

## QUICK FLIGHT INSTRUCTIONS

The following procedure will allow you to take a brief flying mission without reading the flight manual, and will give you an idea of what the helicopter simulator is like.

1. Boot up the disk according to the instructions on the front of the reference card.
2. When the title screen appears, press any key to remove it.
3. You are now 100 feet up in the air hovering over the runway at Boeing Field in Seattle. Looking out the forward window you will see the Space Needle.
4. Press Insert followed by 6. This is the view from the right side of the helicopter. You will see the side of the air control tower from this viewpoint.
5. Press Insert followed by 2. This is the view from the back of your helicopter. You will see Mount Rainier from this viewpoint.
6. Press Insert followed by 4. This is the view from the left side of the helicopter. You will see a view of the bay (Puget Sound) from this angle.
7. Press Insert followed by 8. This reverts to the forward view.
8. Press the N key three times. Watch the flight instruments. You will notice the altimeter and vertical speed indicator moving. They show that you are ascending.
9. When the long needle on the altimeter reaches the 2, press the M key three times. The flight instruments should stop moving. This shows that you have stopped ascending. You are now hovering at just above 200 feet above ground.
10. Press the 8 key five times. You will notice the helicopter moving forward. Watch your airspeed indicator. It will rise from 0 to 40 knots. This shows that you are accelerating forward.
11. Press the 9 key five times. You will now begin to fly to the right. Watch the compass and rate of turn indicator. You will notice the compass needle moving clockwise and the rate of turn indicator tilting down on the right side.
12. Press the 6 key three times. You are now beginning to bank. Watch the horizon tilting.
13. Press the G key. You are now watching your helicopter fly from a tracking camera point-of-view. Press the V key. You are now watching your helicopter from a satellite point-of-view. Press the F key. You are now watching your helicopter from a ground-level point-of-view.
14. Press the R key. You are once again watching from the pilot's point-of-view.
15. Press the M key five or six times and wait. When your helicopter crashes, the simulator resets at the initial hovering position (100 feet above ground).



SIERRA ON-LINE, INC. • COARSEGOLD, CA 93614 • (209) 683-6858  
Sierra's 3-D Helicopter Simulator is a trademark of Sierra On-Line, Inc.  
Sierra is a registered trademark of Sierra On-Line, Inc. © 1987 Sierra On-Line, Inc.  
Printed in the U.S.A.

# SIERRA'S 3-D HELICOPTER SIMULATOR™

## BEFORE YOU START

\*Make a back-up of your disk. Follow the steps below.

1. Format a disk using MS-DOS.
2. From the DOS prompt enter "Copy A:\* B:"
3. Follow the on-screen prompts.

\*If you have a hard disk, load the program onto your hard disk using the instructions below:

1. Turn on your computer and allow DOS to boot.
2. Insert the original program disk 1 in a floppy drive. Change the DOS prompt to the letter of the floppy drive containing the original program disk 1 by typing the letter of the drive followed by ":" and Enter.
3. From the floppy drive containing your original program disk 1, enter the command "installh c:" where your hard disk is designated as drive c:. If your hard disk has a letter designation other than c:, use it instead.
4. Follow the screen prompts to begin the hard disk installation.
5. You will receive loading instructions onscreen after the installation. Please note those instructions for later use.

## LOADING INSTRUCTIONS

### From Floppy Disk

1. Load MS-DOS.
2. Remove the DOS disk from the drive.
3. Insert your copy of the 3-D Helicopter Simulator disk into the floppy drive.
4. Enter "HELI".

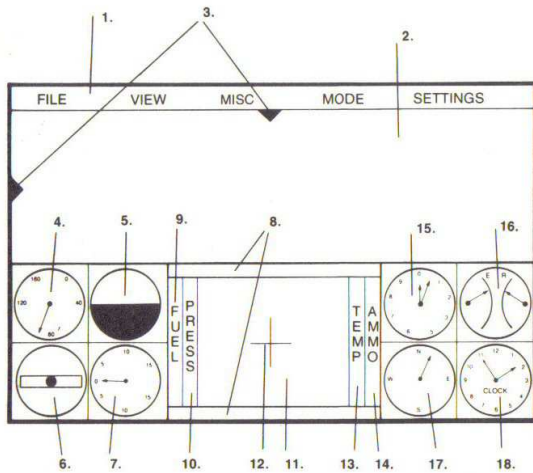
### From Hard Disk

1. From the DOS prompt, enter "CD SIERRA".
2. Enter "HELI".

### Graphics Mode

Sierra's 3-D Helicopter Simulator works with several different graphics cards. In most cases, the program will guess correctly which graphics card you have installed. If the 3-D Helicopter Simulator does not function properly on your computer, try entering "HELI ?". This will list the supported graphics modes and a parameter with which you can specifically request a given mode.

3HD-101



1. Menu Bar.
2. Out of Window View.
3. Viewpoint Needles.
4. Airspeed Indicator.
5. Artificial Horizon.
6. Slip Indicator.
7. Vertical Speed Indicator (VSI).
8. Message.
9. Fuel.
10. Manifold Pressure.
11. Radar.
12. Gunsight.
13. Temperature.
14. Ammo.
15. Altimeter.
16. Dual tachometer.
17. Compass.
18. Clock.

## KEYBOARD COMMANDS (ALL SYSTEMS)

### VIEWPOINTS

- [R] Cockpit
- [F] Ground
- [G] Tracking
- [V] Satellite

### ZOOM

- [C] In
- [J] Out

### COLLECTIVE PITCH

- [N] Increase
- [M] Decrease

### COMBAT CONTROLS

- [SPACE] Fire Missile
- [I] Radar Zoom In
- [O] Radar Zoom Out

### PULL-DOWN MENU

- [ESC] To Bring Up Pull-Down Menus

### TOGGLE JOYSTICK

- [ALT] [J] Toggle Joystick
- [ALT] [N] Choose Flight Mode
- [ALT] [Z] Choose Demo Mode
- [ALT] [T] Choose Target Practice
- [ALT] [C] Choose Combat Mode
- [ALT] [F] Load Scenery File
- [ALT] [R] Restart
- [ALT] [Q] Quit
- [ALT] [P] Load Pilot
- [ALT] [E] Load Enemy
- [ALT] [I] Display Title Box

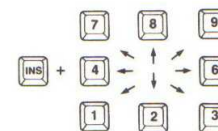
- [ALT] [S] Sound On/Off
- [ALT] [G] Display Gunsight
- [ALT] [V] View Direction

### COMMUNICATIONS

- [TAB] Talk
- [ENTER] Stop Talking
- [ALT] [D] Dial Phone
- [ALT] [A] Wait For Phone Call
- [ALT] [H] Hang Up Phone
- [ALT] [L] Connect In Local Mode

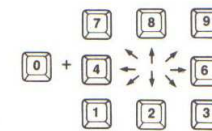
### FOR IBM USERS ONLY

#### OUT OF WINDOW VIEW



### FOR TANDY USERS ONLY

#### OUT OF WINDOW VIEW



### FOR PCjr USERS ONLY

#### CYCLIC STICK

- [W] Forward
- [X] Back
- [A] Left
- [D] Right

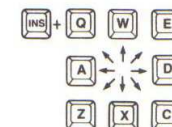
#### TAIL ROTOR THRUST

- [Q] Left
- [E] Right

#### SCAN

- [L] Left
- [P] Right
- [=] Up
- [\_] Down

#### OUT OF WINDOW VIEW

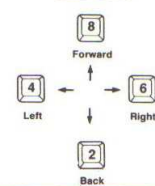


### FOR TANDY/IBM USERS ONLY

#### SCAN

- [L] Left
- [P] Right
- [+] Up
- [-] Down

#### CYCLIC STICK



#### TAIL ROTOR THRUST

- [7] Left
- [9] Right