

**INFILTRATOR**

# INFILTRATOR

**By Chris Gray**



**Mindscape, Inc.  
3444 Dundee Road  
Northbrook, IL 60062  
An SFN Company**

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# TOP TOP TOP TOP SECRET

message to

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

Re The destruction of the world (at least) STOP

Captain STOP

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

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

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

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

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

**Whizbang Enterprises  
Introduces the  
Gizmo™ DHX-1 Attack Chopper  
"The Snuffmaster"**

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**OWNER'S FLIGHT  
MANUAL.**

## **Welcome to the Whizbang Family**

You should be feeling pretty good right now.  
You've just purchased a Whizbang Enterprises

**Gizmo™ DHX-1 Attack Chopper**

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

Welcome once again to our family.

We think you'll like it.

---

Whizbang Enterprises' crack staff of Gizmo™ creators:

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



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

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

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

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

**At Whizbang, beauty is skin deep**

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# TAKEOFF PROCEDURES

Upon entering the cockpit of your Gizmo, you will find yourself facing an ultra-sophisticated array of controls. Through the windshield you can see the Home Base. At the bottom of the screen, note your hands holding the control sticks which control the movement of the copter. You might wish to take off after you finish admiring your manicure, so here are the instructions.

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

---

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

# THE CONTROLS

**Joystick** The joystick controls all of the movement of the helicopter.

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

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

To **accelerate**, hold the button down and push forward

To **decelerate**, hold the button and pull back

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

To **bank right**, push to the right

To **spin clockwise**, hold the button and push to the right

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

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

**B** turns on the battery

**S** initializes the computer and communication systems

**I** turns on the ignition

**G** arms the cannon (guns)

**R** arms the heat seeking missiles (rockets)

**F** sets the flares for use

**C** sets the chaff for use

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

**W** toggles whisper mode

**\*** changes the view to the communications system

**T** switches the view to the computer terminal

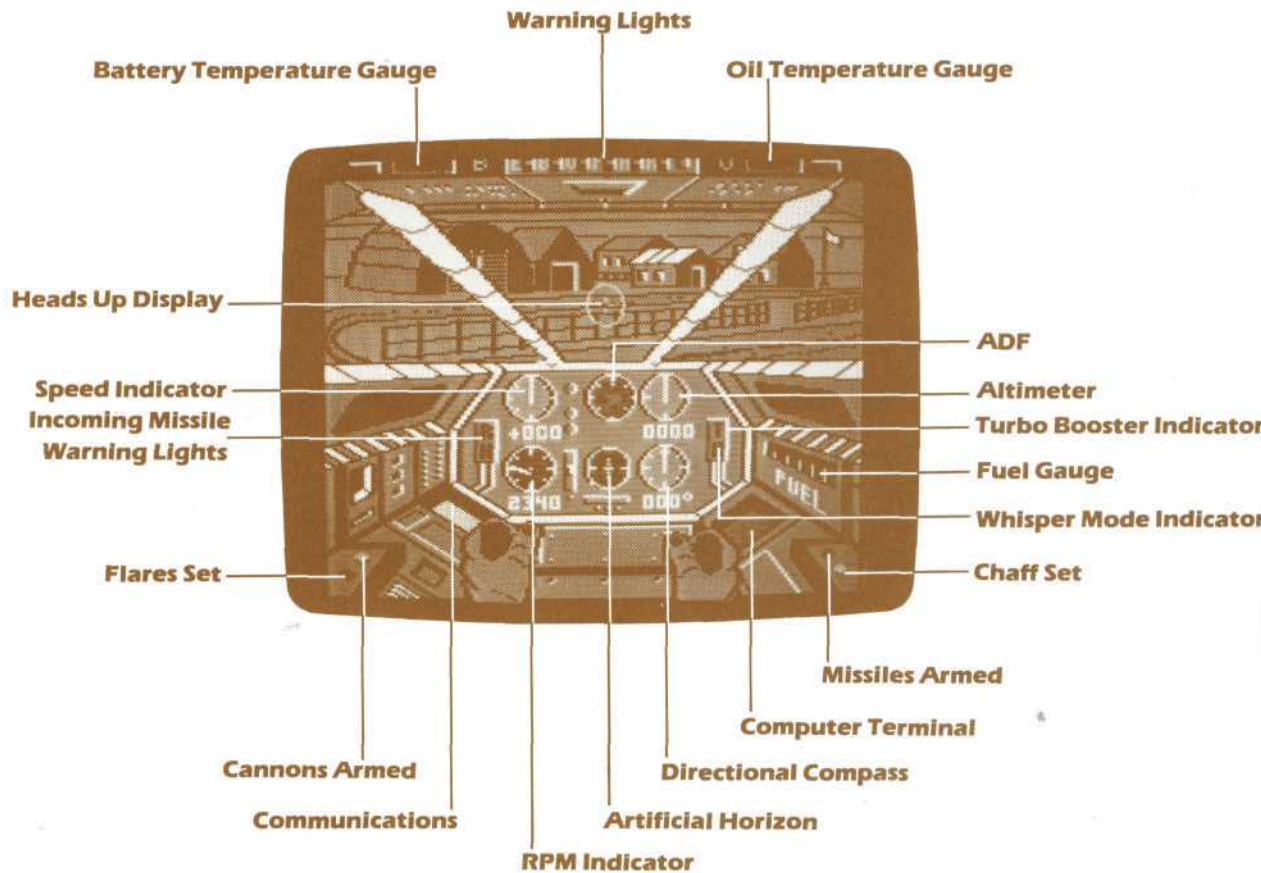
**+** turns the turbo booster on

**-** turns the turbo booster off

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

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

# COCKPIT DISPLAY



- Artificial Horizon** The artificial horizon indicates your present attitude (degree of tilt or bank) and indicates whether you are climbing or diving by the location of the horizon line in relation to the stabilization point. The rate of climb and dive is also displayed by the artificial horizon. If the artificial horizon is level and centered in the gauge, you are flying straight and level.
- Directional Compass** The compass displays the directional heading of the Gizmo in degrees, shown in both analog and digital format. The dial is accurate within 23 degree increments; the digital readout is accurate to smaller values.
- Fuel Gauge** This horizontal bar displays remaining fuel. The tank is empty when the red bar disappears.
- Oil and Battery Temperature** These two bar graphs at the top of the screen display the temperatures of your battery and oil. When the bar reaches the red zone, heat is critical and the temperature warning lights will flash and beep until you reduce the heat (by slowing your speed to reduce strain on the battery or by turning off the turbo to conserve oil).
- Warning Lights** The six warning lights at the top of the cockpit, when flashing red while a buzzer sounds, indicate:
- Engine damaged
  - Battery overheated
  - Oil overheated
  - Fuel low
  - Altitude level below 200 ft.
  - RPM deficiency in engine or rotors
- The warning lights will alert you to any noteworthy status conditions that require immediate attention. You have some direct control over the **B**, **O**, and **A** warning lights. The **E**, **F**, and **R** lights refer to problems that cannot be corrected mid-flight. In these cases, you might want to reach your destination as quickly as possible and avoid any further damage from air combat.

**Airspeed Indicator**

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

**ADF**

The Automatic Direction Finder (ADF) will aid you in arriving at the proper destination. Therefore, you may want to program it immediately after takeoff. Once programmed, the ADF always points towards your destination. If you are moving forward and the ADF points straight up, you will eventually reach your target, regardless of the compass heading. Moving off course will cause the ADF to spin, adjusting itself to the Gizmo's orientation. The ADF will move only when you spin the helicopter or when you bank. To correct the orientation of your helicopter so it is heading toward the destination, you can either spin the copter (for minor heading changes) or bank (for more drastic changes in direction).

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

---

**W**hat Johnny McGibbits, ace copter pilot, and known throughout the world as the Infiltrator, has to say about the new Gizmo™ DHX-1:

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

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

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

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

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

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

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# ARMAMENTS

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

- Cannons** The Whizbang Whizzer™ 20mm cannons are armed by pressing the **G** (gun) key. An enemy in the HUD (Heads Up Display) cross hairs may be damaged or destroyed if you fire upon it. You have unlimited ammunition.
- Missiles** Pressing the **R** (rocket) key arms the Whizbang Waster™ air-to-air heat seeking missiles. An enemy must be visible to be hit, but it doesn't have to be in the cross hairs. You are limited to four (4) missiles per mission.
- Flares** Pressing the **F** key sets the flares. These are used to decoy enemy heat seeking missiles. The flares, made of magnesium, will fool the missile into thinking that the flare is actually your exhaust.
- Chaff** Unlike heat seeking missiles, radar guided enemy missiles must be deceived by dropping strips of metal into the sky, creating a fake radar image of the Gizmo. Pressing the **C** key sets chaff for dropping.

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



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# OTHER FEATURES

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

**Turbo Booster** Press the **+** key to turn on the Whizbang Whomper™ turbo booster. Press the **-** key to turn it off. The turbo booster will double your present speed (to a maximum of 900 knots). It also causes the oil to heat up at a very fast rate, so it must be used sparingly. When the turbo booster is on, the turbo indicator to the right of the instrument display will light up. The turbo can be made inoperable if hit by enemy fire.

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

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

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**W**hizbang Enterprises. We're with you all the way.\*

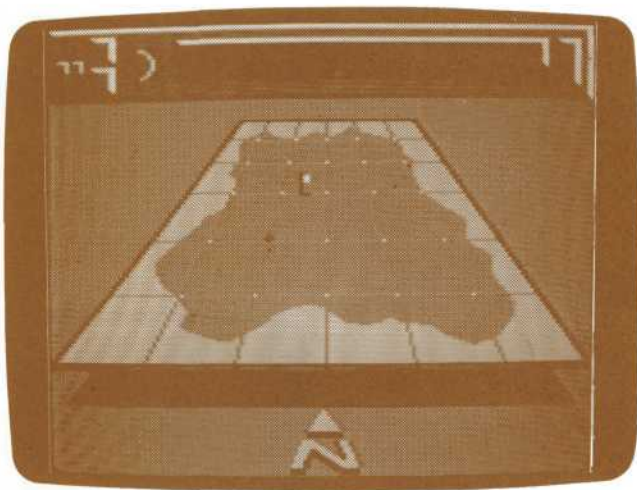
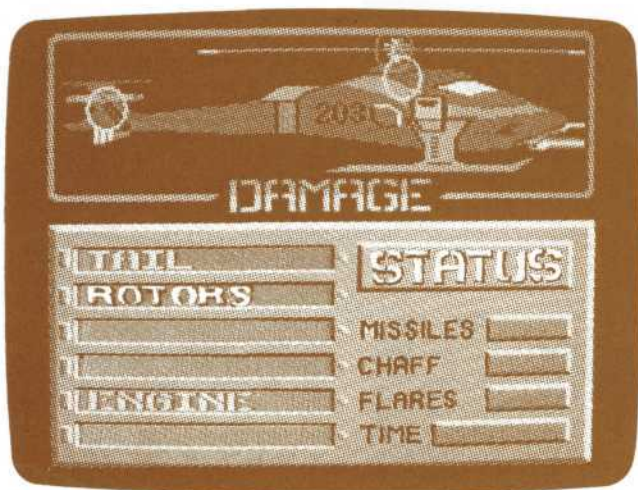
\*Applies only within our national boundaries.

# THE COMPUTER TERMINAL.



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

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



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

**2 Tactical Map** The top of this screen houses a small computer screen with a digital readout. The numerical value is your calculated ADF frequency. (See Communications for more details.) The large gridded map below is a tactical map of The Country. Your position within The Country is displayed by a flashing sphere with a shadow underneath. The distance between the sphere and the shadow represents your altitude. If you have programmed the ADF, a small flag will appear on the map as well. This is your destination. This display can be used to determine your relative position to your destination at any time during your mission. Press the **space bar** to return to the main terminal.

# COMMUNICATIONS



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**J**ohnny "Jimbo-Baby" McGibbits says:

**"If you blow the mission, you can forget about the film rights. But hey, you're beautiful. I love ya'. Let's do lunch."**

The Whizbang Gizmo™ DHX-1 is equipped with the kind of highly sophisticated communications equipment that is often necessary for the successful completion of missions for which this machine has been expressly designed. Pressing the \* key on the keyboard takes you from the cockpit display to the communications terminal (which is located on the left of the cockpit screen). Be careful, this system can be destroyed by enemy fire. The system is used as follows:

- Press **A** to program the Automatic Direction Finder (ADF). Type in the three numbers from the tactical display, ignoring the decimal point. Your ADF is now programmed. You do not have to program it again unless the numbers were entered incorrectly. Your ADF will not function properly if the values are incorrect.
- Press **S** to go into send mode. Send mode allows you to send messages to other aircraft or to ground controllers. Once you are in send mode, you may type messages at the top of the screen on the Comm-bar. No punctuation is allowed. Use the **DEL(ETE)** key to backspace. Pressing **RETURN** sends the message to either another aircraft or to a ground controller (as appropriate). The flashing **S** or **R** represents the current **Send** or **Receive** status. Press the **space bar** to return to the cockpit view.

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**D**weezil McGibbits (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 Gizmo™ DHX-1:

**“I came up the corporate rungs the hard way,  
I inherited. Why, I can recall when my father  
started this business back in '39 . . . ”**

# OTHER AIRCRAFT

As you begin a mission by flying the chopper to your destination, you will encounter other aircraft along the way. Some may be other infiltrators also trying to upset the Mad Leader's plans, while others may be staunchly loyal to the Mad Leader and his evil goals. There are three types of other aircraft: the friend, the enemy, and the maniac.

Upon encountering another aircraft, you must determine whether it is a friend or an enemy. Since there are no distinguishing markings on your ship, and because helicopters are not an unusual sight over The Country, other pilots will also try to determine *your* loyalties and intentions by talking to you via the communications system (sending and receiving messages). You should always try to communicate with an unidentified aircraft first. As soon as you see an aircraft for the first time, press the \* key. Once on the communications screen, press the S key to send a message. The only phrases the comm systems of other aircraft will understand are:

## **REQUEST ID**

**INFILTRATOR** (your ID to a friend)

**OVERLORD** (your ID to an enemy)

After requesting the identification of another aircraft, examine the response for a code name. With experience, you should be able to distinguish friendly code names from those of enemies. This will provide you with the information necessary to respond properly to *their* request for identification. Giving the correct ID to an aircraft will allow you to continue on your mission unhindered. Giving the wrong ID to an aircraft will result in a battle that will last until one of you is destroyed.

Oh, by the way, we weren't kidding about the maniacs out there. A few of the other infiltrator pilots have snapped from the strain, and it really doesn't matter what code name you use in a response. They will always attack, and you're going to have to fight against a former friend, turned deadly foe!

Sample friendly names:

**WHIPPLE** and **HAYMISH**

Sample enemy names:

**BOOMER** and **SCUM**

Sample exchanges:

You: **REQUEST ID**

Other: WHIPPLE REQUESTING IDENTIFICATION

You: **INFILTRATOR**

Other: GOOD LUCK JOHNNY

You: **REQUEST ID**

Other: SCUM REQUESTING IDENTIFICATION

You: **OVERLORD**

Other: YOU ARE CLEARED TO PROCEED

You: **REQUEST ID**

Other: HAYMISH REQUESTING IDENTIFICATION

You: **OVERLORD**

(Wrong code name response! The other aircraft will begin attack.)

---

# LANDING PROCEDURES

Once you have arrived at your assigned destination, you will have to land to continue your mission. To land safely you must make sure of the following:

1. your speed is between 20 knots and 0 knots
2. the artificial horizon is level and you are not banking
3. your rate of descent is at minimum

Once you have descended below 200 feet, you will hear the low altitude warning buzzer sound. Set your rate of descent to a minimum. Wait until your altitude is reduced to 0 and the Gizmo shakes and thumps loudly as it hits the ground. If you have landed at the proper destination, as programmed into the ADF, the ADF gauge pointer will be flashing black and white and spinning madly. Remember, you must have the Whizbang Whisper™ silent travel mode engaged to land without warning an enemy.

To take off once again, simply increase your altitude by pulling back on the joystick and increase your airspeed.

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

---

**A**ll right. So we didn't invent the helicopter. We're only human. We're Whizbang Enterprises. So what???



# WAYS TO CRASH

As an experienced pilot, you know that helicopter flying is a very dangerous activity. Even though we here at Whizbang have tried to incorporate every safety feature imaginable into our Whizbang Gizmo™ DHX-1 Attack Chopper, there are still a few situations in which the unthinkable can happen. So think about it, and be careful.

On the advice of legal counsel the following disclaimer is included with every Gizmo™ DHX-1:

**Whizbang Enterprises, and its corporate officers, makes no guarantee to the purchaser or pilot of ANYTHING, other than that your check will have cleared before delivery, and that we are not responsible for anything that may happen after purchase (unless it is good, then we will take full credit, and we reserve the right to feature it in future advertising).**

Specific reasons for “early retirement” are:

- Incorrect takeoff
- Incorrect landing
- Too much damage
- Engine damage from enemy missile fire
- Overheated oil (excessive use of turbo)
- Overheated battery (excessive use of speed)
- Out of fuel
- Doing something really stupid (which includes most of the above)!

Note that if you crash (even though you’ve been told not to!), you will start the same mission again from the beginning. If you stop playing after having successfully completed a mission, you will have the choice to start from scratch or to start a new uncompleted mission when you load the game again. You cannot, however, embark on a new mission before completing the previous one.

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**D**weezil McGibbits (no relation to the Infiltrator), president and chief executive officer here at Whizbang, has this to say about the new Gizmo™ DHX-1:

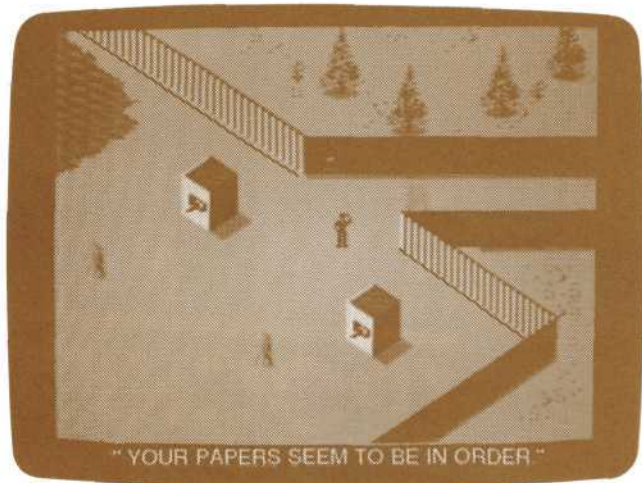
**“Warranty? Er, umm . . . You don’t really need one of those. That’s for sissies. Here, let me show you the new passenger seat restraints . . .”**

**The McGibbits Guide to  
Ground Installation Infiltration**

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**(POCKET EDITION)**

# UPON 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 the key to ground missions.

**Objective** To complete the mission displayed in the briefing without being captured, blown up, or running out of time. If you fail five times, your game will end. There are three missions that become increasingly more difficult. Once you finish one mission you will be assigned your next task.

**Mission Completed and Leaving** If you successfully complete your ground mission, make your way back to the helicopter. Moving into the cockpit section onscreen will take you inside so that you can return home.

If you haven't completed your mission, you won't be allowed to enter the helicopter. You can check to verify that your mission has been completed by going to the inventory screen. A message will be displayed when you have completed the assignment, just to let you know it is time to get out of there.

**Resuming Play** If you stop playing once you have successfully completed a mission, you will be given the option to either start from scratch or to start at the beginning of a new uncompleted mission when you load the game again. You cannot, however, embark on a new mission before completing the previous one.

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# GROUND CONTROL AND INVENTORY ITEMS

When you see the screen with a grey figure standing next to a helicopter, move the joystick in any direction to start the next phase of the mission.

YOU are the small dark grey figure on the screen. You have a limited amount of time and the use of several helpful devices (your inventory) to help you complete your mission. Pushing the joystick will cause you to move in that direction, unless you are busy with an item that is currently active. An active item is an object from your inventory that has been selected to be used. Note that at the beginning of the ground mission your papers are preset as the active item.

**Fire Button** 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.

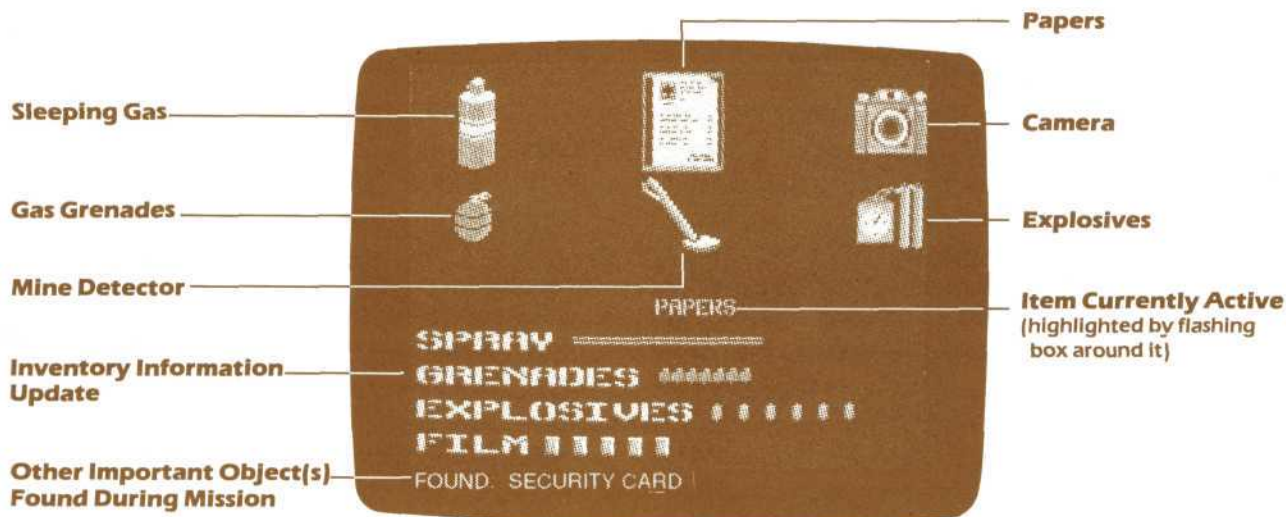
**Pause** To take a break, press the **space bar** to go to the inventory screen. Your game will pause until you are ready to continue. Press any unassigned key to return to the main screen, and your mission.

---

**J**ohnny “Jimbo-Baby” McGibbits says:

**“Remember boys and girls, never search through others’ belongings—at least not while they’re looking!”**

Press the **space bar** to switch to the inventory screen.



The inventory screen allows you to change the active item and displays important inventory information. You may select an item by moving the cursor with your joystick. Press the **space bar** again (or any unassigned key), and you will return to the main screen. The newly selected item will be active, and is so indicated at the bottom of the screen. Once you have returned from the inventory screen, pressing the **fire button** on the joystick activates the item you have selected.

In addition, important items found during your search will appear in a text line at the bottom of the inventory screen. Activation of these items will occur without having to select them as active when and where appropriate. (See Mission Interference and Enemy Installation Structures for details on searching for and the activation of these items.)

Your inventory items include:

**Sleeping Gas** You have a hidden canister strapped inside your jacket which contains a colorless, odorless sleeping gas. Anyone sprayed will fall to sleep for several seconds and forget what has happened. Pressing the **fire button** on the joystick sprays the gas. You have specially treated nose plugs which allow you to breathe the gas harmlessly.

**Papers** These are your fake I.D. papers. You should activate your papers when a guard asks to see them. When that happens, move directly over and stand next to the guard. If the papers are not already active, move quickly to the inventory screen and select them. Return to the main screen, and press the **fire button** on the joystick. Upon showing them, the guard will decide whether or not they are "in order" and valid. If they are in order, you can go about your business, undetected as an infiltrator. If they are out of order, you have a short time to gas the guard or run away before he tries to take you in for questioning. But be forewarned, running away will cause the guard to sound an alert throughout the compound. (See Mission Interference.)

**Gas Grenade** 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.

---

**J**ohnny "Jimbo-Baby" McGibbits says:

**"I never go anywhere without my McGibbits Trim-Fit™ bulletproof designer jeans. Timeless style, seamless fit, and safety from close range machine gun fire—all at a sensible price."**



**Mine Detector** This is used to detect mines. Selecting the mine detector on the inventory screen enables it to be used whenever you press and hold the **fire button** on the joystick as you move through enemy territory. You will hear the detector working. Stepping on a mine with the detector activated is harmless and exposes that mine. Stepping on a mine without the detector activated is fatal—and stupid.

**Explosives** Explosives are planted by selecting the explosives icon on the inventory screen as the active item, and then pushing the joystick up under the main control panel in the control room or under the desk in the lab. Only one bomb per room is permitted. Upon setting your last remaining bomb, an automatic countdown timer will go off. You then have about 20 seconds to leave the building before all of the bombs detonate. If you don't make it out of there in time, you will be trapped inside during the explosion, and it's bye, bye, baby! (Jimbo-Baby, that is.)

**Camera** Use the camera to photograph any vital documents. To use it properly, face the papers you want to photograph and press the **fire button** on the joystick. Only one picture per room is permitted.

**Information Updates** At the bottom of the inventory screen are four graphs which update the following:

**Spray**—how much sleeping gas you have left

**Grenades**—the number of sleeping-gas grenades left

**Explosives**—how many charges you have left

**Film**—how many more pictures you can take with the camera

**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:

<b>S</b>	Sleeping gas	<b>M</b>	Mine detector
<b>P</b>	Papers	<b>E</b>	Explosive charge
<b>G</b>	Gas grenade	<b>C</b>	Camera

# MISSION INTERFERENCE

**Guards** Enemy guards within the compound are fanatically loyal to the Mad Leader. They are assigned to patrol certain areas of the compound, and they will carry out their orders unflinchingly. If one of the guards spots you, he may ask to see your papers. If you do not comply, an alert will be set off and guards throughout the compound will chase after you. Within the compound buildings, an electronic key will turn off the alarms temporarily, but it will only work once during a mission. Find *the electronic key, and a line of text on the bottom of the inventory screen will note that you have it.* Make your way to the alarm control center. Stand directly in front of the card slot in the wall and press up on the joystick. This will cause the electronic card in your possession to be inserted into the slot, without having to select it. (You cannot select this particular item to be active. If you have it, activation will occur automatically when you push up on the joystick.) The alarms will be silenced.

Outside the compound buildings, a talking guard will turn red (from dark grey). You must follow the guard's directions or risk being discovered. Running away from a guard who is talking to you will prompt him to sound the alarm. If you gas a guard while he is talking to you, he will fall asleep and forget ever having seen you. (But you had best get out of the area before he comes around.) The guard's speech appears at the bottom of the screen.

**Mines** 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.

**Timer** A mission timer is visible 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 over again. Tough luck! (You have about 20 minutes of real time for each mission once you have landed within the confines of the compound.) Time is of the essence when saving the world, you know.

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**J**ohnny “Jimbo-Baby” McGibbits says:

**“Never give anyone drugs—they might disappear on you!”**

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# ENEMY INSTALLATION STRUCTURES

Inside a building you can search through chests and cabinets for gas grenades, security cards, and other useful and not so useful items. Travel to different levels within the same building is accomplished through elevators. Clothing disguises may be of some help. If you want to swap clothing, stand directly in front of a uniform hanging on a coatrack. Press up on the joystick until you have finished changing. An audible tone and accompanying text will indicate when you have finished.

## **Mapping Unit**

While inside any of the compound's buildings, your mini-mapping unit will appear at the bottom of the screen. The room you are in is represented by a flashing box within the mapper screen. All rooms are shown as boxes with highlighted doors. Moving into a new room maps it into the unit's screen.

Rooms are color coded as follows:

**Red**—designates a room of great importance (prison, control room, etc.)

**Green**—designates the building entrance or an elevator

**Blue**—represents a room of no special importance

## **Searching Chests**

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.

### **Doors and the Security Room**

Locked doors must be deactivated before you can enter these rooms. To unlock all the doors in the enemy compound, you must first find the security card (search for it!). With it in your possession, you can unlock the doors. Once you have found it, a line of text will appear on the bottom of the inventory screen to indicate that it is in your possession. Now, find the security room. It is the room with the lock status indicator light on the wall and a passcard slot directly below it. To unlock the doors, stand directly in front of the security card slot and press the joystick up. This will cause the security card in your possession to be inserted into the slot, without having to select it. (You cannot select this particular item to be active. If you have it, activation will occur automatically when you push up on the joystick.) The lock status indicator light is red when the doors in the compound are locked, and green when the doors are open.

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**J**ohnny “Jimbo-Baby” McGibbits says:

**“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 JOHNNY

Johnny "Jimbo-Baby" McGibbits—super-soldier, ace helicopter pilot, ballistics expert, engineer, neurosurgeon, politician, movie actor, rock star, world-class motorcyclist, explorer, karate expert and devil-may-care all around nice guy says:

**"If you enjoyed this game, try some of Mindscape's other fine products . . ."**

**"Hey, wait a minute, I never said that!!"**

**"Come on Johnny, don't make a scene. We're currently negotiating with your agent . . ."**

**"I don't care! Until I see the cash, you don't get a peep out of me! I'm telling . . ."**

**"Please Johnny, shhhh. Don't be a tattletale and spoil it for everybody."**

**"Tough nuts to you! Chris, HEY CHRIS— they're trying to pull a fast one on us . . ."**