

INFILTRATOR

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Quick Reference Amstrad CPC 464/664/6128

Aircraft Requirements

To take off on your Whizzbang Gizmo™ DHX-1 Attack Chopper from home base, and start one of your soon to be legendary missions, you will need the following:

- An Amstrad computer
- A cassette unit/disk
- A TV. or monitor
- A sense of adventure, a lust for danger and 42p.

Pre-flight check list

1. If you have a joystick, insert into joystick port.
2. Turn on the TV. or monitor and disk drive/cassette unit.
3. Turn on the computer.
4. Insert disk into drive or cassette side 1 into the cassette unit.
5. Disk: Type **RUN** INFIL and press **ENTER**.

Cassette: Press **CTRL** and small **ENTER**. Then press **PLAY** on the cassette recorder.

Quick Test Flight

- Press the **B**, **S** and **I** keys to get the chopper started.
- When RPM's reach 2,300 or more, pull joystick straight back to lift off the pad.
- In the air press **3** to go to the computer terminal screen and get your mission's proper ADF heading. At the computer screen press **2**: the tactical map will give you the ADF frequency value. Press the **SPACE BAR** to move back to the cockpit view.
- Press **4** to move to the communications screen, and press **A** to set the ADF. Type in the numerical value disregarding the decimal point. Press the **SPACE BAR** to return to the cockpit.
- Press the **FIRE** button as you push forward on the joystick or control keys to accelerate forward.
- Keep the ADF pointing up and you will eventually reach your target destination.

Pilot Stuff

The controls of your Whizzbang Gizmo™ DHX-1 Attack Chopper are as follows:

Flight Control

The joystick or keys control all movements by the helicopter:

FIRE on keyboard is the **@** key.

To **climb**, pull back on the joystick (or key **A**).

To **dive**, push forward on the joystick (or key **Q**).

To **accelerate**, hold the button down and push forward (or **Q** and **FIRE**).

To **decelerate**, hold the button and pull back (or **A** and **FIRE**).

To **bank left**, push to the left (or key **O**).

To **bank right**, push to the right (or key **P**).

Keyboard Control

The keyboard is used to control all other functions in the helicopter:

B Turns on the battery.

S Initialises the computer and communications systems.

I Turns on the ignition.

G Arms the cannon (guns) – if HUD up.

M Arms the heat seeking missiles – if HUD up.

F Sets the flares for use.

C Sets the chaff for use.

H Toggles the Heads Up Display (HUD).

W Toggles whisper mode.

4 Goes to the communications system.

3 Goes to the computer terminal.

T Turns the turbo booster on/off.

Flight Completion

Having successfully landed at your first destination, flip tape to side 2 and rewind fully. Start tape running to load the ground mission.

Ground Mission

You will be faced with three (3) missions of progressively greater difficulty. All the ground mission controls are as follows:

Control

You are the small dark grey figure on screen. Pushing the joystick (or directional keys) will cause you to move in that direction, unless you are busy with a currently active item. Press the **FIRE** button to activate the item you have selected. The current active item is always indicated at the bottom of the main screen. Depending on the item activated, you may not be able to move until you are finished.

Keyboard Control

Pressing the space bar switches you to the inventory screen:

Sleeping gas

Mine detector

Papers

Explosive charge

Gas grenade

Camera

Select using joystick (or direction keys) and **FIRE**.

Pause

To pause, go to the inventory screen. The game will pause. Press **SPACE BAR** to continue play.

When loading new sections, follow the instructions given by the program.

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