

PROJECT LEADER

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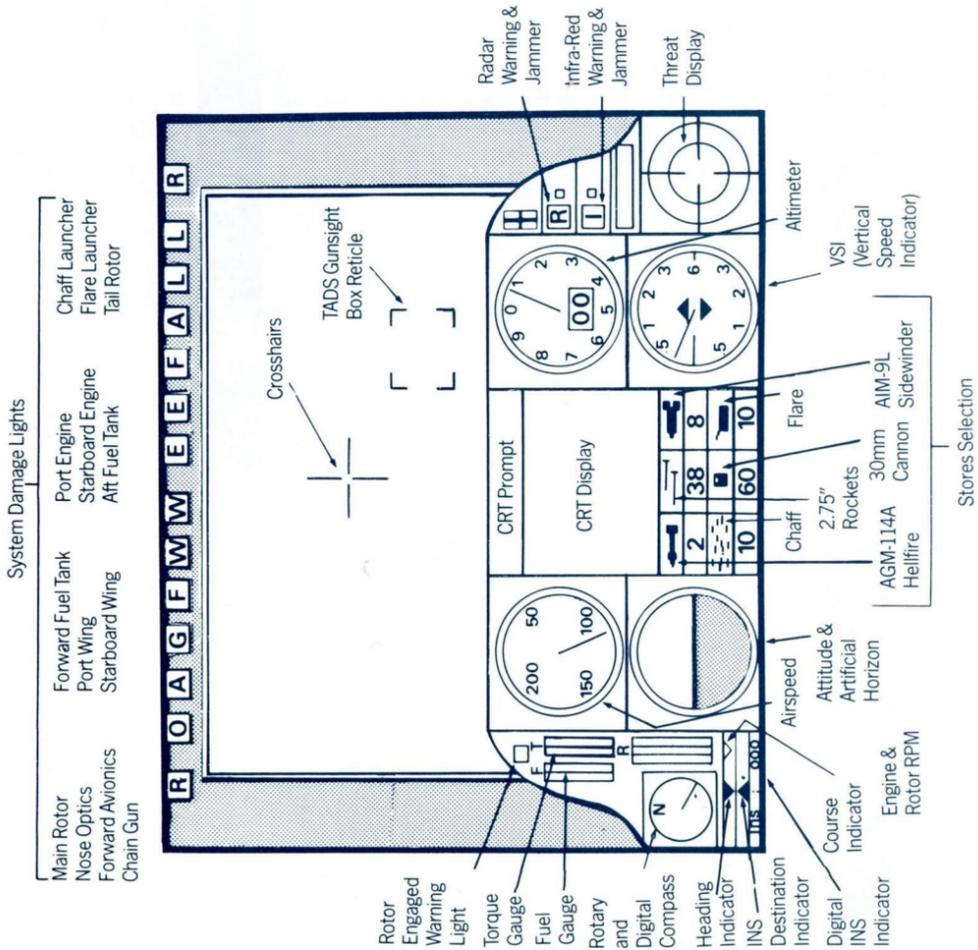
Introduction This supplement provides specific instructions and information for using the GUNSHIP simulation with an Amstrad CPC. Your package should include 1 disk or 2 cassettes, an operations manual, a keyboard overlay, technical supplement, game variation card and a helpline warranty card.

Computer Systems This version of GUNSHIP will operate only with the following computer systems:

- AMSTRAD CPC464
- AMSTRAD CPC6128

System Requirements COLOUR MONITOR/TV
GREEN SCREEN MONITOR

Cockpit Diagram



QUICKSTART INSTRUCTIONS

Caution GUNSHIP is an accurate simulation of a combat helicopter. Do not attempt to jump in and fly by instinct. Unless you've flown real helicopters, read Part 1 (Operating Instructions) in the OPERATIONS MANUAL and learn to fly using the tutorials.

Load Disk Load Cassette To load GUNSHIP, read the appropriate section of this supplement. Place the overlay on your keyboard.

Skim Operations Manual Skim the "Cockpit & Status Panels" and "Controls" sections of the OPERATIONS MANUAL to familiarize yourself with the helicopter. Also glance through "A Practical Guide to Helicopter Flying." Specific controls for your machine are included in this supplement; detailed descriptions are found in the OPERATIONS MANUAL.

Follow the Tutorials Turn to "Beginner's Tutorial I - Learning to Fly a Helicopter." Follow it step by step, referring to the "Cockpit" and "Controls" sections as needed. Then follow "Beginner's Tutorial II".

Begin Combat Flying If you are still uncertain about flying after both tutorials, continue flying the USA training area. Refer to "A Practical Guide to Helicopter Flying" and "Aerodynamics" in the OPERATIONS MANUAL and try the tutorials again.

Do Not Volunteer Don't volunteer for Western Europe. Watch the risk level as you select your options. Keep your risk low at first. Above all, avoid the 1st line in Western Europe. The Warsaw Pact is the most formidable enemy on this planet.

LOADING INSTRUCTIONS – DISK DRIVE

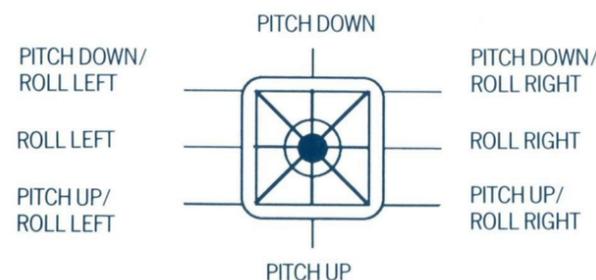
1. Plug the joystick into port.
2. Turn on your computer.
3. Insert GUNSHIP disk side A up in disk drive.
4. Type RUN "GS then press return. The game will now load.

LOADING INSTRUCTIONS – CASSETTE DECK

1. Plug the joystick into port.
2. Turn on your computer.
3. Insert GUNSHIP cassette 1 side 1 in deck.
4. Press CTRL and small enter and then follow on screen instructions.

SPECIFIC CONTROLLER INFORMATION

- Joystick**
- Your joystick can be used in 8 different positions to control flight.
 - When a target first appears, you can press the joystick button to lock on. Press again to fire a selected weapon.



AMSTRAD CPC DISPLAY COLOURS

Introduction Due to a revised cockpit configuration, the instrumentation and other cockpit display colours differ from those outlined in the OPERATIONS MANUAL. This section details the colours that are different in the Amstrad cockpit.

Strip Gauges The engine, rotor and fuel gauges are displayed in YELLOW.

Rotor Gauge

- The rotor gauge is illuminated BLUE when one rotor has been disengaged.
- The rotor gauge is RED when the rotor is engaged.

System Damage Lights (Cockpit)

- A slightly damaged system is illuminated YELLOW.
- A non-functioning system is illuminated RED.
- An undamaged system is GREEN.

INS Cursor The current destination is designated by BLUE map crosshairs.

Map Troop Symbols

- Target objectives are FLASHING RED.
- Other enemy forces are RED.
- Friendly forces are BLUE.

KEYBOARD COMBAT CONTROLS		CONTROL
CATEGORY	Weapons	W Cycles Through Weapon
	Jettison	R
ACTION	Sidewinder FFAR Hellfire 30mm cannon	C J K F
	Counter measures	M D S
CATEGORY	View Displays	Space bar
	CRT	N
ACTION	Map Damage Stoves	New TADS target
	Change CRT	Escape
CATEGORY	TADS	Pause Game
	OTHER KEYBOARD CONTROLS	Pause

KEYBOARD FLIGHT CONTROLS		CONTROL
CATEGORY	Collective	shift ← ← → → shift
	View	Up fast Up slow Down slow Down fast
ACTION	View left View ahead View right	KP1/f1 KP2/f2 KP3/f3
	Rotate left Stop rotation Rotate right	↓ Enter/return ↑
CATEGORY	Engines	Port on/off Starboard on/off Rotor on/off
	Anti-Torque Rotor (tail)	KP7/f7 KP8/f8 KP9/f9

NOTE: KP=KEYPAD