

## THE STORY SO FAR

The strange little man in the trench coat and Porsche sunglasses seemed a little out of place. After all, the unveiling of the new McGibbitts Wing of the Library of Congress (in honour of your 47-volume treatise on the Dewey decimal system) was a strictly formal affair. You paid little notice to him at the time, however, as you moved gracefully to the piano in your McGibbitts Trim-Fit™ bulletproof jeans. As you started into the third movement of your Piano Concerto No. 2 in E, you heard a whisper in your ear: "We need you, Jimbo-Baby! The whole world is in danger and only a 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 round nice guy like you can save the day!"

"Not again!" you thought to yourself as you finished up the concert, christened the Library, and leapt on your Super Gizmo 8™ motorcycle (with cruise control, AM/FM, auto seat warmer, and heat seeking missiles) all in one fluid move. "It's getting so I barely have any time to myself what with that Mad Leader running around!"

Back at your modest country estate/training grounds/experimental aircraft test facility, you quickly solve the prime-key encrypted note the agent left with you (lucky thing one of your doctorates is in combinatorial mathematics and cryptography!).

## ..TOP TOP TOP TOP SECRET..

message to

Captain Johnny "Jimbo-Baby" McGibbitts/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 McGibbitts 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

"So what else is new," you say as you gather your gear and head out to the waiting Gizmo. "I guess this afternoon's open-heart surgery will have to wait. I hope the patient can." And whistling the theme from your new TV series, you head out to save the world ...

You will begin all of your missions from your Home Base, just beyond the border of The Country. At the base you will be briefed about your mission goal just before takeoff. You must successfully pilot your chopper from Home Base through enemy airspace and reach one of the Mad Leader's installations to complete the ground mission assigned during the briefing. There are a total of three missions, each progressively more difficult, in keeping with your growing skill, stature, and worldwide acclaim. Good Luck!

## Whizbang Enterprises Introduces the Gizmo™ DHX-1 Attack Chopper "The Snuffmaster" OWNER'S FLIGHT MANUAL

### Welcome to the Whizbang Family

You should be feeling pretty good right now.  
You've just purchased a Whizbang Enterprises  
**Gizmo™ DHX-1 Attack Chopper**

Which is known affectionately around here at Whizbang as  
"The Snuffmaster"

Welcome once again to our family.

We think you'll like it.

Whizbang Enterprises' crack staff of Gizmo™ creators:

Chief of Design	Marge
Engineer	Ricky "The Sausage" Bendizzi
Weapons Analyst	Eunice Bloodknuckles
Technicians	Biff
	Johnny's Nephew
	Happy
	Thumper Jones

Your new Whizbang Gizmo™ DHX-1 Attack Chopper is loaded with the following Whizbang goodies:

- Turbine-Thrust Dual Propulsion Whizbang Whirler™ engine, capable of a top speed in excess of 450 knots.
- Four Whizbang Waster™ air-to-air heat seeking missiles
- Two rapid-fire Whizbang Whizzer™ 20mm cannons
- Anti-heat seeking missile magnesium flares
- Anti-radar guided missile chaff disperser
- Whizbang Whomper™ turbo booster
- Ultra-sophisticated communications systems
- State-of-the-art computer guidance, control, and surveillance systems
- Whizbang Whisper™ silent travel capabilities

Whizbang Enterprises is also proud to announce the all new full line of Gizmo™ fashion helicopter accessories. Here is just a partial list of what's available:

- Hi-fidelity stereo system with 12 watts/side, unidirectional ETR with 8-track tape deck or auto-reverse cassette deck
- Designer all-alloy skids
- Racing accent stripes
- Real imitation bearskin sport bucket seats (with lumbar adjust)

At Whizbang, beauty is skin deep

## TAKEOFF PROCEDURES

Upon entering the cockpit of your Gizmo, you will find yourself facing an ultra-sophisticated array of controls. Through the windshield you can see the Home Base. At the bottom of the screen, note your hands holding the control sticks which control the

# INFILTRATOR

CREATED BY CHRIS GRAY

movement of the copter. You might wish to take off after you finish admiring your manicure, so here are the instructions.

1. Turn the battery on by pressing the **B** key.
2. Initialize the computer and communications systems by pressing the **S** key. The computer screens will light up and the warning lights will initialize at the top of the display.
3. Turn on the engine ignition by pressing the **I** key. The engine will not provide enough power for movement until it exceeds 2300 RPM's.
4. Pull back on the joystick until you have cleared your base and are looking at a green landscape with mountains in the distance.
5. Press the **fire button** (note that your right hand on the display registers this) and push forward to accelerate.

Whizbang Enterprises — Pride, heritage and the highest employee mortality rate of any free world corporation.

## THE CONTROLS

### Joystick

The joystick controls all of the movement of 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

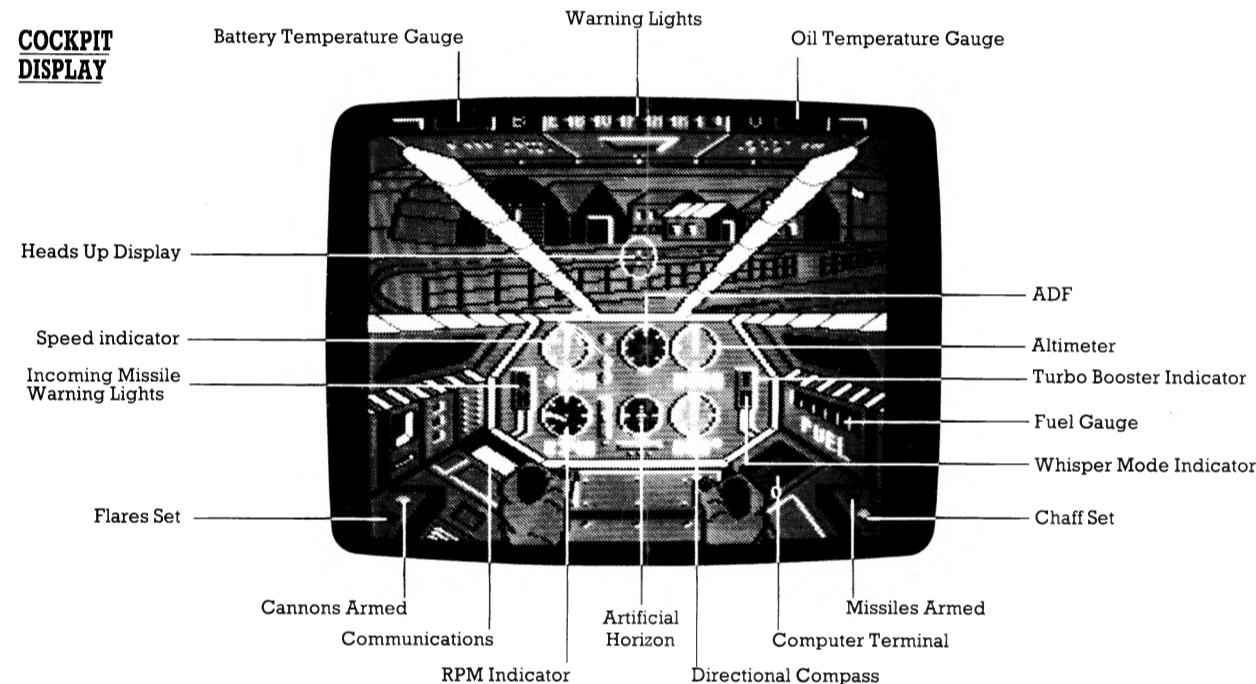
To **bank left**, push to the left

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

### COCKPIT DISPLAY



### Keyboard

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

**B** turns on the battery  
**S** initializes the computer and communications systems  
**I** turns on the ignition

**G** arms the cannon (guns)  
**R** arms the heat seeking missiles (rockets)  
**M** (Spectrum and Amstrad)

**F** sets the flares for use  
**C** sets the chaff for use

**H** toggles the Heads Up Display (HUD)

**W** toggles whisper mode

\* changes the view to the communications system (4 Spectrum and Amstrad)

**T** switches the view to the computer terminal (3 Spectrum and Amstrad)

+ turns the turbo booster on (**T** toggles turbo Spectrum and Amstrad)  
- turns the turbo booster off

The **space bar** has the following functions:

- Deselects weapons on the cockpit screen (C64 only)
- Returns to cockpit view from communications screen
- Returns to computer terminal from status display or tactical map screens

the last two options use fire button (Spectrum only)

## COCKPIT DISPLAY (see above illustration)

### Artificial Horizon

The artificial horizon indicates your present attitude (degree of tilt or bank) and indicates whether you are climbing or diving by the location of the horizon line in relation to the stabilization point. The rate of climb and dive is also displayed by the artificial horizon. If the artificial horizon is level and centred in the gauge, you are flying straight and level.

### Directional Compass

The compass displays the directional heading of the Gizmo in degrees, shown in both analogue and digital format. The dial is accurate within 23 degree increments; the digital readout is accurate to smaller values.

### Fuel Gauge

This horizontal bar displays remaining fuel. The tank is empty when the red bar disappears.

### Oil and Battery Temperature

These two bar graphs at the top of the screen display the temperatures of your battery and oil. When the bar reaches the red zone, heat is critical and the temperature warning lights will flash and beep until you reduce the heat (by slowing your speed to reduce strain on the battery or by turning off the turbo to conserve oil).

### Warning Lights

The six warning lights at the top of the cockpit, when flashing red while a buzzer sounds, indicate:

Engine damaged  
Battery overheated  
Oil overheated  
Fuel low

Altitude level below 200 ft.

RPM deficiency in engine or rotors

The warning lights will alert you to any noteworthy status conditions that require immediate attention. You have some direct control over the **B**, **O** and **A** warning lights. The **E**, **F**, and **R** lights refer to problems that cannot be corrected mid-flight. In these cases you might want to reach your destination as quickly as possible and avoid any further damage from air combat.

### Airspeed Indicator

This dial shows the Gizmo's present airspeed, in knots. The digital readout under the dial displays the same information. Maximum speed is 450 knots (without the turbo engaged).

### ADF

The Automatic Direction Finder (ADF) will aid you in arriving at the proper destination. Therefore, you may want to program it immediately after takeoff. Once programmed, the ADF always points towards your destination. If you are moving forward and the ADF points straight up, you will eventually reach your target, regardless of the compass heading. Moving off course will cause the ADF to spin,

adjusting itself to the Gizmo's orientation. The ADF will move only when you spin the helicopter or when you bank. To correct the orientation of your helicopter so it is heading towards the destination, you can either spin the copter (for minor heading changes) or bank (for more drastic changes in direction).

Note that if the ADF is blinking on and off, it has not been properly programmed at the communications terminal. (See Communications.) If the ADF is flashing and moving around radically, you are directly over your destination. You should slow down and proceed to land immediately. (See Landing Procedures.)

What Johnny McGibbitts, ace copter pilot, and known throughout the world as the Infiltrator, has to say about the new Gizmo™ DHX-1:

"Wow. I love these seats. Am I being paid for this?"

### Altimeter

The altimeter displays your present altitude in feet. The hand on the dial is accurate only within jumps of 60 feet or more (5 feet or more Spectrum and Amstrad), so use the digital reading for greater accuracy. Each time the dial sweeps past 12:00, it registers 1000 ft. (80 ft. Spectrum and Amstrad). Maximum altitude is limited to 8000 ft. If your altitude is below 200 ft., the low altitude warning light and buzzer will sound.

### RPM Indicator

The RPM (revolutions per minute) indicator displays the rate at which the blades are spinning. Helicopter blades do not speed up or slow down to maintain a constant rate since it is the angle tilt of the blades that causes the movement. The onboard computer systems monitor and maintain steady RPM's. Optimum RPM's is 2300. No flying can take place until RPM's are at or above optimum. At this time the takeoff alert will sound until the Gizmo is airborne.

### Missile Warning Lights

The missile warning lights, to the left of your instrument panel, flash to indicate that a missile is heading toward your Gizmo. A warning siren will sound as well. If the **R** light is on, then a Radar guided missile is heading towards the Gizmo, and chaff must then be used to decoy it. If the **H** light is on, then a Heat seeking missile is headed towards the Gizmo, and flares must be used to decoy it.

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

"The courts found us innocent on all counts of design negligence! Gee, I hope the judge is enjoying his new home in Hawaii ..."

## ARMAMENTS

The next four items are represented by buttons that flash when set to active and are found on the lower left and lower right bottom of the cockpit. Once armed, they can be activated by pressing and releasing the **fire button** on the joystick. Any or all of these may be damaged or rendered inoperable by enemy fire.

### Cannons

The Whizbang Whizzer™ 20mm cannons are armed by pressing the **G** (gun) key. An enemy in the HUD (Heads Up Display) cross hairs may be damaged or destroyed if you fire upon it. You have unlimited ammunition.

### Missiles

Pressing the **R** (C64) or **M** (Spectrum and Amstrad/rocket) key arms the Whizbang Waster™ air-to-air heat seeking missiles. An enemy must be visible to be hit, but it doesn't have to be in the cross hairs. You are limited to four (4) missiles per mission.

### Flares

Pressing the **F** key sets the flares. These are used to decoy enemy heat seeking missiles. The flares, made of magnesium, will fool the missile into thinking that the flare is actually your exhaust.

### Chaff

Unlike heat seeking missiles, radar guided enemy missiles must be deceived by dropping strips of metal into the sky, creating a fake radar image of the Gizmo. Pressing the **C** key sets chaff for dropping.

Like a child's affection for a pet — love, care and a sense of responsibility go into every Whizbang Antipersonnel Mine.

## OTHER FEATURES

### Heads Up Display

Pressing **H** displays the Heads Up Display (HUD). Using the latest technology available, a computer image of your cannons' aiming cross hairs is superimposed on your windshield. Use them to aim at a target for firing. With your cannon armed, any object that passes through the cross hairs should be hit. Missiles do not use visible tracking methods, so you may turn off the HUD if you wish by pressing **H** again.

### Turbo Booster

Press the **+** key to turn on the Whizbang Whomper™ turbo booster. Press the **-** key to turn it off. Press **T** on Spectrum and Amstrad to turn turbo booster on and off. This will give an increase in speed. It also causes the oil to heat up at a very fast rate, so it must be used sparingly. When the turbo booster is on, the turbo indicator to the right of the instrument display will light up. The turbo can be made inoperable if hit by enemy fire.

### Whisper Mode

Pressing the **W** key engages the Whizbang Whisper™ (standard equipment on your Gizmo™ DHX-1). This effectively silences the Gizmo. Whisper mode must be activated whenever attempting to make a secret landing, or else the noise from the helicopter may alert enemy ground personnel. When the whisper mode is on, the whisper indicator to the right of the instrument display will light up.

### Pause

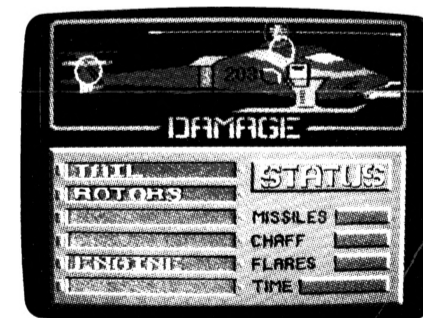
Suppose you want to suspend the game and take a break from all this excitement. Switch to either the computer terminal (press the **T** key) or the communications screen (press the **\*** key). Press any unassigned key to get back into the thick of it. Press **3** Spectrum and Amstrad (Pause) and **4** for the communications screen. **Fire button** to exit from these options.

Whizbang Enterprises. We're with you all the way.\*  
\*Applies only within our national boundaries.

## THE COMPUTER TERMINAL

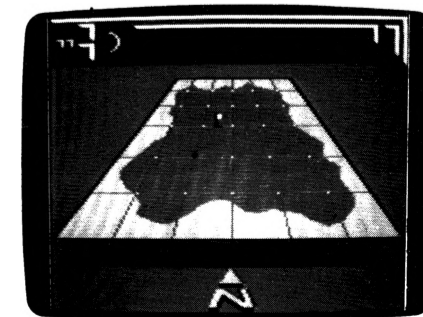
The computer terminal, the small screen located on the right of the cockpit, is activated by pressing the **T** key. (3 key Spectrum and Amstrad.) You will then be presented with a weapons inventory and two optional categories for status update. Pressing any unassigned key returns you to the cockpit view. If your computer system has been destroyed by enemy fire, the cockpit terminal will be blackened and you will not be able to access it.

The weapons store is displayed in LED bar graphs indicating remaining Missiles, Flares and Chaff. Press the 1 or 2 keys to review chopper status information or your tactical map, respectively.



### 1 Status Display

This represents your Gizmo's present status. If any damage has been sustained, the picture of your Gizmo at the top of the screen will be highlighted by visual damage circle indicators where the damage has occurred, accompanied by flashing text descriptors. Below this are displays for remaining missiles, flares and chaff. Cannon rounds are unlimited. Pressing the **space bar** returns you to the main terminal screen.



### 2 Tactical Map

The top of the screen houses a small computer screen with a digital readout. The numerical value is your calculated ADF frequency. (See

