INFILTRATOR™

AIRCRAFT REQUIREMENTS

To take off in your Whizbang Gizmo™ DHX-1 Attack Chopper from Home Base, and start one of your soon-to-be-legendary missions, you will need the following:
- An Atari® 800XL™, 130XE™, or 65XE™ computer
- A disk drive
- A monitor or TV (color recommended)
- A joystick
- A sense of adventure, a lust for danger, and 42¢

PREFLIGHT CHECKLIST

1. Insert your joystick into controller port 1 of your computer.
2. Turn on your monitor or TV, and the disk drive.
3. After the disk drive "busy" light goes off, carefully insert the *Infiltrator* disk, label side up, into the disk drive and close the drive door or latch.
4. Turn on your computer. The program will load into your computer's memory.
5. Put on your goggles, throw your pilot's scarf over your shoulder, wave to your adoring fans, and get ready to DO SOMETHING!

OVERVIEW

Your general goal in each of three separate missions is to fly the helicopter behind enemy lines to a specified spot and land safely, complete a ground mission within the enemy installation, and then fly back to Home Base. All three missions follow this same sequence, although specific destinations and goals change as described in the on-screen mission briefings that appear before each mission begins.

If you crash the helicopter, you'll have to start the mission all over at the landing pad, even if you crash on your way back home after completing the ground mission. For the ground mission itself, you have five "lives," or chances, to complete the ground portion of the mission successfully. If you fail five times, the entire mission starts over at the helicopter landing pad.

If you complete an entire mission successfully—including the flight to enemy territory, the ground mission, and the flight back home—your progress will be saved automatically on the program disk. Thereafter, you'll always be given the option to begin the next mission, or repeat any mission that you have completed already.

PILOT STUFF

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

Joystick Control

The joystick controls all helicopter movement.

Climb: Pull back on the joystick.
Dive: Push forward on the joystick.
Accelerate: Hold the joystick fire button down and push the joystick forward.
Decelerate: Hold the fire button down and pull back on the joystick.
Bank left: Push the joystick to the left.
Bank right: Push the joystick to the right.
Spin left: Hold the fire button down and push the joystick to the left.
Spin right: Hold the fire button down and push the joystick to the right.

Keyboard Control

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

B turns on the **b**attery
S initializes the computer and communications **s**ystems
I turns on the **i**gnition
G arms the cannons (**g**uns)
R arms the heat-seeking missiles (**r**ockets)
F sets the **f**lares for use
C sets the **c**haff for use
H toggles the **H**eads Up Display (HUD)
W toggles **w**hisper mode
* brings up the communications screen
T brings up the computer **t**erminal
+ turns the turbo booster on
− turns the turbo booster off

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

QUICK FLIGHT INSTRUCTIONS

- Press the **B, S,** and **I** keys to get the chopper started.
- When RPM's reach 2300 or more, pull straight back on the joystick to lift off the pad. Keep the joystick pulled back until you reach an altitude of at least 600 feet.
- Get the proper ADF heading for your mission. To do so, press **T** to bring up the computer terminal screen, then press **2** from the computer terminal screen to bring up the tactical map. The correct ADF heading appears on the tactical map screen. Press the **space bar** (or any unassigned key) twice to leave the tactical map and return to the cockpit view.
- Set your ADF heading. To do so, press ***** to bring up the communications screen, and then press **A** to activate the ADF field. Next, type in the ADF heading numbers, but don't type the decimal point. Press the **space bar** to

return to the cockpit view.
- Maneuver the joystick until the pointer on your ADF dial points straight up, indicating that you are pointed toward your ADF destination.
- To accelerate forward, hold down the joystick fire button and push the joystick forward until you reach 450 knots as indicated on the air speed indicator.
- To double your air speed, press + to turn on the turbo booster.
- To pause during a flight, either press * (communications screen) or **T** (computer terminal). Action is suspended while either of these screens is displayed.
- When you see other aircraft, act quickly to avoid a battle (see the section in the manual entitled "Other Aircraft" to find out how to deal with other pilots).
- Keep your eye on the warning lights at the top of the screen. The warning lights alert you to conditions that require immediate attention. If the **"B"** warning light flashes, slow your speed to reduce strain on the engine until the battery cools down. If the **"O"** warning light flashes, either press the − key to turn off the turbo booster or, if you have activated Whisper Mode, press **W** to deactivate it until the engine oil cools down (make sure that you're above 200 feet if you deactivate Whisper Mode).
- As much as possible, keep the pointer on the ADF dial pointed straight up to keep you on course. You may find yourself overcompensating with the joystick in an attempt to right your course until you get used to things. Monitor the ADF dial closely as you fly.
- When you reach the ADF destination, the ADF dial spins wildly. (See the section in the manual entitled "Landing Procedures" for details about how to land.)

GROUND MISSION STUFF

After you fly to the correct location behind enemy lines, land your chopper safely, and follow the on-screen instructions, your point of view changes to an overhead perspective of the helicopter at the landing site, with the Infiltrator standing next to the chopper. From here, you embark on a ground mission within the Mad Leader's installation. Your specific objectives within the installation are described in the on-screen briefing that appears before you start up the chopper at Home Base.

Most of the really important ground mission stuff takes place in the buildings within the complex. You'll need to search the buildings for security cards that unlock doors, electronic keys that turn off alarms, and a host of other useful items. You'll also be looking for specific locations in which you must carry out the particulars of your mission. It is advisable to draw yourself a map of the installation and buildings as you go along and chart your path when you discover locations that are required for the successful completion of the

ground mission. A hand-drawn map can save you a lot of meandering when time is of the essence.

Your time is limited. If you don't complete the entire ground mission before the on-screen clock counts down to "0:00," it will cost you one of your "lives." You have five lives (or chances) to finish the mission. Whenever you are captured by enemy guards, step on an undetected land mine, or run out of time, you lose one life, and you must start the ground portion of the mission over from the chopper landing site. If you lose all five lives, you must begin the entire mission over from the helicopter landing pad at Home Base.

The inventory screen, reached by pressing the **space bar**, displays a message to inform you when a ground mission is successful. When the ground mission is complete, return quickly to the landing site and walk the Infiltrator into the chopper's door. You'll find yourself back in the cockpit, ready to begin the flight back to Home Base. The ground mission controls are as follows:

Movement   YOU are the small, dark gray figure on the screen. Move by pushing the joystick in the direction that you wish to go. To enter a building, simply "walk" the Infiltrator through the building's door. Inside the buildings, search the furniture for items that you'll need during the mission. Only the furniture on the far (back) wall can be searched. To search the furniture, walk the Infiltrator up to the furniture with his back facing you, then push and hold the joystick forward until an on-screen message tells you what was found.

Inventory   Also, you can use the joystick to select items and the fire button to use items from your inventory. An inventory item must be selected as the active item before it can be used. The item that is active currently is listed at the bottom of the main game screen.

To see what's in your inventory or to pause the game, press the **space bar.** The clock stops running while the inventory screen is displayed. To select an inventory item from the inventory screen, use the joystick to move the flashing rectangle until it frames the desired item. Or, to activate inventory items without having to bring up the inventory screen, use the keyboard controls given in the next section. To return to the main game screen from the inventory screen, press any unassigned key.

To use an inventory item after you select it, press the **fire button.** Note: When you use certain inventory items, you won't be able to move the Infiltrator for a few seconds while the effects of using the item take place.

Keyboard Inventory Control

To select inventory items from the main game screen rather than the inventory screen, use the following keyboard controls:

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

SPECIFIC TO THE ATARI

Some minor discrepancies exist between what is described in the enclosed manual and what actually appears on your screen. These discrepancies are detailed below.

- **Oil/Battery gauge:** The manual indicates that the oil or battery are overheated when the indicators on the respective instrument gauges reach the red zone. In this version of the program, the oil or battery are overheated when the indicator reaches the white zone of either gauge.

- **ADF indicator:** The manual indicates that the ADF flashes black and white when you have reached the correct landing area. In this version of the program, the ADF spins and flashes when you reach the correct landing area, but it doesn't flash black and white.

- **Lock Status indicator:** The manual states that the Door Lock Status indicator, located in the room in which you unlock all doors in the complex with the security card (ground mission), is colored red when the doors are locked and green when the doors are unlocked. Instead of a color difference, in this version of the program the Door Lock Status indicator flashes when the doors are unlocked.

MINDSCAPE

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