

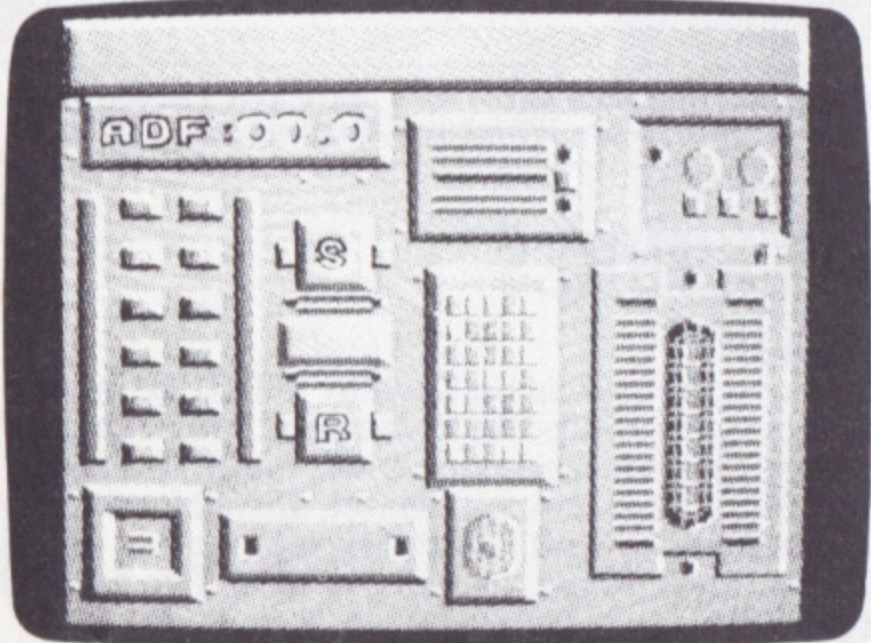
Communications for more details). The large gridded map is a tactical map of The Country. Your position within The Country is displayed by a flashing sphere with a shadow underneath. The distance between the sphere and the shadow represents your altitude. If you have programmed the ADF, a small flag will appear on the map as well. This is your destination. This display can be used to determine your relative position to your destination at any time during your mission. Press the **space bar** to return to the main terminal.

COMMUNICATIONS

Johnny “Jimbo-Baby” McGibbits says:

“If you blow the mission, you can forget about the film rights. But hey, you’re beautiful. I love ya’. Let’s do lunch.”

The Whizbang Gizmo™ DHX-1 is equipped with the kind of highly sophisticated communications equipment that is often necessary for the successful completion of missions for which this machine has been expressly designed. Pressing the * key on the keyboard takes you from the cockpit display to the communications terminal (which is located on the left of the cockpit screen). Be careful, this system can be destroyed by enemy fire. The system is used as follows:



- Press **A** to program the Automatic Direction Finder (ADF). Type in the three numbers from the tactical display, ignoring the decimal point. Your ADF is now programmed. You do not have to program it again unless the numbers were entered incorrectly. Your ADF will not function properly if the values are incorrect.
- Press **S** to go into send mode. Send mode allows you to send messages to other aircraft or to ground controllers. Once you are in send mode, you may type messages at the top of the screen on the Comm-bar. No punctuation is allowed. Use the **DEL(ETE)** key (No.0 Spectrum) to backspace. Pressing **RETURN** sends the message to either another aircraft or to a ground controller (as appropriate). The flashing **S** or **R** represents the current Send or Receive status. Press the **space bar** to return to the cockpit view. (**FIRE** button Spectrum).

Dweezil McGibbits (no relation to the Infiltrator), president and chief executive officer here at Whizbang, has this to say about Whizbang Enterprises, the manufacturers of the new Gizmo™ DHX-1:

“I came up the corporate rungs the hard way, I inherited. Why I can recall when my father started this business back in ‘39 ...”

OTHER AIRCRAFT

As you begin a mission by flying the chopper to your destination, you will encounter other aircraft along the way. 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. There are three types of other aircraft: the friend, the enemy, and the maniac.

Upon encountering another aircraft, you must determine whether it is a friend or an enemy. Since there are no distinguishing markings on your ship, and because helicopters are not an unusual sight over The Country, other pilots will also try to determine your loyalties and intentions by talking to you via the communications system (sending and receiving messages). You should always try to communicate with an unidentified aircraft first. As soon as you see an aircraft for the first time, press the * key. (4 Spectrum and Amstrad). Once on the communications screen, press the S key to send a message. The only phrases the comm systems of other aircraft will understand are:

REQUEST ID
INFILTRATOR (your ID to a friend)
OVERLORD (your ID to an enemy)

After requesting the identification of another aircraft, examine the response for a code name. With experience, you should be able to distinguish friendly code names from those of enemies. This will provide you with the information necessary to respond properly to their request for identification. Giving the correct ID to an aircraft will allow you to continue on your mission unhindered. Giving the wrong ID to an aircraft will result in a battle that will last until one of you is destroyed.

Oh, by the way, we weren’t kidding about the maniacs 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 response. They will always attack, and you’re going to have to fight against a former friend turned deadly foe!

Sample friendly names:

WHIPPLE and **HAYMISH**

Sample enemy names:

BOOMER and **SCUM**

Sample exchanges:

You:	REQUEST ID
Other:	WHIPPLE REQUESTING IDENTIFICATION
You:	INFILTRATOR
Other:	GOOD LUCK JOHNNY
You:	REQUEST ID
Other:	SCUM REQUESTING IDENTIFICATION
You:	OVERLORD
Other:	YOU ARE CLEARED TO PROCEED
You:	REQUEST ID
Other:	HAYMISH REQUESTING IDENTIFICATION
You:	OVERLORD

(Wrong code name response! The other aircraft will begin attack.)

LANDING PROCEDURES

Once you have arrived at your assigned destination, you will have to land to continue your mission. To land safely you must make sure of the following:

- your speed is between 20 knots and 0 knots
- the artificial horizon is level and you are not banking
- your rate of descent is at minimum

Once you have descended below 200 feet, you will hear the low altitude warning buzzer sound. Set your rate of descent to minimum. Wait until your altitude is reduced to 0 and Gizmo shakes and thumps loudly as it hits the ground. If you have landed at the proper destination, as programmed into the ADF, the ADF gauge pointer will be flashing black and white and spinning madly. Remember, you must have the Whizbang Whisper™ silent travel mode engaged to land without warning an enemy.

To take off once again, simply increase your altitude by pulling back on the joystick and increase your airspeed.

While on the ground, do not bank, accelerate, or spin, or you may crash.

All right. So we didn’t invent the helicopter. We’re only human. We’re Whizbang Enterprises. So what???

WAYS TO CRASH

As an experienced pilot, you know that helicopter flying is a very dangerous activity. Even though we here at Whizbang have tried to incorporate every safety feature imaginable into our Whizbang Gizmo™ DHX-1 Attack Chopper, there are still a few situations in which the unthinkable can happen. So think about it, and be careful.

On the advice of legal counsel the following disclaimer is included with every Gizmo™ DHX-1:

Whizbang Enterprises, and its corporate officers, makes no guarantee to the purchaser or pilot of ANYTHING, other than that your cheque will have cleared before delivery, and that we are not responsible for anything that may happen after purchase (unless it is good, then we will take full credit, and we reserve the right to feature it in future advertising).

Specific reasons for “early retirement” are:

- Incorrect takeoff
- Incorrect landing
- Too much damage
- Engine damage from enemy missile fire
- Overheated oil (excessive use of turbo)
- Overheated battery (excessive use of speed)
- Out of fuel
- Doing something really stupid (which includes most of the above)!

Note that if you crash (even though you’ve been told not to!), you will start the same mission again from the beginning. If you stop playing after having successfully completed a mission, you will have the choice to start from scratch or to start a new uncompleted mission when you load the game again. You cannot, however, embark on a new mission before completing the previous one.

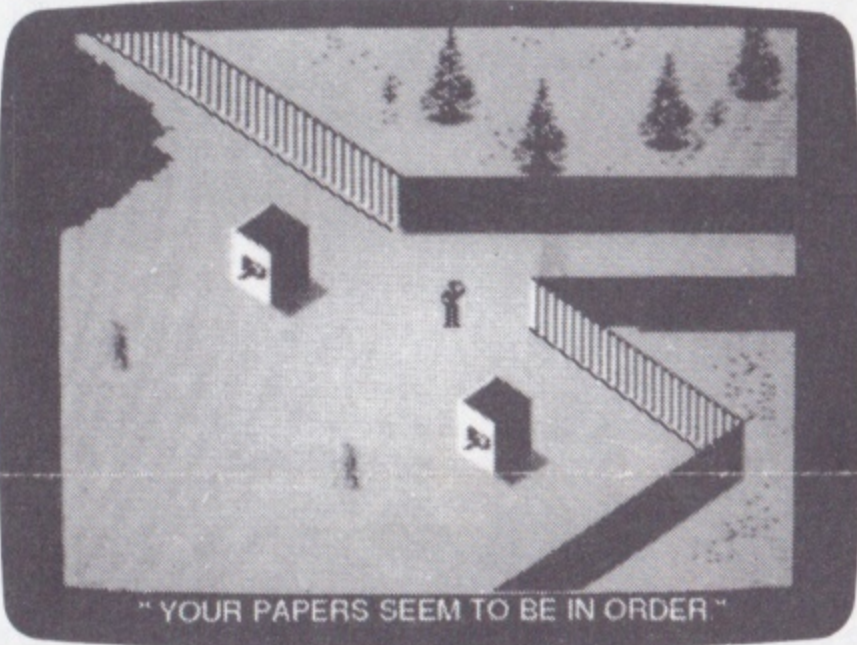
Dweezil McGibbits (no relation to the Infiltrator), president and chief executive officer here at Whizbang, has this to say about the new Gizmo™ DHX-1:

“Warranty? er, umm ... You don’t really need one of those. That’s for sissies. Here, let me show you the new passenger seat restraints ...”

The McGibbits Guide to Ground Installation Infiltration POCKET EDITION

UPON LANDING

Once you have landed, your view will change. You will now be looking down at yourself standing next to your trusty Gizmo. You must pretend that you are an enemy guard, much as you may have had to pretend to be an enemy in the sky. Avoiding the enemy is the key to ground missions.



Objective

To complete the mission displayed in the briefing without being captured, blown up, or running out of time. There are three missions that become increasingly more difficult. Once you finish one mission you will be assigned your next task.

Mission Completed and Leaving

If you successfully complete your ground mission, make your way back to the helicopter. Moving into the cockpit section on screen will take you inside so that you can return home.

If you haven’t completed your mission, you won’t be allowed to enter the helicopter. You can check to verify that your mission has been completed by going to the inventory screen. A message will be displayed when you have completed the assignment, just to let you know it is time to get out of there.

GROUND CONTROL AND INVENTORY ITEMS

YOU are the small dark grey figure on the screen. You have a limited amount of time and the use of several helpful devices (your inventory) to help you complete your mission. Pushing the joystick will cause you to move in that direction, unless you are busy with an item that is currently active. An active item is an object from your inventory that has been selected to be used. Note that at the beginning of the ground mission your papers are preset as the active item.

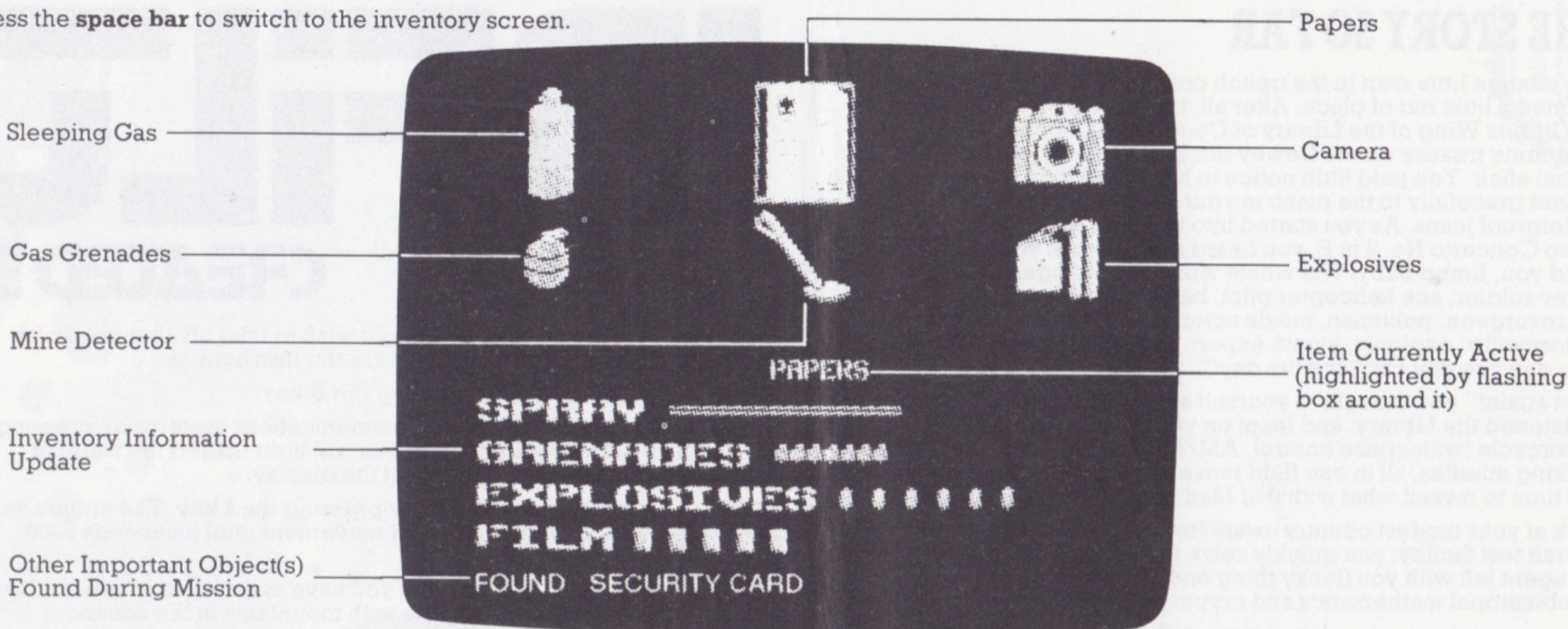
Fire Button

Press the **fire button** to activate the active item. 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.

Pause

To take a break, press the **space bar** to go to the inventory screen. Your game will pause until you are ready to continue. Press **space bar** to return to the main screen, and your mission.

Press the **space bar** to switch to the inventory screen.



Johnny “Jimbo-Baby” McGibbits says:

“Remember boys and girls, never search through others’ belongings — at least not while they’re looking!”

The inventory screen allows you to change the active item and displays important inventory information. You may select an item by moving the cursor. Press the **space bar** again (or any unassigned key), and you will return to the main screen. The newly selected item will be active, and is so indicated at the bottom of the screen. Once you have returned from the inventory screen, pressing the **fire button** activates the item you have selected.

In addition, important items found during your search will appear in a text line at the bottom of the inventory screen. Activation of these items will occur without having to select them as active when and where appropriate. (See Mission Interference and Enemy Installation Structures for details on searching for and the activation of these items).

Your inventory items include:

Sleeping Gas

You have a hidden canister strapped inside your jacket which contains a colourless, odourless sleeping gas. Anyone sprayed will fall to sleep for several seconds and forget what has happened. Pressing the **fire button** sprays the gas. You have specially treated nose plugs which allow you to breathe the gas harmlessly.

Papers

These are your fake I.D. papers. You should activate your papers when a guard asks to see them. When that happens, move directly over and stand next to the guard. If the papers are not already active, move quickly to the inventory screen and select them. Return to the main screen, and press the **fire button**. Upon showing them, the guard will decide whether or not they are “in order” and valid. If they are in order, you can go about your business, undetected as an infiltrator. If they are out of order, you have a short time to gas the guard or run away before he tries to take you in for questioning. But be forewarned, running away will cause the guard to sound an alert throughout the compound. (See Mission Interference.)

Gas Grenade

This grenade has the same effect as the sleeping gas canister, except that it has a greater range. When used inside, all guards in the room in which it is dropped will fall asleep.

Johnny “Jimbo-Baby” McGibbits says:

“I never go anywhere without my McGibbits Trim-Fit™ bulletproof designer jeans. Timeless style, seamless fit, and safety from close range machine gun fire — all at a sensible price.”

Mine Detector

This is used to detect mines. Selecting the mine detector on the inventory screen enables it to be used whenever you press and hold the **fire button** as you move through enemy territory. You will hear the detector working. Stepping on a mine with the detector activated is harmless and exposes that mine. Stepping on a mine without the detector activated is fatal — and stupid.

Explosives

Explosives are planted by selecting the explosives icon on the inventory screen as the active item, and then pushing the joystick up under the main control panel in the control room or under the desk in the lab. Only one bomb per room is permitted. Upon setting your last remaining bomb, an automatic countdown timer will go off. You then have about 20 seconds to leave the building before all of the bombs detonate. If you don’t make it out of there in time, you will be trapped inside during the explosion, and it’s bye, bye, baby! (Jimbo-Baby, that is.)

Camera

Use the camera to photograph any vital documents. To use it properly, face the papers you want to photograph and press the **fire button**. Only one picture per room is permitted.

Information Updates

At the bottom of the inventory screen are four graphs which update the following:

Spray — how much sleeping gas you have left
Grenades — the number of sleeping-gas grenades left
Explosives — how many charges you have left
Film — how many more pictures you can take with the camera

CBM 64 Keyboard

Pressing the following keys while on the main screen is the same as using the cursor on the inventory screen to select an item:

S Sleeping gas	M Mine detector
P Papers	E Explosive charge
G Gas grenade	C Camera

MISSION INTERFERENCE

Guards

Enemy guards within the compound are fanatically loyal to the Mad Leader. They are assigned to patrol certain areas of the compound, and they will carry out their orders unfaithfully. If one of the guards spots you, he may ask to see your papers. If you do not comply, an alert will be set off and guards throughout the compound will chase after you. Within the compound buildings, an electronic key will turn off the alarms temporarily, but it will only work once during a mission. Find the electronic key, and a line of text on the bottom of the inventory screen will note that you have it. Make your way to the alarm control centre. Stand directly in front of the card slot in the wall and press up on the joystick. this will cause the electronic card in your possession to be inserted into the slot, without having to select it. (You cannot select this particular item to be active. If you have it, activation will occur automatically when you push forward.) The alarms will be silenced.

Outside the compound buildings, a talking guard will turn red (from dark grey). You must follow the guard’s directions or risk being discovered. Running away from a guard who is talking to you will prompt him to sound the alarm. If you gas a guard while he is talking to you, he will fall asleep and forget ever having seen you. (But you had best get out of the area before he comes around.) The guard’s speech appears at the bottom of the screen.

Mines

Mines are usually scattered in the forest and in restricted areas to prevent exactly what you are doing — infiltrating. Mines can be exposed with the mine detector. Stepping on a mine (without the mine detector activated) is a dumb thing to do; besides, it will kill you.

Timer

A mission timer is visible on the screen at all times during the ground phases of a mission. If time runs out, you’ve blown it; your mission will end and you will have to start over again. Tough luck! (You have about 20 minutes of real time for each mission once you have landed within the confines of the compound.) Time is of the essence when saving the world, you know.

Johnny “Jimbo-Baby” McGibbits says:

“Never give anyone drugs — they might disappear on you!”

ENEMY INSTALLATION STRUCTURES

Inside a building you can search through chests and cabinets for gas grenades, security cards, and other useful and not so useful items. Travel to different levels within the same building is accomplished through elevators. Clothing disguises may be of some help. If you want to swap clothing, stand directly in front of a uniform hanging on a coatrack. Press forward against the coatrack until you have finished changing. An audible tone and accompanying text will indicate when you have finished.

Mapping Unit

While inside any of the compound’s buildings, your mini-mapping unit will appear at the bottom of the screen. The room you are in is represented by a flashing box within the mapper screen. All rooms are shown as boxes with highlighted doors. Moving into a new room maps it into the unit’s screen.

Rooms are colour coded as follows:

Red — designates a room of great importance (prison, control room, etc.)
Green — designates the building entrance or an elevator
Blue — represents a room of no special importance

Searching Chests

You may search any of the chests (on the top far wall only — chests on the side walls seem to be empty ...) in any room by moving in front of it and pushing up with the joystick until you find whatever it contains.

Doors and the Security Room

Locked doors must be deactivated before you can enter these rooms. To unlock all the doors in the enemy compound, you must first find the security card (search for it!). With it in your possession, you can unlock the doors. Once you have found it, a line of text will appear on the bottom of the inventory screen to indicate that it is in your possession. Now, find the security room. It is the room with the lock status indicator lights on the wall and a passcard slot directly below it. To unlock the doors, stand directly in front of the security card slot and press the joystick up. This will cause the security card in your possession to be inserted into the slot, without having to select it. (You cannot select this particular item to be active. If you have it, activation will occur automatically when you push up the joystick.) The lock status indicator light is red when the doors in the compound are locked, and green when the doors are open.

Johnny “Jimbo-Baby” McGibbits says:

“No mission is over until I get something for my trouble. Hmmm, I’ve had my eye on this small Pacific island for a while now ...”

A FINAL WORD FROM JOHNNY

Johnny “Jimbo-Baby” McGibbits — super-soldier, ace helicopter pilot, ballistics expert, engineer, neurosurgeon, politician, movie actor, rock star, world-class motorcyclist, explorer, karate expert and devil-may-care all around nice guy says:

“If you’ve enjoyed this game, try some of U.S. Gold’s other fine products ...”

“Hey, wait a minute, I never said that!!”

“Come on Johnny, don’t make a scene. We’re currently negotiating with your agent ...”

“I don’t care! Until I see the cash, you don’t get a peep out of me! I’m telling ...”

“Please Johnny, shhhh. Don’t be a tattletale and spoil it for everybody.”

“Tough nuts to you! Chris, HEY CHRIS — they’re trying to pull a fast one on us ...”

Copyright © 1986 Chris Gray Enterprises, Inc. All rights reserved. Licensed in conjunction with International Computer Group. Manufactured in the U.K. by U.S. Gold Limited, 2/3 Holford Way, Holford, Birmingham B6 7AX.

Copyright subsists on this program. All rights of the producer reserved. Unauthorised broadcasting, public performance, copying or re-recording, hiring, leasing, renting and selling under any exchange or repurchase scheme in any manner is prohibited.

All screens from Commodore Disk version — screens may vary on other computers.