



## CREDITS – AMSTRAD CPC GUNSHIP

### PROJECT LEADER

Roy Gibson

### SOFTWARE DEVELOPMENT

Darrell Dannies

### SCREEN GRAPHICS

Michael Haire

### PROJECT CO-ORDINATOR

Roy Gibson

### QUALITY ASSURANCE

Diarmid Clarke, Larry Martin, Alan Roireau

# GUNSHIP

AMSTRAD CPC464

AMSTRAD CPC6128

## TECHNICAL SUPPLEMENT

**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



QUICKSTART INSTRUCTIONS	
<b>Caution</b>	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.
<b>Load Disk Load Cassette</b>	To load GUNSHIP, read the appropriate section of this supplement. Place the overlay on your keyboard.
<b>Skim Operations Manual</b>	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.
<b>Follow the Tutorials</b>	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".
<b>Begin Combat Flying</b>	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.
<b>Do Not Volunteer</b>	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	
<ol style="list-style-type: none"><li>1. Plug the joystick into port.</li><li>2. Turn on your computer.</li><li>3. Insert GUNSHIP disk side A up in disk drive.</li><li>4. Type RUN "GS then press return. The game will now load.</li></ol>	
LOADING INSTRUCTIONS – CASSETTE DECK	
<ol style="list-style-type: none"><li>1. Plug the joystick into port.</li><li>2. Turn on your computer.</li><li>3. Insert GUNSHIP cassette 1 side 1 in deck.</li><li>4. Press CTRL and small enter and then follow on screen instructions.</li></ol>	
SPECIFIC CONTROLLER INFORMATION	
<b>Joystick</b>	<ul style="list-style-type: none"><li>● Your joystick can be used in 8 different positions to control flight.</li><li>● When a target first appears, you can press the joystick button to lock on. Press again to fire a selected weapon.</li></ul>
<div><div>PITCH DOWN/ ROLL LEFT</div><div>PITCH DOWN</div><div>PITCH DOWN/ ROLL RIGHT</div><div>ROLL LEFT</div><div>ROLL RIGHT</div><div>PITCH UP/ ROLL LEFT</div><div>PITCH UP</div><div>PITCH UP/ ROLL RIGHT</div></div>	

AMSTRAD CPC DISPLAY COLOURS	
<b>Introduction</b>	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.
<b>Strip Gauges</b>	The engine, rotor and fuel gauges are displayed in YELLOW.
<b>Rotor Gauge</b>	<ul style="list-style-type: none"><li>● The rotor gauge is illuminated BLUE when one rotor has been disengaged.</li><li>● The rotor gauge is RED when the rotor is engaged.</li></ul>
<b>System Damage Lights (Cockpit)</b>	<ul style="list-style-type: none"><li>● A slightly damaged system is illuminated YELLOW.</li><li>● A non-functioning system is illuminated RED.</li><li>● An undamaged system is GREEN.</li></ul>
<b>INS Cursor</b>	The current destination is designated by BLUE map crosshairs.
<b>Map Troop Symbols</b>	<ul style="list-style-type: none"><li>● Target objectives are FLASHING RED.</li><li>● Other enemy forces are RED.</li><li>● Friendly forces are BLUE.</li></ul>

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

NOTE: KP=KEYPAD

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