

LOADING INSTRUCTIONS

Loading: C-64, C-64C

1. Turn off your computer and disk drive.
2. Attach one joystick at port #2. Do NOT leave a joystick in port #1 (a joystick there can scramble your controls).
3. Turn on your disk drive. WARNING: Do not leave a disk in the drive when you turn your computer or disk drive on or off — your disk could be damaged.
4. Remove any cartridges from your computer. GUNSHIP has a "fast load" routine built into its software for use with the 1541 disk drive. Remove all fast load cartridges before attempting to load the game.
5. Turn on your computer.
6. Insert the GUNSHIP disk, label upward, into the disk drive. Close the drive door latch.
7. Type: **LOAD "*" , 8, 1** and press **RETURN**.
8. After loading, leave the disk in the drive.

Loading C-128

1. Turn off your computer and disk drive.
2. Attach one joystick at port #2. Do NOT leave a joystick in port #1 (a joystick there can scramble your controls).
3. Turn on your disk drive. WARNING: Do not leave a disk in the drive when you turn your disk drive on or off — your disk could be damaged.
4. Remove any cartridges from your computer. GUNSHIP has a "fast load" routine built into its software for use with the 1541 disk drive. Remove all fast load cartridges before attempting to load the game.
5. Insert the GUNSHIP disk, label upward, into the disk drive. Close the drive door latch.
6. Turn on your computer.
7. The simulation will begin loading automatically.

GUNSHIP™ - COMMODORE C-64/64C/128

TECHNICAL SUPPLEMENT: 64-TS-129

Introduction

This supplement provides specific instructions and information for using the GUNSHIP simulation with a Commodore C64/C64C/128 computer. Your package should include one 5 1/4" disk, an Operations Manual, a keyboard overlay and this Technical Supplement.

System Requirements

Your system must include the following:

- Commodore C64/C64C/128 computer
- 1541 or 1571 disk drive
- Joystick

Quickstart

1. **Load Disk** - To load GUNSHIP, read the appropriate section in this Technical Supplement. Place the overlay on your computer.
2. **Skim Operations Manual** - 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.
3. **Follow the Tutorials** - Turn to "Beginner's Tutorial I - Learning to Fly a Helicopter" in the OPERATIONS MANUAL. You'll refer frequently to the "Cockpit" and "Controls" sections. Then follow "Beginner's Tutorial II - Gunnery and Defenses."
4. **Begin Combat Flying** - 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 for a better understanding of flight. Try the tutorials again.
5. **Don't Volunteer** - 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.

CONTROLS SUMMARY

FLIGHT CONTROLS

CATEGORY	ACTION	CONTROL
Cyclic	Pitch down	Joystick fwd
	Pitch up	Joystick back
	Roll left	Joystick left
	Roll right	Joystick right
Collective	Up fast	F1
	Up slow	F3
	Down slow	F5
	Down fast	F7
View	View left	£
	View ahead	CLR HOME
	View right	INST DEL
Anti-torque rotor (tail)	Rotate left	Vertical Cursor
	Stop rotation	RETURN
	Rotate right	Horizontal Cursor
Engines	Port on/off	1
	Starboard on/off	2
	Rotor on/off	3

COMBAT CONTROLS

CATEGORY	ACTION	CONTROL
Weapons	Sidewinder	4
	2.75" FFAR	5
	Hellfire	6
	30mm Cannon	7
Fire	Fire Weapon	Stick button
Jettison	Jettison Weapon	(Weapon) RESTORE
Counter-Measures	Chaff Decoy	9
	Radar Jammer	0
	IR Jammer	+
	Flare Decoy	-
View Displays	Map	Z
	Damage Stores	[left] shift Commodore
CRT	Change CRT	Space Bar
TADS	New TADS target	[right] shift

SIMULATION CONTROLS

Time	Accelerate Time	Left Arrow
Pause	Pause Game	RUN STOP
Reset	Reset Game	RUN STOP and RESTORE

