

# Infiltrator FAQ/Walkthrough

by The Admiral

Updated to v1.1 on Nov 3, 2007

```
o-----o
|                                     |
|           Infiltrator               |
|           Platform: NES             |
|                                     |
|           FAQ/WALKTHROUGH           |
|           Version 1.1 (March 15, 2007) |
|                                     |
|           By The Admiral            |
|           Email: Admirall018@yahoo.com |
|                                     |
o-----o
```

## Introduction

-----

You are the legendary infiltrator, Jimbo-Baby McGibbits, and your sworn mission is to foil the plots of the nefarious Mad Leader... No, this isn't a 1950s comic book or Mickey Spillane novel, it's the overlooked NES title, Infiltrator.

Infiltrator combines helicopter simulator with adventure game. You must fly a "highly sophisticated" chopper named the Gizmo to the enemy base for each mission, which then leads to a good-ole stealthy overhead adventure. This is an interesting combination that is not found in any other title, offering two vastly different games within one.

Perhaps the reason Infiltrator never caught on among mainstream gamers is because its learning curve is tremendous, and the game has no sympathy for your struggles. You may find flying the Gizmo almost as difficult as flying a real helicopter. Any number of subtle errors or minor lapses in attention will surely doom you, resulting in a highly frustrating crash. In the enemy base levels, the game restricts your freedom to explore with a nasty time limit. This limit is so strict that it is outright impossible to beat these levels without knowing where you are headed -- knowledge that is acquired only through repeated failures or a friendly guide like this one.

Whether you are reading this because you have no clue what to do or are just in search of a simple strategy, this FAQ should help. The beginning sections provide in-depth tutorials for both the helicopter and enemy base stages. The walkthrough provides specific details, including maps of every building, for complete guidance in exploring. Regardless of your reason for using this guide, hopefully it will enhance your journey through Infiltrator.

=====

D I S C L A I M E R

INOA

=====

This FAQ is meant for personal use only and cannot be reproduced for commercial use under any circumstances. No portions of this guide may be reproduced, in part or in entirety, without the written consent of the author. If you would like to use any part of this guide in your FAQ or website, I will probably give you permission if you ask, but you must ask first (Email: Admirall018@yahoo.com). The Infiltrator title, as well as all contents within, is copyright of Chris Gray Enterprises Inc.

=====

T A B L E   O F   C O N T E N T S

=====

IN0B

To jump to any section of this guide quickly, click the Edit option on the toolbar, then go to Find and type in the index number listed in the right column. You can also press Ctrl+F to bring up the search box in most browsers and text editors.

DISCLAIMER.....IN0A

TABLE OF CONTENTS.....IN0B

STORY AND OBJECTIVE.....IN0C

HELICOPTER TUTORIAL.....IN0D

ENEMY BASE TUTORIAL.....IN0E

WALKTHROUGH

HELICOPTER MISSION 1.....IN01

ENEMY BASE MISSION 1.....IN02

HELICOPTER MISSION 2.....IN03

ENEMY BASE MISSION 2.....IN04

HELICOPTER MISSION 3.....IN05

ENEMY BASE MISSION 3.....IN06

HELICOPTER ID CODES.....IN0F

PASSWORDS.....IN0G

CONTACT INFORMATION.....IN0H

REVISION HISTORY.....IN0I

CREDITS.....IN0J

=====

S T O R Y   A N D   O B J E C T I V E

=====

IN0C

You are the Jimbo-Baby McGibbits and your mission is to infiltrate the facilities of the Mad Leader and thwart his evil plots for destruction and world domination. You have three missions, and each will be divided into two parts: a helicopter stage and an enemy base stage. Each mission requires that you fly to a secret enemy location in the state-of-the-art Whizbang Enterprises Gizmo DHX-3 Attack Helicopter ("Gizmo"). Along the way, you must either fool the enemy aircraft or take them down using the Gizmo's weapons arsenal. Once at the enemy facility, you must remain undercover and attempt to sabotage the Mad Leader's plans. Stealth is the top priority. Your operatives have no information on the specifics of each base, so you must explore and find the facilities that house what you are seeking. However, you have only a short amount of time before the enemy becomes wise to your presence, so haste is of the essence. The fate of the world is in the trusty hands of a man named Jimbo-Baby, and you must guide him to success.

=====

H E L I C O P T E R   T U T O R I A L

=====

IN0D

Learning to fly the helicopter is definitely the most difficult part of

Infiltrator. The Gizmo has an extremely steep learning curve and is very fragile if not operated properly. The following section is a MUST READ for all new players, especially if you do not have access to the instruction manual. This tutorial will go through the following sections:

1. Controls
2. Helicopter Dashboard
3. Radio Screen
4. Status Screen
5. Taking Off and Flying
6. Landing

Once you learn to master the Gizmo, the helicopter stages will be a piece of cake. However, there is a lot of work needed to get to that point...

=====  
CONTROLS  
=====

UP  
Pushes forward on the throttle and causes the helicopter to dive. The rate at which you descend depends on the level of tilt, which is measured on the Artificial Horizon (see Dashboard section below).

DOWN  
Pulls back on the throttle and causes the helicopter to climb. The rate at which you ascend depends on the level of tilt, which is measured on the Artificial Horizon (see Dashboard section below).

LEFT/RIGHT  
Rotates the helicopter left or right.

SELECT  
Scrolls upward through the buttons on the control panel. The selected button will appear in white. On the radio screen, this button toggles through the different messages.

START  
Starts rotation of the helicopter blades when on the ground. Once the blades are rotating, this button scrolls downward through the buttons on the control panel. The selected button will appear in white.

B-BUTTON  
Presses the highlighted button on the control panel. For example, if missiles (M) are selected, press the B button to fire missiles.

A-BUTTON  
Controls engine acceleration and deceleration. To increase speed, hold UP and press A. To decrease speed, hold DOWN and press A.

=====  
HELICOPTER DASHBOARD  
=====

WARNING LIGHTS  
The top panel of the helicopter dashboard has a series of six lights that signal any critical warnings or malfunctions. Green lights indicate that everything is working normally. Orange lights indicate a problem that should

be addressed immediately. The warning lights are:

- E (ENGINE) DAMAGE Engine damage means that your ability to fly and control the helicopter accurately have become impaired. Engine damage can result from several problems below, as well as from damage due to enemy missiles. If this light is blinking, there is no chance that you can complete the mission. Reset the game.
- B (BATTERY) OVERHEATED The Battery can become overheated if you fly too fast. The Battery will begin to overheat once you exceed 400 knots per hour (normal) or 800 knots per hours (turbo). Flying below these speeds (even 399 KPH) is safe. Excessive battery strain can lead to engine damage, so slow down once you see this warning.
- O (OIL) OVERHEATED Oil can overheat if you use the turbo engines or whisper mode for too long. If you allow oil to stay overheated, it will result in permanent engine damage. You should quickly turn off the turbo engines or whisper mode once you see this warning.
- F (FUEL) LOW Fuel is expended over time once you start the engines and leave the ground. Fuel is expended at a constant rate regardless of speed or altitude. Once you run out of fuel, you will begin to experience engine damage.
- A (ALTITUDE) LOW You will receive a warning if you are descending and your altitude drops below 250 feet. This is more of a "heads up" notice than a problem indicator like the other lights. If you are mid flight and suddenly see this alert (and you are not trying to descend), quickly press DOWN on the control pad to avoid crashing.
- R (RPM) PROBLEM The helicopter needs 2340 RPM (rotations per minute) to maintain altitude. This indicator is supposed to signify a problem with the number of RPMs (and presumably your ability to remain airborne). However, I have never seen this indicator lit, even when experiencing damage to all other components of the helicopter. If you know what causes it, please let me know.

#### BATTERY GAUGE

The Battery gauge is located on the top left side of the screen with the letter B next to it. Once you exceed 400 KPH (normal) or 800 KPH (turbo), this gauge will begin moving to the right as the battery slowly heats up. Excessive heat will trigger the battery warning light and eventually cause engine damage. As a rule of thumb, keep your speed below the thresholds above for normal flying.

#### OIL TEMPERATURE GAUGE

The oil temperature gauge is located on the top right side of the screen with the letter O next to it. Oil temperature will rise rapidly when in whisper mode or when using the turbo engines. Excessive oil heat will trigger the warning light and eventually result in permanent engine damage. To avoid any problems, use the turbo engines very sparingly (if at all) and do not enter

whisper mode until within 250 feet of the ground when landing.

#### FUEL GAUGE

The fuel gauge is located on the right side of the cockpit. A red needle indicates your remaining fuel. Fuel will decrease at a constant rate once you start the engines and take off. You are not given much more than the minimum fuel required to reach your destination, so it's important to stay on course and fly at reasonable speeds.

#### CONTROL PANEL BUTTONS

There are eight buttons on the left and right sides of the dashboard, and each is indicated by a different letter. These buttons control the Gizmo's various weapons and equipment. Toggle through the options using the Start or Select buttons and use/activate the chosen equipment by pressing the B button once selected.

**M (MISSILES)** Missiles can be used to destroy enemy fighters. One missile is enough to take down any opponent. These missiles are supposedly heat seeking, but they do little more than fly straight ahead when launched; unless the enemy is more or less in front of you, they will not hit. You have a limited supply of missiles (as indicated on the status screen), but you should use them liberally if engaged in combat.

**G (GUNS)** The Gizmo is equipped with a pair of 20mm cannons that can be used to take down enemy fighters. One direct hit from the cannons is enough to destroy any foe. The guns fire slightly quicker than the missiles and have an unlimited supply of ammunition. They can only hit enemies that are directly in front of you, but are probably better than the missiles given their speed.

**C (CHAFF)** Chaff is a bundle of metal strips that can be released to fool radar-guided missiles. If chaff is fired before such a missile hits the Gizmo, you will avoid any damage. You will know if a missile is radar-guided if the chaff button (C) flashes red after the enemy fires. Your supply of chaff is displayed on the status screen.

**F (FLARES)** Flares can be fired from the Gizmo to create a false heat image and throw off heat-seeking missiles. You will avoid damage from these missiles so long as a flare is fired before the missile makes contact. You will know if a missile is heat-seeking if the flare button (F) flashes red after the enemy fires. Your supply of flares is displayed on the status screen.

**R (RADIO)** The radio is a transceiver that can be used to communicate with other aircraft and set the ADF (Automatic Direction Finder). See the "Radio Screen" section below for more.

**S (STATUS)** The status screen shows various pieces of information about the Gizmo, including damage to any equipment, remaining supply of missiles/chaff/flares, and a tactical map (with coordinates for your destination). See the "Status Screen" section below for more.

**T (TURBO ENGINES)** Turbo engines double your current speed. The benefit of

this is that you can reach your destination faster and conserve fuel (as well as lessen the time you have to spend flying). Using the turbo engines does NOT allow you to outrun or evade enemy fighters. The downside to using the Turbo Engines is that they heat up oil VERY quickly. You need to watch the oil warning light and turn off engines immediately when it sounds. You should also watch the directional compass, as Jimbo's hands have a tendency to drift, taking you way off course in a short time. Since the turbo engines heat oil at the same rate regardless of speed, you are best using them at either 799 KPH (no battery drain) or 900 KPH (battery drain). The turbo engines are never needed and can cause a lot of potential problems if not used properly. For that reason, avoid using them until you are very comfortable with the Gizmo's maneuvering.

**W (WHISPER MODE)** Whisper mode muffles the sound of the helicopter's blades and allows you to fly (and land) silently. This is essential to landing at the enemy base, as they will detect you otherwise (and capture you upon landing). The whisper mode should be used once your altitude reaches 250 feet to avoid enemy detection. Like the turbo engines, the whisper mode also heats the oil at rapid rate. For this reason, do not use it when you are still above 250 ft, as it can lead to engine damage if the oil gets too hot. You do NOT need to use whisper mode when landing at your own base after return trips.

#### SPEED INDICATOR

The speed indicator is the circular gauge on the top left side of the dash board. Press Up + A to speed up and Down + A to slow down. Your maximum speed is 450 knots per hour (or 900 KPH if using turbo engines). You will experience severe battery strain starting at 400 KPH (or 800 KPH in turbo mode), so try to keep your average flying speed below this.

#### RPM INDICATOR

The RPM indicator is the gauge located on the bottom left. Once you start the engines, it revs up to 2340 RPM and never changes. You do not need to worry about this gauge once you take off.

#### ADF (AUTOMATIC DIRECTION FINDER)

The ADF is the top center gauge with the airplane icon in the middle. It indicates the relative direction in which you should be flying (not the navigational direction). For example, if the ADF is pointing up, you are heading in the correct direction. If the ADF is pointing left, you should turn left until it points up. When you start the stage, the ADF will be spinning randomly. You will need to enter the destination coordinates from the Status (S) screen using the Radio (R). This will correctly set the ADF. Once you are over your destination, the ADF will begin spinning very rapidly, signaling that you should slow down and initiate landing procedures.

#### ARTIFICIAL HORIZON

The artificial horizon is the middle bottom gauge with the orange line. This line signifies whether you are tilted and if you are ascending or descending. You generally want to keep the Gizmo level while flying. You NEED to keep it level while landing to avoid a crash.

#### ALTIMETER

The altimeter is the gauge on the top right that displays your height (in feet). You can fly up to 9,999 feet. A warning light will signal if you are flying below 250 feet and descending. There is no "correct" altitude to maintain when flying. However, flying too high increases the descent time when landing, and flying too low risks that you will unknowingly sink downward and crash. In general, 2,000 feet is a good height to maintain. Your altitude has no effect on fuel use or any other component of the Gizmo.

#### COMPASS

The compass is the gauge on the bottom left. It displays your direction in degrees. The line on the gauge will also point in the direction you are heading. This gauge should be monitored as you fly to make sure you are not drifting.

=====

#### RADIO SCREEN

=====

The Radio screen is accessed by highlighting the R control button and pressing the B button. The radio is used to send and receive messages to and from enemy aircraft, as well as to set the ADF. It has four functions which are toggled by pressing the Select button:

1. Send: Request ID
2. Send: Infiltrator
3. Send: Overlord
4. ADF

#### MESSAGES

The first three functions are messages that can be sent. Messages are essential to determining the identity of other aircraft. There are numerous other flyers in the air (some fellow infiltrators, some enemy fighters) that are on stealth missions. The only way to distinguish friend from foe is through ID codes. You will want to take advantage of these codes to fool aircraft and avoid combat.

You should request the ID of an enemy aircraft as soon as it appears by going to the radio, toggling to the "Send: Request ID" message, and pressing the B button to send it. After a brief pause, the enemy will respond with a message like "Arnold Requesting ID." The first word is the ID code, indicating friend or enemy. You should respond with either "Send: Infiltrator" or "Send: Overlord" depending on the code. You will eventually learn to distinguish friendly from hostile code if you play for a while, but a complete list can be found in the "Helicopter ID Codes" section at the end of this guide.

If you do not request the ID of an enemy fighter as soon as it appears, it will request yours. When this happens, the game jumps to the radio screen and displays the message. You must then guess the allegiance of the aircraft and send either an Infiltrator or Overlord response. This is a disadvantageous position to be in, because you may guess wrong and be forced to fight. If you respond with the wrong ID, don't respond at all, or request an ID once one has been requested of you, the enemy will engage in combat. See the "Enemy Encounters and Combat" section below for more.

#### SETTING THE ADF

The other primary function of the radio is the set the ADF to the correct coordinates. It is essentially impossible to reach your destination without doing so. To do this, visit the status (S) screen and note the ADF value displayed on the bottom left. On the radio screen, press the select button until ADF is flashing, then press Up or Down to set the right value. The ADF

on the dashboard should point to the proper location once this is set. You should also notice a mark on the tactical map of the status (S) screen showing the destination.

=====  
STATUS SCREEN  
=====

The Status screen shows four valuable pieces of information:

1. Tactical map (top left)
2. ADF coordinates (bottom left)
3. Helicopter function status (top right)
4. Supply of missiles, chaff, and flares (bottom right)

TACTICAL MAP

The tactical map shows a graphical representation of your location and the destination (once the ADF is set). It is useful for measuring how far you are from the landing zone.

ADF COORDINATES

These are the coordinates of the destination. Enter them on the radio (R) screen as described above.

HELICOPTER FUNCTION STATUS

The helicopter status lights indicate whether key helicopter components are working correctly. Components begin to fail if the helicopter is flown improperly (excessive oil heat or battery strain) or if you sustain combat damage from enemy aircraft. Not all malfunctions are equal. While some will create annoyances, others make it impossible to complete the mission. The lights signal the following:

**COMMUNICATIONS**      If Communications are damaged, you will not be able to access the radio screen. This prevents you from communicating with other aircraft and ensures that all encounters will result in combat. This makes the mission much more difficult, but not impossible. If, however, you have not set the ADF when the Communications system is damaged, it will be impossible to find the destination and complete your mission.

**DEFENSES**              Defenses include Chaff and Flares. You will not be able to deploy either if this function is damaged. This effectively means that you can never avoid damage if an enemy fighter gets off a shot. Loss of Defenses can be mitigated by avoiding combat or defeating the enemy before it has a chance to fire (which requires some luck).

**TACTICAL**              Tactical governs the Tactical Map on the status screen. If this function is damaged, the map will be black and will no longer indicate position or destination (but the ADF will still work fine if set). This malfunction is not especially harmful, as the Tactical Map is not needed for anything during the mission.

**TURBO**                  If the Turbo light is flashing, you have sustained damage to the turbo engines and cannot use them again during the mission. This is relatively minor, as you can fly perfectly fine without them.



ENGINE                   The engine status light is the same as the warning light in the cockpit. It signals engines damage, which means you no longer have the ability to control the Gizmo. Once you see this light, reset the game; you have no possible chance of completing the mission.

WEAPONS                   If Weapons are damaged, you will not able to use guns or missiles. If this function is damaged while any enemy fighter is still attacking you, there is essentially no chance you can complete the mission. It will continue to fire upon you relentlessly, and you have no way to end the attacks. If this function is damaged after the enemy is killed (i.e. you destroy it but a missile was fired just before that), you still have a chance of completing the mission if you can avoid future combat.

SUPPLY  
This section displays your supply of missiles, chaff, and flares. You begin with 24 missiles, 36 chaff, and 36 flares. You should use all of these as liberally as you would like, as there is little chance you will run out in the course of normal combat.

=====  
TAKING OFF AND FLYING THE HELICOPTER  
=====

Now that you hopefully understand all the functions of the Gizmo, it's time to begin flying it. Normal start-up procedures go as follows:

1. Press the Start button to turn on the engine. Wait for RPMs to reach 2340
2. Set the ADF. Check the coordinates on the status (S) screen and input them on the radio (R) screen
3. Begin ascending by pressing the Down button. Do NOT turn until reaching about 400 ft., as this will cause a crash. Ascend to about 2,000 ft
4. Begin turning so that the ADF points up and you are heading in the right direction
5. Accelerate by pressing Up and A. You want to get your speed to just under 400 KPH

Some commentary on the above. You can fly at any altitude once you have taken off, but 2,000 feet seems to work well for a couple of reasons. First, it's high up enough that you will not accidentally crash if you drift downward a little (which happens frequently). Second, it is low enough that you will not need to waste a lot of time and fuel descending when you reach the destination. However, the choice of altitude is up to you.

As for cruising speed, you do not want to exceed 400 KPH, as this drains the battery and can lead to engine damage. However, anything less than this -- even 399 KPH -- is safe. You will want to fly as fast as you can at a safe speed to optimize fuel use. Fuel burns at the same rate regardless of how fast or high you fly.

=====  
ENEMY ENCOUNTERS AND COMBAT  
=====

Once you have taken off, maintain an even altitude at around 2,000 feet. Try to level the helicopter and prevent perpetual rotation. This can be done by watching Jimbo's hands. If both handles are centered, the compass and

altitude will remain constant. However, Jimbo's hands will always drift after a few seconds, which causes the chopper to dip downwards and veer off course. Correct this by readjusting his hands when they move.

After enough time has passed, foreign aircraft always make their way onto the screen. You will see one fly to the horizon, then circle back and return towards you. As soon as an aircraft appears, you should go to the radio screen and "Request ID." You have until the aircraft reaches the horizon to send this message. As the enemy returns, it will transmit an ID code. You then need to determine if this ID code belongs to a fellow infiltrator ("Infiltrator") or a follower of the Mad Leader ("Overlord"). There are eight ID codes for each side. There is not really a great way to distinguish them, but the "Infiltrator" codes sound a little less menacing. Also, all ID codes starting with B- or ending in -hed are the "Overlord" type. The best way to distinguish them is to refer to the "Helicopter ID Codes" section near the end of the guide.

Transmitting the correct code will cause the enemy to send a clearance message and fly off harmlessly. Transmitting the wrong code (or no code) will result in a threatening message and combat. Once combat is initiated, your goal is destroy the enemy fighter. It no longer matters if this fighter was an Infiltrator or Overlord once combat begins; you must take it down to complete the mission. You have both guns and missiles at your disposal, and one hit from either will defeat the enemy. Guns tend to work better in most situations given the shorter firing delay. Unfortunately, both guns and missiles can only hit the enemy when it flies directly in front of you. If it flies out on either side, you must take defensive action and save the offense for another pass.

Once the enemy fires a missile, either the C (chaff) button or F (flares) button will flash, depending on whether the enemy used radar-guided or heat-seeking missiles, respectively. Quickly select the appropriate defense and fire it with the B-button. If you fire before the missile has hit you, it will veer off path and safely miss. If the enemy missile does make contact, quickly check the status (S) screen to see which functions have been damaged. If the engine or weapons lights are flashing, you will want to reset, as the mission is impossible to complete.

Enemies are very persistent. You cannot outrun them and have no way of shaking them. It becomes a fight to the death once combat is initiated.

Each helicopter stage has four enemies. Whether or not they are "Infiltrator" or "Overlord" is determined randomly when each game starts. There is no requirement that the aircraft be mixed, so you could conceivably encounter four "Overlord" aircraft and no "Infiltrator" ones.

Finally, you will encounter the occasional rogue aircraft. This is an enemy fighter who is insistent on battling no matter what. Therefore, even if you respond with the correct ID code, the aircraft will still attack you. Rogue fighters are somewhat rare (about 1 in 10 chance or lower), but they do force you to learn how to handle combat situations.

=====  
LANDING  
=====

As with real aircraft, landing is the most difficult and delicate aspect of the flight. Once the ADF begins rotating wildly, you are over the landing zone and should begin landing procedures. At this point, you should do the following:

1. Reduce speed to 0 KPH
2. Descend quickly to about 600 feet, then slow down your descent
3. At 250 feet, enable whisper mode (W on control panel)
4. Slow decent to 2 feet per interval once you are below 200 feet
5. Make sure the craft is level. Easiest way to tell is if the horizon lines are straight. Watch Jimbo's hands and make adjustments if he tilts or pulls back on the throttle

Landing can be VERY frustrating and will take many attempts to master. The most common errors are the following:

1. Landing too fast (anything more than 2 ft. per interval) -- Crash
2. Tilting the aircraft during touchdown -- Crash
3. Using whisper mode too late or not at all -- Captured by enemy
4. Using the whisper mode too soon. This heats the oil too much and causes engine damage -- Crash
5. Still moving while trying to land (speed MUST be 0 KPH) -- Crash

There are a lot of things to worry about. Focus first on slowing your rate of descent, as this eliminates the most common reason for crashing and gives you extra time to follow the necessary steps.

With the conclusion of this tutorial, you are now ready to man the Gizmo and assault the Mad Leader's bases!

```
=====
E N E M Y   B A S E   T U T O R I A L                               INOE
=====
```

The enemy base missions are much more intuitive than the helicopter portions. You command Jimbo from an overhead view and navigate between buildings within the enemy base. Inside buildings, the game changes perspective and you must search through the numerous rooms to complete the mission's objectives.

One brutal downside to the enemy bases is the time limit. You have 10 game minutes on stages 1 and 3 and 8 game minutes on stage 2. Each game minute is equal to a little less than 2 real time minutes. This time limit prevents you from fully exploring each building at your leisure. In fact, if you play this game without any external help, you WILL die a few times trying to discover the correct order to enter buildings. For this reason, you should take notes or, better yet, refer to the walkthrough section of this guide.

Much of the remaining challenge during the enemy base missions comes from avoiding capture by enemy guards. They are quite perceptive and always on the look out for someone who appears out of place. To make matters more difficult, you do not have any lethal weapons with which to combat them (as a dead soldier would quickly blow your cover if discovered). There are some tips for avoiding guards a few sections below.

```
=====
CONTROLS
=====
```

UP/DOWN/LEFT/RIGHT

Moves Jimbo in any of these directions while outside or inside buildings. When inside, you can interact with many items (furniture, special objects,

etc.) by approaching them and pressing the Up button.

#### SELECT

Brings you to the inventory screen. Press Select again to return to the game.

#### START

Not used.

#### B-BUTTON/A-BUTTON

Both buttons use the selected item from your inventory.

=====

#### INVENTORY

=====

You begin will all of the following items in your inventory (Explosives are only available in mission 3):

#### SLEEPING GAS

The sleeping gas (also called spray) is a special gas that can be released from the inside of Jimbo's jacket. It puts enemy soldiers to sleep for a short time and causes them to forget what happened just before passing out. You need to be very close to the enemy for the sleeping gas to work. The amount of remaining spray is shown by the red line on the item screen. Jimbo apparently has special nose plugs that allow him to breathe the gas without falling asleep.

#### GAS GRENADE

Gas grenades also contain sleeping gas, but they can be used over a wider area indoors. When inside a building, gas grenades will fill an entire room and knock out the guard no matter where he is. Outside, grenades only have the same radius as the sleeping gas. However, they make a lot of noise and alert any guards on the screen who are awake. For this reason, DO NOT use the grenades outside. The number of remaining grenades is displayed on the inventory screen.

#### PAPERS

The Identification Papers are fake documents that are supposed to disclose your identity as a guard in the Mad Leader's forces. As you walk around, enemy guards become suspicious of your unfamiliar face and ask to see your papers. At this point, you should select the papers, walk up the guard, and press the A or B button. After examining them for a few seconds, the guard will either determine that the papers are in order or are unacceptable fakes. His decision is completely random and is not even consistent if the same guard interrogates you more than once. If the guard does determine that your papers are out of order, you have about 2 seconds to put him to sleep before he sounds the alarm. If you run away at any point after he interrogates you, he will also sound the alarm.

#### MINE DETECTOR

Many of the enemy bases are surrounded by mines. In particular, screens with no guards or buildings are good indicators that mines may be planted. If this is the case, select the Mine Detector and HOLD the A or B button as you walk. You must hold the button, not simply press it. The mine detector will beep and reveal any mines as

you pass them. You are safe from undetected mines, but will still be blown up if you touch a mine once it has been uncovered. Of course, if you do not use the mine detector, all mines are fatal.

#### EXPLOSIVES

You do not have any explosives in mission 1 or 2. During the third mission, you are given seven explosives to plant in various missile control rooms. When you are at the control console, approach it and press the Up button to plant the explosive. Once the final explosive is planted, you will have less than 10 seconds to evacuate the building before the entire place blows (which kills you).

=====

#### ENEMY BUILDINGS

=====

Entering the various enemy buildings changes the perspective. Your character is now a lot bigger and has different options in navigating and exploring.

#### AUTOMAP

The bottom of the screen will now display an automap, which records the rooms you have been in. There are three colors to designate rooms:

- Green: Entrance to the building or floor
- Yellow: Normal room with no special items
- Red: Special room. Contains either a security card, mission item, special object, console, or something else of importance

#### SEARCHING THE BUILDING

Rooms inside the enemy buildings are filled with cabinets, drawers, and clothing racks (with hanging uniforms). Cabinets and drawers all contain items, though many are useless. You can change uniforms by approaching a rack and pressing Up. You can search a cabinet or drawer by approaching it and pressing Up. For the most part, it is a waste to search all the drawers and cabinets in each room. This eats into the time limit and yields very few worthwhile items. No mission critical items will ever be found in random rooms, so you do not have to worry about missing anything important. The following items are found in buildings:

#### DISGUISE

Most racks hold blue guard's uniforms, which are identical to the one you begin with. However, some have special, orange janitor's uniforms. Once you equip this uniform, the enemy guards will tend to ignore you, as they are not nearly as familiar with the custodial staff as they are fellow guards. If you pass too close, they will still get suspicious and interrogate you, so you need to keep your distance. Also, your papers will never work if you are interrogated when disguised as a janitor (since they reveal your identity as a guard). Therefore, you will need to gas and run if anyone questions you. In all stages, you will want to get a disguise as soon as possible. It makes moving much easier and reduces the chances of capture quite significantly.

#### ALARM CARD

If a guard becomes alerted to your presence, he will sound the alarm. To disable the alarm, you will need to find an alarm card and place it in the alarm console. Alarm cards

are found randomly in drawers and cabinets inside buildings. The alarm card will appear on the inventory screen once collected. Once used, the alarm card will disappear.

**SECURITY CARD** The security card is needed to unlock the security doors guarding valuable mission items or personnel. All missions require that you find this card and place it in the security console. The security cards are all kept in rooms with double steel drawers. The room will appear red on the building automap. The security card will appear on the inventory screen once collected.

**GAS GRENADE** Gas grenades are identical to the ones you begin with. They are found randomly in cabinets and drawers. One exception is normal rooms with a pair of steel drawers. These drawers will always both contain gas grenades.

**USELESS ITEMS** There are many garbage items found throughout the drawers and cabinets in buildings: soda cans, empty caviar containers, fountain pens, useless files, maps of Hollywood, and photos of Elvis. These items are all immediately discarded.

**MISSION ITEMS** Each mission has special items that are needed to complete the level. They are all found behind security doors and in rooms that will appear red on the automap. They will appear on the inventory screen when collected.

#### SECURITY AND ALARM CONSOLES

Each stage has alarm and security consoles. These consoles appear as slots in the wall where alarm and security cards can be inserted. Security consoles are more elaborate and have a blinking light to indicate if the security doors are locked or unlocked (red/orange = locked, green = unlocked).

The alarm console will silence the alert siren if you insert the alarm card, which can be found randomly in cabinets or drawers throughout the buildings. Disabling the alarm is never necessary and is often a big waste of time. You can still complete the mission with the guards alerted.

The security console will open the locked security doors. This is essential to completing any mission, as important items or objects are located behind the security doors. Security cards are found in special rooms that appear red on the automap.

#### ===== EVADING GUARDS =====

Evading guards is the ongoing subplot of every enemy base stage. Guards are very suspicious of you and will ask to see your ID papers if you are within eyeshot. You should show these papers when interrogated, as running will cause them to activate the alarm.

#### LOCATION, LOCATION, LOCATION

One of the most basic elements of avoiding the guards outdoors is to try to move between screens so that you do not come out near a guard. For example, this may mean exiting from the top right corner of the screen rather than from the middle. Suggestions for safe exits are found throughout the walkthrough,

but you should also rely on experience when moving around.

#### USE THE GAS

If the enemy guards believe your papers are fake, you will have a brief time to either run or gas them before they capture you. Gassing them is always preferred. When gassed indoors, they will simply pass out, allowing you to explore or proceed to new rooms safely. When outside, gassing them is trickier. The enemy will collapse about 3 seconds after being gassed. If you are on the screen when the enemy keels over, any other visible guards will see this and trigger the alarm. Therefore, you should run off the screen immediately after gassing a soldier outdoors. Also, do NOT use the gas grenades outside. They make a huge explosion and draw a lot of attention, immediately triggering the alarm.

When indoors, opening drawers or cabinets in front of guards (when dressed in a blue uniform) will immediately cause them to activate the alarm. Always put the guards to sleep before exploring the room for items.

#### USE A DISGUISE

The orange janitor's uniform is an extremely valuable item found in each stage. The guards will largely ignore you when you wear it, unless you get very close. This minimizes the interrogations and allows you to move between and throughout buildings much faster and safer. If the enemy does try to interrogate you when dressed as a janitor, you must run or gas them. Your ID papers will not work.

#### THE ALARM IS TRIGGERED...

It is almost inevitable that you will trigger the alarm. When this happens, an annoying alarm will ring until deactivated. While the alarm is ringing, enemy guards who spot you will alert other soldiers and immediately begin chasing you. If they reach you, you will be captured and need to start over. Your ID papers are useless once the alarm sounds.

Enemies will also run after you when indoors, and even follow you between rooms. In this scenario, it's good to use a gas grenade to put them to sleep, allowing you to escape safely.

The alarm console will silence alarms in each stage and quell the security threat. However, making use of such consoles requires that you find a random alarm card in a cabinet or drawer, something that takes a very long time. Given the time limit on each stage, it's not worth it to attempt to disable an activated alarm. Instead, move carefully and switch to sleeping gas.

#### ===== BASIC OBJECTIVES =====

While each mission has a different final objective, the basic ones are always the same:

1. Find a disguise
2. Find the security card
3. Find the security console to open the locked doors

Step 1 is always optional but makes the missions much easier. Steps 2 and 3 will occupy your time for the first half of the mission.

The following section includes a full walkthrough for all 3 mission of the game, for both helicopter and enemy base stages. It is strongly advised that you read the tutorial sections above if this is your first time playing.

=====

HELICOPTER MISSION 1 IN01

=====

Your first mission is to fly to the enemy base and neutralize the Mad Leader's arsenal of nerve gas. As with all missions, the only way to get to the enemy base is via chopper. It's time to get comfortable with the Gizmo.

Note that you do not actually need to complete this flying mission. The game gives you the option of skipping directly to the enemy base. However, this is a good opportunity to learn how to fly. A return flight will be required after completing the base mission, and you will definitely not want to die at that point due to poor flying skills.

If you are really lost as to what the various buttons and gauges do, see the "Helicopter Tutorial" section before the walkthrough. It has details on every nuance of the Gizmo and is an excellent learner's manual.

Assuming you are at least familiar with the basics, initiate the following takeoff procedures:

1. Start the engine (press the Start button)
2. Set ADF to 20.3 on the radio (R) screen
3. Ascend to about 2,000 feet, then level off
4. Turn so that you are facing roughly 155 degrees (and not drifting) and the ADF is pointing up
5. Accelerate to around 390 knots per hour

Level off the artificial horizon and watch the compass so that you do not drift off course. You should now be flying smoothly and heading on course for the enemy base.

Unfortunately, you are not alone in the sky. Other aircraft, both friendly and hostile, are sharing the same airspace. As in all helicopter stages, you will encounter four aircraft before reaching the destination. As soon as one appears, make contact using the radio (R) and Request ID. Respond with the proper "Infiltrator" or "Overlord" code depending on the ID they respond with (see the "Helicopter ID Codes" section for a list of all 16 codes). It is always best to try to fool the enemy rather than engaging in combat, as one enemy missile is often all that it takes to cripple your chopper. If you must fight, either because you mess up the response or encounter a rogue fighter, attack using guns when the fighters are in the center of the screen. If they are off-center, just focus on deploying the chaff or flares in defense until you can get a head on shot.

Shortly after the fourth aircraft is gone, you should be nearing the enemy base (assuming you stayed on course). You can check the status (S) screen to see where you are relative to the base. Once you are over the landing zone, the ADF will start to spin wildly, and it's time to land. Take the following steps:



1. Reduce speed to 0 KPH
2. Descend quickly until you reach around 600 feet, then slow your descent
3. At 250 feet, enable whisper mode (W on control panel)
4. Slow decent to 2 feet per interval once you are below 200 feet
5. Make sure craft is level. Easiest way to tell is if the horizon lines in the background are straight. Watch Jimbo's hands and make adjustments if he tilts or pulls back on the throttle

Assuming all these things are executed correctly, you should land and receive a "Successful Landing" message. However, landing is very hard to get right at first. It will probably take several attempts before you can coordinate the various steps above without flaw. Try not to get frustrated, as the game expects you to crash a few times before getting things right.

```
=====
E N E M Y   B A S E   M I S S I O N   1                               I N 0 2
=====
```

ORDERS: Penetrate the enemy base and neutralize a vat of deadly nerve gas.

OBJECTIVES

-----

1. Recover Security Card
2. Find a Disguise (optional)
3. Disable Security Doors
4. Collect 4 Special Chemicals
5. Bring Chemicals to Analysis Computer to obtain Neutralizer
6. Add Neutralizer to Nerve Gas
7. Return to Helicopter

-----

Now that you have arrived at your destination, the mission is to infiltrate the chemical labs and neutralize the Mad Leader's nerve gas. Unfortunately, the game does not provide any more details than this. What to do next is entirely up to you to discover, and it would normally take many frustrating trials.

Working against you is the time limit, which gives you exactly 10 game minutes (around 20 real life minutes) to figure out what to do and complete the entire mission. Given the size of the stage and number of buildings, you really need to know where to go in advance to have any chance of making this time limit. The game expects that you repeat the level countless times and learn from your previous failures. There is really no other way to do it on your own. Luckily, you have this guide.

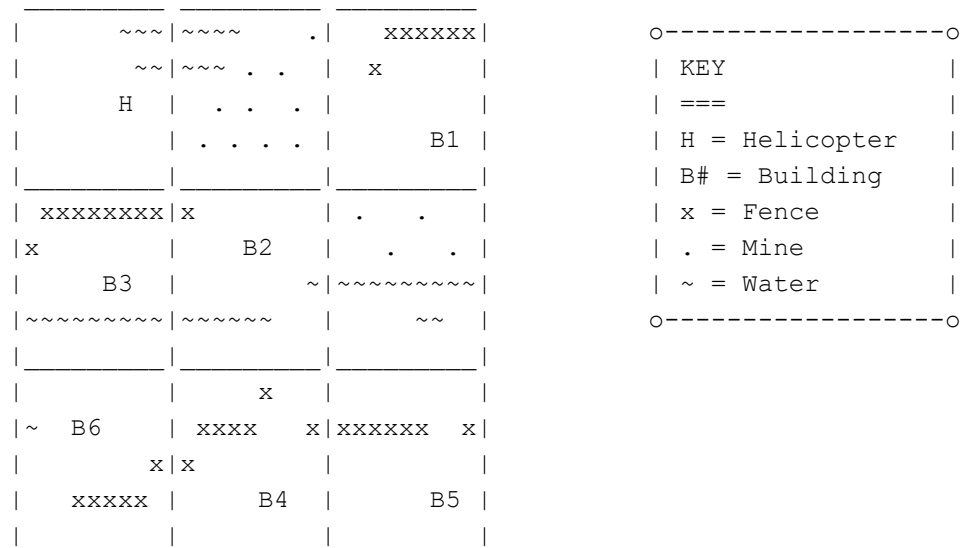
Each enemy base stage starts with the same basic objectives: find the enemy security card and disable the locked doors at the security console. Once this is completed, the remainder of the stage consists of returning to the rooms behind the locked doors. An optional objective in each stage is to find a disguise. The disguise is an orange janitor's suit, which allows you to navigate the outdoor and indoor levels without constant interrogation by guards. You still need to keep some distance, however, as the guards will stop you if you get too close. Still, the enemy base becomes MUCH easier if you have a disguise.

Below is a map of the outdoor region. B1 through B6 correspond to the various buildings you will encounter. More detailed maps of each building can be

found below.

#### ENEMY BASE 1

=====



Note: Buildings 2 and 4 may be reversed.

#### QUICK INDEX

=====

- B1: Security Card; Strange Chemical
- B2: Strange Chemical
- B3: Disguise, Strange Chemical
- B4: Analysis Computer (and Neutralizer)
- B5: Disguise; Alarm Console; Security Console; Nerve Gas Vat
- B6: Alarm Console; Strange Chemical

The outdoor portion of this stage consists of nine screens. You begin at the top left screen and need to navigate to the correct buildings. The first objective is to obtain the security card, although you can opt first to grab a disguise and make the stage a lot easier. If you wish to grab a disguise, one is available in buildings 2 and 5. For now, let's head for the security card.

From the landing screen, head to the right. This next screen is littered with mines, so you will need to use the mine detector to navigate safely. Go to the item screen and select this item. Now, HOLD down the A or B button the entire time you walk. You will hear a beeping sound and mines will appear as you near them. You should be safe from hidden mines, but walking on a visible mine will still kill you.

The key to making it through the outdoor levels is not to draw the attention of guards if possible. Since Jimbo really stands out as he walks around like a lost tourist, he will obviously raise some suspicion. You can minimize the number of interrogations by appearing on each screen at a safe spot, just out of eyeshot of the enemy soldiers.

As you make it through the second screen with the mines, proceed to the bottom right corner. Pass down to the screen below, then immediately right. You should now be on a screen with a river that flows across the middle. This screen has mines again, so select the detector. Walk over to the far right side of this screen, then head up. You should now see a large building in front of you and be away from any guards. If you move carefully, you can

probably sneak into the building without alerting attention. However, the guard near the entrance will sometimes stop you, so have your papers ready just in case. If he does not find these papers acceptable, quickly switch to the sleeping gas and spray him before he alerts security. So long as you leave the screen after he has been sprayed but before he hits the ground, you should avoid detection.

You will now be inside Building 1. See the section below for maps of each building. The walkthrough continues after the maps.

```

o-----o
| ENEMY BASE 1 BUILDING KEY |
| ===== |
| E = Entrance          S = Security Card |
| G = Guard             C = Security Console |
| N = Gas Grenade       A = Alarm Console   |
| L = Locked Door       K = Strange Chemical |
| D = Disguise          Y = Analysis Computer |
| # = Elevator          V = Nerve Gas       |
o-----o

```

Building 1

```

-----
      1     2     3     4     5     6
-----
A |   |   | N N |   |   |   |
  | G   G   G   | G   |   | G   |
  |___|___|___|___|___|___|
B |   |   |   |   |   |   |
  | G   G   |   | G   |   |   |
  |___|___|___|___|___|___|
C |   |   |   |   |   |   |
  | K   |   |   |   |   |   |
  | L G   G   | G   |   |   |
  |___|___|___|___|___|___|
D |   |   |   |   |   |   |
  | G   |   | G   | G   |   |
  |___|___|___|___|___|___|
E |   |   |   |   |   |   |
  |   | G   |   | G   |   |
  |___|___|___|___|___|___|
F |   |   |   |   |   |   |
  | S   |   |   |   |   |   |
  |   |   | G   | G   |   |
  |___|___|___|___|___|___|

```

Building 2

```

-----
      1     2     3     4     5     6     F1
-----
      1     2     3     4     5     6     7
-----
A |   |   |   |   |   |   |   |
  | G   G   |   | G   |   | G   |   | |
  |___|___|___|___|___|___|___|
  |   |   |   |   |   |   |   |
B |   |   |   |   |   |   |   |
  | G   G   |   |   |   |   |   |
  |___|___|___|___|___|___|___|
C |   |   |   |   |   |   |   |
  |   |   |   | G   | G L |   |
  |___|___|___|___|___|___|___|

```

D	G	G	G			
			1			
E	G			G	G	
F		G			G	G

Building 3

-----

	1	2	3	4	5	6
		N N				D
A	G	G	G	G		
		N N				
B	G	G		G	G	
				K		
C				L	G	
					N N	
D		G	G		G	G
E		G	G	G	G	
F	G		G		G	G
		E				

Building 4

-----

	1	2	3	4	5	6
		N N				
A	G	G	G			
		Y				
B	G	G	G			
C	G			G		
D		G				
E	G	1		G		

F1

-----

	7
	1
	E

F

Building 5

-----

	1	2	3	4	5	6
A				A		D
B		G	G	G	G	G
C			C		V	N N
D			G		G	
E			G		G	
F		G				G
				E		

Building 6

-----

	1	2	3	4	5	6
A			A		K	
B		G	G	G		G
C			G		G	
D			G	G	G	
E			G		G	
F						
				E		

The indoor levels play a lot differently from the outdoor portion of this stage. You now navigate a series of rooms in attempts to find special items or locations. Many screens have drawers and bookcases that can be explored by approaching them and pressing Up (only the ones against the top walls can be explored). You will usually find garbage items like a "soda can," "empty caviar container," or "picture of Elvis." Occasionally (and randomly) you can pick up either alarm cards or gas grenades. However, it's probably not worth

the time to explore each room on the off chance of finding one of these items. The one exception is any room with two steel drawers on the top wall. These will always contain gas grenades (or some special item), so it makes sense to open them.

Many rooms are occupied by guards. If a guard stops you, you can show your papers as before and hope to pass. If the papers fail, use the sleeping gas. You can also use the gas grenades with great effect indoors. They work just as the spray but can be used from anywhere in the room. If you intend to open drawers and explore the room, always gas the guard first, otherwise he will sound the alarm even if he accepted your paperwork.

There is a useful mini-map on the bottom of the screen that will track where you have been. Anything important (security card, computer, etc.) will be displayed as a red square.

=====  
OBTAIN THE SECURITY CARD  
=====

Once inside Building 1, you can wander around for a while and explore or take the direct route straight for the card. If you prefer the latter, take the following route:

UP 1 room  
LEFT 5  
DOWN 1

You will only pass through two rooms with security guards before reaching the destination. Open the steel drawers and you will find a security card in the first one (and gas grenade in the other). Head back outside by taking the reverse route (up 1 screen, right 5, down 1) and leave the building. With any luck, you should have 8:30 remaining on the clock or better.

Head right and down from the building entrance and try to avoid the guard again. As with before, if the paperwork fails, gas him and run quickly before he falls. This should allow you to avoid a security alert. Pass through the screen with the river down the middle and head left. You will come to a screen now with a building in the middle and security guards patrolling the side and stationed at the bottom. You may be able to evade the patrolling guard, but the bottom one will surely stop you. Hope the paperwork is acceptable, otherwise, gas and run down quickly.

If you head south, you should be at the top of a screen with a building at the bottom and a long fence across the top. Head right from here onto the next screen and follow the fence all the way to the end. This screen has another building (building 5) and large clock at the bottom. You will need to pass by the security guard near the fence opening. If he does not buy the paperwork, gas him and run north. Return and try again until he is fooled. At this point, head around the right side of the building and try to slip in without alerting any more guards.

=====  
DISGUISE AND SECURITY CONSOLE  
=====

Building 5 has both a disguise and the security console, so it makes a logical next destination. Let's get the disguise first, as this ends the endless interrogations from the guards.

UP 4

RIGHT 2  
UP 1

You will pass three guards along the way, but this should not be too unmanageable. The disguise is the orange outfit hanging on the coat rack. This is a janitor's uniform, so it naturally throws off the guard's suspicion. However, they will still smell something fishy if you get really close, so stay on the opposite sides of the screen or as far away as possible. Note that once you have the disguise, your paperwork will never fool the guards. You will need to use gas to avoid a security alert.

After picking up the disguise, you need to return to the entrance. To reach the security console from the entrance, head:

LEFT 2  
UP 3  
RIGHT 1

You will see the security console against the far wall. First gas the guard, then walk up to the slot and press Up. You should automatically insert the card and receive a message that says "Unlocking All Doors" at the bottom of the screen. The light will also be blinking green now. Head back out of the building now. If you have 6:00 or more left on the clock, you are doing well.

=====  
STRANGE CHEMICALS  
=====

You will need the right chemical mix to create the neutralizer for the nerve gas. These are all kept behind locked doors in Buildings 1, 2, 3, and 6. One interesting thing to note about the buildings is that buildings 2 and 4 may be switched based on how the game lays out the level. You should know after one room which building it is. If you happen to come out in building 4 when you think you are entering building 2, just exit and go somewhere else.

The easiest route to take from building 5 would be the following: 6-2-3-1. The directions below assume you enter each building and just want the quickest route to the strange chemicals.

Building 6  
-----  
UP 1  
RIGHT 1  
UP 4  
RIGHT 1

Building 2  
-----  
RIGHT 2  
UP 2  
RIGHT 1

Building 3  
-----  
RIGHT 4  
UP 3  
LEFT 2

Building 1

-----

UP 4

LEFT 3

DOWN 1

LEFT 2

At this point, you should have collected the four strange chemical samples. You will now want to head to the analysis computer in building 4. Note that if you are running very low on time (2:00 or less) while you are still collecting samples, you may want to head to building 4 before you have all four of them. You do not actually need all four, just the correct one for the Neutralizer. See below for more on this.

=====

#### THE NEUTRALIZER

=====

Building 4 is the smallest level in the stage, but it is loaded with security guards. Have the sleeping gas ready. Once you head down the elevator, head either left or right, then head up three screens and head left or right again. This will take into a room with a security guard and four computer screens with slots below them. This computer can analyze the strange chemicals you have and create a neutralizer to nullify the harmful effects of nerve gas. Knock out the guard first, then put your chemical samples into each slot. One of the monitors will turn green, while the other three will be red. Walk up to the slot below the green monitor and you will pick up the Neutralizer.

As was mentioned above, it is possible to get the Neutralizer without collecting all four strange chemical samples. In fact, you can do it with only one sample if you guess right at which slot to place it in. This may be worth a gamble if there is no way to complete the level otherwise. If you are playing on an emulator, you can use save states to always find the correct slot with just one sample collected.

=====

#### ELIMINATE THE NERVE GAS

=====

With the Neutralizer, return to building 5 (which contained the security console and disguise). Head:

RIGHT 2

UP 3

LEFT 1

You should see a large vat with red blinking dots inside. Walk up to the basin and press UP. This will insert the Neutralizer and give you a "Neutralizing Nerve Gas" message. The chemical vat should turn green and you will receive a message on your inventory screen saying "Mission is Complete!" Well, almost complete. You still need to make it back to the helicopter AND fly all the way back to base.

Exit building 5 and take whatever route you want back to the chopper. You don't need to worry about sounding the alarm anymore, so just run if any of the guards spot you. Once you reach the helicopter, you will get on board and begin another flying mission.

=====



## RETURN FLIGHT

=====

If you are still not comfortable with flying, the return portion of this mission can be nerve wracking. Fortunately, you start in the helicopter if you die. Unfortunately, you will need to complete the enemy base again if you lose all your lives before returning to your home base. As with the helicopter mission before, take the following steps:

1. Start the engine
2. Set ADF to 50.9 (this is always the ADF on return flights)
3. Ascend to about 2,000 feet
4. Turn so that you are facing roughly 340 degrees (and not drifting)
5. Accelerate to around 390 knots per hour

As before, you will encounter four enemy fighters during the return journey. See the "Helicopter ID Codes" section at the end of this guide if you are not familiar with the code names yet.

The return missions are a bit easier than the initial missions, as you do not need to worry about stealth when landing. Once you are over the landing site, slow down to 0 KPH and begin descending. When you reach about 400 feet, slow your descent. Since there is no enemy to detect you here, you do not need to enter whisper mode and can concentrate on keeping the Gizmo level and descending slowly. Watch Jimbo's hands as they have a tendency to move the controls. Make corrections if you see him either tilt the craft or pull back on the throttle. Once you land, you receive the password for the next stage.

=====

H E L I C O P T E R	M I S S I O N	2	IN03
---------------------	---------------	---	------

=====

Jimbo is on his way to the enemy prison camps to rescue Dr. Phineas Gump. The enemy prison camp is a bit farther away than the nerve gas facilities were, so you need to be more judicious on fuel use. Once you enter the helicopter, take the following initial steps. If you are unfamiliar or uncomfortable with flying the helicopter, see the "Helicopter Tutorial" section before the walkthrough.

1. Start the engine
2. Set ADF to 82.7
3. Ascend to about 2,000 feet
4. Turn so that you are facing roughly 140 degrees (and not drifting)
5. Accelerate to around 390 knots per hour

You will fly for a brief time before the enemy aircraft encounters begin again. As in all helicopter stages, you will encounter four enemy fighters before reaching the destination. As soon as one appears, make contact using the radio (R) and request ID. Respond with the proper "Infiltrator" or "Overlord" code depending on helicopter code (see the "Helicopter ID Codes" section for a list of all 16 codes).

It is advisable, once again, that you avoid combat if you can. It only takes one shot from enemies to cripple the Gizmo and make it impossible to land. If you must fight, either because you mess up the response or encounter a rogue fighter, attack using guns when the fighters are in the center of the screen. If they are off-center, just focus on deploying the chaff or flares in defense until you can get a head-on shot.

Once you are at the landing destination, take the following steps:

1. Reduce speed to 0 KPH
2. Descend quickly to about 600 feet, then slow down
3. At 250 feet, enable whisper mode (W on control panel)
4. Slow decent to 2 feet per interval once you are below 200 feet
5. Make sure craft is level. Easiest way to tell is if the horizon lines in the background are straight. Watch Jimbo's hands and make adjustments if he tilts or pulls back on the throttle

A lot of things to focus on, but you should land safely and undetected if all goes well. Upon landing, you will receive a password to resume at the enemy base.

```
=====
E N E M Y   B A S E   M I S S I O N   2                               IN04
=====
```

ORDERS: Rescue Dr. Phineas Gump from the fiendish enemy prison camp. You must also get rid of his invisibility pill.

OBJECTIVES

-----

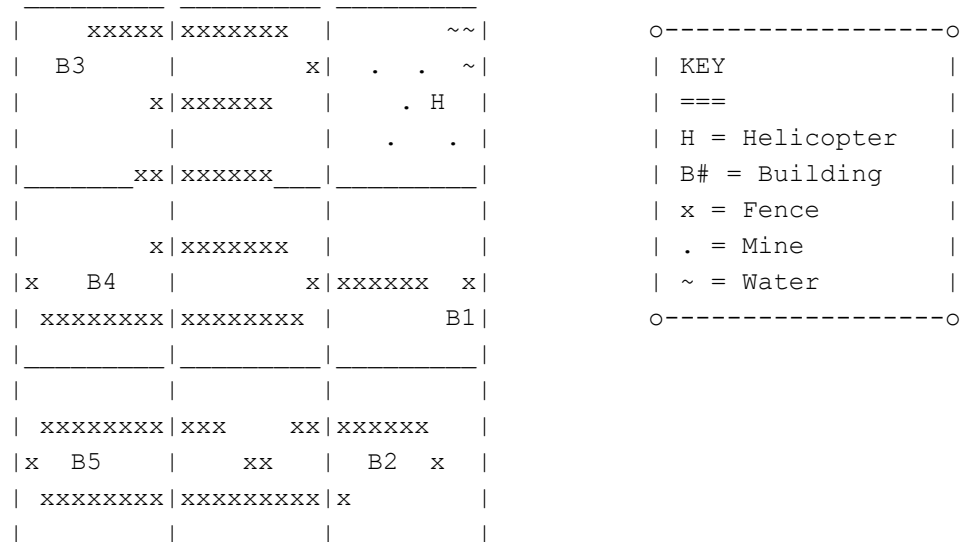
1. Find a Disguise (optional)
2. Recover Security Card
3. Disable Security Doors
4. Collect Invisibility Pill
5. Free Dr. Phineas Gump and give him Invisibility Pill
6. Return to Helicopter

-----

Once again, your mission is far too vague to give much specific direction on what to do. Thankfully, this enemy base is quite a bit shorter (and easier) than the previous one. Unfortunately, you only have 8 minutes to complete it. This puts a serious constraint on your ability to explore. You need to know all the correct locations in advance to have any chance of escaping in time.

ENEMY BASE 2

=====



Note: Buildings 3 and 4 may be reversed.

QUICK INDEX

=====

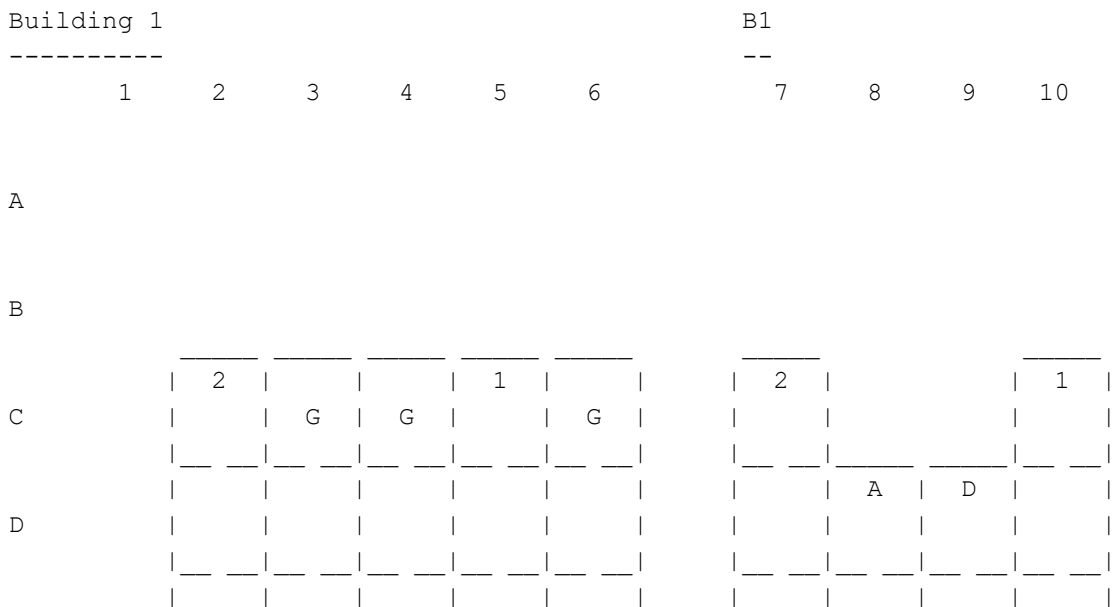
- B1: Disguise; Alarm Console
- B2: Disguise; Security Card
- B3: Invisibility Pill
- B4: Security Console
- B5: Dr. Phineas Gump

As with the previous mission, you will first want to find a disguise and track down the security card and console. This stage makes the first couple of objectives a lot easier. You begin this time in the top right corner of the area. One brutal difference is that your helicopter is now surrounded by mines. You will want to switch to the mine detector immediately upon landing. Hold down the A or B button while the item is selected and you should be safe from mines, revealing them as you walk. The best place to exit is at the bottom right corner. This will take you out away from all the guards on the next screen. If you can't be bothered with the mine detector, just head straight down from the starting spot and you will avoid all the mines.

If you enter the next screen on the top right edge, you can probably get away with having to approach one or two guards. If you come down the middle, you will probably be interrogated by three, and the odds of fooling three in a row are very slim. Enter the building on this screen (building 1) as soon as you clear the guards. You can quickly obtain a disguise and make the level a lot easier. The maps below show the layouts of all five buildings. The walkthrough is continued shortly after.

```

o-----o
| ENEMY BASE 2 BUILDING KEY |
| ===== |
| E = Entrance          S = Security Card |
| G = Guard             C = Security Console |
| N = Gas Grenade      A = Alarm Console |
| L = Locked Door      I = Invisibility Pill |
| D = Disguise         P = Dr. Phineas Gump |
| # = Elevator         |
o-----o
    
```



E						
F	G	G	G	G		E

	G	G	

Building 2

-----

	1	2	3	4	5	6
A					D	
B				G	G	
C	N N				N N	
	G			G	G	
D		G		G		
E	S		1			
F						

F1

--

	1
	E

Building 3

-----

	1	2	3	4	5	6
A				G		G
B	G	G			G	
C	I					
	G L G		G			
D	G		G		G	G
E			G	G		G
F	G					
			E			

Building 4

-----

	1	2	3	4	5	6
A	G	N N G			N N G	G
B		G	G	G	G	
C		G		C G	G	
D		G	G			
E		G	G	G		
F						G
			E			

Building 5

	1	2	3	4	5	6
A	P L G			G		G
B	G	G			G	G
C				G		
D				G	G	G
E			1			
F				G		G

F1

	7
	1
	E

=====  
DISGUISE AND SECURITY CARD  
=====

Given the annoying placement of the guards and minimal time to indulge their inquiries, it is important to find a disguise as quickly as possible. Once inside building 1, the route is quite simple:

LEFT 1  
UP 3 (take elevator)  
DOWN 2  
LEFT 1  
UP 1

You should only have passed by two guards along the way. With any luck, you will have at least 7:00 remaining. Exit the building and head directly down. On the next screen, head right and go around the rock to avoid the guard. Stay near the outside edge of the screen and loop back around. You should be able to enter the building near the middle of the screen without detection (building 2)

The route to the Security Card is quite short. From the first room on B1, head:

LEFT 1  
UP 1  
LEFT 1  
DOWN 1

That's it -- four rooms and only one guard later, you will have the Security Card and be well on you way to completing the mission. This building also has a disguise in case you did not collect it in building 1. To pick it up, return to the entrance and head right 1, up 3, right 1, up 1. This uniform is slightly harder to get than the one in the first building, so it is recommended that you pick it up there. By the time you exit the building, there should be at least 6:15 remaining.

=====  
UNLOCK THE SECURITY DOORS  
=====

The building with the security console is on the opposite end of the stage from the security card. Exit the building and head around the outside to avoid the guard again. This time, pass below the guard near the top and exit the screen near the middle. This will take you back to the screen with building 1 just below the flagpole and well away from any guards. Head up and wrap around the chain fence, then make a sharp left. The next screen is divided by two chain fences that stretch horizontally across the ground. Take the top route and pass above the guard. Continue left and you will come out behind another building.

The building on this screen will either be building 3 or 4. Which building it is varies randomly from game to game (but will always be the same if you die and restart the level). Try entering this building. If the first room has doors on the top, right, and left sides, it is building 4 (where you want to be). If there are only doors on the top and right, this is building 3. Building 4 can then be found on the screen directly above this.

Once inside building 4, take the following route:

RIGHT 3  
UP 2  
LEFT 3  
UP 1  
RIGHT 1

This path is fairly complicated, but it only takes you past three guards. Building 4 can be annoying if you get lost, as all rooms coming off the exterior hallway look the same. If you do not enter a narrow security hallway when you first turn left, you have made a wrong turn.

Once inside the computer console room, be sure to gas the guard before unlocking all the doors. When he's down, press Up at the console until you

receive a message that all doors are unlocked. The light should now be flashing green as well. Head back out along the same path. When you reach the entrance, there should be at least 4:30 left on the clock. If there is considerably less time, you will need to hurry things up a bit to make it.

=====  
INVISIBILITY PILL AND THE STRANGE DOCTOR  
=====

After exiting the building with the security console, you need to find building 3. Building 3 will either be above or below your current location. If you are exiting a building around the middle-right of the screen, head north. If you are exiting near the top left corner, head south.

Once inside the correct building 3, head:

RIGHT 2  
UP 3  
LEFT 5

The final room will have a guard and two steel drawers. Gas the guard and open the drawer -- you will find the Invisibility Pill. Although the instructions were to destroy the pill, you will need this item to sneak Dr. Phineas past the security guards. If you can make it out of the building with 3:00 or more remaining, you are in pretty good shape.

Dr. Phineas is kept in building 5, which is as far from your current location as you can get. Head all the way back to building 2 (bottom right screen) where you picked up the security card. This time, exit to the bottom left of building 2. You should pass onto a screen with another pair of chain fences that divide the area into three parts. So long as you are in the middle, with the two guards, you are doing fine. Continue left and you will come out at the final building, which is surrounded all the way by chain fences. There is a guard in front of the entrance who will likely interrogate you. If he does so, gas him and slip right into the entrance.

The route to the Doctor is quite confusing, so follow the directions below carefully. After taking the elevator down, head:

RIGHT 1  
DOWN 1  
RIGHT 2  
UP 2  
LEFT 1  
UP 2  
RIGHT 1  
UP 1  
RIGHT 5

Once you arrive in the final room, you will find Dr. Phineas, who has a large, pumpkin-like head. Walk to him and press Up. This will give him the Invisibility Pill, and he will slowly disappear. If you do not have the Pill yet, Dr. Phineas will not come with you. Once invisible, Dr. Phineas will bug you every few moments, asking "Are we there yet, Jimbo?" At this point, the item screen should say "Mission is Complete!" Only thing left to do is head back to the Gizmo.

From the building entrance, move past (or gas) the initial guard and exit towards the bottom right of the screen. Slip underneath the two guards and onto the screen with building 2. Stay around the outside corner of the screen





The ADF seems to have you fly south first, then turn east. This is less efficient than actually heading right for the enemy base, so you can save some time by flying at 120 degrees for a while, even though the ADF will tell you to turn.

After the usual four enemy encounters, it's time to land. While you should be quite adept at landing by now, take the following steps:

1. Reduce speed to 0 KPH
2. Descend quickly to about 600 feet, then slow down
3. At 250 feet, enable whisper mode (W on control panel)
4. Slow decent to 2 feet per interval when you are below 200 feet
5. Make sure craft is level. Easiest way to tell is if the horizon lines in the background are straight. Watch Jimbo's hands and make adjustments if he tilts or pulls back on the throttle

With any luck, you should receive the "Successful Landing" message after a single attempt.

```
=====
E N E M Y   B A S E   M I S S I O N   3                               IN06
=====
```

ORDERS: Destroy the enemy ICBM launch and tracking base.

OBJECTIVES

-----

1. Find a Disguise (optional)
2. Recover Security Card
3. Disable Security Doors
4. Plant explosives on all seven ICBM missile controls
5. Return to Helicopter

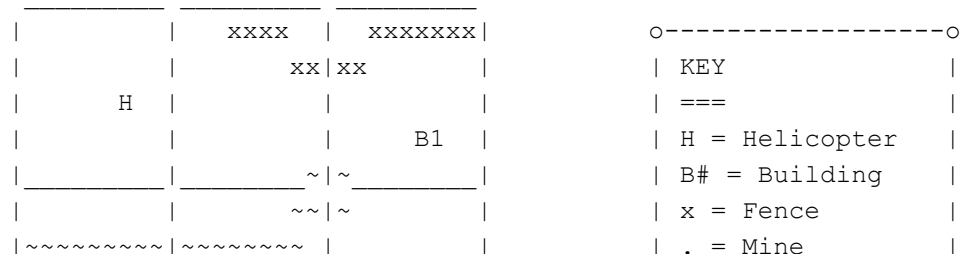
-----

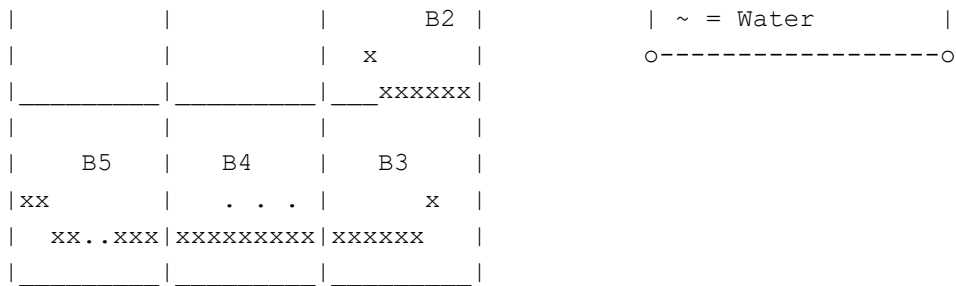
The final mission is the most straightforward, but also most challenging. As previously, you start by seeking out the security key and unlocking the doors. Once you have accomplished this, you simply need to place explosives on all the ICBM control consoles. The order you plant them is not important, so you do not need to fear exploring the wrong building. However, to frustrate matters, the ICBM buildings house guards in almost every room. You will certainly want to find a disguise as soon as you can.

For the first time, you will be able to use the Explosives item in your inventory. You start with seven and need to plant all of them on ICBM control consoles to take down the Mad Leader's missile capabilities.

ENEMY BASE 3

=====





Note: Buildings 3, 4, and 5 may be in any order.

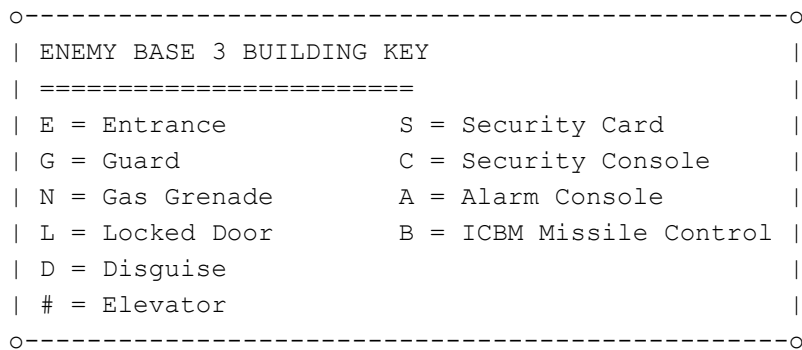
QUICK INDEX

=====

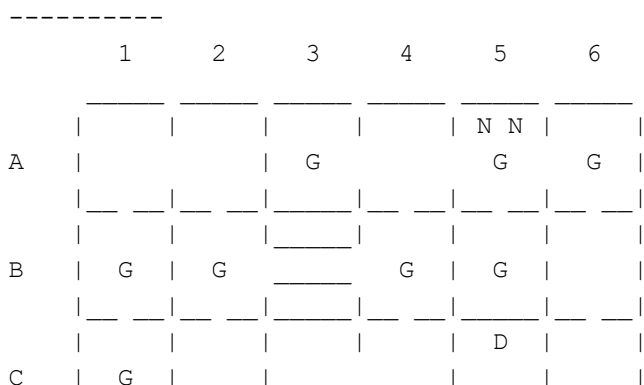
- B1: Disguise; ICBM Missile Control
- B2: Security Card; Security Console; Alarm Console
- B3: ICBM Missile Console
- B4: ICBM Missile Console
- B5: ICBM Missile Console (x4)

The first objective will be to acquire a disguise. From the helicopter, head down to the screen below. You will come out in front of a river and will notice guards on the other side. They cannot see you, so head right and follow the river until it turns north, then go up a screen. By following the river, you avoid detection from guards along the way. From the screen above the river (there will be a fence near the top), head right but stay near the bottom. You will come out and a guard will spot you immediately. If he does not buy the paperwork, gas him and play the exit-and-reenter routine. Once he is fooled, stay situated until the patrolling guard is out of range. When the opportunity presents itself, make a race for the building entrance (building 1). If all goes well, you should have made it here having only stopped for one guard.

The maps below show the building layouts for this stage.



Building 1



D	G	G		G	G	
E			G	G		
F	B					
	L	G				
				E		

Building 2 (1F)

-----

	1	2	3	4	5	6
	5					
A					G	
			4		3	
B		G		G		G
C	G	G	G		G	G
D	G		G		G	
E	S		2		1	
		G				G
F		G	G		G	G
				E		

Building 2 (B1)

-----

	7	8	9	10	11	12
	5					
G						
			4		3	
H						
I						
J			C		A	
			G			
K		2		1		

Building 3

-----

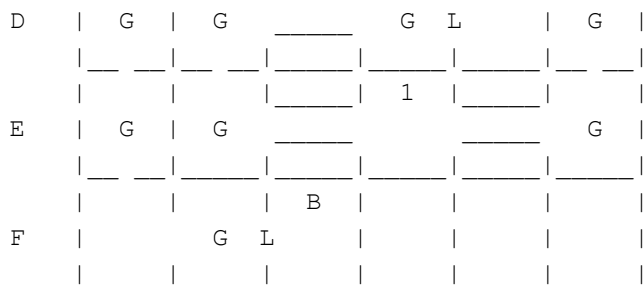
	1	2	3	4	5	6	7
A			G		G		1 E
B		G	G		G	G	
C		G	G	G	G	L	
D		G	G		G	G	
E				1			
F			G		G		

Building 4

	1	2	3	4	5	6	
A	G		G		G		1 E
B		G	G		G	G	
C	G	G	G	G	G	G	
D		G	G		G	G	
E	G	L		G		G	
F		B		1			

Building 5

	1	2	3	4	5	6	7
A			G	G		G	1 E
B	G	G		G	L	G	
C	G	G	B			G	
			L				
					B		



=====  
FIND A DISGUISE  
=====

Nothing comes easy in this stage, and picking up a disguise is no exception. You will need to follow a mini-spiral path to reach the correct room. From the entrance of building 1, head:

- RIGHT 2
- UP 5
- LEFT 2
- DOWN 4
- RIGHT 1
- UP 2

There are many rooms to pass, but the directions are not as confusing as they may seem since you usually just change direction upon hitting a dead end. The disguise will be a very valuable item for the remainder of the level. Head back to the entrance once you're done. There should be roughly 8:30 or more left on the clock at this point.

=====  
LOCATE THE SECURITY CARD AND UNLOCK THE DOORS  
=====

Exit building 1 and pass to the screen below. Try to stay near the right side of the screen and slip into the building on this screen (building 2). If you have a disguise, you should be able to evade all the enemies.

Building 2 is the most elaborate in the game. It has two fully developed floors and five interconnecting elevators. This building holds the security card, security console, and alarm console. First up: the security card. From the entrance, proceed:

- UP 5
- LEFT 2
- DOWN 2
- RIGHT 1
- UP 1

Basically, head up from the entrance and turn every time you cannot head straight. This will take you to an elevator that leads to the basement. From that point, there is only one exit to each room, so the path should be simple. Once you find the elevator back to the first floor, head down four screens and you will find the security card.

Retrace your steps all the way back to the entrance. It's now time to locate the security console. From the entrance, head:

- UP 2
- LEFT 2

DOWN 2  
RIGHT 1  
UP 1

This path will lead to another elevator heading down. In the basement, all doors once again have only a single exit. Following the only logical path and you will come to the security console. Gas the guard and unlock the door, then head back out. If you have 6:00 or more on the clock when you exit the building, you should be in good shape. The hard part of the mission is already over.

=====  
DESTROY THE ICBM MISSILE CONTROLS  
=====

On the screen below the building 2, as well as on the two screen left of that one, you will find three buildings that hold six of the ICBM missile controls. These three buildings are randomized in each game, so it's not easy telling which one you are in. Regardless, take them out one at a time starting with building 3.

From the entrance to building 2, head right at first to make some distance from the guard. Hug the fence and proceed left, then continue to hug it as you head down and to the right. You will want to exit this screen on the bottom right corner. Slip between the two guards on the next screen and enter the building.

Regardless of which building you have found, there will be an elevator taking you down a floor. You will then come out in a room with doorways on the right and left. Start by going right. Be careful in this building, as there are guards in nearly every room. Have the spray ready at all times. If you tripped the alarm, you should probably switch the gas grenades to allow yourself some extra room in the event a guard pursues you.

If the first right takes you into a narrow security hallway, you are in building 5. If not, head up two rooms and make a right. If there is a guard in this room, you are in building 4. If there is an ICBM control, you are in building 3. Use this same logic to determine your location in the next two buildings as well.

When at the ICBM missile control, select the Explosives from the inventory screen and press Up when standing near the middle. You will get a message saying "Planting Explosive." You will also notice that your quantity of explosives on the inventory screen has decreased by one. You MUST gas the guard first, as he will signal security immediately if he sees you while you are planting the explosive. Head out once this is completed and tackle the remaining two buildings.

When moving between buildings, avoid passing near the bottom third of the screen. There are numerous mines set to take you out. At this point, you should be adept enough to handle the few remaining outdoor guards and enter the last buildings.

Once you find building 4, take the following route from the first room of the basement:

LEFT 1  
UP 4  
LEFT 2  
DOWN 4

RIGHT 1

Plant the Explosives and head out.

Building 5 has FOUR ICBM control consoles. You can basically wrap up the stage by cleaning out this building. While the building is fairly long, it is hard to get lost. You will end up visiting every room in the course of planting the Explosives. From the entrance, take the following route:

LEFT 2  
UP 1  
RIGHT 3

This is the first control. From here, head:

LEFT 3  
UP 2  
RIGHT 3

With two down, backtrack to the first room with the elevator. Now, head:

RIGHT 2  
UP 2  
LEFT 3

With the third control underway, it's time to tackle the fourth and final one in this building. It is quite far from the current room. Occasionally check your levels of sleeping gas to make sure that you do not run out, as it is not a hard thing to do given the massive amount of guards. From this ICBM room, head

RIGHT 3  
UP 2  
LEFT 5  
DOWN 5  
RIGHT 2

Once the explosives are planted, back track all the way to the entrance. You will want at least 2:00 remaining when you exit the building. If you have less time than this, you will need to hurry.

The final ICBM control is back in building 1. You need to pass by there anyway, so it's best to tackle last. Maneuver through gauntlet of outdoor guards until you return to building 1. Head left 3 rooms and you will have found the final ICBM control. Plant the Explosive and your mission is complete. Confirm that you planted all the Explosives by checking the item screen. At this point, you will have 8 seconds to escape the building before the explosives blow. Get out as soon as you can. You will notice that, once the bomb goes off, you cannot ever reenter the building where you placed the last explosive (although you can still enter all other buildings where you planted them). Head back to the helicopter and get ready to return to base.

=====  
THE FINAL JOURNEY HOME  
=====

All that stands between you and complete victory is one more (frustrating) helicopter flight. Once you are in, do the following:

1. Start the engine

2. Set ADF to 50.9 (this is always the ADF on return flights)
3. Ascend to about 2,000 feet
4. Turn so that you are facing roughly 340 degrees (and not drifting)
5. Accelerate to around 390 knots per hour

As always, you will encounter four enemy fighters during the return journey. See the "Helicopter ID Codes" section at the end of this guide if you are not familiar with the code names yet. Although by now you should be able to tell Eugene from Arnold in your sleep.

Once you are over the landing site, slow down to 0 KPH and begin descending. When you reach about 400 feet, slow your descent to about 2 feet per second. Since there is no enemy to detect you here, you do not need to enter whisper mode and can concentrate on keeping the Gizmo level and descent speed steady. Watch Jimbo's hands as they have a tendency to move the controls. Make corrections if you see him either tilt the craft or pull back on the throttle.

Congratulations! You have saved the world and defeated the nefarious Mad Leader... or have you? Either way, your journey through Infiltrator ends here. You are now free to replay any stage in the game.

```
=====
H E L I C O P T E R   I D   C O D E S                               I N O F
=====
```

ID codes are used to communicate with other aircraft and relay your alliance. There are eight codes for both friendly and hostile units. Respond with "Infiltrator" or "Overlord" if the enemy aircraft ID matches that column.

INFILTRATOR	OVERLORD	
=====	=====	
ARNOLD	BLAMMO	
CHESTER	BONEHED	
MONGO	BULLIT	
NIMROD	BUSTER	
PARKY	CRUSHER	
SCARR	DEDHED	
SMILEY	EUGENE	
WARTHOG	SLASHER	

```
=====
P A S S W O R D S                                               I N O G
=====
```

Passwords allow you to resume progress after completing a mission. When you enter a password, you can choose to play all previous missions as well as the one listed under Stage. Below are a list of passwords in the game.

STAGE	PASSWORD
-----	-----
Stage 2, Helicopter Mission	NERV



