missile warning indicator on your instrument panel flashes.

Q: How can I make tens of millions of dollars without having to work very hard?

A: Get into the Attack Chopper business. As a matter of fact, I believe we currently have numerous openings in our test pilot division. You can work your way up.

THE MCGIBBITS GUIDE TO GROUND INSTALLATION INFILTRATION
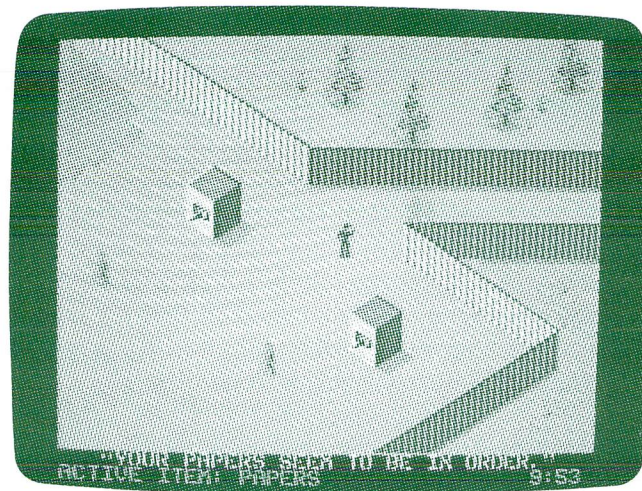
SECTION 1: OVERVIEW OF GROUND INFILTRATION MISSIONS

After you fly to the correct location behind enemy lines, land your chopper safely, and follow the on-screen instructions, your point of view changes to an overhead perspective of the helicopter at the landing site, with you standing next to the chopper. From here, you embark on a ground mission within the Mad Leader's installation.

There are three ground missions. Your specific objectives within the installation for each mission are described in the section of the manual entitled "SECTION 2: SPECIFIC MISSION OBJECTIVES." In addition, a summary of the current mission is given in the on-screen briefing that appears before you start up the chopper at Home Base.

The installation consists of nine sections (screens) which, if viewed from an overhead perspective, would form a 3x3 square. To explore the installation, move the joystick in the direction you want the Infiltrator to go. Many areas of the complex are patrolled by guards. Stay out of their line of sight as much as possible, because they'll call you over and ask to see your papers if they see you. You'll learn how to use the papers, gas grenades, or sleeping gas in your "inventory" to deal with the guards in the section of the manual entitled "SECTION 3: THE INVENTORY."

Many ground mission objectives are carried out inside the buildings. You'll need to search the buildings for security cards that unlock doors, electronic keys that turn off alarms, radiation suits to protect you, and lots of other items.

You'll also be looking for specific locations in which you must carry out the particulars of your mission. For example, you'll need to find the Mad Leader's missile room in order to be able to use the missile deactivator in your "inventory." It is advisable to draw yourself a map to chart your path when you discover locations that are required for completion of the ground mission. A hand-drawn map can save you a lot of meandering when time is of the essence. An on-screen clock tells you how much time you have left in which to complete the mission. To stop the timer and pause the game, press the space bar, which takes you to the inventory screen. The timer does not run while the inventory screen is displayed. Press the space bar again to resume.

You have five "lives" with which to finish the mission. Whenever you are captured by enemy guards, step on an undetected land mine, or run out of time, you lose one life, and you must start the ground mission over from the chopper landing site. If you lose all five lives, the mission is terminated and you'll find yourself back at Home Base in the chopper, where you'll have to start the entire mission over.

Once you finish a mission, return to the chopper, walk the Infiltrator into the chopper's door, and then make the return flight to Home Base. You won't be able to get back into the chopper unless all of the objectives of the ground mission have been completed. In addition, a message appears on your inventory screen to indicate that the mission is complete. (Press the space bar to reach the inventory screen.)

SECTION 2: SPECIFIC MISSION OBJECTIVES

Mission 1 Your goal is to penetrate the Mad Leader's chemical labs and neutralize a vat of deadly nerve gas. Obviously, you'll be looking for something that neutralizes the nerve gas, as well as trying to find the chemical labs. There may be a few obstacles that you'll have to overcome along the way. Hint: In the final analysis, a certain color is probably your best.

Mission 2 Locate and disable all of the missiles in the Mad Leader's installation. While you're at it, cause a meltdown in the reactor, too. You'll need to make use of a couple of the special items in your inventory to handle this mission. Hint: In creating a meltdown, timing is everything. Things have to match up just right.

Mission 3 Find the Mad Leader and mess with his brain. To get through his thick skull, use the brain implant in your inventory. The brain implant will turn the devilish Mad Leader into a model citizen and protect society from any more of his abuse. A set of cards will help get you through this mission. Hint: Things aren't always what (or who) they seem to be. Catch the waves!

SECTION 3: THE INVENTORY

The Infiltrator carries an infiltration kit, or inventory, which includes sleeping gas, papers, a missile deactivator, a brain implant, gas grenades, a mine detector, coolant evaporator, and a brain scanner.
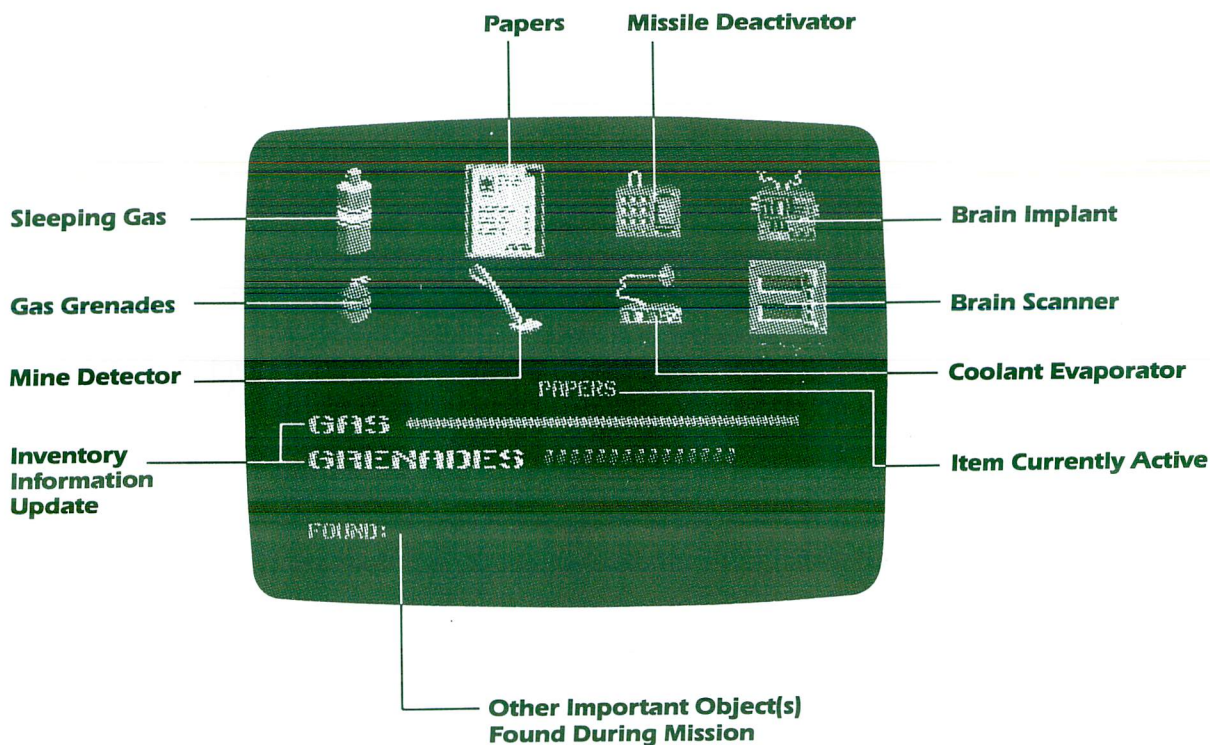
Readying an Inventory Item for Use

An item from your inventory must be selected as the active item before it can be used. The current active item is indicated at the bottom of the main game screen. The inventory screen shows the items that are available to you and, in the case of gas grenades and sleeping gas, how many or how much you have left. To reach the inventory screen, press the space bar. Press the space bar again to return to the game.

From the inventory screen, you can select the item that will be active whenever you subsequently press the fire button on the main game screen. To do so, use the joystick to move the flashing rectangle until it frames the desired item. Or, to change the active item without switching to the inventory screen, simply press the appropriate key as follows while either the main game screen or the inventory screen is displayed:

BRAIN IMPLANT   **—I**
BRAIN SCANNER   **—B**
COOLANT EVAPORATOR **—C**
GAS GRENADES   **—G**
MINE DETECTOR   **—M**
MISSILE DEACTIVATOR **—D**
PAPERS   **—P**
SLEEPING GAS   **—S**

In addition, important items found during your search appear in a text line at the bottom of the inventory screen. You never have to select an item that you find to activate it. Rather, it will function automatically, but only when you "use" it in the right place.

The inventory screen also serves as a pause or break in the action, because the timer does not run while the inventory screen is displayed.

Papers

Missile Deactivator

Sleeping Gas

Gas Grenades

Mine Detector

Inventory Information Update

Brain Implant

Brain Scanner

Coolant Evaporator

Item Currently Active

Other Important Object(s) Found During Mission

Papers These are your fake identification papers. When a guard sees you pass by, he'll ask to see your papers. You must respond quickly and carefully, or you may arouse the guard's suspicion and set off an alarm. A guard's requests and responses appear at the bottom of the screen. A guard who speaks to you taps his foot impatiently (and, outside of buildings, changes color).

When a guard asks for your papers, select the papers as the active item from your inventory. Then, move the Infiltrator directly next to the guard and press the fire button.

The guard will take a look at your papers. If he has no problem with them, he'll let you know and you can go on. On the other hand, if the guard suspects that your papers are bogus, he'll say so and you have only a few seconds either to gas him with a gas grenade or the sleeping gas, or run away.

After you use gas, don't hang around a sleeping guard. Move on to another screen, because if you're still there when he awakes, an alarm sounds. Run away only as a last resort, because running tips off the guard. When you run, the guard sets off an alarm throughout the complex, which, even if you get away, will make the rest of your mission more difficult.

Sleeping Gas You have a hidden canister strapped inside your jacket that contains a colorless, odorless sleeping gas. Use it to make a guard fall asleep for several seconds and forget what has transpired. This is particularly useful if a guard hassles you about the authenticity of your papers. Under most circumstances, you might try the papers to fool the guard before you resort to sleeping gas. A bar graph on the inventory screen shows you how much sleeping gas you have left.

To use the sleeping gas, select it as the active item, make sure that the Infiltrator is close to the guard you want to gas, and then press the fire button. The guard falls down in a heap.

Gas Grenades   A gas grenade has the same effect as the sleeping gas, except that it has greater range. When used inside a building, all guards in the room in which it is dropped fall asleep. You start a ground mission with 15 gas grenades. However, you may find more when you search furniture.

To use a gas grenade, select it as the active item, make sure that the Infiltrator is in the immediate vicinity of the guard you want to gas, and press the fire button.

Mine Detector   The Mad Leader has planted land mines here and there on his grounds. If you step on a land mine while using the mine detector, the mine won't harm you. If you step on an undetected mine, it's curtains. Mines usually are scattered in the forest and in restricted areas.

To use the mine detector, select it as the active item, then press and continue to hold down the fire button as you move the Infiltrator along the mine-infested terrain.

As long as you hold down the fire button, the mine detector makes a distinctive sound, exposes the mines beneath the surface, and protects you from harm.

Missile Deactivator   The missile deactivator comes into play in the second ground mission. You must find the missile storage rooms in order to use the deactivator.

To use the missile deactivator in a missile storage room, select it as the active item, then press the fire button.

If you are in one of the missile storage rooms when you use the deactivator, a four-digit missile decoder appears on your screen. You must deactivate the missile by typing in the correct four-digit warhead disable code. You'll have to guess the code numbers. When you guess correctly, the number remains on the screen and you'll move on to the next digit. But once you make an incorrect guess, all the numbers you may have guessed correctly disappear and you'll have to start over. You may want to write down code numbers as you get them right.

Coolant Evaporator   You'll need the coolant evaporator in the second ground mission. Use it in the Reactor Control Center, but be careful. The coolant evaporator is only effective if it is used at the right time.

To use the coolant evaporator in the Reactor Control Center, select it as the active item, then press the fire button.

Brain Scanners   The brain scanner is important to the completion of the third ground mission. The brain scanner generates a brain wave pattern of the person on whom it is used. A brain wave readout can be useful in making sure that a person is, in fact, who they appear to be.

To use the brain scanner, select it as the active item, approach the person whose brain you wish to scan, then press the fire button.

Brain Implant   Use the brain implant in the third ground mission. The brain implant causes amazing behavioral changes in the person within whom it is implanted.

To use the brain implant, select it as the active item, walk up to the front of the chair in which the person on whom you intend to use the implant sits, then push and hold the joystick forward to implant the unit in the brain.

Found Items   Special items that you find as a result of searching inside buildings, such as security cards, do not need to be selected in order to be active. These items work automatically when you use them in the right spot. In general, you need to move the Infiltrator directly in front of the location where you think an item that you found should be used and push the joystick forward to use the item.

SECTION 4: INFILTRATION OF BUILDINGS

Buildings are made up of dozens of rooms and corridors and are several stories tall. Use the building elevators to move from one level to another. To use an elevator, just walk the Infiltrator into the elevator doors. He'll emerge from the elevator on the next level up or down (each elevator links only two stories).

The exploration of buildings is of paramount importance. Every item pertinent to your mission can be found inside the buildings, and many of the steps necessary to complete the mission take place at specific locations inside the buildings. The following paragraphs give you an idea of what to do inside the buildings.

Mapping Unit   Inside the buildings, a Mapping Unit appears at the bottom of the screen. The Mapping Unit diagrams the rooms of a building as you discover them. The flashing box represents the room you're in. The color of a room tells you if the room is important or not, as described below.

Red: Red designates a room of great importance to your mission.

Green: Green designates the building entrance or an elevator.

Blue: Blue designates a room of no special importance.

Note: These colors may vary in some versions.

Searching Furniture   Inside buildings, you can search through chests and cabinets for gas grenades, security cards, and other useful and not so useful items. However, only furniture on the far wall of a room can be searched.

To search furniture inside a building, first move the Infiltrator directly in front of the furniture to be searched so that his back is to you. Then push the joystick forward and hold it there until a message appears at the bottom of the screen to tell you what you've found.

Changing Uniforms   In addition to the furniture, you'll find several coat racks inside the buildings. Sometimes, a change of uniform is all you need to deceive the guards so that they won't trouble you for your papers all the time.

To change uniforms, move the Infiltrator directly in front of a uniform that hangs on a coat rack so that his back is to you, and then push the joystick forward and hold it there until you hear a tone and see text at the bottom of the screen to indicate that you've changed uniforms.

Unlocking Doors   To unlock all of the doors in the enemy compound, first find the security card. Next, find the security room, which has a lock status indicator light on the wall with a passcard slot directly beneath it.

To unlock the doors, move the Infiltrator directly in front of the security card slot so his back faces you. Then push the joystick foward. When the doors in the compound are unlocked, the lock status indicator light changes from red to green (colors may vary in some versions).

Turning Off Alarms   An electronic key is hidden in one of the buildings. If you set off an alarm, you can turn it off if you have the electronic key and can make your way to the electronic control center.

To use the electronic key, stand directly in front of the card slot on the far wall of the electronic control room and push the joystick forward. The alarm will stop. Note that the card only works once to turn off an alarm during a ground mission.

SECTION 5: MISSION COMPLETION

When you think that you've finished a ground mission, check your inventory screen. It displays a message to inform you when a ground mission is successful. When the ground mission is complete, return quickly to the landing site and walk the Infiltrator into the chopper's door. You'll find yourself back in the cockpit, ready to begin the flight back to Home Base. If you haven't completed the mission properly, you won't be able to get into the helicopter.

For the flight home, follow the same flight procedures that got you here. Remember to program the ADF frequency for Home Base (the ADF frequency can be found on the computer terminal). You'll have to deal with the same obstacles during the flight home that you dealt with during the flight to enemy territory. You have unlimited chances to fly to Home Base, so don't worry if you crash. You can't begin the second mission until you finish the first mission, and you can't begin the third mission until you finish the second mission.

On the other hand, if you make it back to Home Base from enemy territory and land safely, the mission will be recorded as a resounding success, and you'll be given the opportunity to begin the next mission. If you stop playing after finishing an entire mission, the next time you load the program, you'll be given the opportunity to either go on to the next mission or repeat a mission that you've completed already.

Dweezil McGibbits (no relation to the Infiltrator), president and chief executive officer at Whizbang Enterprises, has this to say about the new Gizmo™ DHX-2:

"What do you mean it just exploded?"

THE OFFICIAL "LITTLE INFILTRATOR" QUIZ
FOR BURGEONING JIMBO-BABIES

1. THE MAD LEADER IS...

☐ AN EVIL WARMONGER WHO WANTS TO RULE THE WORLD
☐ THE KIND OF GUY WHO'D STEAL CANDY FROM A BABY
☐ A FORMER WILLIAM MORRIS AGENT

2. THE INFILTRATOR FLEW HIS FIRST ATTACK HELICOPTER...

☐ AT AGE 12
☐ AT AGE 13
☐ INTO A CROWDED CAFE

3. WHIZBANG ENTERPRISES IS...

☐ A MANUFACTURER OF ADVANCED DEFENSE SYSTEMS
☐ RESPONSIBLE TO THE COMMUNITY AT LARGE
☐ NOT AT FAULT FOR THAT ACCIDENTAL NUCLEAR BLAST

4. THE INFILTRATOR MOTTO IS...

☐ HELP THY FELLOW MAN
☐ YOU CAN ALWAYS ACHIEVE YOUR DREAMS IF YOU TRY
☐ MAKE SURE THE CHECK HAS CLEARED FIRST

5. THE INFILTRATOR TRULY ENJOYS...

☐ A QUIET MOMENT AT HOME WITH HIS CARING FAMILY
☐ HELPING THOSE WHO ARE LESS FORTUNATE
☐ PARALLEL PARKING

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