

# **GUNSHIP<sup>TM</sup>** **—2000—**

***Technical Supplement***  
***for Commodore Amiga computers***

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## CONTENTS

Your Gunship 2000 should contain a manual, this technical supplement, a quick key guide, four disks and a registration card.

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## REQUIRED EQUIPMENT

**Computer:** This simulation requires a Commodore Amiga with at least 1 Mb of RAM. If you intend to install the simulation onto a hard disk, 1.5 Mb of RAM is required.

**Controls:** Gunship 2000 can be run entirely from the keyboard, with mouse and keyboard, or with joystick and keyboard. An analog joystick greatly improves the "feel" and realism, and is therefore strongly recommended.

**Disk Drives:** Gunship 2000 can be installed onto 3.5" floppy disks. You will need a set of four blank disks for this. However, it works best if installed onto a hard disk drive.

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## INSTALLATION CONCEPTS

Important: Gunship 2000 should not be played from the disks enclosed. You must either copy the original disks onto backup floppy disks or use the install program to create a subdirectory on your hard disk. If you attempt to play from the disks enclosed they will become permanently altered as they are updated as the simulation runs. Please do not use any commercially (or otherwise) available copy program - use the one provided for you on the disk. No other copy program will work, and MicroProse will not accept responsibility for any damage caused by copying programs except the one provided.

**Installing on Floppy Disks:** Gunship 2000 has no disk copy protection. Insert your original Gunship 2000 Disk 1 and switch on your computer. A screen will appear which allows you to copy your original disks. Please follow any on-screen prompts. You will need a set of blank disks.

**Installing on Hard Disk:** Boot up your hard disk as normal and insert Gunship 2000 Disk 1. Open this disk and double-click on the "INSTALL" icon. Please follow any on-screen prompts. A drawer labelled "GS2000" will be created on your hard disk, containing all necessary files.

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## RUNNING GUNSHIP 2000

**Loading from Floppy Disk:** If your computer has KickStart in ROM, turn off your computer and insert your backup Disk 1. Power up the computer, and the program will auto-load. If your computer does not have KickStart in ROM, load the KickStart as normal, insert your backup Disk 1 at the Workbench prompt, and the program will auto-load. Please follow any on-screen prompts requesting disk changes.

**Hard Disk:** Boot up your hard disk as normal. Open the "GS2000" drawer and double-click on the "Gunship" icon.

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## SAVING GAMES

**Hard Disk:** Your games will be saved to the drawer containing Gunship 2000.

**Floppy Disk:** Your games are saved onto your "backup" game disks. You don't need an additional save-game disk.

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## MODIFICATIONS TO THE PROGRAM

**Replays:** In programming the Amiga version of Gunship 2000, we were faced with difficult choices; we knew that it would be very difficult to include all the features from the IBM PC version and maintain the 'speed' of the 3D and include all the features. We are pleased to say that we have kept the screen update rate very high; unfortunately, memory restrictions have meant the loss of the "Replay" facility.

Page 81 of the manual explains events after the completion of a mission. After receiving any decorations you have earned you will return to the brigade headquarters. Please ignore references to "Mission Replays" in the manual

**Configuration Screen:** When in flight, Pause the game and press the "C" key to access the configuration screen. This allows you to alter your method of control, and to set the detail level. Increasing detail may delay screen updates, and is initially set on 'medium detail', which is fine for basic Amigas. If you have a powerful machine, increase the detail level. If you want a faster game, reduce the detail level.

**Version Updates:** The latest notes regarding this program, additions, revisions etc. can be found on Disk 1, in an ASCII file named "READ.ME". You can read the file using standard AmigaDOS commands e.g. "Type", "More" (These utilities can be found on the WorkBench disk).

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In the vast majority of cases a loading problem is not due to faulty software, but either an incorrect loading procedure or a hardware fault.

Please ensure that the loading instructions have been correctly executed. The most common hardware failures are due to a misalignment of the heads in the disk drive. Such faults may be detected by loading the game on another computer. (Either use a friend's machine or ask the software store from which the game was purchased to test it).

Alternatively, a virus may have transferred into your hardware from another piece of software. Pirated copies of games are an incredibly common source of viruses. It always pays to own original software.

In the unlikely event of a software fault, please return the complete package, with your receipt, to the place of purchase. MicroProse regret that goods cannot be replaced unless bought from the company directly.

If you have any difficulty whilst loading Gunship 2000, or need help whilst running the simulation, MicroProse will be happy to help you on the Customer Services Helpline. Please ring UK (0666) 504399, Mon-Fri 0900-1700 hrs. Have a pen and paper handy when you call.

## PROBLEMS?

## CONTROLS

**A note about Selectors:** Throughout the manual and technical supplement you will find references to selectors. A selector is a button or key which you must press to make a choice or initiate an action, and vary according to the method of control being used.

	<b>Keyboard</b>	<b>Joystick</b>	<b>Mouse</b>
Selector #1	Return key	Fire Button	Left Button
Selector #2	Backspace Key	Backspace Key	Right Button

**A note about keyboards:** If you need to hold down the "alt" or "shift" key with another key, make sure to press the "alt" or "shift" key first. Keep it down while pressing the other key, then release the "alt" or "shift" key last. Otherwise, you may get erratic keyboard results.

### Simulation Controls

<b>Action</b>	<b>Keyboard</b>	<b>Joystick</b>	<b>Mouse</b>
Quit to DOS	Alt + q keys	Alt + q keys	Alt + q keys
End Mission	Alt + e keys	Alt + e keys	Alt + e keys
Pause	Alt + p keys	Alt + p keys	Alt + p keys
Last message	Alt + m keys	Alt + m keys	Alt + m keys
Change Selection	Arrow keys	Move Joystick	Move Mouse
Choose Selection	Return/Backspace	Selector #1/#2	Left/Right Buttons
Leave Screen	Esc	Esc	Esc
Cancel Command	Esc	Esc	Esc
Accelerate Time	]	]	]
Normal Time	[	[	[

### Simulation Views

<b>Action</b>	<b>Keyboard</b>	<b>Joystick</b>	<b>Mouse</b>
Cockpit	F1	F1	F1
Mast	F2	F2	F2
Left	F3	F3	F3
Right	F4	F4	F4
Chase	F5	F5	F5
Flight Chase	Shift + F5 keys	Shift + F5 keys	Shift + F5 keys
Tactical	F6	F6	F6
Remote	F7	F7	F7
Reverse Tactical	F8	F8	F8
Missile	F9	F9	F9
Map View	F10	F10	F10
Change Map Scale	Spacebar	Spacebar	Spacebar

<b>Action</b>	<b>Keyboard</b>	<b>Joystick</b>	<b>Mouse</b>	<b>Flight Controls</b>
Cyclick Forward	Up Arrow	Joystick Forward	Mouse Forward	
Cyclic Back	Down Arrow	Joystick Back	Mouse Back	
Cyclic Left	Left Arrow	Joystick Left	Mouse Left	
Cyclic Right	Right Arrow	Joystick Right	Mouse Right	
Collective Up	=	=	=	
Collective Up Fast	Shift + = keys	Shift + = keys	Shift + = keys	
Collective Down	-	-	-	
Collective Down Fast	Shift + - keys	Shift + - keys	Shift + - keys	
Gear Up/Down	3	3	3	
Autopilot On/Off	5	5	5	
Next Waypoint	6	6	6	
Previous Waypoint	7	7	7	
Bay Open/Close	8	8	8	
Rotor Engage/Disengage	9	9	9	
Auto-Hover	0	0	0	
Change Single or Left MFD	z	z	z	
Change Right MFD	x	x	x	
Low Limit -	c	c	c	
Low Limit +	v	v	v	

<b>Action</b>	<b>Keyboard</b>	<b>Joystick</b>	<b>Mouse</b>	<b>Weapon Controls</b>
Rocket Salvo x1	1	1	1	
Rocket Salvo x2	2	2	2	
Rocket Salvo x4	4	4	4	
Acquire/Next Target	Backspace	Selector #2	Right Button	
Radar Jammer On/Off	n	n	n	
Drop Chaff	m	m	m	
IR Jammer On/Off	.	.	.	
Drop Flare	/	/	/	
Select Weapon	Spacebar	Spacebar	Spacebar	
Fire Weapon	Return	Selector #1	Left button	
Jettison Weapon	Shift + Spacebar	Shift + Spacebar	Shift + Spacebar	

## Flight Commands

<b>Action</b>	<b>Keyboard</b>	<b>Joystick</b>	<b>Mouse</b>
Next Unit	n	n	n
Fly To	f	f	f
Hold Position	h	h	h
Speed Adjust	s	s	s
Altitude Adjust	a	a	a
Land	l	l	l
Return to base	b	b	b
Disengage	d	d	d
Regroup	g	g	g
Weapons Free	w	w	w
Cargo Drop	c	c	c
Mission Assets	m	m	m

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## CREDITS

*This Amiga conversion of Gunship 2000 is brought to you by....*

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