SOLID GOLD LOADING INSTRUCTIONS

COMMODORE 64 CASSETTE Press SHIFT and RUN/STOP keys together. Press PLAY on the cassette recorder COMMODORE 64 DISK Type LOAD "*",8,1 and press RETURN. COMMODORE 128 Play in 64 mode Play in 64 mode. SPECTRUM CASSETTE Type LOAD ¹⁰⁰ and press ENTER. Press PLAY on your cassette recorder. SPECTRUM +3 Turn on your computer. Insert selected side of disk into drive and press ENTER. Follow screen promote where required. AMSTRAD CASSETTE Press CTRL and SMALL ENTER and then press PLAY on your cassette recorder. AMSTRAD DISK Type "RUN" DISK and press ENTER. Game will losd automatically.

Type next terms and access that the common more non-modeling terms of the second game on each side stop the recorder after the first game has laaded and switch off the computer then on again and repeat loading procedure. You may find it workwhile to make a note of the counter reference on the cassette layer. For ease we have included a grid for you. GAUNTLET GAMES ACE OF ACES

INFILTRA LEADER BOARD IMPORTANT: Please read this instruction sheet carefully before commencing game play.

GAUNTLET

THE HEROES THOR the Warrio

ARMOUR: Tough Akin – eliminates 20% of damage. SROT POWER: Excellent – twice normal power. HAND TO HAND: Excellent – Battle Aze – can destroy generators. MAGIC POWER: Poor – damagre most nousiers and no generators. UVR & the Vehich-

MAUL CUWER: FOU⁻ Competence - Competence -

MAGIC POWER: Moderne - dumages most moniters and generators. MERLIN 60, Water ARMOUR: None: SHOT POWER: Good. HAND TO HAND: Your - Jave Handa - cannot denivoy generators. MAGIC 70WER: Excellant - dumages all moniters and generators. QUESTOR the SII ARMOUR: Learner - eliminotes 10% of dumage. SHOT FOWER: Your. HAND TO HAND: Moderner - Dagger - cannot denivoy generators. MAGIC POWER: Youry good - denivoys almost all monsters and generators.

THE VILLAINS

nonters pour out of the generators which lie throughout the dungeons. Each for creates a specific type of monster i.e. ghosts or dennors. There are three levels aror, the strongest producing the toughtert monsters. Shoot the generator to destroy Monsters too, have three strengths, the most powerful taking three hits to kill.

Ð GHOSTS: Stay away from ghosts. They hit you only once and disappear. One Lit hurts alot. Shoot ghosts, de not run into them! GRUNTS: Grunts will run up to you and hit you with their clubs over and over. Either move the joystick towards them to light them hand-to-hand or shoot them.

DEMONS: Demons will try to shoot fireballs at you if they can, or if they are too close they will bite you again and again. Fireballs hus more than biting does. Either move the joystick toward them to fight hand-to-hand or shoot them. I)

(A) LOBBERS: Lobbers will try to lob rocks over walls and other things in the maze to hit you. They will also try to run away from you. Try to shoot them or trap them in a corner and fight them hand-to-hand.

SORCERERS: Sorcerers try to fool you by disappearing while moving When they are invisible, your shots will go through them. Either move the joystick towards them to fight hand-to-hand or shoot them.

DEATH: Death will drain health from you. He will take up to 200 points and then die. The only way to kill Death is with magic. Don't even think about fighting him hand-to-hand! -

THE DUNGEONS

Around the dungeons are objects to collect and avoid: POTIONS: Some potions can be shot although their effect is less powerful when they are collected and used.

are concrete and used. SPECIAL POTIONS: These behave as normal potions when shot but endow the player with special abilities if collected. These include:

 ➢ EXTRA ARMOUR - intreases protection
 ➢ EXTRA MAGIC POWER - increases the effect of potions
 ► EXTRA SHOT SPEED - increases missile speed
 ④ EXTRA SHOT POWER - increases damage inflicted by missiles SEXTRA FIGHT POWER - increases hand to hand combat ability. MT, EXTRA PICK UP POWER - increases carrying ability from ten to

✓ Effects ainse: FOOD: Plans of mean increase health by 100 and give a boars of 100 score points. CIDER: Clabs to older can be also and denoyed. When druck this are like food. POISNED CIDER: This can be how. When druck, alsos one specini gover or a pocion and 100 health points of a collecting. Use keys to open does. TREASURE: Transac dense another be also to targe 100 points when collected. AMULES: In general walls are impactively objects. The special walls walls have been WALLS: In general walls are impactively objects. The special walls walls when shore TRANSFET: These glowing patterns on the flowr make some walls disappear when a septed on TRANSFET. These glowing patterns on the flowr make some walls disappear when a septed on TRANSFET. These glowing patterns on the flowr make some walls disappear when a septed on TRANSFET. These ployed makes the special disappear with the special disappear pattern and the special special EXITS: These bloble holes had some to the low ranspect on the anne specified. Texture room appear randoolly and the ployer has a find the collecter as many valuables a possible within a time limit. There is no score makes the ployer exager, in glober down of place folge ployer. In general dispers in the market or to the one specified. Texture room and informed flow ployers in the index of dates of magnets, index of the complexity of the ployer is all walls on the specified and and the manager. For enably, (f players vill) wald comb as the did of the walls turn into enabled.

Inportant: Gaurdet C64 Cassette A syconapter to insert easette aide Zarciase the tape counter instead. All data for Gaundate ison saids 1 of this easette. When the end of the tape is reached, rewind tape to zero and press PLAY.

BASIC INSTRUCTIONS

BASL (195) IKUCJ (198) Eloss a con e tro why polyce guner and techneticer you want to portray by policing the gammir and oressing the FIRE HITTON when an left-in drawn. New players can attas: the game whenever they like by presang the FIRE BUTTON. It are uplayer game had on the same selected as the stars, the compare will close a madion changest for the new players tous: Broking who is dynamic harpor port haid. Haffer this forst yoursans with the constrema and as time classes. It can be regimed by pricking up the food which can be found in the remu. E council, same down has decured by you show and once and the found its mere. The council same down is down the your show and come and the found its time. The cancel same down of an hedeuroped by an show and once the found its time. The cancel same down of an hedeuroped by and has and the found by an and the found its time. The cancel same down of an hedeuroped by and hous and come of the found its time. The cancel same down of an observed by and hous and one of the found its time of the same down of the found by and hous and come of the found its time. The found its same down of the found by and house and the found by an and the same down of the same

Call or potonical article matter in a survive the monsters' strucks for as long as possible whilst. The object of the game is to survive the monsters' strucks for as long as possible whilst competing for foot, treasmer and magic potions. You must also search the more to find the exist to the next level.

the cut to the next level. **HINTS** • Hold the fire button to shoot. • Relatest the fire buttons to more. • Shoot monitor generators to digital hand-o-band. • East-band contents to first hand-o-band. • East-band contents to the short hand-o-band. • East-band contents to the short hand-o-band. • Painseed food loaks. In the different to normal food. • Transant is worth. Http://www.intent.org. • Painseed food loaks. In the different to normal food. • Transant is worth. Http://www.intent.org. • Painseed food loaks. In the different to hour chance of survival. • Says ways from Deark unless you have a magic position. • Cooperent in Transant Room.

(1) 1985 by Atari Games.

LEADER BOARD

ACCESS welcomes you to the exciting world of professional golf with LEADER BOARD FADEB BOARD in the most realing golf game ever developed for the home composer beams it gives you are the prespective with or each golf about you make. IFADEB ROARD in a game of concentration, co-eventuation and control. You will need to judge distance accurately in denoting your club and power of your away. Will need to your will some be playing LEADER BOARD like a homing proteional. OBJECT OF THE GAME is to sink the ball into each hole by hitting the ball with a club the least number of times possible. Avoid hazards that add extra "strokes" (hits with the club) to your score. Low score wins.

CBM64/128 (Cassette) 1. Plug a joystick into port # 2 (rear port).

2. Turn on the monitor and the computer.

 Insert the rewound cassette into the bassette drive, while holding down the SHIFT key, press RUNSTOP, then press he PLAY button. After the computer responds with FOUND LEADER BOARD. Iters the COMMODORE key. 	I
 First you will see the title screen and then a few moments later you will see the 'Select Player' screen. At this point the game has finished loading. 	
5. YOU MUST LEAVE THE PLAY, FAST FORWARD, OR REWIND BUTTON DOWN WHILE PLAYING. (The first forward key is recommended). You may remove	
the tape if you wish but this must be done while in the 'Select Number of Players' screen. At any other point, one of the above buttons must be down or the game will not operate.	I
	Т
CBM64/128 (Disk)	P
 Plug a joystick into port # 2. (Read port.) 	
2. Turn on the disk drive, monitor and the computer.	Ľ
 Type LOAD "4",8,1 and press RE[TURN. First you will see the title screen and then a few moments later you'll see the 'Select 	le Is
 Pirst you will see the title scheen also then a new moments nater you it see the octeor Player' screen. 	p
AMSTRAD CPC	5
Cassette:	J
Press CTRL and small ENTER. Press PLAY on cassette recorder.	
Disk: Type RUN" DISK and press ENTER	
First you will see the tide screen and then a few moments later you'll see the 'Select	
Player' screen. At this point the game has finished loading.	
KEY CONTROLS:	
Z – Left X – Right	
A - Nghi D - Down	
R - Up	
5 - Fire	
SPECTRUM	R
1. Plug a joystick into joystick port.	1.
2. Turn on the monitor and computer,	2
3. Type LOAD"" and press ENTER.	2

4. First you will see the title screen and then a few moments later you'll see the 'Select Player' screen. At this point the game has finished loading. SETTING UP THE GAME

SELECT NUMBER OF PLAYERS LEADER BOARD can accommodate up to four players, press 1, 2, 3 or 4.
ENTER PLAYER NAMES AND ABILITY LEVELS
Type in the name for the 1st player (to to 8 characters) and press RETURN. (CBM 64/128) ENTER (Spectrum and Amstad)
Now select the ability level for the 1st player. Each player can compens under conditions that match his or her level of ability and experience. Press N for NOVICE, A for AMATEUR, or P for PROFESSION 4. Below is a description of each level. NOTE: For a memory restrictions dree is no driving more on the Spectrum uses

ABILITY	DESCRIPTION	
Novice	Beginner Level - Phen a shot is taken on this level it w	rill not
	hook or slice or beaffected by the wind.	
Amaleur	Intermediate Level - Shots at this level will not be affer the wind.	rted by
Professional	Advanced Level-No restrictions on wind or hook and	slice.

After entering the NAME and ABILITY for the 1st player, do the same for each of the

SELECT NUMBER OF HOLES

SELECT NUMBER OF HOLES	
LEADERBOARD allows you to play fr select the number of holes:	ay from 18 to 72 holes with computerised scoring. To Type for Spectrum & Amstrad
Type for CBM 64/128	Type for Spectrum & Amstrad
F1 18 Holes	I 18 Holes
F3 36 Holes	2 36 Holes
F5 54 Holes	3 54 Holes
F7 72 Holes	4 72 Holes

SELECT COURSES

There are four different ourses to play. Each varies in difficulty. If you have released more than 18 holes, you can play the ourses in any order. For example, if selected 72 holes and with to play all ourses enter 1 2 3 4 or 4 1 2 3 etc. To play the same course four times enter 1 1 1 or 2 2 2 etc.

PLAYING THE GAME

SELECT A CLUB toving the oystick up or down. The following table lists the Club selection is made by m range of each golf club. CLUB SHORT LONG

1W1Wood	156	271
3W3Wood	135	245
SW S Wood	128	234
ti i fron	110	220
21 2 Iron	100	210
313 Iton	88	202
4I 4 Iron	70	189
515 Iron	67	181
616 Iron	55	169
717 Izon	50	153
818 hon	36	138
919 han	26	117
PW Pitching Wedge	11	83
Putter*	1"	64'
* The computer automatically sel green (within 64 feet of the hole)		

AIM YOUR SHOT

Any four should be able to an additional the second WIND

WIND
(Professional Level Only) Wind can have a submanial effect on your goff shell. To contact
it is effect, you need to learn to read ha which indicator on the right add of the recent.
White - The white stable indicates
what which, if the matter is a subtransformed by the stable indicates
what which is the stable indicates
what what is

Source of the sector work with a first ball. Does you have selected your of the add quotimed the curser to sim your short, here are only there more things to do before the bill is no its way, start the wring, set the power, and any your writes to cound how be side. All three are accomplished driving the young sequence that the bill of the sector of the power of the outcoments of the sequence on the bill we bill working the goal of the first sector of the power of the sector of the s indicat

indianor. Step 1 – Surt the swing by holding down the button. Swp 2 – Sett the power by releasing the button during the backswing. Power is at maximum only at the hop of the backswing. Releasing the button at the top will set maximum power. Releasing the button just before or your of the non you'll reduce the power dightly. Releasing the button well before or sfur the top will reduce the power t. The amount of power available during the backswing is shown on the upper left portion of the power/snap indicator. When the button is released, the setting you have chose will be locked on the indicator.

THE POWER SNAP INDICATOR VER SNAP INDEATORS VIII AUX Power Indicator / Down Swing Area (Helps time the surger) Max Soft Downer (Kall goes left) Mar Set Power (Kall goes left) Max Sap Indicator - Max Sap Indicator - Max Sap

Step 3 – Set the snap by pressing the lution at or near contact with the bull. Sonpping into as the club hits the ball (or at the Fee Bar on the snap indicator) will produce a trainfalt it. Snapping to so son will cause the ball of "book" (go left). Snapping too late will cause the ball of "slice" (go right). When the button is pressed, the point of the snap will be locked on the indicator. will be locked on the indi The swing sequence then is: Start - Power - Snap or Button - Release - Button The best way to learn to hit the ball straight consistently is to macrise on the definition

earn to hit the ball straight consistently is to practice on the driving range PUTTING

PUTING Once you get within 64 feet of the hole the computer will automatically place you on the green and remove the pin (the pol: with the flag). You cannot change clubs at this point since the putter is the only club you can use on the green.

provisions was pound a lut comp can up of an in general. To pourt the sharp pound of a buff comp can be buffing - aim pound of the and set; the power. Use the current raisedness to aim the tokes. The chall will stars out in their direction. The shall may break life for a ping depending on a to shop of the prever. To determine the amount and direction of break, your name lant to read the slope indicator which appears on the great to the life of the golfer. Estimate the power models do poung the distance on the hole. Press the buttom and hold in until the power work is sufficient to read the hole of the site of the slope of the slope of the power has been of the golfer.

SLOPE INDICATOR Hole Amoun II of II

Straight down hill

(This put) is uphill barrybing barry 169)

ER INDICATOR	. 7	_	Indicator starts here when burton is pressed
Pre-put section	}.J.	r	to prevaed
(for mining only)	11-	*	Approximate
Power section	11:	37	distance ball will travel on
to set power)	=	42 45	level ground
		54	(in seet)
DING THE SCORE	-	*	

To do one movement after another, move the joystick when the Hot Dog Skier is in mid-air – timing is crucial.

To get out of a more or begin another more push the juystick to the centre (LAND)

The score is based on both style and difficulty, and is displayed after you land. The In anximum is 10 points. DIFFICULTY is judged by the number of different manoeuvres performed in mid-sir Any combination of movements can be mixed together for a total maximum score of 10.

Any combination of movements can be mixed together for a total maximum score of 10. Combinations of different movements count for the most points. Points will be deducted for awkward movements. Watch your landing! If you fall, you won't receive a score.

1.4 point penalty for each awkward movement.
 CREDITS: Only the first attempt of each movement completed within the one minute

Ski Jump Every gran of inchichtsvorr body as yven hook down from the top of the igna power to ther unwey for bolow. The independent operators hook like interst-from taik height. 0.01 Your could body lower the forward and and entry work is no anather world! You could down low, is a tuck position, to accumulate as much speed at grandle. At the thirt-off, you leage on grand how the forward and and how the power is a star-te the the-off, you leage on grandle and the forward is one of the power is the time off. You leage the power is the relative wind reminance and increase the keepth of your issue.

reduce which reintrance and intraces the keight of youry impo. **9** Perss the FIRE SEUTTON to be give your approach. **9** What you reach the table of point, pretes the FIRE BUTTON. **9** In the air, which the support sight-hand correst of the stress for faults. Correct faults and/by nget maximum style points and distance. **11** Fyron iters are BENT mores the logical & UF to correct. **11** Fyron iters are BENT mores the logical & UF to correct. **11** Fyron iters are BENT mores the logical & UF to correct. **11** Fyron iters are BENT mores the logical & UF to correct. **11** Fyron iters are BENT mores the logical & UF to correct. **11** Fyron iters are been from setting the state of the stress of the state of the stress of the state of the stress of the

resistance and you wan not style points. Ski Jump scores are based on distance and form: DISTANCE: is based on the timing of the takeoff, and the aerodynamics of the jumper

STYLE: You'll get more points if you recover quickly from faults and don't fall.

Your maximum is rallied by multiplying your DISTANCE 3(×) STYLE POINTS. A respectable Ski Jump score would be a flight of 60 metres and 20 style points for a tott of 200 points.

3

On LEVEL GROUND, keep up a steady pace by moving your joystick back and forth.

On LEVEL CROUND, keep as steady pace by moving your joynic their their moving.
 For UPHILL creating, move the physicia faster on increase speed.
 DOWNHILL structures of faster if you use the devide- pole techniques. Bull the joynic key when the state's inducer see in other structures put the down technique.
 SHOOTING: You are issued five carticipates to shoot as five targets, and every miss is a second parent. The pole shoot are set to announce put the down technique targets and every miss is a second parent. The shoot are set to announce the physical RACK movement and the physical RACK movement

00

Prepare to career down a track of solid ice – while you crouch in a precision-built machine of seed and aluminium. You'll fly around hair-raising turns, then plummet down the bumpy straightaways at speeds exceeding 90 miles per hour!

HINTS: Steer bard! To avoid capsizing at the turns, try to anticipate the pall of centrifugal force, and steer hard in the opposet direction. Watch your aped. The power bar at the bottom of the streets shows how fast you're going. The faster you go, the harder you have to steer to keep planmenting toward the finite.

Learn the course! An intimate knowledge of the course is important, so you must learn the best position to take at each corner. • The winning bobsted's score is based upon the lastest time through the tracks.

After every event, the names, countries and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen, and his or her country's national authem is played.

Champion Ceremony If players compete in all WINTER GAMES events, a Grand Champion of the games is selected based on the number of points awarded.

The points are totalled after all events have been completed, and the player with the most points is honoured as the Grand Champion. The ceremony takes place after the Awards Ceremony for the final event.

If a world record is achieved in any event, the name of the record-breaking player is saved by the WINTER GAMES program. The records are displayed on the World Record screen. If a new record is set for an event, the previous record is erased and the new information appears in its these.

arcmg The active tip's may have existed about 4,000 or 5,000 years ago in Scandaravia. Sic bindings was invented in the 1860's by Scander Northleam, of Mordenji, Norvay. Once alter. scalal slip the need of their boots into ion piezes, then fasten their hered with strapper or sprongs, the guided mark more council of their fange woods mast - and then could more with branchraking upsed. Norwegian emigrants pioneered the sport all over the words.

Source Satisfy Begin around 1000 B C. Before the Iren Age, Norfac people made shores from ells, on and reindere boses. In fact, anthropologists have discovered bone states they believe to be at least 20 centuries old Since the Middle Ages, people have slaved on enable in Helland. Los skning was a very endoused between in the French court in the 1776, when Marie Anneihente was an

Medding Primitive acids services i do unantorarido before 5.000% C-ia Nerthem Europe. The American Indiana tief poles topelher with thongs to carry load over snow. The units of risking a topedance test down a treer half caught can in the 150% in Germany, when poole not thougant over same militates. Stading locates a real sport when norisks and numeran useris starse neizes getes down anorbonn meanant neurant neurals in the European Alph in the midde of the PM courty. Biolech care care belowed in the IMS or

and practical ways for people :

- 5 points - 3 points - 1 point

HOW DID WINTER SPORTS BEGIN?

Skiing, skating and sledding began of move across snow and ice.

· Press the FIRE BUTTON to begin the race

· Move the joystick left and right to guide your sled.

STUNTS 1 Stunt 1 Flip 2 Stunts (Same) 2 Flips (Same) 2 Stunts (Different) 3 Stunt and 1 Flip 2 Flips (Different)

Hold each movement (except the Flips) until you choose a different move
 Get into the landing position before you hit the ground, or you'll fall.

SCORES

Ski Jump

SCORES

Biathalen

Bobsled

SCORING

Gold Medal Silver Medal Bronze Medal

World Records

Skating

avid enthusias

© 1984 Epyx Inc.

Sledding

Awards Ceremony

THE GAMES

Figure Skating Figure Skating Figure Shoring (Short Program) is a strainable initial service of stress computancy prometors: Canada Shi, Shi Shi, Dhan Dhark Anal Iman, Toleh Ara Jama, Dhanh Latz Jane, Tonja Latz Jama, and Canadi and Shi Shi Yao. Yoo can perform the serve numerican in any order you choose. It's the grace and form of your shaling that occuri

It may not pre-insert regions that the pre-insert management of the pre-insert regions of the pre-insert regions where the insert regions where the insert regions and press the FIRE BUTTON. To COMPLETE movement, patient the insertion of the insertion of the INSERTION. To COMPLETE movement, cannot the insertion of the insertion of the INSERTION. To SARTE BACKWARD, cannot the insertion of the inserting of the inserting of the insertion of the

These are the key figure skating movements, it their relative joystick positions: Joystick Controls: Figure Skating and Free Skating

DOUBLE LUTZ JUMP

TRIFLE LUTZ JUMP

FIGURE SKATING TIPS:

DON'T FALL DOWN!

Frouches and HPM LIPS: AWK/MRAP. In movement will be judged as depast or avivated, depending on when suppress the FIRE BUTTON. If you're skating broased and "tigger" a jung when the stater is legarcin open stitulg, hei nam will be pifer. If the sharet's legar ar closed, the jung will be when the legarcine time (if low re is long archemaker tigger the jung method heat and the oppnet are into a fill or re is long archemaker tigger the pifers, to keep triggi

FORWARD SKATING performers can do a Double or Triple Arel Jump or turn around and begin skating backwards. Remember: Be stating forwards when time runs out - if you're skating backwards you'll fall down!

you're stating backwards you'l fall dowo' RACWWAB SATING asleifer an do a'r doth o'r Triple Lutz Jump, a Caugel or Sil Spin, or turn arcend and begin slating for_inni. When you do SPINS, my to make siz rotatiour. If you turn fewer than six times, your ext will be wiwwad, more than as it turns will make you so dizry that you'll fall down

Don't Fail: Down't you try to move directly fron a jump to a spin, a spin to a jump, a jump to another jump, or a Sit Spin to Camel :pin, Skate backwards in between movements; skate forwards before you do an Axel Jump.

movements, shate forwards before you du aa, Avid Jung. CAMELINTOS TISTN: You cannow diversy from a Canet Spin to Sit Spin -a vey depatt conduinties word: 1.2 point! FIGURE SARTING SCORES You begin with a score of 0.0. The best score i.6 points. All scores are displayed in tenth. And dort wary -you croces care ing below 0. After you successfully complate each Figure Statisg Movement, your score is added like this:

Free Stating In Free Stating connections, you choose the impact and main, increasing your own and exceptly to main. You have two minoredirections for program. In recent the state of the more mains: Growing State of the state of the state of the state of the Careel and State of the Careel and State of the careed and state of the Autom performer will complete three states of the state of the st

Note: If you successfully complete a fourth attempt at a movement the Judges will not credit your score.

ore Penalties TOTAL -.5

Maximun

Your Final Score Your Final 6.0 Score ents completed within the two minutes are so

nots will be added to your score only if they're succe

Speed Skaters can move at 30 miles per hour - much faster than athletic track runners. In fact, Speed Skating champions are the faster self-propelled human beings over level

In Speed Skating, two racers skate side-by-side, in separate lanes, as fast as they can go

When PRESS YOUR BUTTON appears on eaher half of the screen, the player whose name appears on that half of the screen must pr as the joystick FIRE BUTTON. The next player does the same. This begins the countdown.

When the cottant down reaches "GO" begin sks ing by moving the joystick to the LEFT and RIGHT to move your skater's legs. The trick is to make the skater's legs move back and forth in rhythm as in real skating.

Continue skating by moving the joystick back and forth in rhythmic strokes to move your meet's legs. Build your narural skating rhythm faster to get up to speed – and GO FOR 17!

т Тук

Daffy Back Flip

This demonstration sport tests your guts, grace and precision on skis. Strive for a performance of athletic attistry as you flip through the air in a dazzling series of daredevil

Push the FIRE BUTTON to start a jump.
 Push the iovstick in one of these six directions to begin a movement

• When the race is over, press the FIRE BUITON to begin the next event

The skater with the fastest time wins the race.

1.1

1.1

6.0

POINTS FACH ATTEMPT

5

A A

6.9

MAXIMUM

-. 2

6.0 -.2 -.1

5.7

ssfully completed

MOVEMENT

MOVEMENT Camel Spin Sit Spin Double Axel Jump Triple Axel Jump Double Lutz Triple Lutz Camel into Sit Spin

Total

• Total Score Penalties .7 Point penalty for each fall. .2 Point penalty for each awks

Free Skating Scores MOVEMENT

MOVEMENT Camel Spin Sit Spin (1.8 points maximum) Camel into Sit Spin (1.5 points maximum) Double Luty Jump Double Avel Jump (1.2 points maximum)

1.2 points maximum [riple Axel Jump [riple Lutz]ump [2.4 points maximum

(2.4 points maximum) Total (6.0 Maximum Ceiling) Total and Maximum PENALTY Fall Awkward Note: No penalty for f EXAMPLE: Your Total Score 1 Fall 2 Awkwards

Total CREDITS: Only the mo

Speed Skating

Hot Dog Aerials

DOUBLE AXEL JUMP

TRIPLE AXEL JUMP

÷.

WINTER GAMES

MUMERAL OF INCLUSE Vories nathiest action 5958 Winter Games at Calgary, Alberta, Ginada. You're about to more across soor and ice with as much speed, strength, endurance and grace as you can music in the Husbert cold. This is the winter periods of the vould's forement anatorus spects competition. You'll mack your shift against the top athetes from a hunder countries.

DEJECT AT TES WINTER GAMES challenges your competitive skills with a series of athletic contests for net to eight players (one to four Spectrum and Amstrad version). You can compete in even challenging winter events –

WINTER GAMES provides judges, keeps scores, and awards medals to the winners – the Gold for first, the Silver for second, and the Bronze for third place. If you break a "World Record", WINTER GAMES will save your name and display it on a special World Record screen.

Ge, ready to give it your best - and remember the motto of the ancient Greek aduletes:

Citius – Altius – Fortius "Faster – Higher – Stronger

Opening Ceremony Assessments opening ceremony welcomes you to WINTER GAMES. An athlete bearin the flanking torch moarts the steps to light the sacred fire that burns night and day throughout the WINTER GAMES. While dores are released over the stadium, to symbolize pace on earth. Let the games begin?

Once the opening coremony concludes, a menu screen offers you a choice of six options. To make a selection, use your joystick to move the cursor to your choice; then press the **FIRE BUTTON**.

OPTION 1: COMPETE IN ALL EVENTS Compare in all usern evans: Ski junop, Bohsted, Figure Skoting, Hot Dog Aerials, Freestyle Skating, Speed Skating, and Ekithalen. The computer keeps a running tally of medial arwarded to each player.

• To enter your name, type your name on the keyboard and press RETURN.

To choose your country, use the joystick or the cursor keys to move to the flag of your choice, then press the FIRE BUTTON to select that country. (To listen to the country's anchem, type S.)

Repeat name and country selection for each additional player (up to eight). When all players' names and countries are entered, press RETURN.

A verification screen appears. If all names and countries are correct, select YES with the joystick and press the FIRE BUTTON, or type Y. To delete names and start again, select No or type N.

Similar to OPTION 1, but you only compete in the event you select. • Use the joystick to choose the event, then press the **FIRE BUTTON**. (or type the key matching the event number)

o scores are kept during practice rounds. Move the joystick to choose the event, then press the **FIRE BUTTON**. (Or type the key marching the event number).

Displays the highest score recorded in all events, with the name and country of the player who achieved each world record.

A menu screen offers you a choice of options. To make a selection, use the SPACE KEY to move the cursor to your choice, then press the ENTER button.

The computer keeps a running tally of media swarded to each player. To enter your anar, type your name on the keyboard and press ENTER. Repeat name selection for each additional player (up to four). When all players' names are entered, press ENTER. OPTION 2: COMPETE IN NOME SVENT Similar to OPTION 1: 1.

OFTION J: COMPETE IN ONE EVENT Similar to OPTION I, but you only compete in the event you select. Use the SPACE KEV to choose the event, then press BNTER. OPTION 3: PRACTICE ONE EVENT

OPTION 4: JOYSTICKS If a one player game is selected the player may use any joystick. If two or more players with to play then they cannot select the same (oystick interface. Each player matt select a different interface. Any number of players and/est to use the keyboard. OPTION 5: SEE WORLD RECORDS

Displays the highest score recorded in all events, with the name of the player who achieved each world record. Press the FIRE BUTTON to return to the menu

SARATING PLAT (ARDS IRAD VERSION) Opening Ceremonies (Disk version only) Aspectatia's opening ceremony welcomes you to WINTER GAMES. An athlete benin the flaming orech mousts the stery to Egit the sareed filer that burns night and day throughout the WINTER GAMES. While Gover are related over the station, oo symbolize pace on earth. Let the games begin! Press the SPACE BAR to centime

How to Play Once the opening correctory concludes, a menu screen offers you a choice of six options. Io makes a selection, press the SPACE BAR to run down the menu and then press ENTER or simply press the number on the keybaard corresponding with your choice. OPTION 1: COMPETE IN ALL EVENTS

Competeinall seven event (disk): Ski Juanp, Bobsleigh, Figure Skating, Hotdog, Free Skating, Speed Skating, and Birthalon. The computer keeps a running tally of medals started to each player.

on arone . CONTEXE IN UNE EVENT Similar to OPTION 1, but you only complet in the event you select. • To choose which event you wisk to complete in, press the SPACE RAR until your events is highlighted and then press to RNTER. OPTION > PRACTICE ONE EVENT

ver IIVN 3: FRACTICE ONE FVENT No scores are kept dimiting practice rounds. • Techoose there even using the score of the

VET.NUT'S CHARGE GAME (CONTROL): Select this topics in you do not with the poyukit. You will be prompted to enter the keys you with to use for LEFT, RIGHT, UP, DOWN and FIRE. If more than one player is comparing in Winter Games you will be added to define a second set of keys. Players 1 and 3 will use the keys selected for Player 1 and Player 2 and 4 will use the keys selected for Player 2. Initially the controls are set for jonics', joyu should select the Keyboard Control and then deted to use a isynkick simply select Option 5 and youth the isynkick LEFT, RIGHT, etc. in reconset on the controls.

Interestion on a big presentation where open a marginarian period start a reduction of the response to the prompts. IMPORTANT: If there is more taken one competitori it is important to select different controls for each player aim competer position and the name controls are used for the speed starting where players can compete signation one and/or OPTION 6: SEE WORLD RECORDS

chieved each world record. OPTION 7: SEE OPENING CEREMONIES (DISK ONLY)

recorded in all events, with the name of the player who

OPTION 5: CHANGE GAME CONTROLS

awarded to each player. • To enter your name, type your name on the keybeard and press ENTER. • Repeat entering names for each additional player (up to 4). OPTION 2: COMPETE IN ONE EVENT

No scores are kept during practice rounds. Move the SPACE KEY to choose the event, then press ENTER.

STARTING PLAY (AMSTRAD VERSION)

OPTION 2: COMPETE IN ONE EVENT ONLY (DISK ONLY)

OPTION 3: PRACTICE ONE EVENT (DISK ONLY)

OPTION 5: SEE WORLD RECORDS

• Press the FIRE BUTTON to return to the menu.

OPTION 1: COMPETE IN ALL EVENTS

OPTION 4: JOYSTICKS

OPTION 6: OPENING CEREMONIES (DISK ONLY)

STARTING PLAY (SPECTRUM VERSION)

OPTION 4: NUMBER OF JOYSTICKS For one player: plug your joystick into Port #2 and select 1. For two players: plug both positicks in and select 2. Select 1 or 2 by pressing the FIRE BUTTON (Or type 1 or 2).

Ski Jump, Bobsled, Figure Skating, Freestyle Skating, Hot Dog Aerials, Speed Skating and Biathlon (cross-country skiing and rifle shooting).

Practice each event first to hone your skills. Then choose from the 18 countries represent in the competition, and go for the gold!

STARTING PLAY (C64 VERSION)

i

4

• •

MOMENT OF TRUTH

OBJECTIVES

How to Play

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۲,

READING THE SCORE The exciting information (diaphyse than therefore the screens. The indicator shows which player is initiag, which players run the book, how many uroker each has taken to bits his, and how each player's struct sour compares to got for the comes. Per represents the number of struken agood player should have used by the inner he or the got to his hole. Types score 1.³⁵ Struken players are have a struken have an a struke should have lease than the good player (which is good). An 'E means you are even par or just equ to the good player. A + 3 means por to 5 struken over par. The par comparisons do not reflect the score to the corruse have. SCORING INDICATOR

JACK - Name of player now hitting

1 2 - 2(2 Under Par) 2 2 - 3(3 Under Par) → This player is leading 3 3 E (Even Par) → This player is last 4 3 +1(1 Over Par) → This player is last Number of strokes over or under par (Does not include this hole) Number of strokes Player Number (Turns red when player is hitting)

RULES FOR SCORING

You receive 1 point (stroke) each time you hit the ball, regardless of the distance it travels, from the time you ree off until you sink the ball and the hole. You receive a penalty if you hit a ball out of bounds, into a water hazard or into the mud.

RULES OF THE GAME

PLAY AS IT LAYS. You must play the ball from the position in which it lands. Exceptions are out of bounds and those that land in the water or mud. (See below) OUT OF BOUNDS. If your swing takes the ball out of bounds, you will hear a BUZZER. You are penalised distance and the ball is returned to its original position.

It is still year turn. 3. IN THE WATER. If your ball lands in a water, huzard, you will see and hear a SPLASH. You are penalted distance and the ball is normalically placed backs to point from which you took your on to the first place. 4. IN THE MUD. If your hall hits the tide of an initiand, it will stick in the rand and have to be replaced. Occusionally your will find other mult latance that do not appear to be grass. Do not land in them is your lie will be considered to be unplayable and you will have to it in again.

you will have to hit again. S. THE COMPUTER will take the same point of view as the player in determining the playability of a bill that has come to ress. If, after moving up chose, the bill is found to be in mad or water, the computer will place a small pad under the ball so the player can hit ii. Just consider it a 'lacky boance'. METHODS OF PLAY I PLAYER

in this game you play alone, either against par or your own best score. You do NOT play 2 OR MORE PLAYERS

OR MORE FLATERS After each player has cool off on Hole 1, the player who is farthest away from the hole shoos fars, the player who is next farthest away shoos second, etc. II, after your shot, you are nill away (farthest from the hole), it is still your turn. You continue until you are no longer away.

. When a player has hit his ball and his turn is over, his ball will not appear on screen again until it is his turn.

spin until it is hier constraints were, the tail will not appear on screen 3. Decide the order in which players tree off when states are typed in at the beginning of the game. This order will determine which score readout is yours throughout the game. I/yout cell scool of tole, it uses constrained will be solved to a score 4. After a hole has been gives, it hey player with the lowest score on that hole tessed fifth is on the next hole. This is alled "winny the homory". Since there is keys to each hole, you will be able to determine from it who has the heaver. The computer also keys tunk and anomatically changes the colour of the score each of the player who has the homory.

METHODS OF SCORING

I FLAYER AUAINST PAR Compete against your best score and the golf course by trying to come in under par. Depending on the course, a very skilled player can score 10 – 20 strokes under par on reintere holes. 2 OR MORE FLAYERS

2 us more r La rens MEDAL 72. AV (Singless or Partners). Winner is determined by total of all stockes (points) for entire game. Low score wins. MACH FLAY, Singles or Partners, Each individual hole is awarded to the player or team with the lower scores on the hole. Argume's end the player or team with the most hole won takes in game.

notes won iakes the game. BEST BALL (Patters only). Method of scoring for either Medal or Match Play. Best score by either patrner on a steam is used as the team's score. NOTE: If your decide on a Match Play or Best Ball game, you will need to keep track of your scores on a separate sheet of aper; The comparies does not keep score in this matner.

GAME TIPS

Be sure to CEECK YOUR CLUB - Check to make sure the golf club you want to use is displayed. When you are making final direction adjustment, the golf club can sometimes change accidentally.

sometimes change accidentally. Always go to the Driving Range before starting. This allows you to get the correct timing on your swing.

tuning on your swing. 3. Remether that the solid can make a substantial difference to your shos, especially short irous and your picking wedge. 4. Try to wold altiting your billions the edge of the green far away from the hole. The genera sering we require 2 pixts to get on the hole. Remember: You MUST use your punce on the green.

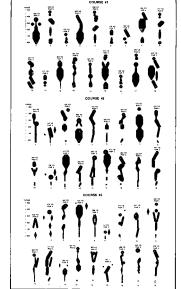
on use goets. Be extra carchii in jadging distance over water. If your ball falls short and lands in the water, it'll cost you a distance penalty. Learn to use the book and slice. They can be used to your advantage on difficult shots and when the wind it in play.

ADDITIONAL FEATURES - CBM 64/128

ADDITIONAL FEATURES – CEM 64/128 DRIVING RANGE – To get on the Driving Range Press (R) when the 'Select Playet' acrean appear. Each by pressing (J.) ABORT FEATURE – You can enturn to the 'Select Playet' screen from almost any point in the game by pressing (J.) This will careed the game in progress. RFLAY FEATURE – You can be enture to the 'Select Playet' screen, to RFLAY FEATURE – You can be can used on the 'Select Playet' screen. AUTOMATIC DEMO – If left anterteded for our minus the composer will start the cano, You may start the automatic demo by pressing D from the 'Select Playet' screen.

TROUBLE SHOOTING

INVIDUEL SHUUTING IFVURSIONS AND NOVEME – Failur ywase ediastag de batana too oon, trolune, eo na tail dhuing de bodewing. Ferni he torono o san toe wing and hadi i down unit the edia is at de too glidage topoint of the tackeum and thad i down unit the edia is at de too glidage topoint of the tackeum IF VOUR SHOTS OLUNE BADLY LEET OR HOFT – You are not proving the boronnis at ne the holisate ball. R-sea of the excision of "winging the Club and Haring the Ball" and practice your uning on the NOVICE level.



INFILTRATOR

THE STORY SO FAR

FILE STAVET SO FAX The transpective must be preached on and Pereche tangiatene stermed a livite out of plote. After all, the unreling of the new McGibbis Wapp of the Library of Congress (in honcer of your 7-house creation on the Devery desired system) was a strictly form afthir. You paid first notice to him a the time, however, any out mored genericity to the pinon in your McGibbis Tran-Fifth's busingstoop (gene, have you cannot genericity) to pinon in your McGibbis Tran-Fifth's busingstoop (gene, have you cannot genericity) and and you and the strict the strict of the strict on the strict of t

gey like you can save the day?" Not spin-to-spin the days of the spin-to-spin terms of the spin-to-spin terms of the spin-to-spin terms of the spin-terms of the spin-terms of the secksing minister like and the spin terms of ter

TOP TOP TOP TOP SECRET

Captain Johnny "Jimbo-Baby" McGibbits/AKA The Infiltrator STOP

Re: The destruction of the world (at least) STOP

Act is a weak tuben of the world is on the brick of destruction STOP Only you can so We need you STOP The world is on the brick of destruction STOP Only you can so us STOP The Winhing Energiptic Gaugent PDEX-1 Attack Helitopter is on the p STOP The Multime Energiptic Gaugent PDEX-1 Attack Helitopter is on the p STOP The Multime Energiptic Gaugent PDEX-1 Attack Helitopter is on the p stop The Destination inflow approx, find (with pre-gain processing main), and The McGlibbic Gaule to Ground Installation Inflow and Inflow and PDEX Good Luck [Imbo Baby, The fits of the world is in your hands STOP Destino Gaugent Burg, 1000 (PDE) the Court Office Action STOP Brigadier General Bunson "Old Blood 'n Guis" O'Shaughness

"So what their a new" you say a youghther own gar-and backatastasta waining Crams. "I guess this inferences a second seco

Whizbang Enterprises Introduces the The GizmoTM DHX-1 Attack Chopper

"The Snuffmaster" OWNER'S FLIGHT MANUAL

Welcome to the Whizbang Family

You should be feeling preety 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.

terprises' crack staff of GizmoTM creators Whizhang En staff of utzino-- Marge - Ricky "The Sausage" Bendizzi - Eunice Bloodknuckles - Bin Johnny's Nephew Happy Thumper Jones Chief of Design Engineer Weapons Analyst

Your new Whizbang GizzuoTM DHX-J Artack Chopper is loaded with the following Whizbang goodie: • Turbian-Turu: Dual Propulsion Whizbang Whizhang WainferTM engine, capable of a top speed in navers of 450 knots.

in excert of 450 knost. Four Whithong Waterq²¹⁴ air-to-air heat necking minitele. Was erjol-fair Whithhing Whiteger ²² Johns cannons. A nit-heat yould ministle chard(approxem) A nit-naker yould ministle chard(approxem). Whithmag Whonpqe²¹⁴ turbo bosoter. Ultra-tophinistanet communications systems. S Jone-of-the zir a computer guidance, control, and surveillance system Whithmag Whithmage²¹⁴ siltent ravel capabilities.

nutaring wamped** sinft travel capabilities.
 Wahang Esterpress s side porod to assonace the all sew full line of Girmo*M fabito heticopter accessories. Here is just a partial list of what's available:
 Hinfully system will be wattrikide, unifier circual ETR with 8-track tope deckor subo reverse cassetie deck.
 Designer al-ladopt side \u03c4
 Racing access stripes
 Racing access stripes
 Racing against deep.

TAKEOFF PROCEDURES

TAKEOFF FROCED URES Upon entrentige to exclude of your Grams, you will find yournell facing an ultra-sophicitatiest arms of ocaractis. Through the windheld you can see the Hane bare, Ar-the bottom of the excert, note your hands helding the ocatout calls which cararnal the movement of the opper, You might with to take off latter you fainh admining your maintarra, so here are the intructions. 1 Furth the battery on by pressing the B key. 2 Thinking the computer and commonizations systems the pressing the S key. The computer revens will light up and the warking ighter will initiake as the top of the daylog. 3 Than an threagnic ignition by pressing the J key. The engine will not provide menging the prover for mervanet and in streactic SHO RCM A.

Poull back on the joystick until you have cleared you trave s;
 Pull back on the joystick until you have cleared your base and are looking at a green landscape with mountains in the distance.
 Press the FIRE BUTTON (note that your right hand on the display registers this) and much quarter an another than the second secon

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

THE CONTROLS

The iconvertices of the movement of the helicopter. The joyatick The joyatic controls all of the movement of the helicopter. To climb, pull back on the joyatick. To accelerate, hold the button and push forward. To decelerate, hold the button and push forward. To decelerate, hold the button and push the during the decelerate hold the button and push the during to back right, push to the right. To spin clockwise, hold the button and 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

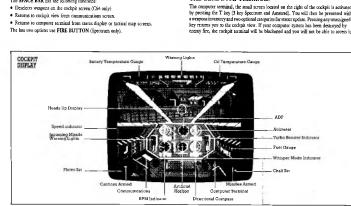
the keyboard is used to control all other functions in the helicopter.

e keyband is sued to control all both functions in the helicopter, unitalised he becomptor at an obmain/actions systems turns on the symbol arms the company of the system (Spectrum and Amstrad) sets the functions are sets the functions and formation system (4 Spectrum and Amstrad) methods with the computer turning and the system (4 Spectrum and Amstrad) untra the company and the company attention (3 Spectrum and Amstrad) untra the company attention (3 Spectrum and Amstrad) on the charts board of the system (4 Spectrum and Amstrad) the system of the system of the system (4 Spectrum and Amstrad) the system of the system of the system (4 Spectrum and Amstrad) the system of the system of the system (4 Spectrum and Amstrad) the system of the system of the system (4 Spectrum and Amstrad) the system of the system of the system of the system (4 Spectrum and Amstrad) the system of the

The SPACE BAR has the following function

pons on the cockpit screen (C64 only) Returns to cockpit view from communications s

 Returns to computer terminal from starus display or tactical map screens The last two options use FIRE BUTTON (Spectrum only)



COCKPIT DISPLAY (see illustration) Artificial Horizon

The compose displays the directional ficading 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.

ontal bar displays remaining fiel. The tank is empty when the red bar di This increasing our comparison remaining sets. If the times compary when the record of Oil and Battery Temperature These wook arguiths at the top of the scient display the temperature of your batter oil. When the bor reaches the red zone, I all is critical and the temperature writin will this hind beep tundly our reduce the bjact (by slowing your speed to reduce stimi the battery of by turning off the turby to conserve oil).

Warning Lights The six warning lights at the top of the ceckpit, when flashing red while a be

Ar has sense to a suggest a comparison of the sense of t

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

ADF To Automatic Direction: Fluid (Chef) utility top in artiving at the proper detaination. Therefore, you may want to operatin i plandiately discrabed? (Does programmed, das DB silvers produces to some of your deer you". If you en environ forward and the ADF poons viraght my, you will extractly by hystor target, equations of the compass heating. The ADF silvers produces the will compare the planting of the target of the formation. The ADF silvers produces the will be used to the DD sing, adjurant get refute the Gimon streamation. The ADF silvers produce that the base of the target of target of the target of the target of the target of the target of th

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

A numeric Trealizater et align plays your present altitude in feet. The hand on the claif is securate only within lungs of 60 feet or more (5) feet or more §pectrum and Amsterda J, soue the claigat enginess resulting length and the security and 1 and 6. Spectrum and Amstrad J, Maximum altitude is licitated to 8000 fe. If your altitude is being 200 ft. the own latitude writing light and brazer will sound.

The RPM (revolutions per minure) 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 ill of the blades into cases the novement. The cobard compute system maintain and maintain steady FPM. So optimum RPM's at 2001. No flying can take place tuil RPM is are at or show optimum. At this time the takeoff alert will sound unit the Giano is atforme.

The missile warning lights, to the left of your instrument panel, flash to indicate that a missile inhanding crossed your Grame. A wrating sizes will round as well. U the Right is on, then Rady ruled missile isheading towards the Grame, and chaff must then be used to decay it. If the Right is on, are a Reas seeking missile is headed towards the Grame, and Rates must be used to decay it.

Dweezil McGibbits (no relation to the infiltrator), president and chief executive office at Whizhang, bas this to say about the new GizmoTM DHX-1:

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

The next low tiers are represented by bygons that flash when set to active and are found on the lower left and lower right bottom² the exclusion. Once armed, they can be active and pressing and releasing the **FIRE WITTON** on the joystick. Any or all of these may be damaged or rendered inoperable by enemy fire.

 $\begin{array}{l} \textbf{Cannons} \\ \textbf{The Whitser}^{TM} 20 \mmodel as are armed by pressing the G (gun) key. An energy in the HUD (Heads Up Display) fors hairs may be damaged or destroyed if you firet upon it. You have uplimited annu initian. \end{array}$

Massiles Pressing the R (G64) or M (Spectrum ind Amstrad) (rocket) key arms the Whitzbang Waster¹⁰⁴ air-to-air heut steeking mixailes. 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 listes. These are used to decoy energy heat seeking missiles The lares, made of magnesium, will foot the missile into thinking that the flare is actually your exhaust.

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

Heads Up Display To Display To Display (HUD), Using the last technology available, ressing Hospitay the Heads Up Display (HUD), Using the last technology available, a strongard mange of provide canona' latitude constraints increation and a set with the paster through the costs have model to kee "Musing do not use visible tracking me hods, so you may turn of the HUD if you wish by pressing H again.

The use and use of the Whitzhang WhomperTM turbo hooner. Press the -key to turn it off. Press Ton Spectrum and Amsond to turn rutoboomer on and off. This will give an increase in specif. It also causes the oil to heat up as a very fast rate, or in must be used gauging. When the turbo bonzer is on, the turbo indicator to the cight of the instrument displays howed? If his our success the specific on the specific on the first market and the specific on the specific on the specific onter first market and provide the specific onter the sp

v maper voice Gram^{3,4} Pressing the Wey engreges the Whizhang Whisper^{3,6} (standard equipment on you Gram^{3,4} DHX-1). This effectively alknows the Gramo. Whisper mode must be activa-whenever attempting to make a sector that ling, or effect the order from the Heicorem alter enemy ground personale. When the whisper mode is on, the whisper indicate the right of the instrument display with light up.

Suppose you want to suspend the game ad fishe a break from all this excitement. Switch to either the computer terminal (press tor T key) or the communications acrem (press the t key). Press ary usuasigned key or up to beck note the this of it. Press 3 Spectrum and Americal (Pane) and 4 for the communications acrea. **FIRE BUTT ON** to exit from these outions.

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

THE COMPUTER TERMINAL

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

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

comoing (r. The rat

care: Engine damaged Battery overheated Oil overheated Fuel low Altitude level below 200 ft. RPM deficiency in engine or rote

cases you might want to damage from air comb

ADF

Altimeter

RPM Indicator

Missile Warning Lights

ARMAMENTS

Missiles

Chaff

OTHER FEATURES

Turbo Booster

Whisper Made

Airspeed Indicator

Directional Compass

Fuel Gauge

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 wind the second I Status Display

This represents your Gize 's present status. If any damage has been he screen will be humilished by the where the during has contracted will be highlighted by the during the contract of the during the second sec UPON LANDING

Objective

Fire Button

Stephene Gar

Mine Detector

Your inventory items include:

Sleening Gas

Gas Grenade

Mine Detector

Explosives

t out of there in time, you will be trapped

Information Update

CBM 64 Keyboard

MISSION INTERFERENCE

Sleeping gas Papers Gasgrenade

Guards

Mines

Timer

Johnny "Jimbo-Baby" McGibbits say Never give anyone drugs - they might disappear on you!

ENEMY INSTALLATION STRUCTURES

Papers

Invin ory

Pause

Mission Completed and Leaving

Or OF UN 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

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 seeinned ware new table will be assigned your next task.

nussion Completed and Learning Typo accessfully complex your ground mission, make your way back to the helicoper-Moring into the oxforti section as screen will take you initiate so that you can return home. Typo hume's complex learning may are wait be allowed once the helicoper-concludes to verify that your mission has been completed by paing to the inventory actes. A screing will be displayed when you have completed by paing to the inventory actes. A screen will be only out of the return that the screen pain.

GROUND CONTRACT AND INVENTION TILENS YOU are the mult larger figures on the server. Not have a limit amount of time and the taxe of several helpful devices (your inventory) in help/you complee your mission. Publing the joingit will cause you to may in that direction, using you are buy you have in the server of the server of the server of the server of the server been selected to be used. Note that at the beginning of the ground mission your papers are present with a server.

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 the SPACE BAR to return to the main screen, and your mission.

Johany "Jimbo-Baby" McGibbits says: "Remember boys and girls, never search through others' belongings – at least not they're looking!"

The investory screen allows you to change the active item and displays important investor information. You may velet at an item by moving the curror. Presenthe SPACE BAR gate (or any unsaviged rely), and you silf enture to de main screen. The arehy veletication will be active, and a so indicated at the bottom of the screen. Once you have returns from the investories screene, preseng the PERE BUTTOM scatteres the form you have screeness.

neurone. In addition, important items found during your search will appear in a text line at the bottom of the investory screen. Activation of these items will occur without lawing to select them a sacrise when and where supportient. (Cek Mission Interference and Emeny Installation Structures for details on searching for and the activation of these items).

Steeping crass You have a hidden chaister strapped inside your jacket which contains a colourless, odourless sheeping gas. Anyone sprayed will full to adeep for several seconds and forger whar has happened. Pressing the FIRE BUTTON sprays the gas. You have specially treated noos plags which allow you to breather the gas lammlessly.

Papers These are your fake ID papers. You should activate your papers when a guard tasks to tee them. When that happens, more directly over and stand atto: the guard. If the paper are not arranged univity, more quickly to the investory serves and select them. Resurs to the main screen, and press the TRRE BUTTON. Upon thowing them, the guard will dickle them for the tasks of model" and wild. If they are not of reducing the magnetic serves have been as influence. If they are not of reducing the tasks of the tasks of the task of the task of the tasks of the task of the tasks of the t

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 Tran-Fit^{2m} kulletproof designer jeans. Tanneles style, seantess fit, and safety from close range machine gan fire-all at a searble price."

In the Detector This issued orderst mines. Selecting the mine detector on the inventory strengt enables it to be used whenever you press and hads the FUER BUTTON as you more thready computering. You will have the detector working, Steppings on a mine with the detector activated is harmless and exproses that mines. Stepping on a mine with the detector wittened is that - and stuppid.

Explosives a Epideric by selecting the caplorizes icon on the inventory screen at the terror icon, and then pushing the joyatick up under the main control panel in the control room or under the defix in the bits. Only one from Joy error on is permitted. Upon exciting your last reaching how, an automate control on more way and the selection of the about 20 error of the series of the selection of the selection of the selection of the about 20 error of the series of the selection of the selection of the selection of the about 20 error of the series of the selection of the selecti

Comera Use the camera to photograph any vial documents. To use it property, face the papers you want to photograph and press the **FIRE BUTTON**. Only one picture per room is permitted.

Intermetation Update At the bottom of the investory screen are four graphs which update the following: Spray – how much deeping gas you have left. Explosives – how many charge you have left. Film – how many more pictures you can take with the camere.

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:

Guards Energy useds within the compound are functically logal to the Mad Leader. They are subject to parted octain areas of the compound, and they will carry out their orders unablingly. J Goe of the guards spon you, he may aircose your papers. Hy we do not comply, and are will be set of and guards throughout the compound will chase they you. Within the compound buildings, an electronic key will turn off the attents they are in a will only work once dowing a nations. Find the electronic key, and a line of text on the bottom of the investory screen will cose that you kay be your way to the anneocent cleares. Sund directly in itstor of the set data the wall and grees up on the jogstad, this will cause the electronic lead in your potentian to be insent and the you have is, activation will occur automatically when you puth lowerd. The atarms will be altered.

e antata: Dusiektecompoend buildingt, a talking guard will turn red (from dark grey). You must sublew the guard's directions or rais beng discovered. Running away from a guard wike usklargtor you jiho will fall alseep and forget ever hwring seen you. (But you lad best get out of the start before become stund). (The guard speech speech source he bottom of the streem.

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.

I uner A mission timer is vinble 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 or ever again. Tough heiz' (For have about 25 mission will end and you will have to start or ever have landed width the configure of the compound.) Time is of the essence when asving the word, you suow.

Lendon't Was Parkener Alve Sa Record Database Instale a building you on search through charge and explores for gas generated, scenary building is scenarylined stronge derases. Chefting diguides may be donne help. It you want to way chefting, stand direction in for any a submitted of the scenario scenario and the scenario scenario and the scenario scenario and provide the scenario scenar

M Mine detector E Explosive charge C Camera

Comera

from Currently Active (highlighted by flashing

Press the SPACE BAR to switch to the inventory screen

GROUND CONTROL AND INVENTORY ITEMS

Mapping Unit While inside any of the compound a building, your mini-mapping unit will appear at the bettern of the stream. The compose are in its refressented by the fulfilling box within the mapper stream. All rooms its reformant better with hublingheed doorn. Moving into a new room maps it into the unit's stream. Room are colour coded as follows:

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.

Unone and the Security Room Locked show must be dearknown before you one mere these rooms. To unlock all the down in the energy compromed, you must first find the security card (wards for its) With it in your possession, you can analeke the down. To anyo have how found it, a list of elect will appear on the bottom of the inversory strene ionization that its in your possession. Now, find the security room. It is the room with the lock stams in discorter gives on the walland appeared its directly below. To make, the shows, annel directly its first of the security and its only press the pixelity on the lock stams in the lock stams in the method and a press the pixelity of the will be elect stams in the particular item to be nither. If you have it, activities will be card that its the and updaty of electricity. The lock starts in discarding list one in the compound are locked, and green when the doos are open,

"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 [OHNNY] Johany "Jiano bayli' Michibin - upwa rakin, anch histopter pilot, ballinits expert, engineer, entromypea, politika, morie scor, nok aux, winhledes motorydis, explorter, kanter expert and dord-any-recal ansend nice gay upwa: "If you've enjoyed this game, try some of U.S. Gold's other fine products..." "Hey wit a manue, 1 sover and that!" Conce on Johnsy of an hale a score. We're currently negotisting with your sgest..." I don't cure Ureil Jose the cash, you don't ga': yeep out of me! I'm telling..." "Hease, planes, shifth. Deark to a turiticatify sop of it for everybody." "Tough ours to you! Cheis, HEY CHRIS – they're trying to poll a fast one on s..."

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ACE OF ACES

2 Left Hand View (p Bomb Bay SPACE BAR Fause P Right A Down @ Fire (Amsurad)

All screens from Commodore Disk version - screens may vary on other compute

KEYBOARD CONTROLS SPECTRUM AND AMSTRAD

All cassette versions are multi-load, follow screen prompts for instructions.

CONTROL FUNCTIONS (for Commodore versions only)

• Restart the game by pressing F1 or the RESTORE key.

· Toggle the sound on and off with the F3 key.

You may see your current status and pause the game by pressing SPACE BAR or F7.

Use F5 key to abort the mission and set the compass marker to return

Oncethe load is completed your Group Captain wholfer you the choice of PRACTICE or MISSION(S). Makes your selection by moving the joyatick UP or DOWN. Pash the FIRE BUTTON to confirm your choice.

If you select PRACTICE the program will immediately load the game. When the load is completed you will be airborne over the English Clannel. You must engage and destroy eneny aircraft. When you're out of ammanition oi fuel, or badly damaged return to home

Use the practice mode to familiarise vourself w(3) the aircraft and its controls. To successfully complete PRACTICE, return to high as base intact.

MIDSIDUPS As perspective Ace of Aces, you may relect any nimber of naisiens. Chaose a mission with the ponner (byrotic UPDOWN, FIRE BUT TON to salect). Alter bigliphting the adjacent hor, more pain to "Begin Game", and hot IFRE BUTTON. You will then presented with "hccrqf" or "Begin". If you choose to "Accept" you will then be presented with a br INTELLIGNCE REPORT.

In transmission of the test of the second se

automation on weather conditions, recommended weapons and larget sequence. Following the Intelligence Report, a Mission Map will display the location of major critie and targets. After you leave the Mission Map will be presented with the Bombardier View of an empty bomb bay, ready for weapons loading.

LOADING YOUR PLANE WITH AMMUNITION AND FUEL

Now you are ready to arm your Mosquito based on your choice of targets and the Instillence Report, i.e. if you choose to engage only ensemy bombers and their fighter support, you'll want your Mosquito to be light and maneouvrable. Therefore, concentrate on a maximum load made up of rockets and can non.

If your targe(s) are U-Bont and Trains, you'll want to hef up your bonh hud with a minimum of canona and/or nocken. Upyow matt to lake can a Ance Al-Ance Santau by showsing all four missions, then you'll want to carefully stick your choice of weapons based on your banking and dag fight capabilities and the intelligence Report. More the yellow too around to aclear tense by pressing up or down on the jourisk. If you with to add c ranka bonks, bocken caroons, more hegiven bonk to adjacent

you with orded or unbitrate Demons, some of the poly set stope you from ridding further Poles on minus" sign. Dete you have seached massiegum lead, the poly set stope you from ridding further message

weupons. Use the + and - signs to add fuel tanks for long-rune missions, i.e. U-Bost. Once you're armed, hit "Done" and takeoff sequence begins! Now you're airborne on a teal mission. First check with your navigator to make sure write or a surres.

While in the airst change views by giving the fire button two quick taps. Then push the joystick in one of the directions as outlined below. You may also type the appropriate number key.

AT IFICAL

Vour initial compass heading is South. Change course by pushing joystick left or right. The compass reading will reflect your new dire ion. The dark line on the compass indicates the correct heading for the next traget. After all targets have been eliminated, the final heading will be to your home base.

The radar 'sweep screen' on the extreme right indicates the enemy sucraft's relative distance from you.
 The vertical dial indicates the enemy sircraft's relative altitude to you.

INFERCTION Your "intercont" icon indicates trouble gosts in the aircraft. When the intercont blink in the FIRE BUTTON twise and more isynsicit, tward trouble spot a described howe. Practice cycling through the positions. Learn how to more smoothly to the different position.

Centre icon blinking, indicates a call from the bombardier that enemy ground target is now in sight.

Right: Starboard View or press 3 Down: Navigator View or press 4 Centre: Bomb Bay or press 54

±A 1= AAA

son, control room, etc)

Red - designates a room of great importance (p

Doors and the Security Room

w "limbo-Baby" McGibbits says:

A FINAL WORD FROM JOHNNY

Front View Right Hand View (starboard) Map Left Up Fire (Spectrum)

SELECTING A MISSION

INTELLIGENCE REPORT

WEAPONS SELECTION

Double Click and: UP: Pilot View or press 1 Left: Port View or press 2

Pilot's View (Front)

Compass

Radar There are two radar indicators:

AIRCRAFT CONTROLS

PRACTICE

MISSIONS

0 Q X

Blue - renze

Searching Chests

Gruen - designates the building entrance or an elevator

ents a room of no special importance.

Airspeed

Altitude

Artificial Horizon

Throttle (RPM)

Booster (Pitch)

Fire Extinguisher

Landing Gear

Trim

Fuel

Flaps

NAVIGATOR'S VIEW

11

ROMBARDIER'S VIEW

Fuel Drop Switches

Drop when indicating empty to improve fuel economy.

Guns/Cannon Switch

Switch open to see enemy target

Bomh Bay Door

- 33 33 1.-

+ -211"

TRAIN

U-BOAT

V-1 Buzz Bombs

STATUS SCREENS

Bombers

SCORING

Train Cars POW Cars Engine

© 1986 ARTECH

TIPS

pons choice depending

STRATEGY

This dial indicates your airspeed. In the above diagram it is set at 100 mph. Adjust from the engineer's view with boosters and throttle or careful use of flaps.

This dial indicates your altitude. The above diagram shows it set at 2,000 feet. Adjust by pushing up or down on the joystick from the pilot's position.

This dial represents your angle relative to the fixed horizon. When the plane is angled, you will turn. When the plane icon is in black, you are descending. When icon is in white,

<u>'''</u> Π΄

To change throttle settings, place the joystick diamond above the RPM dial. Hold FIRE BUTTON and push joystick UP or DOWN to select setting.

Price pysick diamed above the boenter dial and adjust similar to throttle. The throtdes and bootners function together. The throttels are like the accelerator on a car. The bootness (which counted her and eer pitch of the propher bials) are like the get of a car. So booth high for top speed. The pyround be in balance for efficient use of power and fuel and to avail or exervirus.

to avoid nord-serving. An engine in over-serving if the RPM needle is in the red 200e. Reduce throttle immediately. If it work (reduce, then the engine is on fur. To prevent first from spreading, use the first entangenisher. If the Booster does not match the throttle then the engine will either runs away (over rev) or gat longed down (to high a gar).

• at Examplession (possible diamond over the fire excinguisher. Hold FIRE BUTTON down an once the joyick's the RIGHT. Use excinguishers with care. Once as engine is doused, it's permanently out. After you have lost an engine you must adjust thin to maintin a serie course.

Landing user and a set of the set

This indicates the amount of petrol remaining. Check startus frequently, especially on long range missions. When a and is empty, move to homb bay to view. Using the joyates move the diamond curror over the field tank registerica genery on with the **FIRE BUTTOM** store, threw drop lever. Reducing the load by dropping empty tanks awar remaining fact.

Traps To move flaps up and down, place joystick diamond over flap lever, depress FIRE BUTTON and move joystick UP and DOWN. Use the flaps to lose speed quickly Caution: this may cause damage to aircraft.

The map will reflect the information provided in the Intelligence Report. This includer target locations, enemy strengths, strategies and their destinations.

ck map frequently. Watch icon movement: Get familiar with their respective speeds. - challenge it to intercept the Train, Bombers and V-1 reckets before they needs their initianism and to detroy the U-Boat pen before the energy subs set out to attack Allied wys in the North Adamic.

convoys in the North Adamic. Note: The fastestroute is always a straight line from takeoff to target. The black marker line on the PiloV's compass indicates the correct heading and therefore the fastest ro Keep that marker centred on your compass and follow your progress on the navigator's

TACTICS

Creck Noriginos's map to determine when you are in general area of energy traget. Decrease stillede to 1,000 from otels and stari toped to 100 mph. Open bomb by does when you are over any, you should be enough upon 1,000 for the boken oil yagain Joynick (LPDODW moves the bomb sight correspondingly in order to line up ages point). LeFF2000F1 moves the target moves used regression were used to the bomb sights, port FB000F1 moves the target move used regression starts.

TKAIN *j* The POW is enrouse to Berlin. You must stop it and free the POW's on board. Aim af cars labelled with iron cross. A woid Red Cross POW cars. Points are deducted if POW cars are bombed.

The U-Basis are preparing an attack on North Attentic shipping. Stop them before they launch. Once you have opened your bomb bay door, the U-boats will be alreaded to your presence and begind twing. Consequently each of the U-boats will be increasively smaller and more difficult to him.

Note: Once underwater, they will not re-surface for the duration of your mission so be

cross hare turns red when in range of energy surger. Push joystick UP/DOWN/LEFT/RIGHT to centre target in sight, (i.e. fly your plane till note points at energy).

nose points is energy). To swrite, from canno to noder go to bomb hay screen and posh switch BGHT or LEFT, you get double point for destroying energy air targets with nodets. Energy fighters statek nonloonly without warning. One as energy fighter tarns up to main your phine could like eroot on team you. MUST down the energy fighter bitter he gets you. And make it quicks, you're berning up fail. Energy fighters all makes hit greerer numbers failer you struck at their Train and

Stop the V-1's before they launch on London. V-1's are slower than fighters but if they're too close to your aircraft when exploded, the shrapnel may damage your Mosquito.

Don't double click when firing, you may accidentally change screens. With a full load of bombs you may need extra speed in order to climb.

Your simplane will speed up as you drop bombs and fuel tanks. The extra weight and drag is removed. Keep this in mind when bombing U-boats and Trains.

- 100 - 150 - 250 +200 - -200 - 500

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tarus and pause the game by pressing the SPACE BAR

Rocket Kills – Double Cannon Kill Safe Return – 2000 Extra Bombs – 50 rockets – 30 fuel – 10 cannon – 10

DOG FIGHT/BOMBERS' TACTICS Cross hair turns red when in range of enemy rarger

Stop the bombers before they reach London.

t only one crack at the POW train so be precise about altitude and air speed

Bombing U-Boats/Trains

4 SUBS

STORM CLOUDS

of each weapon you have remain

DOMB BAY

FUEL TANK DROP

8 A A

------ YOUR PLANE

Bombers

Trini controls the radder and therefore the direction of the aircraft. Place joystic over trim lever and move the joystick UP and DOWN with FIRE BUTTON pro adjust trim and setting and maintain desired compats heading.

vellers of the Mos

ENGINEER'S VIEW (Port/Starboard - sides)



2 Tactical Map

2 J Sectual map The up of the screen houses is small computer screen with a digital restoru. The manerical value is your calculated ADF frequency. Gec Communications for more details). The large gridded map is an ancient map of the Constary. Your product within The Constru-in displayed by a flashing sphere with a shadow understath. The distance between the sphere and the shadow opperents your value for your programmed the ADF, a small flag will appear on the map is well. This is your destination. This display can b used to describe your relative position to your destination. This display can b used to desting your relative position to your destination. This display can b used to desting your relative position to your destination. This display can b used to desting your relative position to your destination. This display can b used to desting your relative position to your destination. This display can b used to desting your relative position to your destination. This display can b used to desting the sphere the starts and you for the sphere the starts and the shadow of the start of the starts and the start of the starts and the start of the starts and the start of t

COMMUNICATIONS

Johnny "Jimbo-Baby" McGibbits says: "If you blow the mission , you can forget about the film rights. But hey, you're be I love ya'. Let's do lunch."

The Whizhang Gizmo¹⁴ DHX-1 is equipped with the kind of highly sophisticated communications equipment that is often necessary for the successful completion of mainsien for which this nation has been represented designed. Pressing the "key on the keyboard takes you from the occlepti dighly to the communications terminal (which is located on the kit of the occlepti ensures). Be careful, this system can be destroyed by enemy fire. The system is used at follows:



Press A to program the Automatic Direction Find (ADF). Type in th from the ractical display, ignoring the decimal point. Your ADF is no You do not have to program it again unless the numbers were entered ADF will not function properly if the values are incorrect. Press S1 to go into send mode. Send mode allows you to send message is now programmed. tered incorrectly. You

• Press Sto agointo stard mode. Sand mode allows you to send messages to other aircmá or to grand ortudelle. One ty out are itsed mode you to you for messages to the area up of the screen en the Community. No punctuation is allowed. Use the DEL(ZTE) we (No & Spectrum) is backspace. Terming RETURE storage the message to their notter starcaft or to aground controller (an approprinte). The flashing S or R represents the current Sand or Reactive status. Press the SPACE BAR to return to the cockput view. (FIRE button Spectrum).

Dweezd McGrbbits (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 Gizmo⁷³⁴ DHX-1:

e up the corporate rungs the hard way. I inherited. Why I can recall when my started this business back in '39...'

OTHER AIRCRAFT

A structure of the stru There is the they bype is of their attractif: the inlead, the elenty, and the manue, Upon econouting moder attractif, your one determine whether is a friend or an energy. Since there are no distinguishing marking on your abig, and because histoparer are not an attractif all how or The Gouzaw, other gives all how the distinguishing the low of a strategiest and intentions by adding to you via the communications system (setting and recreating energing). The shead how or the course, or press the 3 key (4 Spectrum and Antractif, Once on the communications energy ress the 1 key (4 Spectrum and Antractif, Once on the communications energy ress the 2 key (4 Spectrum and Antractif, Once on the communications energy ress the 3 key (6 Spectrum and Antractif). Once on the communications energy ress the 3 key (6 Spectrum and Antractif). Once on the communications energy ress the 3 key (6 Spectrum and Antractif). Once on the communications energy ress the 3 key (6 Spectrum and Antractif). Once on the communications energy ress the 3 key (6 Spectrum and Antractif). Once on the communications energy ress the 3 key (6 Spectrum and Antractif). Once on the communications energy ress the 3 key (6 Spectrum and Antractif). Once on the communications energy ress the 3 key (6 Spectrum and Antractif). Once on the communications energy ress the 3 key (6 Spectrum and Antractif). Once on the communications energy ress the 3 key (6 Spectrum and Antractif). Once on the communications energy ress the 3 key (6 Spectrum and Antractif). Once on the communications energy ress the 3 key (6 Spectrum and Antractif). Once on the communications energy ress the 3 key (6 Spectrum and Antractif). Once on the communications energy ress the 3 key (6 Spectrum and Antractif). Once on the communications energy ress the 3 key (6 Spectrum and Antractif). Once on the communications energy ress the 3 key (6 Spectrum and Antractif). The sector of the sector

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

OVERLORD (year ID on a centry) After repeating the distinfution of a coher aircraft, examine the response for a code name. What repeating the distinfution of a coher aircraft, which are an example of the distinguishing of the coherent of the coherent of the coherent of the coherent of the distinguishing of the coherent of the coherent of the coherent of the batte that will late unit on or of you is destroyed. Or, by the vary, we were that kind galaxies the main coherent of the coherent of the infigures plots have sampled from the strain, and it reach dense in figures relation to the split of the coherent. The will also put the strain, and it reach dense in figures relation of agains 1 former. There will also gata character and and the strain of the strain split of the strain split of the strain split is a strain of the strain split is a strain of the strain

ample friendly names: WHIPPLE and HAYMISH

Sample enemy names are: BOOMER and SCUM



EQUEST ID REQUEST ID WHIPPLE REQUESTING IDENTIFICATION INFLITATOR GOOD LUCK JOHNNY REQUESTING IDENTIFICATION SCUL REQUESTING IDENTIFICATION OVFELLOR VOLLARECLEARED TO PROCEED

You: Other: You: Other: You: Other: Other

- Other
 FLOURKECLEARED TO PROCEED

 You:
 REQUEST ID

 Other:
 HAY MISH REQUESTING IDENTIFICATION

 You:
 OVERLORD
- (Wrong code name response! The other aircraft will begin to attack).

LANDING PROCEDURES

LANDING PROCEDURES
Once you have irred at your assigned destination, you will have to land to continue
your mission. To land sidely you must make sure of the followage:
1. Your speet is heven all honts and 0 fonts.
2. The artificial hontzon is level and you are an banking
3. Your steel of descent is a minimum.
Once you have discered is a minimum. Win unit your alliands ir preduced to and
Grand abake and dhampi loadly as it liss the ground. Liyou have discered is a final minut.
Once you have discered and hontson. Win unit your alliands ir preduced to and
Grand abake and dhampi loadly as it liss the ground. Liyou have landed at the proper
distantion, as propriored for the ADP (the ADP found posterial in the first preduced to 0 and
Grand abake and dhampi loadly as it liss the ground. Liyou have landed at the proper
distantion, as propriored for the ADP. (the ADP found posterial in the first preduced to 0 and
Grand abake and dhampi loadly as it liss the ground. Liyou have landed at the proper
travel mode regarged to land without warning as cereany.
Thake Grand grand, do out hank, scelerate, or spin or you may erash.
While on the erased, do out hank, scelerate, or spin or you may erash.

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

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

WAYS TO CRASH

n AL3 U CKASMI As an experienced plate, you know that helicopter liping is a very dangerous activity. Even shough we have an Whizhang have tried to incorporate every adary fasme imaginable into our Whizhang Giano¹⁰⁰ DHX-3 knack Coopper, there are still a fee situations in which the unblichate can import. So hilds show it, and the careful. On the adves of legal counsel the following discluting is included with every Gizmo¹⁰⁰ DHX-1:

Whizburg Enterprises, and its corporate officers, makes no guarantee to the purche or putor of ANYTHING, other than that your cheque will have cleared before delives and that we are not responsible for anything that may happen after purchase (are it is good, then we will take full credit, and we reserve the right to feature it in future

Specific reasons for "early retirement are:
 Incorrect takeoff
 Incorrect landing
 Too much damage
· Engine damage from enemy missile fire
· sugare domage trem enterily income rate

- Overheated oil (excessive use of turbo)
 Overheated oil (excessive use of speed)
 Out of fuel
- oing something really stupid (which includes most of the abs

Note that if you crash (even though you've been told not tol), you will start the ase mission again from the beginning. If you stop lating after having successfully compare a mission, you will have the chicks: to start from crasted to to start a new transmittent mission have you load the gene again. You cannot, however, emback on a new mission before completing the previous new.

Dweezil McGibbuts (no relation to the Infiltrator, president and chie here at Whizbang, has this to say about the new Gizmo^{7M} DHX-

Warranty? er, unm ... You don't really need one of those. That's for sissies. Here, et me show you the new passenger seat restraints..." The McGibbits Guide to Ground Installation Infiltration

POCKET EDITION