INFILTRATOR™

AIRCRAFT REQUIREMENTS

To take off in your Whizbang Gizmo™ DHX-1 Attack Chopper from Home Base, and start one of your soon-to-be-legendary missions, you will need the following:
- Your computer
- A disk drive
- A TV or monitor
- A color or enhanced graphics adaptor
- A joystick is recommended
- A sense of adventure, a lust for danger, and 42¢

PREFLIGHT CHECKLIST

There are several ways to load the program. You can use the DOS disk to load the game each time you want to use it. Or, if you have a one or two floppy disk drive system, you can install DOS on your **Infiltrator** disk to make it load and run automatically. You can also install **Infiltrator** on a hard disk.

A. **To load without DOS installed on Infiltrator:**
  1. Insert your joystick, if you will be using one, into your computer's game port.
  2. Insert your DOS disk in drive A and close the drive door.
  3. Turn on the computer and your TV or monitor.
  4. Respond to the date and time prompts. When you see the system prompt **A>**, take out the DOS disk. Carefully slide the **Infiltrator** disk, label side up, into the disk drive. Close the disk drive door.
  5. Type **AUTOEXEC** and press the ← (Enter) key. In a few seconds, the game will begin.

B. **To install DOS (2.0 or later) on Infiltrator (using a one or two floppy disk drive system):**
  1. Insert your DOS disk in the disk drive and close the drive door or latch. Note: Only DOS versions numbered 2.0 or higher can be installed on your **Infiltrator** disk.
  2. Turn on the computer and your TV or monitor.
  3. Respond to the date and time prompts.
  4. At the **A>** prompt, remove the DOS disk. Carefully slide the **Infiltrator** disk, label side up, into the disk drive. Close the drive door.
  5. If you have only one disk drive, type **INSTALL1** and press the ← (Enter) key. If you have two floppy disk drives, type **INSTALL2** and press the ← (Enter) key.
  6. Follow the instructions on the screen.

7. Once the installation process is complete, whenever you want to play the game, simply insert **Infiltrator** into the drive, close the drive door and turn on the computer. The game will load automatically.

C. **Infiltrator** can be installed on and run from a hard (or fixed) disk. After you complete the procedure outlined below, **Infiltrator** will run entirely from your hard disk; you will not need to use the floppy **Infiltrator** disk. Note: **Infiltrator** can be copied once and only once to a hard disk, and only by the procedure described below. The procedure will create a directory on the hard disk and load all relevant files to it. You will be asked to provide a name for the new directory. If you want to use an existing directory, just enter the name of that directory in Step 3, and ignore the message about being unable to create the directory.

To install Infiltrator on a hard disk drive:

1. Turn on the computer with the door in drive A open. (This assumes that you usually boot from your hard disk.)
2. When you see the **C>** prompt, carefully slide the **Infiltrator** disk, label side up, into drive A and close the drive door or latch.
3. Type **A:SETFIXED NAME** where **NAME** is the name you have chosen for the new directory. The name must not be longer than eight characters.
4. When you press ←⏎ (Enter), **Infiltrator** will install itself on the hard disk. The program will now run from your hard disk.

The system must be rebooted after this install. To do this, press Ctrl, Alt, and Del at the same time. To run **Infiltrator** after booting, type **CD\NAME,** where **NAME** is the new directory name. Press ←⏎ (Enter). Then type **INF** and press ←⏎ (Enter).

To uninstall Infiltrator from a hard disk drive:

1. Insert the **Infiltrator** floppy disk in drive A.
2. At the **A>** prompt, type **FIXIN** and press ←⏎ (Enter).
3. When the process is complete, **Infiltrator** will no longer be executable from the hard disk drive. To re-install **Infiltrator** on a hard disk drive, follow the hard disk drive install instructions already given.

ARROW KEYS It you do not have a joystick available, use the arrow keys to substitute for the joystick movements. The **up** and **down** arrows correspond to **forward** and **back** movements with the joystick, and the **left** and **right** arrows correspond to moving the joystick **left** and **right**. Press the ←⏎(Enter) key in place of the fire button.

Note: If you want to accelerate, decelerate or spin and the cannons, rockets, flares or chaff are armed, disarm them by pressing the **space bar** before you proceed to prevent them from firing.

QUICK TEST FLIGHT

- Press the **B**, **S**, and **I** keys to get the chopper started.
- When the RPM's reach 2300 or more, pull straight back on the joystick to lift off the pad.
- Once above 500 feet or so, press **T** to go to the terminal screen and get your mission's proper ADF heading. At the computer terminal, press **2**; the tactical map will give you the ADF frequency value. Press the **space bar** to return to the cockpit.
- Press * (or **8**) 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. Note: Some keyboards have a second asterisk key near the numeric keypad. If your keyboard includes this key, you can use it in place of the asterisk on the top row of the keyboard.
- Press the **fire button** as you push forward on the joystick to accelerate forward.
- Keep the ADF pointing up and you will eventually reach the target destination.

PILOT STUFF

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

Joystick Control

To **climb**, pull back on the joystick
To **dive**, push forward on the joystick
To **accelerate**, hold the button and push forward
To **decelerate**, hold the button and pull back
To **bank left**, push to the left
To **bank right**, push to the right
To spin **clockwise**, hold the button and push right
To spin **counter-clockwise**, hold the button and push left
Note: If you want to accelerate, decelerate or spin and the cannons, rockets, flares or chaff are armed, disarm them by pressing the **space bar** before you proceed to prevent them from firing.

Keyboard Control

The keyboard is used to control all of the other functions of the helicopter. Note: You do not need to press the Shift key for * or +. Also, if your keyboard has a second asterisk near the numeric keypad, you'll probably find it easier to use than the asterisk on the top row of the keyboard, especially if you are not using a joystick. The + and – keys of your numeric keypad can also be substituted for the + and – keys on the top row of the keyboard.

B turns on the **b**attery
S initializes the computer and comm **s**ystems
I turns on the **i**gnition
G arms the cannon (**g**un)
R arms the heat-seeking missiles (**r**ockets)
F sets the **f**lares for use
C sets the **c**haff for use
H toggles the **H**eads Up Display (HUD)

W	toggles **w**hisper mode
*	goes to the communications system
T	goes to the **t**erminal screen
+	turns on the turbo booster (speed +)
–	turns off the turbo booster (speed –)
F1	toggle sound off or on

GROUND MISSION STUFF

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

Joystick Control

YOU are the small figure on the screen. Push the joystick to move the figure in that direction. Press the **fire button** to activate whatever item is currently selected. The active item is always indicated at the bottom of the main screen. Certain items, once activated, will prevent you from moving until they have completed their task.

Keyboard Control

Press the **space bar** to switch to the inventory screen. To select an item for use, move the cursor to it and press the fire button. Pressing the following keys while on the main screen produces the same result as using the cursor to select an item from the inventory screen:

S	**S**leeping gas		**M**	**M**ine detector
P	**P**apers		**E**	**E**xplosive charge
G	**G**as grenade		**C**	**C**amera

Pause

Go to the inventory screen to pause the game. Press any unassigned key to continue.

Sound On/Off

Press **F1** to toggle the sound off or on.

MINDSCAPE