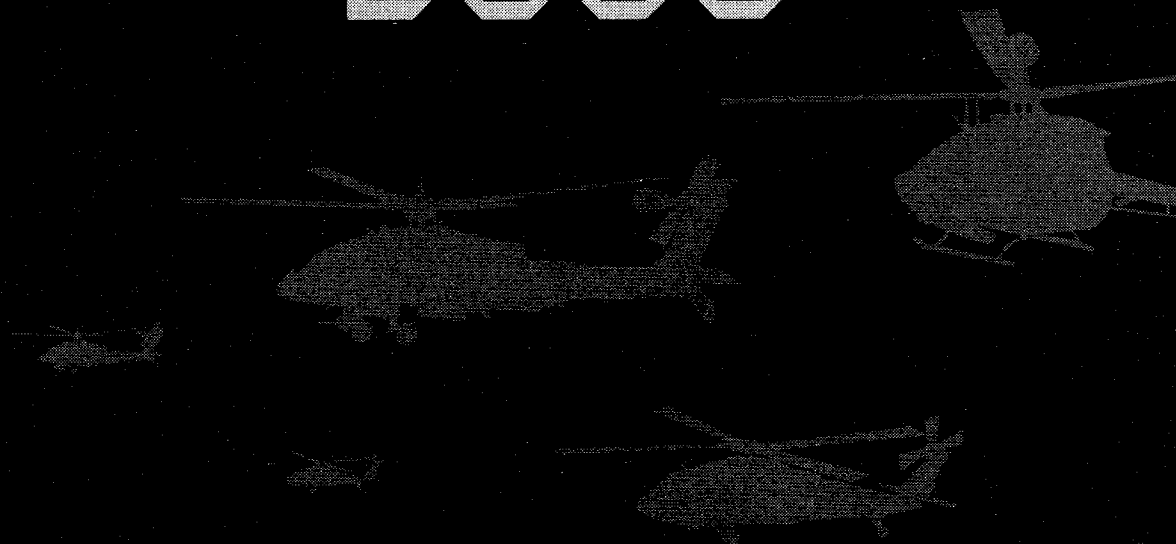


# GUNSHIP<sup>TM</sup> —2000—



***Technical Supplement***  
***for IBM AT, PS/2, & Compatible Computers***

Copyright © 1991, MicroProse Software, Inc.

## CONTENTS

Your *Gunship 2000* simulation should contain a manual, this technical supplement, two 5 1/4" 1.2MB disks or four 3 1/2" 720KB disks, a keyboard overlay, a registration card, a Tandy options order card (Tandy only), and a backup disks order card.

## REQUIRED EQUIPMENT

**Computer:** This simulation requires an IBM AT, PS/2 (10MHz or better), or a computer 100% compatible with one of these models. We strongly recommend that the machine you utilize possess an 80286 microprocessor or better. The machine must have at least 640KB of RAM.

**Controls:** The simulation can be run entirely from the keyboard, or with a joystick and keyboard.

**Display:** The simulation requires a color monitor with an IBM MCGA or VGA graphics system. If you are using a compatible graphics card/monitor, it must be 100% hardware compatible to one of the above.

**Disk Drives:** *Gunship 2000* can be installed onto 3 1/2" or 5 1/4" floppy disks. However, it's strongly recommended that you install the program onto a hard disk.

**DOS:** You must have IBMPC-DOS or Microsoft MS-DOS, version 2.1 or higher.

## COPY PROTECTION

*Gunship 2000* has no disk copy-protection. This means you can install the simulation files from the original disks however you prefer: to other floppy disks, or to a hard disk.

However, the program asks you a simulation related question. Use the manual to answer this question. MicroProse regrets that continuing casual and organized software piracy requires that we retain this minimal form of copy-protection. We have done our best to design the copy-protection to minimize intrusion upon the legitimate owners.

## INSTALLATION

*Gunship 2000* includes an install program that transfers the information from the original (distribution) disks onto floppies or a hard disk (your choice). If you plan to install the simulation onto floppies, you should format the disks first, to ensure that each is "clean". For a description of "FORMAT", consult your DOS manual.

If you are installing onto a hard disk, the program creates a directory titled "MPS" (if one already exists, it's utilized instead) and a subdirectory titled "GS2000". Finally, it creates a GS2000.BAT runtime batch file in the MPS directory. If you're an experienced DOS user, feel free to modify or move the "GS2000.BAT" file. None of the other files are copy protected. They can be erased, moved, backed up and/or reinstalled as desired.

To run the Install Program: place disk "A" in your floppy drive A and type "A:" followed by "Return/Enter". Then type "Install" followed by "Return/Enter". Follow the prompts.

## LOADING FROM FLOPPY DISKS

1. **Boot your machine** using DOS (version 2.1 or higher is required).
2. **Insert Disks:** When the ">" prompt appears, insert the *Gunship 2000* "A" disk in your "A" drive.
3. **Load Program:** type "A:" followed by "Return/Enter". Then type "GS2000" followed by "Return/Enter". The simulation will begin to load.
4. **Insert Other Disk:** During loading you will be asked to insert the other simulation disks. Put the disk into drive A or B, then type the letter of the drive for it to begin loading. For example, if you put the disk into drive "B", type "B".

## LOADING FROM A HARD DISK

1. **Boot your machine:** turn on your machine and wait until the ">" prompt appears.
2. **Load Program:** Go to the MPS directory with the "CD" DOS command. Normally, "CD\MPS" does this. Then type "GS2000" followed by "Return/Enter". The simulation will begin to load.

## LOADING OPTIONS

The first time you load the simulation, it asks you certain questions; whether you have a joystick, and what type of sound you prefer. After you save this configuration, you are not required to answer the questions again; your configuration is automatically loaded when you load the simulation.

However, if you later want to modify the configuration, you must go to the MPS\GS2000 subdirectory and type "SETUP" followed by "Return/Enter". This allows you to modify the configuration as desired.

### Graphics

*Gunship 2000* requires a VGA (Video Graphics Array) or MCGA (Monochrome/Color Graphics Adapter) or compatible graphics capability. The 256 color generation is extremely impressive.

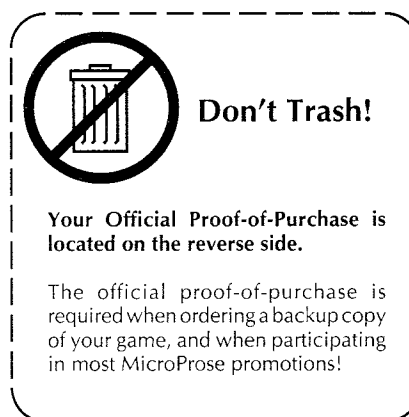
### Sound Options

**IBM Sound:** This option supports the internal speaker standard on most IBM and compatible computers.

**AdLib Sound:** Only use this option if you have an AdLib sound board installed in your computer. This option uses more memory than IBM sound.

**Roland MT-32 Sound:** Only use this option if you have a Roland MT-32 installed. Like AdLib, this option uses more memory than IBM sound.

**Digitized Speech:** On all machines, digitized speech uses some additional memory.



**Control Options**

**MEMORY  
CONSIDERATIONS**

**Joystick:** This is optional, but is recommended because flight control is much more "precise" with a joystick. All keyboard controls remain active.

Like many simulations, *Gunship 2000*, requires large amounts of memory. VGA/MCGA graphics uses the most memory. Of the sound options, IBM sound uses the least memory. AdLib and Roland uses more, and digitized sounds require another significant chunk of memory. Joystick control adds nothing to the memory requirements.

The DOS 4.X operating systems require considerably more memory than DOS 3.X or 2.X versions. DOS 5.0 requires the least amount of memory.

You should never use any TSR (terminate and stay resident) programs with *Gunship 2000*. This includes RAM disks, notepads, network drivers, etc.

If you have insufficient memory to run the simulation, you will get an "Out of Memory" message. Depending on your configuration, you may need to create alternate CONFIG.SYS and AUTOEXEC.BAT files that do not use the shell, mouse drivers, and have the minimum number of files and buffers.

**PROBLEMS?**

The latest notes regarding this program and problems with "compatibles" can be found on disk, in an ASCII file named "READ.ME". You can read this file by using a text editor or standard DOS commands such as "TYPE READ.ME".

If the program does not load or run correctly, turn off your entire machine and restart it. Make sure DOS and *Gunship 2000* are the only programs loading into memory.

If you continue to have trouble, try the original *Gunship 2000* disks. Your copy may be bad. If the originals don't work, try the original *Gunship 2000* disks in another computer. If the disks work in another computer, then your computer has compatibility problems (i.e., some aspect is not entirely IBM compatible). You may also try a different machine speed, or a keyboard, or a sound option. Sometimes an alternate configuration works.

If you have trouble loading on other machines as well as your own, you may be one of the tiny percentage with a defective disk. In such cases, contact MicroProse Customer Service at (301) 771-1151, Monday through Friday, 9am-5pm, Eastern Time. Please have a pencil and paper handy when you call.

This Official Proof-of-Purchase  
can earn you a free backup disk!  
Details on Backup Order Form.

**GUNSHIP**  
—2000—

Official Proof-of-Purchase  
Please check game format here.

|                                |                              |                                         |
|--------------------------------|------------------------------|-----------------------------------------|
| <input type="checkbox"/> 3.5"  | <input type="checkbox"/> H/D | <input checked="" type="checkbox"/> VGA |
| <input type="checkbox"/> 5.25" | <input type="checkbox"/> D/D | <input type="checkbox"/> EGA            |

**CUSTOMER SERVICE  
& TECHNICAL SUPPORT**

(301) 771-1151  
Monday through Friday  
9 am - 5 pm, Eastern Time

## CONTROLS

**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.

**A note about joystick controls:** even if you select joystick controls, all keyboard controls remain active.

| <b>Simulation Controls</b> | <b>Action</b>    | <b>Keyboard</b>            | <b>Joystick</b>   |
|----------------------------|------------------|----------------------------|-------------------|
|                            | Quit to DOS      | Alt + q keys               | Alt + q keys      |
|                            | End Mission      | Alt + e keys               | Alt + e keys      |
|                            | Pause            | Alt + p keys               | Alt + p keys      |
|                            | Joystick Adjust  | Alt + j keys               | Alt + j keys      |
|                            | Detail Adjust    | Alt + d keys               | Alt + d keys      |
|                            | Cockpit Style    | Alt + s keys               | Alt + s keys      |
|                            | Volume Adjust    | Alt + v keys               | Alt + v keys      |
|                            | Co-Pilot Sound   | Alt + c keys               | Alt + c keys      |
|                            | Last Message     | Alt + m keys               | Alt + m keys      |
|                            | Change Selection | Tab/Shift + Tab/Arrow keys | Move Joystick     |
|                            | Choose Selection | Return/Backspace           | Fire Button #1/#2 |
|                            | Leave Screen     | Esc                        | Esc               |
|                            | Cancel Command   | Esc                        | Esc               |
|                            | Accelerate Time  | ]                          | ]                 |
|                            | Normal Time      | [                          | [                 |
| <b>Simulation Views</b>    | <b>Action</b>    | <b>Keyboard</b>            | <b>Joystick</b>   |
|                            | Cockpit          | F1                         | F1                |
|                            | Mast             | F2                         | F2                |
|                            | Left             | F3                         | F3                |
|                            | Right            | F4                         | F4                |
|                            | Chase            | F5                         | F5                |
|                            | Flight Chase     | Shift + F5 keys            | Shift + F5 keys   |
|                            | Tactical         | F6                         | F6                |
|                            | Remote           | F7                         | F7                |
|                            | Reverse Tactical | F8                         | F8                |
|                            | Missile          | F9                         | F9                |
|                            | Map View         | F10                        | F10               |
|                            | Change Map Scale | Spacebar                   | Spacebar          |

|                        |                        |                  |                  |
|------------------------|------------------------|------------------|------------------|
| <b>Flight Controls</b> | <b>Action</b>          | <b>Keyboard</b>  | <b>Joystick</b>  |
|                        | Cyclic Forward         | Up Arrow         | Joystick Forward |
|                        | Cyclic Back            | Down Arrow       | Joystick Back    |
|                        | Cyclic Left            | Left Arrow       | Joystick Left    |
|                        | Cyclic Right           | Right Arrow      | Joystick Right   |
|                        | Collective Up          | =                | =                |
|                        | Collective Up Fast     | Shift + = keys   | Shift + = keys   |
|                        | Collective Down        | -                | -                |
|                        | Collective Down Fast   | Shift + - keys   | Shift + - keys   |
|                        | Gear Up/Down           | 3                | 3                |
|                        | Autopilot On/Off       | 5                | 5                |
|                        | Next Waypoint          | 6                | 6                |
|                        | Previous Waypoint      | 7                | 7                |
|                        | Bay Open/Close         | 8                | 8                |
|                        | Rotor Engage/Disengage | 9                | 9                |
|                        | Auto-Hover             | 0                | 0                |
|                        | Change One or Left MFD | z                | z                |
|                        | Change Right MFD       | x                | x                |
| <b>Weapon Controls</b> | Low Limit -            | c                | c                |
|                        | Low Limit +            | v                | v                |
|                        | <b>Action</b>          | <b>Keyboard</b>  | <b>Joystick</b>  |
|                        | Rocket Salvo x1        | 1                | 1                |
|                        | Rocket Salvo x2        | 2                | 2                |
|                        | Rocket Salvo x4        | 4                | 4                |
|                        | Acquire/Next Target    | Backspace        | Fire Button #2   |
|                        | Radar Jammer On/Off    | n                | n                |
|                        | Drop Chaff             | m                | m                |
|                        | IR Jammer On/Off       | .                | .                |
| <b>Flight Commands</b> | Drop Flare             | /                | /                |
|                        | Select Weapon          | Spacebar         | Spacebar         |
|                        | Fire Weapon            | Return           | Fire Button #1   |
|                        | Jettison Weapon        | Shift + Spacebar | Shift + Spacebar |
|                        | <b>Action</b>          | <b>Keyboard</b>  | <b>Joystick</b>  |
|                        | Next Unit              | n                | n                |
|                        | Fly To                 | f                | f                |
|                        | Hold Position          | h                | h                |
|                        | Speed Adjust           | s                | s                |
|                        | Altitude Adjust        | a                | a                |
|                        | Land                   | l                | l                |
|                        | Return to Base         | b                | b                |
|                        | Disengage              | d                | d                |
|                        | Regroup                | g                | g                |
|                        | Weapons Free           | w                | w                |
|                        | Cargo Drop             | c                | c                |
|                        | Mission Assets         | m                | m                |