

Pause Escape	Weapon Select W	Status Screen S	Damage Screen D	Chaff C	Release Weapon R	Flare F	Next Target N	Radar Jammer J	Map M	IR Jammer K
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GUNSHIP™
THE HELICOPTER SIMULATION
AMSTRAD C64

Rudder
Left
←

Engine
1 On/Off
7

Engine
2 On/Off
8

Rotate
View Left
1

Centre
View
2

Up
Collective
↑

Rudder
Right
→

Down
Collective
↓

Engage
Clutch
9

Rotate
View Right
3


Stop
Rotation
Enter



CUT ONLY FOR AMSTRAD C64

Change CRT – SPACE BAR



Pause Escape	<div><div>GUNSHIP™</div><div>THE HELICOPTER SIMULATION</div><div>AMSTRAD 128k</div></div>	Weapon Select W	Status Screen S	Release Weapon R	Flare F	Chaff C	Radar Jammer J	I.R Jammer K	Next Target N	Map M			Engine On/Off F7	Engine 2On/Off F8	Engage Clutch F9	
<div></div>																Rotate View Left F1
																Centre View F2
																Rotate View Right F3
																Up Collective ↑
<div> CUT ONLY FOR AMSTRAD 128k</div>		Damage Report D	Change CRT SPACE BAR					Stop Rotation Enter			Left Rudder ←	Down Collective ↓	Right Rudder →			