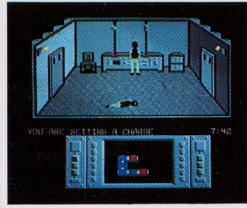
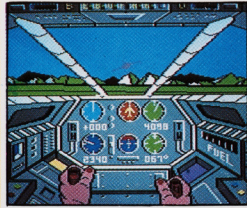


INFILTRATOR

CREATED BY CHRIS CLAY

...TOP SECRET... TOP SECRET...



Captain Johnny "Jimbo-Baby"
McGibbits/AKA The Infiltrator STOP
Re The Destruction of the world (at least)
STOP

Captain STOP
We need you STOP The world is on the
brink of destruction STOP
Only you can save us STOP The Whizbang
Enterprises Gizmo™ DHX-1 Attack
Helicopter is on the pad STOP The Mad
Leader must be stopped STOP Only you
can stop him STOP Stop him at all costs
STOP Enclosed find a Gizmo™ flight
manual, secret communication code names
and other mission info, weapons, film
(with pre-paid processing mailer) and
The McGibbits Guide to Ground
Installation Infiltration
(Pocket Edition) STOP

Good Luck Jimbo-Baby—
The fate of the world is in
your hands STOP

Brigadier General Bunson
"Old Blood 'n' Guts"
O'Shaughnessy

5 013442 530177

Commodore 64/128

INFILTRATOR

CREATED BY CHRIS CLAY

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Commodore 64/128

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INFILTRATOR

CREATED BY CHRIS GRAY

Quick Reference Card - Commodore 64/128

Aircraft Requirements

To take off on your Whizbang Gizmo™ DHX-1 Attack Helicopter from Home Base, and start on of your soon-to-be legendary missions, you will need the following:

- A Commodore 64™ or Commodore 128™ computer
- Datasette
- A TV or monitor
- A sense of adventure, a lust for danger, and 42¢.

Preflight Checklist

1. Insert your joystick into PORT 2 of the Commodore system unit. Insert yourself into a seat.
2. Turn on the TV or monitor.
3. Turn on the computer with Datasette attached. Insert Infiltrator cassette. Rewind cassette to start. Press SHIFT and RUN/STOP keys together. Press play on datasette when prompted.

IMPORTANT NOTICE

ALWAYS LEAVE THE PLAY KEY DEPRESSED ON DATASETTE UNLESS PROMPTED OTHERWISE BY PROGRAM

The program will automatically load and run.

Once loaded, you will be briefed on your upcoming mission before proceeding to your waiting chopper. The program will then load the simulator section automatically. Once inside your chopper you must fly to the enemy installation according to your briefing. If you manage to land safely at the enemy installation the ground section will automatically load. Once loaded you will be able to proceed on your mission. Once you have completed the ground mission and returned to your chopper you will be greeted with a message informing you of your success. A second message will then be loaded and displayed. After this, the program will automatically load the simulator section for your return to home base. When this section has loaded, you will be back at the controls of your chopper and should attempt to fly back to your home base for a grand reception and details of your next mission. Following the awards ceremony, you will be prompted to rewind the cassette in order to continue the game from the next level. If, however, you've saved the world (Mission 3), you will re-start from the first mission.

4. Put on your goggles, throw your pilot's scarf over your shoulder, smile and wave to your adoring fans, and get ready to DO SOMETHING!!

Quick Test Flight

- Press the **B**, **S**, and **I** keys to get the chopper started.
- When RPM's reach 2300 or more, pull straight back on the joystick to lift off the pad.
- Once above 2000 feet, press **G** to arm the cannons.
- Press **T** 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** and any unassigned key to move back to the cockpit view.
- Press ***** to move to the communications screen, the 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 to accelerate forward.
- Keep the ADF pointing up and you will eventually reach your target destination.

Pilot Stuff

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

Joystick Control

The joystick controls all movement by the helicopter.

To **climb**, pull back on the joystick.

To **dive**, push forward on the joystick.

To **accelerate**, hold the button down 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 to the right.

To **spin counter-clockwise**, hold the button and push to the left.

Keyboard Control

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

B turns on the battery

S initialises the computer and comm systems

I turns on the ignition

G arms the cannon (guns)

R arms the heat seeking missiles (rockets)

F sets the flares for use

C sets the chaff for use

H toggles the Heads Up Display (HUD)

W toggles whisper mode

***** goes to the communications systems

T goes to the computer terminal

+ turns the turbo booster on

- turns the turbo booster off

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 dark grey figure onscreen. Pushing the joystick 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. 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

P Papers

G Gas grenade

M Mine detector

E Explosive charge

C Camera

Pause

To pause, go to the inventory screen. The game will pause. Press any unassigned key to continue play.

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