

100-100

INFILTRATOR



100-100



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OWNER'S FLIGHT MANUAL

Whiting Whopper
powered by
Garrett T402 Turbo Propeller
"The Professional"

Your new Whiting Garrett T402 Turbo Propeller Whopper is loaded with the following standard features:

- Turbine Thrust Start Procedure Whiting Whopper engine
- Whiting Whopper artificial fuel sensing system
- Air fuel sensing mixture adjustment knob
- Airspeed gauge inside cockpit chamber
- Whiting Whopper fuel transfer
- GPS/altitude communications system
- Instrumentation including gauges, switches, and switches system
- Whiting Whopper dual fuel selector

TAKEOFF PROCEDURES

When entering the cockpit of your Whopper, you will find yourself being an experienced pilot and a pilot. At the bottom of the cockpit, take your hands holding the control stick which control the movement of the helicopter. Takeoff procedures are as follows:

1. Press the Start Button to start the engine.
2. When green indicator 2000 RPM, press DOWN on the Control Pad to lift off.
3. To accelerate, hold down the A Button and press UP on the Control Pad.

THE CONTROLS

DOWN: Press DOWN on the Control Pad

UP: Press UP on the Control Pad

ACCELERATE: Hold down the A Button and Press UP on the Control Pad

DECELERATE: Hold down the A Button and Press DOWN on the Control Pad

ROLL LEFT: Press LEFT on the Control Pad

ROLL RIGHT: Press RIGHT on the Control Pad

YAW COUNTERCLOCKWISE: Hold down the A Button and press RIGHT on the Control Pad

YAW CLOCKWISE: Hold down the A Button and press LEFT on the Control Pad

COCKPIT DISPLAYS

WARNING LIGHTS

The warning lights are displayed at the top of the cockpit. If a fault occurs and a light is flashing, you'll be alerted.

- 1. Engine failure
- 2. Battery overheat
- 3. Oil overheat
- 4. Fuel low
- 5. Airspeed over 200 K
- 6. RPM exceeding to engine at 2000

The warning lights will alert you to any major conditions that require immediate attention. The fuel gauge, direct control over the **B**, **G**, and **A** warning lights. The **B**, **G**, and **A** lights refer to problems that cannot be corrected in flight. In these cases, you should reach your destination as quickly as possible and avoid any further damage that is caused.

BATTERY AND OIL TEMPERATURE GAUGES

These gauges are located on either side of the warning lights-the battery gauge on the left and the oil gauge on the right. When these gauges reach the danger zone, a red warning flagging will be raised and the warning lights will begin to flash. If this happens, you must immediately shut your engine to reduce stress on the battery and turn off the fuel to prevent fire.

FUEL GAUGE

The fuel gauge is located on the right side of the cockpit. As your fuel decreases, the red bar will move from right to left. The tank is empty when the red bar disappears.

SPEED INDICATOR

The speed indicator is located in the upper left corner of the Control Panel. It shows your present speed in knots. Maximum speed is 400 knots, or 500 knots with the flaps engaged.

AUTOMATIC DIRECTION FINDER (ADF)

The ADF gauge is located at the top corner of the Control Panel, and will aid you in identifying the correct destination. Therefore, you may want to program it immediately after about your Communications. Once programmed, the ADF always points towards your destination. If the ADF is pointing straight up, you are on course and will eventually reach your target regardless of the compass heading. Flung off course will cause the ADF to turn, showing that it is toward's destination. To correct the orientation of the ADF so that it is heading toward your destination, turn to the direction the ADF is pointing until the ADF points straight up again. If the ADF is flashing constantly, it has not been properly programmed at the Communications Terminal. If the ADF is flashing and turning slowly, you are directly over your destination in this case, you should give time and proceed to land immediately.

ALTIMETER

The altimeter gauge is located in the upper right corner of the Control Panel, and displays your present altitude in feet. Each time the altimeter goes 1,000 feet, it rings the 1000 ft. Maximum altitude is limited to 1000 ft. If your altitude is below 200 ft., the low altitude warning light will begin to flash and a buzzer will sound.

RPM INDICATOR

The RPM revolutions per minute indicator is located in the lower left corner of the Control Panel, and displays the rate at which the blades are spinning. Rotational speed is not speed up or slow down to maintain a constant rate, since it's the RPM of the blades that causes the movement. The onboard computer system monitors and maintains steady RPM. Maximum RPM is 2000, and the flying rate table gives you the RPM to set in those altitudes.

ARTIFICIAL HORIZON

The artificial horizon gauge is located at the bottom center of the Control Panel. It will show the Gomer's degree of tilt or bank and whether you are climbing or diving for the location of the horizon line is related to the starboard yoke. If the artificial horizon is level and centered in the gauge, you are flying straight and level.

DIRECTIONAL COMPASS

The compass is located in the lower right corner of the Control Panel, and displays the heading of the Gomer in degrees.

Other instrument functions are described in two columns on either side of the

Control Panel

■ RPM	■ Fuel Consumption
■ Alt. Control	■ Wind Direction Through
■ O/C	■ Oil
■ Fuel	■ Temp.

The color of the entire column is highlighted. Once you are airborne, you will be able to switch columns by pressing the Select Button to scroll down or the Start Button to scroll up through the options. To select an option, press the B Button when that option is high lighted. All of these options can be changed by moving the

MISSILES

To fire a Whizzing Weapon™ air-to-air heat-seeking missile, highlight the "M" option and then press the B Button. We have a limited number of missiles per mission.

CANNONS

To fire the Whizzing Weapon™ 20mm cannon, highlight the "C" option and then press the B Button. We have unlimited ammunition.

STUFF

To drop stuff, highlight the "S" option and press the B Button. Parachuted enemy war mater can be destroyed by shooting that comes off your side the way, creating a big color image of the Gomer. If a parachuted enemy is heading toward the Gomer, the "S" option will begin to flash to inform that stuff should be used.

FLARES

To set a flare, highlight the "F" option and press the B Button. Flare are made of long ropes, and are used as buoys to find enemy submarines. You know that the flare is actually your vehicle. If a submarine is nearby it heading toward the flare, the "F" option will begin to flash to indicate that a flare should be used.

RADIO

See the section below titled "Communications."

STATUS

See the section below titled "The Computer Terminal."

TURBO

To activate the Whiskey Whopper's Turbo Boost, highlight the "T" option and press the B Button. Once activated, the "T" will flash continuously. The Turbo Boost allows your present speed to a maximum of 200 knots. It also causes the oil to heat up at a very fast rate, so it should be used sparingly. To deactivate the Turbo, highlight the flashing "T" option and press the B Button.

WHISPER MODE

To activate the Whiskey Whopper's, highlight the "W" option and press the B Button. Once activated, the "W" will flash continuously. Whisper mode allows the Sonar, and must be activated when attempting to make a sound (talking, etc.). The rest of the helicopter could still carry general personnel. To deactivate Whisper mode, highlight the flashing "W" option and press the B Button.

COMMUNICATIONS

The Whiskey Whopper™ (HW-2) is equipped with highly sophisticated communication equipment. To display the Communications Terminal which is located to the left of the control console, highlight the "C" option (Radio) and press the B Button. The Communications Terminal has a message area along the top and indicators for the ACP (Acoustic Communication Protocol), Local Message (L), and Remote Message (R). The default value for a Message.

ACP

The required ACP value can be found in the lower left corner of the Computer Terminal. To program the ACP, press the Select Button and "ACP" begins to flash. Then press 00 or 0000 on the Control Pad and the correct value is displayed. Your ACP will not take effect properly if the correct value is not entered.

SENDING AND RECEIVING MESSAGES

You will encounter other aircraft as you fly to your destination. These may be other ally Helos who may be using the Whiskey Whopper, or enemies attempting to get to the Main Landing and the oil rigs. When you encounter another aircraft, you should immediately request identification from the pilot to determine whether he is a friend or an enemy. Since there are no distinguishing markings on your Whopper, other pilots will also try to determine your location and intentions. You may easily reveal your identity (HW-200) to a friend, but you should conceal your true identity from enemies which by giving them a false ID. (HW-1000). It is important that you request the other pilot's ID. Keep this ID and know what you're in for. HW-200 is able to respond correctly.

You may send one of these messages to another aircraft:

REQUEST ID

REQUESTOR (your I.D. to a friend)

OVERLOAD (your I.D. to an enemy)

To send one of these messages, press the Select Button with the correct message in display, then press the B Button. This will send your message to the other aircraft, and return you to the cockpit view. When the other pilot responds, you will be returned to the Communications Terminal automatically and the message will be displayed at the top of the screen. Exercise his code books, with experience, you should be able to do the required message code names (REQUEST, REQUESTOR, REQUESTOR, REQUESTOR, REQUESTOR, REQUESTOR).

REQUESTOR, REQUESTOR

If you give the other pilot the correct I.D., you will be allowed to continue on your own. Use the wrong I.D. and you'll end up in a battle that will last until one of you is destroyed. By the way, there are a few enemies out there...other fighters who have escaped from the attack. These pilots will attack no matter how you respond, so be prepared!

Sample exchange:

You: **REQUEST ID**

Other: **REQUESTOR REQUESTING IDENTIFICATION**

You: **REQUESTOR**

Other: **GOOD LUCK JERRY**

You: **REQUEST ID**

Other: **REQUESTOR REQUESTING IDENTIFICATION**

You: **OVERLOAD**

Other: **YOU ARE CLEARED TO PROCEED**

To return to the cockpit view without sending a message, press the Select Button with either IDP or E (Enemy) in display, then press the B Button.

THE COMPUTER TERMINAL

To display the Computer Terminal (which is located to the right of the cockpit screen), highlight the "C" option (Status) and press the B Button. The Computer Terminal shows a Terminal View of the area, the computer heading which should be programmed into the ADF, a status panel that shows any damage sustained in battle, and procedures for Mission, Power, and Fuel.

TACTICAL MAP

The large graphical map shows the threat leader's identity, your position is displayed by a heading scale. If you have programmed the ADF correctly, a heading scale will appear to indicate your destination.

STATUS DISPLAY

This panel displays status lights for a variety of aircraft functions:

COMMUNICATIONS

DEFENSE (Fuel and Power)

**TACTICAL
TURN
ENGINE
WEAPON**

If damage is sustained in battle, the green light next to any damaged function will begin to flash red. Below the status lights are bar indicators for remaining Weapons, Power, and Fuel. As your supply of each decreases, the bars for that item will gradually disappear. When the bar is entirely gone, you have used up your supply of that item.

Press either the **A** or the **B** button to return to the cockpit view.

LANDING PROCEDURES

Once you have arrived at your assigned destination, follow these procedures to land safely:

1. Reduce your speed to between 5 and 20 knots.
2. Make sure that the attitude horizon is level and that you are not banking.
3. Decrease your rate of descent to a minimum.

Once you have descended below 200 ft., you will hear a low altitude warning beeper. Turn on the Whining Whimper™ alert (read feature) and decrease your rate of descent. When your altitude is reduced to 5, the game will land all weapons and thrusts fully as it hits the ground. If you have landed at the proper destination, the ACP gauge will be

flashing and warning sounds will be on the ground. As you bank, accelerate, or turn if you do, you'll crash.

The number of other problems can lead to a crash occurred (such as landing, too much damage, engine damage, exhausted oil or battery, or running out of fuel). If you crash while flying or landing, you will start the game mission again from the beginning. If you crash during after having successfully completed a mission, you will have the choice of starting from scratch or loading a new mission. You cannot undo or a new mission before completing the current one.

PAUSE

To pause the game, switch to either the Computer Terminal (CT) or the Communications Unit Terminal (CT). The game will pause until you're ready to proceed, which return to the main screen to continue.

THE McGIBBITS GUIDE TO GROUND INSTALLATION INFILTRATION

(POCKET EDITION)

Swimming (or floating) the enemy is the key to a successful ground mission. With this in mind, you have designed yourself an air enemy guard. Your objective is to complete the mission deployed in the briefing without being captured, blown up, or falling out of time. You get five minutes—after that, you're out of luck. There are three increasingly difficult missions. Once you finish a mission, you will get your next assignment.

THE MISSIONS

Mission One: Your first mission is to maintain a set of deadly nerve gas in the Mad Leader's compound. To do this, you must find the four chemical components hidden in the compound and bring them to the lab, where they will be analyzed. (You will need to find the security card to unlock the doors to important rooms.) Determine which chemical is the nerve gas ingredient. Then locate the Mad Leader's set of deadly nerve gas, use the mechanism on it, and get out of there fast!

Mission Two: Your second mission is to find the famous scientist Dr. Phineas Gump and rescue him from the clutches of the Mad Leader. Again, you'll need to find the security card to unlock the doors to important rooms. To get Dr. Phineas out of the compound, you must find the feasibility pill and give it to him when he's in your grasp.

Mission Three: Your third and most difficult mission is to locate and destroy the Mad Leader's mobile control room by starting engines. To open the control rooms, you must find that one hidden security card. Once the last engine is set, you'll get only a short time to get out before the whole place blows the high. Good luck!

GETTING STARTED

YOU are the small figure on the screen standing next to your lovely Gump. Press UP, DOWN, LEFT and RIGHT on the Control Pad to move in the corresponding direction. The time remaining for your mission is displayed in the bottom right corner of the screen. If time runs out, your mission will end and you'll have to start over. You have about 20 minutes of real time for each mission and you have limited. To pause the game, press the Select Button to go to the Inventory screen. The game will pause until you're ready to proceed; simply press the Select Button and return to the Main Screen to continue.

INVENTORY ITEMS

You have been provided with a number of special items to help you complete your missions. The active item is indicated at the bottom of the screen; press either the A Button or the B Button to use the active item. Items are displayed on an Inventory Screen. To view your Inventory, press the Select Button. The active item is accompanied by a flashing white bar, and the name of that item appears in the middle of the screen. At the beginning of each ground mission, POWER is the active item. Press LEFT or RIGHT on the Control Pad to activate a different item.

The Inventory Screen also shows your remaining supply of Sleeping Gas (SPG), Gas Masks, and Grenades. If you find an important item during your search of the Enemy Base, this will be indicated at the bottom of the Inventory Screen. Press the Select Button to return to the Main Screen. The Inventory Items include:

SLEEPING GAS

You have a limited number dropped inside your jacket which contains a substance called Sleeping Gas. A single capsule will fall to sleep to several enemies and fight will be suspended. When the sleeping gas is active, press either the A or B Button to wake the gas. (The more specially treated these drugs which allow you to breathe the gas without harm.)

GAS GRENADES

These have the same effect as the sleeping gas capsule, except that they have greater range. When used inside, all guards in the room where the gas grenade is dropped will fall asleep.

IDENTIFICATION PAPERS

These are your fake I.D. papers. They should show your picture whenever a guard asks to see them. Activate (APRESS) on your Inventory Screen if they are not already active. They should react to the guard and press either the A or B Button. The guard will examine your papers and decide whether or not they are "in order" and allow, if they are in order, you will be allowed to go about your business unhindered. If they are not all right, you have a short time to get the guard or not leave before he tries to take you to the "Interrogation." Be concerned that turning away will cause the guard to stand on your shoulder, the computer.

MINE DETECTOR

The Mad Leader's guards have placed land mines at various locations throughout the compound and surrounding region particularly in wooded areas. To use the mine detector, select this item on the Inventory Screen and hold down either the A or B Button as you walk around the mine detector beeps to let you know it is working. If you step over a mine when the detector is activated, the mine will be exposed but will not detonate. Stepping on a mine without the detector activated is fatal and stops.

EXPLOSIVES

In Mission Three, you'll need to set explosives in the inside control room. To do this, select EXPLOSIVES on the Inventory Screen, when you're in front of the main control panel in a control room, press UP on the Control Pad to plant the explosives. Only one bomb is permitted in each room. After setting your last bomb, an automatic countdown timer will go off you that have about 30 seconds to leave the building before the bombs explode.

MISSION INTERFERENCE

Enemy guards within the compound are frequently loyal to the Mad Leader. They're assigned to patrol certain areas of the compound, and will carry out their orders unflinchingly if one of the guards spots you, he will most likely not let you pass papers by taking guard's face and hands from wall. The guard's report will appear in the middle of the screen. If you do not comply with his orders, he'll set off an alarm and guards throughout the compound will attack after you. If you give a guard what he is taking to you, he'll let you pass and forget ever being seen you.

MAPPING

While you are inside a building, a minimapping unit will appear at the bottom of the screen. Rooms are shown as boxes the size you see it is represented by a floating box. Moving into a new room adds it to the map. Rooms are color-coded as follows:

Red: Designates a room of great importance (jewels, control room, etc.)

Yellow: Designates a room of no special importance

SEARCHING THE BUILDINGS

Once inside a building, you may search any of the cabinets on the top or wall of each room (cabinets on the side walls seem to be empty). In rooms, you may find guns, grenades, security cards, and other useful and not so useful items. To search a cabinet, stand in front of it and press UP on the Control Pad, look in the middle of the screen until all you know what you find. Clinging dragons may be of some help in finding every quark. To change uniforms, stand directly in front of a uniform hanging on a wall and press UP on the Control Pad until you have finished changing. An audible tone and accompanying text will indicate when you have finished.

SILENCING THE ALARMS

Inside the compound buildings, an electronic alarm card will turn off the alarm temporarily. If you find the alarm card, a line of text at the bottom of the Inventory Screen will note this. Once you have it, make your way to the alarm control cabinet, stand directly in front of the card slot in the wall and press UP on the Control Pad. This will cause the electronic card to send a message to be translated into the text, temporarily silencing the alarm. Note that you do not have to activate the electronic card or any

other item you find to use it. If you have it in your possession, it will be activated automatically. The card will work only once during a mission.

LOCKED DOORS

Locked doors must be deactivated before you can enter these rooms. To open all of the locked doors in the enemy compound, you must first find the security card. Once you have found it, a line of text will appear at the bottom of the Inventory Screen to indicate this. Then, you must find the security room (it is the room with the blue status indicator light on the wall and a password unit directly below it). To unlock all the doors, stand directly in front of the security card slot and press UP on the Control Pad. The blue status indicator light will turn from red to green to indicate that all of the locked doors are now open. Note that you do not have to activate the security card to use it. If you have it in your possession, it will be activated automatically.

MAKING YOUR ESCAPE

If you successfully complete your ground mission, make your way back to the helipad on Whoring into the escape sector will take you home so that you can report home. If you haven't completed your mission, you won't be allowed to enter the helipad. The car check is only that your mission has been completed by going to the Inventory Screen. A message will be displayed when you have completed the assignment, to let you know it's time to get out of there.

LIMITED WARRANTY

Minicube Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to date of purchase. The mail must include a dated proof of purchase, a brief statement describing the defect, and your return address.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specific criteria in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the problem by one or more of the following measures:

- Reorient the receiving antenna.
- Increase the FCC with respect to the receiver.
- Move the FCC away from the receiver.
- Plug the FCC into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20540, from the GSA General Catalog.

