

INFILTRATOR



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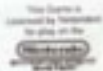




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OWNER'S FLIGHT MANUAL

Whisper Enterprises
introduces the
Gamer™ GMS 3 Model Chopper
"the Snuffboxer"

Your new Whisper Gamer™ GMS 3 Model Chopper is loaded with the following special features:

- Latest Thrust Dual Propeller Whisper™ engine
- Whisper Motor™ air-to-air fuel seeking motor
- Jet-hydrostatic motor propulsion force
- Advanced guided motor shaft stepper
- Whisper Whinger™ turbo fanfold
- Ultra-optimized communications systems
- Revolutionary computer graphics, control, and surveillance systems
- Whisper Whinger™ anti-brake capabilities

TAKEOFF PROCEDURES

Upon entering the cockpit of your Gamer, you will find yourself facing an ultra-optimized control area of controls. At the bottom of the screen, note your hands holding the control sticks which control the movement of the helicopter. Take-off procedures are as follows:

1. Press the Start Button to start the engine.
2. When power reaches 2000 RPM's, press DOWN on the Control Pad to lift off.
3. To exit power, hold down the A Button and press UP on the Control Pad.

THE CONTROLS

CLIMB: Press DOWN on the Control Pad

DIVE: 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

DATA LEFT: Press LEFT on the Control Pad

DATA RIGHT: Press RIGHT on the Control Pad

SPIN CLOCKWISE: Hold down the A Button and press RIGHT on the Control Pad

SPIN COUNTER-CLOCKWISE: Hold down the A Button and press LEFT on the Control Pad

COCKPIT DISPLAYS

WARNING LIGHTS

On warning lights are displayed at the top of the cockpit. If a failure occurs and a light is flashing red, it indicates:

- 1. Engine overtemp
- 2. Battery overtemp
- 3. Oil overtemp
- 4. Fuel low
- 5. Airspeed over 200 K
- 6. RPM exceeding 5 engine or 4000

The warning lights will alert you to any critical conditions that require immediate attention. You have direct control over the **B**, **E**, and **A** warning lights. The **B**, **E**, and **A** lights will be problems that cannot be corrected in mid-flight. In these cases, you should reach your destination as quickly as possible and avoid any further damage from air control.

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 marker (warning) will be found and the warning lights will begin to flash. If this happens, you must immediately slow your speed to reduce stress on the battery and turn off the fuel to conserve oil.

FUEL GAUGE

Your 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 airspeed in knots. Maximum speed is 400 knots, or 500 knots with the fuel engaged.

AUTOMATIC DIRECTION FINDER (ADF)

The ADF gauge is located in the top corner of the Control Panel, and will aid you in finding the proper destination. Therefore, you may want to program it immediately after launch (see 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. Turning off course will cause the ADF to turn, following itself to the target's orientation. To correct the orientation of the gauge so that it is heading toward your destination, turn in the direction the ADF is pointing until the ADF points straight up again. If the ADF is turning randomly, it has not been properly programmed at the Communications Terminal. If the ADF is flashing and turning rapidly, you are directly over your destination. In this case, you should slow down and proceed to land immediately.

ALTITUDE

The altimeter gauge is located in the upper right corner of the Control Panel, and displays your present altitude in feet. Each time the dial sweeps past 1,200 feet, it lights one 1,000 ft. Maximum altitude is limited to 9,999 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. Helicopter rotors do not speed up or slow down to maintain a constant rate, since it's the RPM of the rotors that causes the movement. The advised computer speed numbers and maximums always RPM. Optimum RPM is 2,000, and no flying can take place until the RPM is at or above optimum.

ARTIFICIAL HORIZON

The artificial horizon gauge is located at the bottom center of the Control Panel. It tells you the Gimmie's degree of tilt or bank and whether you are climbing or diving by the location of the horizon line in relation to the stabilizer point. 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 Gimmie in degrees.

Other helicopter functions are displayed in two columns on either side of the

Control Panel

M. Missile	R. Radio (Communications)
B. Gun (Cannon)	S. Status (Computer Terminal)
C. Chaff	T. Tank
F. Fuel	W. Weapon

The letter of the action option is highlighted. Once you are airborne, you will be able to switch options by pressing the Action Button to scroll down or the Tank Button to scroll up through the options. To select an option, press the S Button when that letter is highlighted. All of these options can be damaged by enemy fire.

MISSILES

To fire a Whirling Wreath™ air-to-air homing missile, highlight the "M" option and then press the S Button. You have a limited number of missiles per mission.

CANNONS

To fire the Whirling Wreath™ 20mm cannon, highlight the "C" option and then press the S Button. You have unlimited ammunition.

CHAFF

To drop chaff, highlight the "C" option and press the S Button. Paraglider enemy war chits can be slowed by dropping chaff canisters of metal into the sky, creating a false radar image of the Gimmie. If a radar-guided missile is heading toward the Gimmie, the "C" option will begin to flash to indicate that chaff must be used.

FLARES

To set a flare, highlight the "F" option and press the B Button. Flares are made of nap reason, and are used as decoys to fool enemy footsneaking missiles, also knowing that the flare is actually your exhaust. If a footsneaking missile is heading toward the Storm, 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 Whisking Whopper™ Turbo Boost, highlight the "T" option and press the B Button. Once activated, the "T" will flash continuously. The Turbo Boost doubles your present speed to a maximum of 300 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 Whisking Whopper™, highlight the "W" option and press the B Button. Once activated, the "W" will flash continuously. Whisper mode activates the Storm, and must be activated when attempting to make a secret landing elsewhere. The noise of the helicopter could alert enemy ground personnel. To deactivate Whisper mode, highlight the flashing "W" option and press the B Button.

COMMUNICATIONS

The Whisking Whopper™ DMR-2 is equipped with highly sophisticated communications equipment. To display the Communications Terminal (which is located to the left of the control screen), highlight the "C" option (flashes) and press the B Button. The Communications Terminal has a message area along the top and indicators for the ACP (Auto Radio Direction Finder), Send Message (S), and Receive Message (R). The default order for a message.

ACP

The assigned ACP value can be found in the lower left corner of the Computer Terminal. To program the ACP, press the Select Button until "ACP" begins to flash. Then press UP or DOWN on the Control Pad until the correct value is displayed. Your ACP will not function properly if the correct value is not entered.

SENDING AND RECEIVING MESSAGES

You will encounter other aircraft as you fly to your destination. There may be other information you need to stop the War Leader, or otherwise obviously input to the War Leader and his evil goals. 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 aircraft, other pilots will also try to determine your location and intentions. That they will be forced your identity (DMR-2A, DM-2B is a friend, but you should conceal your real identity from enemy pilots by giving them a false I.D. (DMR-2A/2B). It is important that you request the other pilot's I.D. first, since you know what side he's on, you'll be able to respond correctly.

You may send one of these messages to another aircraft:

REQUEST ID

INFILTRATOR (your I.D. to a friend)

OVERLORD (your I.D. to an enemy)

To send one of these messages, press the Select Button until the correct message is displayed, then press the B Button. You will send your message to the other aircraft, and return you to the cockpit view. When the other aircraft responds, you will be returned to the Communications Terminal automatically and his message will be displayed at the top of the screen. Examine his code name; with experience, you should be able to identify regular enemy code names (BROOKLYN, MANHATTAN) from those of your enemies (JACKMAN, SCORP).

If you give the other pilot the correct I.D., you will be allowed to continue on your own quest. Give 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 infiltrators, who have crept into the ship. These pilots will attack no matter how you respond, so be prepared!

Sample exchange:

You: **REQUEST ID**

Other: **WHELPLE REQUESTING IDENTIFICATION**

You: **INFILTRATOR**

Other: **GOOD LUCK, JOHNNY**

You: **REQUEST ID**

Other: **SCORP REQUESTING IDENTIFICATION**

You: **OVERLORD**

Other: **YOU ARE CLEARED TO PROCEED**

To return to the cockpit view without sending a message, press the Select Button until either **ADF** or **E (Pressure)** is flashing; 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 tactical 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 readouts for Altimeter, Fuel, and O2.

TACTICAL MAP

The large gridded map shows the Warleader's vicinity; your position is displayed by a flashing circle. If you have programmed the ADF correctly, a flashing rectangle will appear to indicate your destination.

STATUS DISPLAY

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

COMMUNICATIONS

DEFENSES (Chief and Turret)

TACTICAL TURN ENGINE WEAPONS

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, Fuel, and Thrust. 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 artificial 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 buzzer. Turn on the Whistling Whizzer™ alert (red) feature and decrease your rate of descent. When your altitude is reduced to 0, the buzzer will lead 10 whistles and thumps loudly as it hits the ground. If you have landed at the proper destination, the ACU gauge will be

flashing and spinning rapidly. While on the ground, do not leave the cockpit, or when it goes off, you'll crash.

Ay number of other problems can lead to a crash: incorrect speed or landing, too much damage, engine damage, overloaded oil or battery, or running out of fuel. If you crash while flying or landing, 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 of starting from scratch or starting a new mission. You cannot embark on a new mission before completing the previous one.

PAUSE

To pause the game, switch to either the Computer Terminal ("C") or the Communications Termi ("W"). 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)

Leading (or trailing) the enemy is the key to a successful ground mission. With this in mind, you have disguised yourself as an enemy guard. Your objective is to complete the mission displayed in the briefing without being captured, blown up, or running out of time. You get five characters; 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 retrieve a vat of deadly nerve gas in the Mad Leader's compound. To do this, you must find the four chemical containers 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, retrieve it, then locate the Mad Leader's vat of deadly nerve gas, use the neutralizer 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 neutralizing pill and give it to him then make your escape.

Mission Three: Your third and most difficult mission is to locate and destroy the Mad Leader's mobile control room by planting explosives. To open the control room, you must first find the hidden security card. Once the last bomb 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 trusty 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 level you have loaded. 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 box, and the name of that item appears in the middle of the screen. At the beginning of each ground mission, HYPERS 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 (SPGAS), Gas Grenades, and Gas Grenades. If you find an important item during your search of the Inventory Screen, this will be indicated at the bottom of the Inventory Screen. Press the Enter key to return to the Main Screen. The Inventory items include:

SLEEPING GAS

You have a hidden cylinder strapped inside your jacket which contains a substance, called fast-acting gas. Anyone sprayed will fall to sleep for several seconds and forget what has happened. When the sleeping gas is active, press either the F or G button to using the gas. (You have specially treated nose plugs which allow you to breathe the gas without harm.)

GAS GRENADES

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

IDENTIFICATION PAPERS

These are your first I.D. papers. You should show your papers whenever a guard asks to see them. Activate IDPERS on your Inventory Screen if they are not already active. Then stand next to the guard and press either the F or G button. The guard will examine your papers and decide whether or not they are "in order" and valid. If they are in order, you will be allowed to go about your business unhindered. If they are not in order, you have a short time to go the guard or run away before he tries to take you in for "questioning." Be cautioned that running away will cause the guard to sound an alert throughout the compound.

MINE DETECTOR

The Mad Scientist's guests 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 F or G button as you walk around. The mine detector beeps to tell you when it is working. If you step near a mine when the detector is activated, the mine will be exposed and 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 G 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 then have about 20 seconds to leave the building before the bombs explode.

MISSION INTERFERENCE

Every guest within the compound are fanatically loyal to the Mad Scientist. They're assigned to patrol certain areas of the compound, and will carry out their orders unthinkingly. If one of the guests confronts you, he will insist that you to show your papers to taking guard's law and hands turn red. The guard's speech will appear in the middle of the screen. If you do not comply with his orders, he'll go off an alert and guests throughout the compound will chase after you. If you get a guard who he is talking to you, he'll tell names and forget ever having seen you.

MAPPING

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

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

Yellow: Designates a room of no special importance.

SEARCHING THE BUILDINGS

Once inside a building, you may search any of the cubicles on the map for walls of secret doors. Buttons on the side walls seem to be empty. I, inside, you may find gas grenades, security cards, and other useful and not-so-useful items. To search a cubicle, stand in front of it and press UP on the Control Pad that is in the middle of the screen with all you know what you find. Clothing inspectors may be of some help in finding enemy guards. To change uniforms, stand directly in front of a uniform hanging on a wall rack and press UP on the Control Pad and you have finished changing. An outline icon and accompanying text will indicate when you have finished.

SILENCING THE ALARMS

Inside the compound buildings, an electronic alarm card will turn off the alarms 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 station, stand directly in front of the card slot in the wall and press UP on the Control Pad. This will cause the electronic card in your possession to be inserted into the slot, temporarily silencing the alarms. Note that you do not have to activate the electronic card for the

alarm from 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. Next, you must find the security room (it is the room with the lock 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 lock 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. After moving into the cockpit section 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, to let you know it's time to get out of there.

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COMPLIANCE WITH FCC REGULATIONS

The 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 as prescribed with the special 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 interference by one or more of the following measures:

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

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. Stock No. 501010-50145-6.

