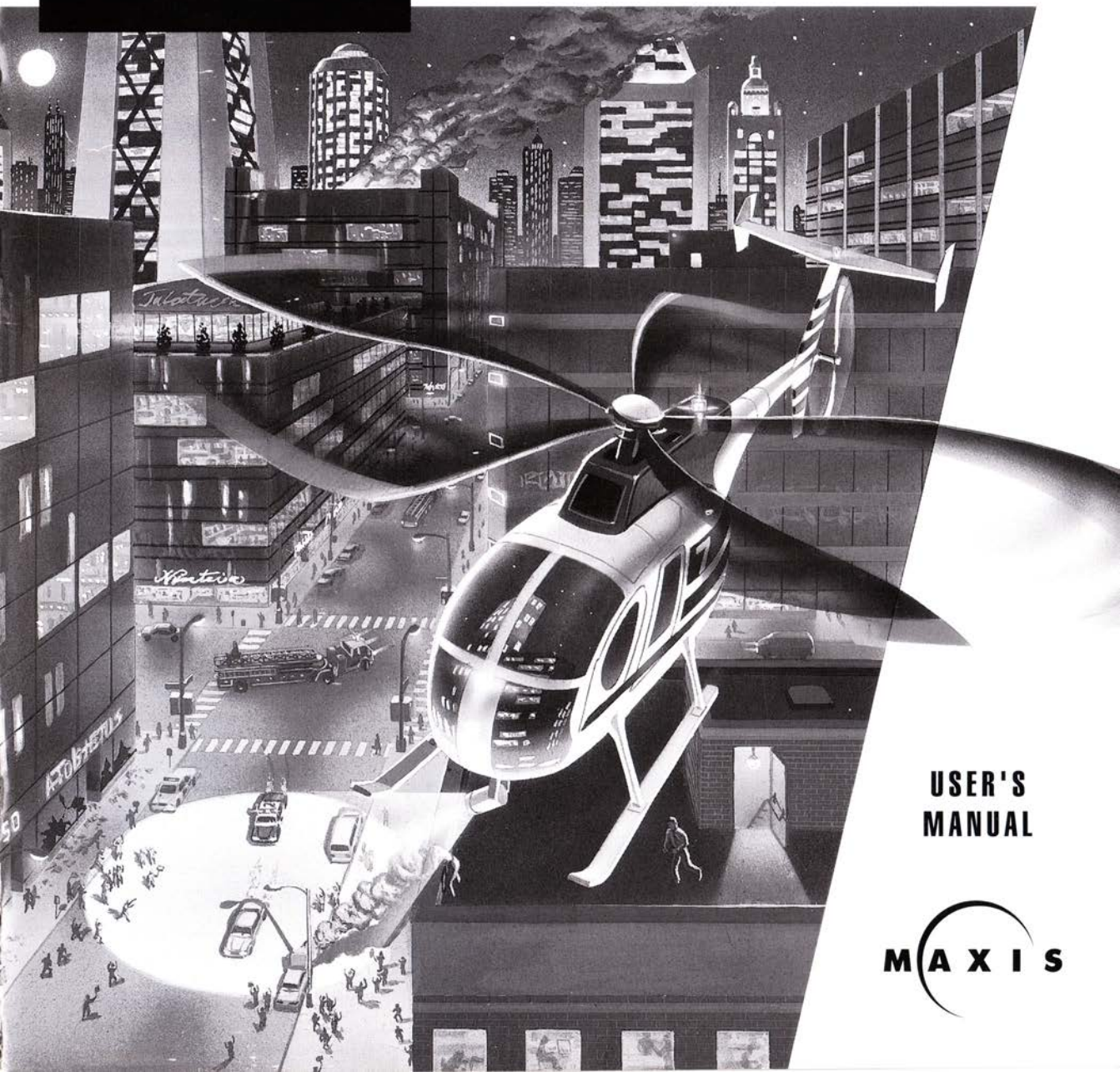


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FLY MISSIONS IN THE METROPOLIS



USER'S
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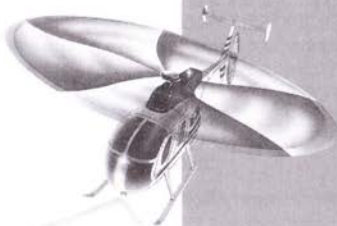
SIM

COPTER™

FLY MISSIONS IN THE METROPOLIS

USER'S MANUAL

by Bob Sombrio



*“Angels can fly because they
take themselves lightly.”*

— C. K. Chesterton





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ISBN # 1-56754-132-1

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Special Thanks To:

Teresa Mizelle, Charlotte Williams, Joy Carchidi, Joe Scirica, John Csicsery, Genevieve Owens, Kevin O'Hare, Jeff Feil, Nolan Erck, Karen Fagen, Roger Johnsen, May Wong, Tracy Giles, Genny Owens, Aimee West, Iksoon Shin, Colleen Shuman, Caleb Clark, Jean Siefert, Julia Gilmartin, Sabrina Barton, Larry Greer, Brad Carchidi, Nancy Barber, my two kitties, and pretty much everyone at Maxis with a keyboard or joystick.

For your listening enjoyment while you fly, the classical music station plays the following selections:

- **The Third Movement from Beethoven's *Moonlight Sonata***
- **The Third Movement from Beethoven's *Appassionata Sonata***
- **The Third Movement from Beethoven's *Pathetique Sonata***
- **The First Movement from Beethoven's *Waldstein Sonata***
- **Selections from Vivaldi's *The Four Seasons***
- ***Ride of the Valkyrie* by Richard Wagner**

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Helicopter Myth 1: *If the engine quits, you're a goner.*

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FLY MISSIONS IN THE METROPOLIS

INTRODUCTION



*"I shall take flight as a bird
wings into the infinite blue."*

— Charles L. O'Donnell

Greetings

About This Manual

Helicopter Myth 2: *A flight in a helicopter is always bumpier than a flight in an airplane.*

Wanna fly a helicopter, save lives and property, enforce the law and make some money? Maybe do this in a city you've made yourself? If so, you've come to the right game. SimCopter makes it easy and fun, and you won't have to learn a lot of dials or even get government certification. You'll master the flight controls in just a few minutes and be up and away with the push of a button.

This manual has a tutorial and a game reference section. The tutorial is short and sweet. It gets you flying around and teaches you how to operate your tools. There are some exercises at the end of the tutorial so you can practice flying, landing and using your tools.

The game reference section has additional details about your tools, what to do during actual missions, how to advance, how you get paid and spend your hard earned money. There's also the usual file and menu information.

This manual is also an electronic document on the SimCopter CD, and contains any last minute changes to the game in the Appendix. Open this e-doc by pressing F1 at anytime during the game. (You can also read it with a network browser. When your browser is running, open the folder COPTHHTML, either on the SimCopter CD or your hard drive, and load the file TOC.HTM.)

Throughout this manual:

When text looks like this, it's an instruction or something to do.

When text looks like this, it's an explanation or something to read.

When text looks like this, it's an important little tidbit to consider.



Two Ways to Play

There are two ways to be a SimCopter pilot. The first is to play the Career Game. All the cities you'll need for a complete and successful career are included in the game. These cities are called Career Cities. In a career, you carry your equipment, helicopters, experience and knowledge from one city to the next. The missions and cities are linked so you can advance along a career path to become a wealthy, master SimPilot. There are twelve levels in a Career Game and lots of different paths to take. Early on, life is simple and the missions are easy. By the end, you need to be a real pro to succeed.

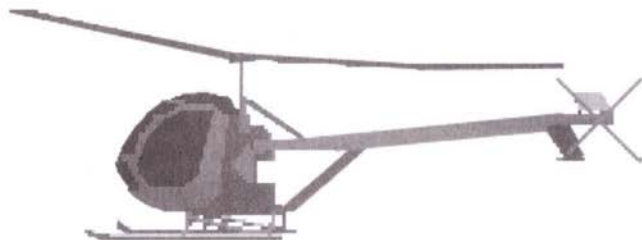
The second way to play is to work in any SimCity 2000 city you have, whether you built it with SimCity 2000, SimCity 2000 Network Edition, or with the SimCity Urban Renewal Kit (SCURK). When you play this way, each city is a career island unto itself. Missions depend on the city's design and living conditions, and parameters you can set within SimCopter.

Whether you play with our cities or yours, you start with a little money and work your way up to being the owner of a fleet of helicopters. And yes, you'll be able to get out of your copter and walk around, and even go into some of the buildings.

Just one small note: You'll only see the original graphics from SimCity 2000, not the Future set or any set created with SCURK.

Using a Joystick Instead of the Keyboard

Joysticks work just fine with SimCopter. Throughout this manual, keyboard controls are used for all examples, but if you're used to a joystick, all the basic controls like turning, flying, landing and moving the cursor on the screen should be intuitive. Give 'em a try. If things work the way you like, that's great. If things don't work the way you like, check out the instructions on changing joystick settings in the game reference section.



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FLY MISSIONS IN THE METROPOLIS

TUTORIAL



*"Don't try to fly before you
have wings."*

— French proverb

Flying Lesson —Fast and Dirty

Opening SimCopter and Starting a Game

Helicopter Myth 3: *Helicopters are too fragile to fly in strong winds.*

Welcome to Copter 101. This lesson will get you up and flying in (almost) no time at all. You'll learn how to use your controls and tools and maybe pick up a tip or three.

You can go at your own pace. You won't have the time crunch in Tutorial City that you will have during actual missions in the game. You have two helicopters for training. Fly around for as long as you want. Experiment with the tools. When you're comfortable with flying and using your tools, do the exercises and activities and then go on to some missions.

So if you're ready, fasten your seat belt and let's go.

Begin SimCopter as instructed in the Quick Start Guide.

This opens the SimCopter Main Menu, where you start or continue a Career Game or User Game.

Use your mouse or arrow keys to highlight Open User Game, and double-click on it or hit Return.

Using the standard Windows dialog box, go to the folder which contains Tutorial.

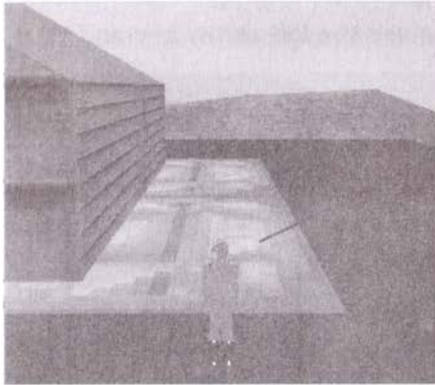
If you used the default installation, Tutorial is in the MyCities folder within the SimCopter folder.

Double-click on the Tutorial City to load it.

The city opens with you on a helicopter pad.



MAIN MENU, READY TO LOAD A USER CITY



OPENING SCREEN, WITH "YOU" IN THE MIDDLE

Your helicopter is ready and waiting for you to climb aboard.

HINT: As you walk or turn, things can get between you and the camera. Also, both you and the camera follow the contour of the terrain. If "you" are out of camera view, either keep walking or turn to bring yourself back into view.

Hold down the left arrow key to turn right until you are facing the side of a helicopter.



WALK INTO THE COPTER OF YOUR DREAMS

Getting in a Copter and Starting Your Engine

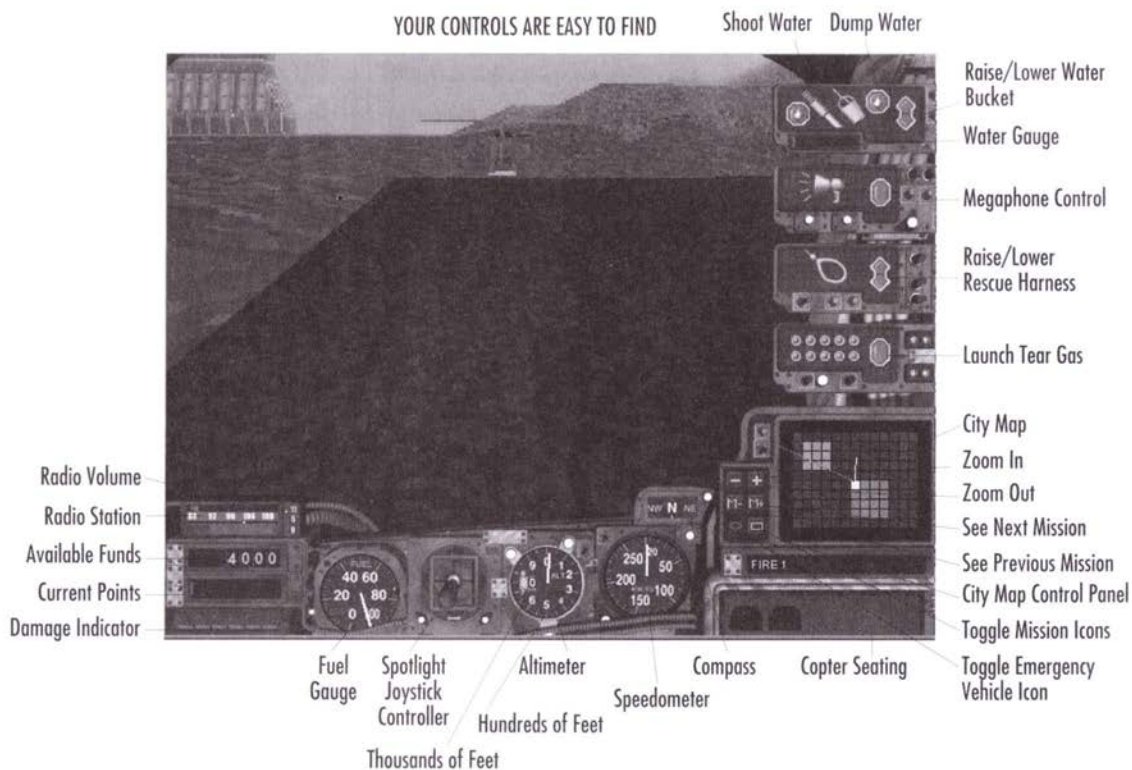
SIM COPTER

If you turn too far, either continue turning until you come around again, or use the left arrow key and turn the other way.

When you are facing the side of the helicopter, press the up arrow key to walk into the helicopter.

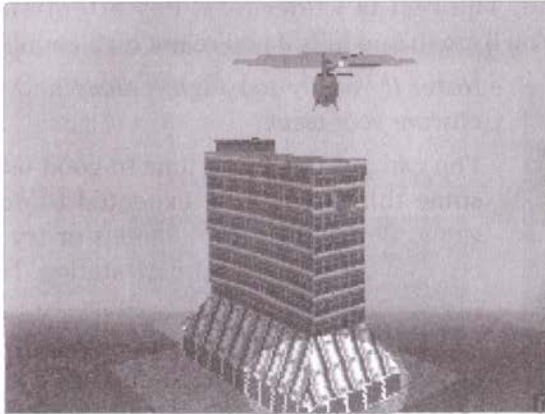
If you miss the doors you'll pass through the copter none the worse for wear. Just turn around, aim for the other side of the helicopter and walk forward again.

As you sit down in the helicopter, your viewpoint shifts to just behind the helicopter, looking forward. This view, with the camera behind you, is called Third Person or "Chase" View. You can still see some buildings of Tutorial City in the distance. You can also see your control panel.





We'll talk about other views and the control panel in just a moment. Right now, the most important thing... taking off!



YOUR VIEW FROM THE AIR

Hold down the Q key until it looks like you could fly over the buildings, then let it go.

You can hear your engines rev up and see yourself lift off the ground.

While you're airborne, use the arrow keys (or a joystick, if you have one) to fly your helicopter.

The default keyboard controls for flying your helicopter are:

- Start and raise your helicopter Q
- Move forward Up arrow
- Turn left Left arrow
- Turn right Right arrow
- Back up Down arrow
- Fly left without turning (Slide left) A
- Fly right without turning (Slide right) . . S
- Lower and land your helicopter W
- Leave your helicopter E

Flying Your Whirlybird

SIM COPTER

Fly around for a while.

Your world “wraps around.” The city occupies a quarter of the world. The rest is wilderness. Pay attention to the terrain. You’ll crash into hills if you’re not high enough.

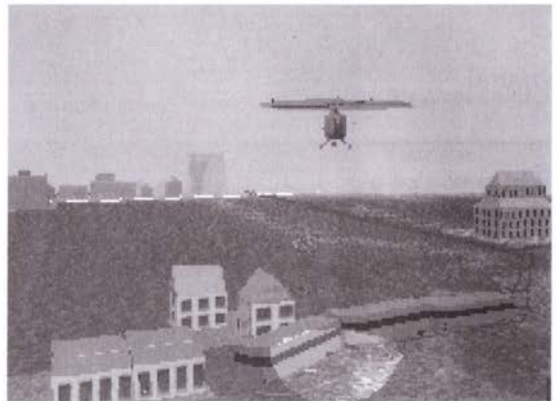


NO ROOM FOR ERROR HERE

Note: *If you fly too high, clouds and fog will obscure your view.*

You can put this flying time to good use trying some things you’ll be expected to do in the game. Hover between buildings or try landing on a hospital, fire or police station. Note the medics and cops on certain roofs.

You’ll be expected to rescue Sims from runaway trains, so try keeping up with a train as it winds through the city.



KEEP UP WITH THE TRAIN



FOR TRAINED PROFESSIONALS ONLY

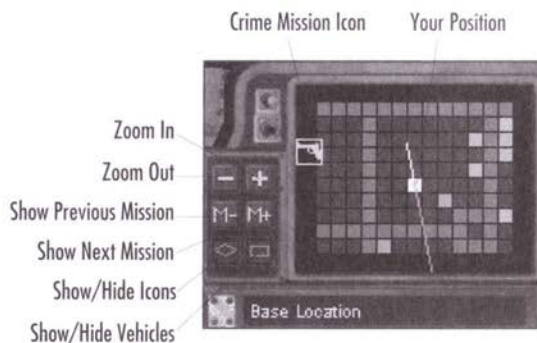
You can even fly under bridges. It’s not required, but it’s lots of fun and not against city regulations... yet.



Your City Map

Your city map is your most important piece of equipment. It shows you where you are, where important buildings in your city are, and where missions are.

There are four zoom modes, each showing a different amount of area and detail.



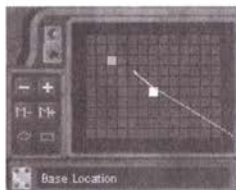
CITY MAP, WITH CRIME MISSION

Change city map zoom modes by clicking on the “+” or the “-” button on the city map control panel, or by pressing the “=” or the “-” key on the keyboard.

North is always the top of the city map, and you are always in the center. (Tutorial City has lots of bodies of water that form blue arrows pointing North.) A yellow line extends in the direction your copter is facing, and a gray line extends from you to your airport.

***HINT:** Note how the yellow line on the city map pivots as you turn.*

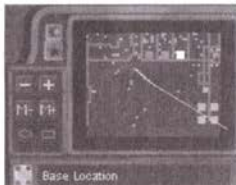
SIM COPTER



City Map Zoom One.



City Map Zoom Two. Note directional arrow on left side.



City Map Zoom Three. More arrows, water and buildings.



City Map Zoom Four. Lots of city, buildings and water.

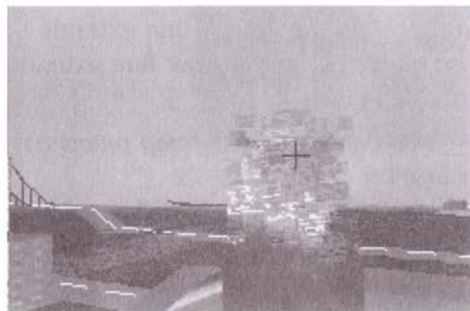
Here's a basic list of what your city map shows:

Airports	Purple
Developed Areas	Light gray
Hospitals	White
Fire Stations	Orange
Police Stations	Light blue
Roads	Tan
Water	Dark blue
Open Areas in City	Green
Fire	Glowing red
Wilderness	Green, Light brown, Dark brown and White

Try all zoom modes and use the one which is the most comfortable.

When a mission occurs, a line extends from you to the mission location. If there is more than one mission active, mission icons will appear on the map for each additional mission.

Head for the airport to practice your navigation.



YOU'LL SEE PLENTY OF THINGS LIKE THIS IN YOUR CAREER

Tutorial City International Airport is at the Southeast corner of the city. You should always locate your airport when you first start a city. Every city has its airport in a different location.



Changing Your Viewpoint

You have three views in SimCopter: Third Person (also called "Chase"), First Person and Overhead. Third Person View lets you see the world as though you were behind the helicopter. You've been in the Third Person View so far.

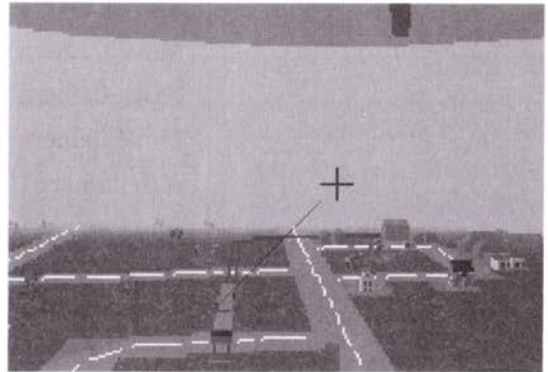
Change your view by pressing the T key.

Now you're in First Person View, looking straight ahead from inside the cockpit. The cross-hair on your screen is straight ahead.

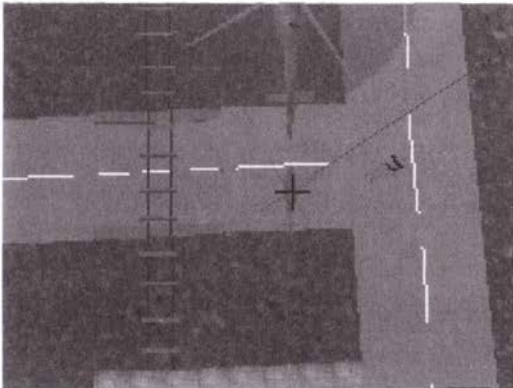
Change your view again by pressing the T key.

Now you're in Overhead View, looking straight down from above your copter's tail.

The cross-hair is over the area directly beneath your copter's tail.



FIRST PERSON POINT OF VIEW



OVERHEAD POINT OF VIEW

Cross-hairs

Your control panel and city map do not change as you change views.

Press T again to get back into Third Person View.

CHANGING CAMERA ANGLES

Aim the camera to suit your personal tastes. Change to Third Person View to see how the following commands affect your view:

Move Camera InI

Move Camera OutK

Move Camera UpJ

Move Camera DownL

Aim Camera UpO

Aim Camera DownP

Note: Changing the position and aim of your camera affects your view of your water bucket and rescue harness.

Tools of the Trade

Your training copter is fully equipped with a water cannon in front, and carries a water bucket, megaphone, rescue harness, and tear gas canisters. These tools help you complete missions and earn big bucks and points. You must buy them during your career, but when you begin your training, they're free.

You can use your tools by clicking your mouse or joystick cursor on a tool button, or with keyboard commands.

Shoot Water Cannon Dump Water



BUCKET TOOL CONTROL

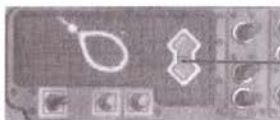
Raise/Lower Bucket



MEGAPHONE

Click here for menu of message types

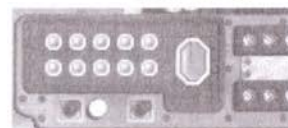
Water Gauge



RESCUE HARNESS TOOL CONTROL

Raise/Lower Harness

Launch Tear Gas



TEAR GAS TOOL CONTROL



The default keyboard commands are:

Shoot Water CannonSpacebar

Lower Water BucketV

Raise Water BucketC

Dump Water from BucketB

Lower Rescue HarnessG

Raise Rescue HarnessF

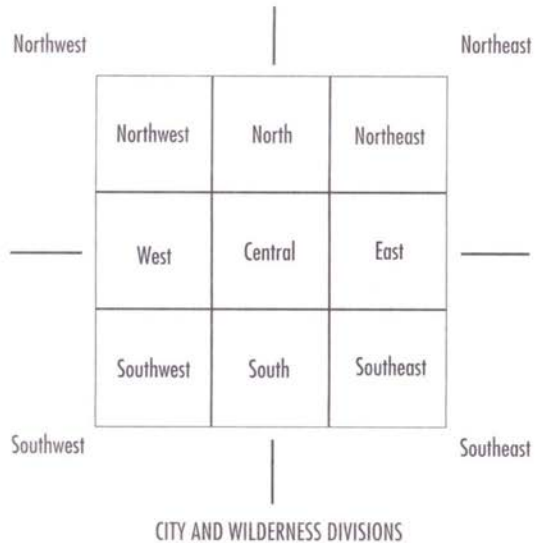
All tools work in all views, but it's easier to use some tools in certain view modes.

Note: The bucket must be lowered to dump water. If you're out of water, you can't use the bucket or the water cannon.

Receiving Dispatches

Your radio is your source for dispatches, in addition to music and entertainment. All missions (except the speeder) begin with a radio dispatch to you. You're told what the problem is and its location in the city. Additional information in the dispatch may or may not be helpful.

When dispatchers describe a location, they do it by "area." All cities are divided into nine areas. Outside of the city, wilderness is divided into four areas. No missions occur in the wilderness.



SIM COPTER

Your Spotlight and Sending Dispatches

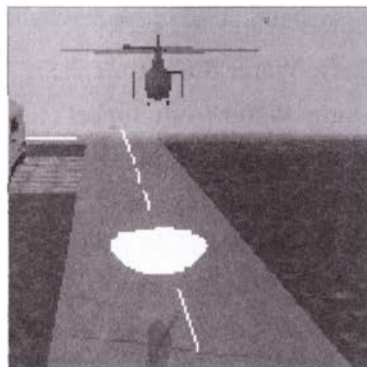
Click here with
your cursor to
move your
spotlight.



You use your spotlight primarily to dispatch police cars, fire trucks or ambulances. You can dispatch these vehicles at any time by pressing their assigned function key. Let's dispatch a police car.

Aim your spotlight at the area where you want a police car to go.

You can aim your spotlight by pointing your helicopter. For additional control, use the joystick on the control panel.



Your spotlight is mounted on the front of your helicopter, and points forward and toward the ground.

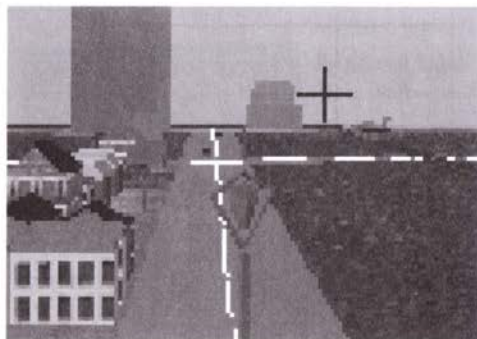
To Dispatch a Fire TruckPress F2

To Dispatch an Ambulance . . .Press F3

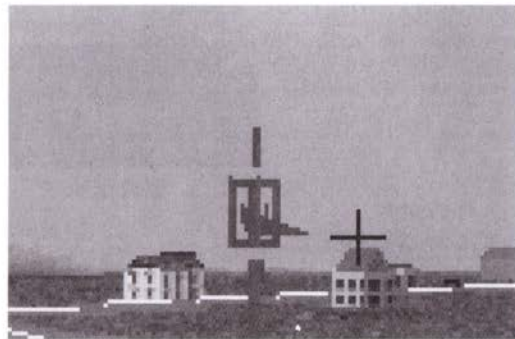
To Dispatch PolicePress F4

Press the key for the vehicle you want to dispatch, in this case the F4 key for a police car.

A dispatch pylon marks your dispatch. The nearest available vehicle you requested will be sent to the pylon. You can see it on your city map when it's "in range."



POLICE DISPATCH PYLON



FIRE TRUCK DISPATCH PYLON



Emergency vehicles can only travel on roads, so you can't make them go into the wilderness or into a city area that has no roads. You'll get a message if a vehicle you requested cannot be dispatched.

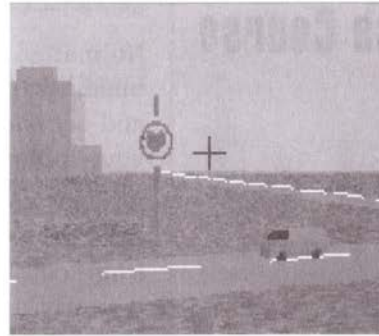
When emergency personnel arrive, they perform their duties automatically. When they are done, or if they find nothing to do, they eventually remove the pylon and return to their base. You can also "clear" a dispatch and free up the vehicle yourself. You can also "clear" a dispatch and free up the vehicle yourself. Click on an emergency vehicle icon on your city map to open a small menu. When an emergency vehicle icon is on your city map in any zoom mode, click on the icon of that vehicle. A menu will open which allows you to "undispatch." That vehicle will return to its "home", and its icon will disappear.

There's nothing for your Police car to do here, so you can send it on its way.

Click on the Police icon on your city map, then click Undispatch on the menu that opens.

***HINT:** Each fire station in a city can supply one fire truck. Each city hospital can contribute one ambulance, and each police station provides one police car. You can have a maximum of five of each type of emergency service vehicle, regardless of how many emergency service buildings you have.*

F5 issues a special dispatch that allows police to follow your spotlight. Use this dispatch to help catch a criminal you are chasing who won't stop. Cancel the "Chase" dispatch by clicking on the Police icon when it appears in your city map, then clicking Undispatch in the menu that opens.



AMBULANCE DISPATCH PYLON



**Special
Dispatch**

SIM COPTER

A Crash Course

No matter how careful you are, you're going to bump into buildings, power lines, buildings, water, more buildings, land and occasionally buildings. Fire and smoke can also damage your copter. Even simple flying produces wear and tear.

As your copter takes damage, it sputters and smokes and becomes difficult to control. Your damage indicator lights go from "off" to yellow to red. When all five are red, your copter is nearly destroyed. One or two more crashes and you lose your helicopter and all the equipment it carries. Sorry. At least when that happens you are returned to your hangar, embarrassed, perhaps, but otherwise unharmed.



DAMAGE INDICATOR

***Note:** If you lose your copter and don't have enough money to buy a new one, you've lost the game. You'll have to start over again.*

You've probably crashed your copter at least once already, but if you haven't, do it now.

Aim for a building, close your eyes, and fly into it.

Repeat as necessary until the helicopter is destroyed.

That was fun, wasn't it?

Get into your other helicopter, fly around a little, then continue with the lesson.

When you lose your helicopter, you lose all the equipment it carried, so your spare copter has no tools. We'll get you some new ones in just a moment.

Bring it on Home

It takes no great skill to crash, but it takes finesse to land properly. Part of your training is learning how to land, and now is as good a time to learn as any.



Fly your helicopter to your airport landing pad and hover about a thousand feet over the tarmac.

Remember, Tutorial City Airport is outside the southeast corner of the city.

When you are over the tarmac, press W for just a second or two.

You must ease yourself to the ground. If you land too quickly, you'll crash.

Press W again for a second or two.

Note that you continue to drift a little bit even after you release the W key.

Ease your copter to the ground until you hear a soft woosh as your engines rev down.

Press E to leave your helicopter.

There, that wasn't so bad. Walk around a little and stretch your legs. Check out the hangar, as long as you're here.

***HINT:** If the townsfolk you encounter seem only mildly interested in you, it's because they know your time with them is most likely temporary.*

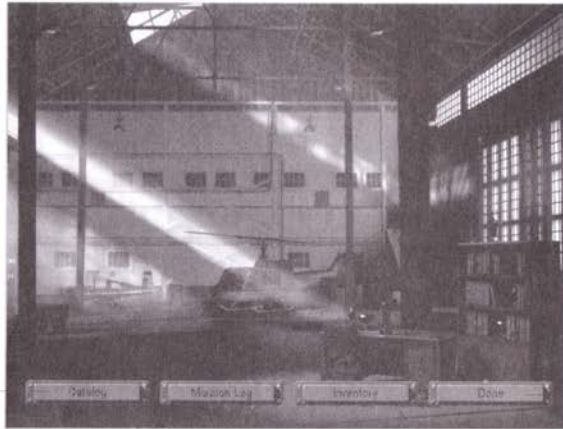
The hangar is your base for buying helicopters and equipment, and for getting promotions. Get to know and love your hangar.



YOUR HANGAR, A HOME AWAY FROM HOME

The Hangar in General

In any city, you have one assigned hangar: the one where you begin. You can land at other hangars, but you won't be able to perform any activities in them. Walk into your hangar by pressing Ctrl-H while you are on the tarmac near your hanger.



[Click here to open Catalog](#)

[Click here to go back to work](#)

[Click here to open Logbook](#)

INSIDE THE HANGAR

[Click here to see what you have](#)

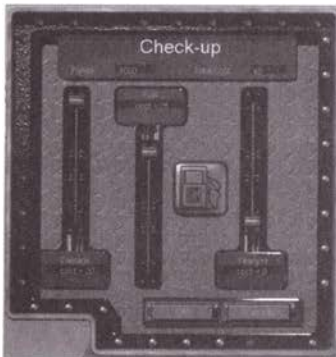
Note: If the city you load has no airport, one is automatically built at the southeast corner of the city.

MAINTENANCE

Engines need fueling, damage needs repairing, windshields need cleaning and rotorheads need checking. All this happens when you land on your tarmac and exit your copter. Bring your copter back to your hangar every now and then and let the mechanics work their magic.

Note: If you can't get to your hangar, you can land anywhere, exit your helicopter, and press Ctrl-C for fuel, maintenance and tear gas. However, the farther you are from your hangar, the higher the cost of maintenance. Bob's Gas Delivery ain't cheap.

If you run out of gas while flying, use the "Auto-Rotation" maneuver or you'll crash big time. There's an Auto-Rotation exercise at the end of this lesson.



Use sliders to buy only what you need.

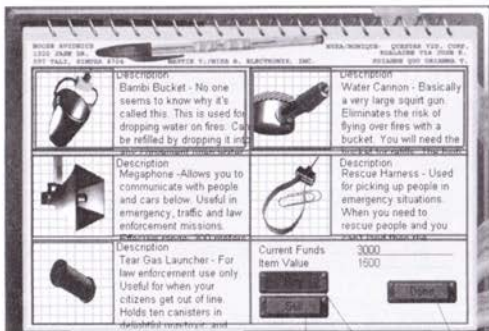


CATALOG

You must be in the hangar to buy equipment and copters from the Catalog. Click on the Catalog button to open the Catalog.

Prices for equipment and copters are as posted. No negotiation is necessary, and no sales tax is added.

Any equipment you buy fits on any copter you own, and is automatically installed on whichever copter you choose to fly.

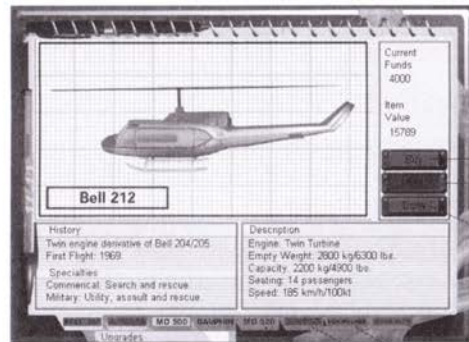


COPTER EQUIPMENT

Sell

Buy

Close Catalog



Buy

Sell

Close Catalog

Tab to Equipment

COPTER PAGE IN THE CATALOG

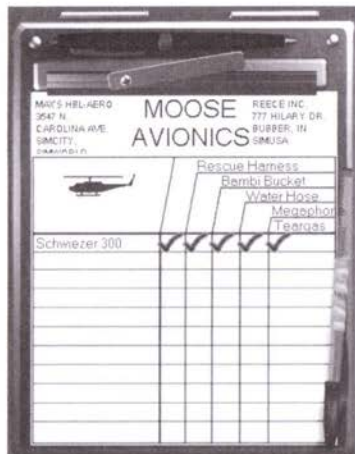
Buttons to other copters

Click on the equipment or copter you want, then click "buy".

If you can afford it, it's yours. Since you have enough money, you should consider equipping your copter.

To close the catalog, click on the "Done" button.

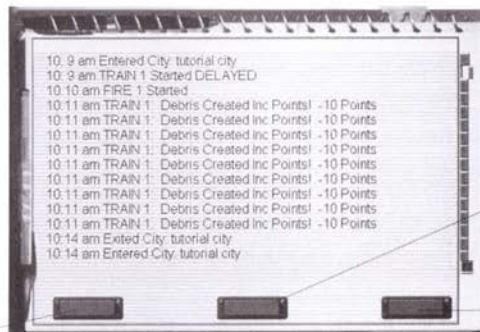
Use the Inventory button to remind yourself of what you have



A FULLY LOADED COPTER

LOGBOOK

The Logbook records the missions you have completed. You must be in the hangar to open the Logbook. You can press Ctrl-M, or click on the Logbook button.



Click to arrange by date

Click to arrange by type

Click to close

MISSION LOGBOOK; THE PLACES YOU'VE BEEN, THE THINGS YOU'VE SEEN

SUMMARY

Now you can take off, fly, dispatch, use your tools and land. You can jump into the missions if you want and try your hand at saving lives and property, or you can play it safe and do the following exercises.



Exercises and Activities

This section has exercises and activities to get you familiar with your copter and to give you a working knowledge of tools and missions.

This section is optional, but it would be nice to go through it at least once. Sims expect their pilots to be proficient. You'll be guided through some actual activities required by the missions. After you do the exercises, you'll have a working knowledge of your spotlight, megaphone, rescue harness, water bucket and water canon.

SimVolunteers have generously donated their time and energy to aid you in your training. No expense has been spared in the construction of this practice city, and no Sims were injured during the performance of these exercises.

When you're ready, get into a helicopter, start it up, and fly toward the city.

LANDING ON THE GROUND

It's not the fall that gets you, it's the sudden stop. Sure it's an old joke, but it's still true. You'll need to land in a tight space lots of times, so practice now. The SimCopter Tutorial City Landing Practice area along the eastern edge of the city has a variety of target sizes surrounded by roads and buildings. The exercise is simple—choose a flat empty area and land in it. Watch out for any trees.

Get Down! The Tutorial City Landing Exercise



TUTORIAL CITY LANDING AREA

Here are the basic steps for efficient, safe landing:

Approach the area you want to land using the Third Person View.

Change to the Overhead View as you pass over your target.

Stop your forward motion and turn a few times with your right or left arrow key to reduce forward momentum.

Use your cross-hairs to “spot” your target area as you descend.

“Slide” left with the A key or right with the S key to correct as necessary.

Change views frequently to see how you’re doing.

Descend slowly until you touch down.

You can’t land “all at once.” You must descend little by little, or you’ll hit the ground and take damage.

You’ll land where the cross-hairs are aimed.

HINT:* There’s plenty of room to land in parks and other large flat areas. **Trees will interfere with you, and landing on a hillside almost assures damage.*

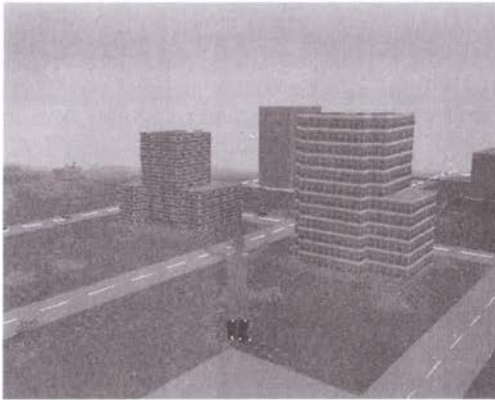
LANDING ON A ROOF

Missions often begin by getting a medic from a hospital roof, or a cop from a police roof, and end by taking injured Sims to a hospital roof. To land on a roof, you must score a bull’s-eye when seconds count.

Near the Landing Practice Area are more emergency service buildings than you can shake a stick at. Use these buildings to practice “touch and go” landing. Fly from one roof to another. Sound easy?

***Note:* Whenever you land on a hospital or a police roof, a medic or cop will approach your copter and become a passenger, unless you already have one. If you don’t want a medic or a cop, take off before he or she gets into your copter.**

At some point during this exercise, when you land on a roof, leave your helicopter and walk to the edge.



DON'T WORRY. YOU WON'T FALL OFF

When landing on roof tops becomes routine, it's time to practice auto-rotation. This is a specialized type of landing for when you run out of gas. No pilot can claim to be a true professional without having auto-rotation down pat.

Fly around until you run out of gas.

When you run out of gas, your copter will begin to fall to the ground.

As you are falling, maneuver your copter as though you were flying toward the ground.

When you aim your helicopter toward the ground while falling, you use gravity and air to keep your rotor blades turning. This actually slows you down.

Just before you hit the ground, maneuver your copter as though you want to fly backwards.

This is called "flaring up."

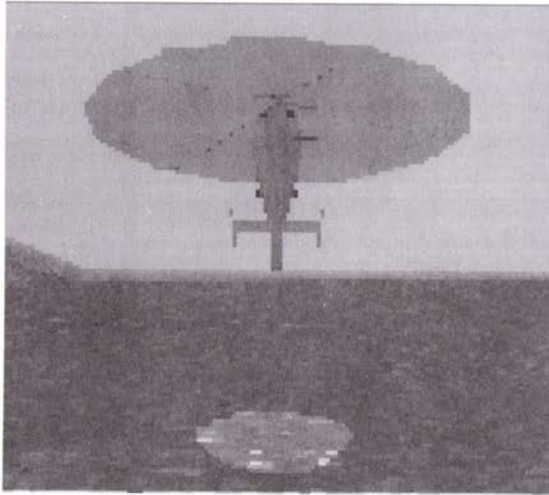
If your timing is correct, you'll hit the ground with less of a crash than if you just dropped. Bob's Gas Delivery service will make an appearance, and supply you with enough gas and maintenance to get you going. It's expensive and tricky, but your copter will live to fly another day.

Auto-Rotation Exercise



NOT ENOUGH GAS FOR A
CROSS-COUNTRY JAUNT

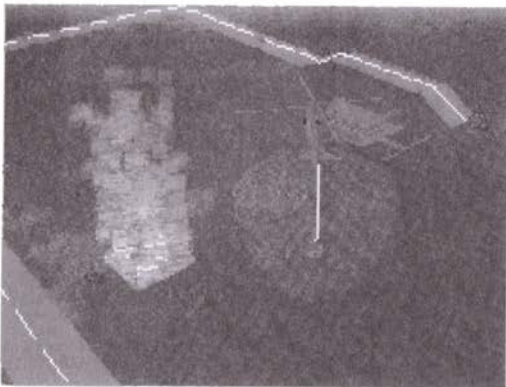
In SimCopter, you can only practice this maneuver if you have run out of gas.



ABOUT TO CRASH, BUT NOT QUITE SO BADLY

Water Use and Fire Fighting Exercise

Fires happen for lots of reasons: rioters, arsonists, plane crashes... it's a wonder there are any cities left. You must become familiar with your bucket and water cannon. This exercise gives you a chance to practice getting a water supply and using it on a fire.



Fly to one of Tutorial City's many water areas.

When you're over the water, change to Third Person View, then lower your water bucket.

Your Third Person View follows your bucket as it lowers.

BUCKET DOWN AND READY



Note: You can't fill or use your water bucket if it's completely inside your helicopter.

If necessary, descend until you hear the bucket splash in the water.

Be careful, or you'll crash in the water.

The bucket fills automatically when it hits the water.

Keep your bucket in the water until the gauge reads full.

Raise your helicopter a little.

Dump the water from your bucket with the B key.

Water dumps from the bucket for as long as you hold the "B" key or the "Dump Water" button, or until you're out of water, so keep an eye on your water gauge.

Fill your water bucket again, raise your helicopter a little, then press the spacebar to shoot a stream of water.

Notice that you are pushed backwards when you use the water cannon. To counter this, you must fly forward at the same time you use the water cannon. Practice makes perfect.

Speaking of practice, this might be a good time to try your hand at dousing an actual fire. To do that, we'll have to start one.

Press the Escape key.

This opens the Settings panel.

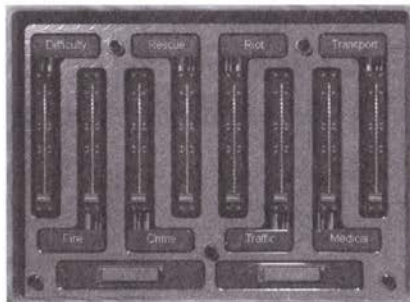
We'll talk more about this panel in the reference section. For now, click on the City Settings button to open the Settings screen.



NEARLY EMPTY WATER GAUGE



SETTINGS PANEL



USE THESE SLIDERS TO CREATE PROBLEMS FOR SIMS

Use the sliders on the Settings screen to set the number and difficulty of various missions.

Note: To prevent complications during a practice session, make sure only the mission you are practicing has its slider raised, with all the other mission sliders set at the bottom.

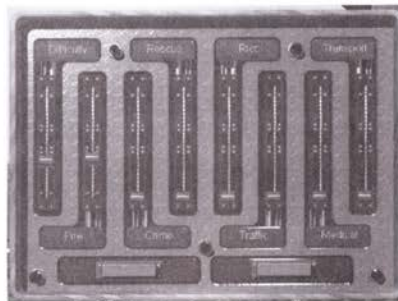
Set the number of fires to about a half of the way up, and set the difficulty to low (near the bottom).

Click OK to close the Settings screen.

In a short while, a fire will start. You'll hear the dispatch and see a line on the city map from your location to the location of the fire. If there is more than one fire at a time, icons will show additional locations. Fires are randomly set, so yours might be anywhere, even where there are no buildings.



FIRE REPORTED!



THIS WILL GIVE US A FEW EASY FIRES FOR PRACTICE

When you arrive at the fire, dispatch a fire truck to a nearby road with the F2 key.

You may not need the fire truck, but it's good to have one there just in case.

Use the bucket and water cannon skills you have developed to douse the fire.

Dump water on the fire from overhead. Shoot water right at it. As long as it's burning, you can't put too much water on it. If you run out of water, you'll need to get more.



WATER FROM ABOVE



When the fire goes out, you'll hear a "hiss" and the sweet sound of you being paid. That's it.

HINT: You must be at the proper altitude for a water drop to be effective on a fire. If you're too high, the water evaporates before it hits the fire. If you're too low, your propeller accelerates the fire and you can take damage. Hot air rising from a fire can also make control difficult. If you hear a popping sound, you are too close to the fire and are taking damage.



A DIRECT ATTACK!

During your career, you'll rescue Sims from overturned boats, burning buildings and runaway trains. In this exercise, we'll rescue a few Sims from a fishing trip gone bad.

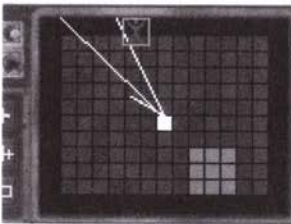
Open the Settings panel as before, by pressing the Escape key and selecting City Settings.

Set the difficulty and number of rescue missions to suit your level of confidence.

Close the panels.

In a few moments, you'll receive a dispatch that Sims are in trouble and need your help. A line appears on your city map, showing you the location of the accident. Icons show additional rescue missions.

Rescue Exercise



FOLLOW THE LINE TO THE RESCUE AREA



SETTING UP A RESCUE MISSION

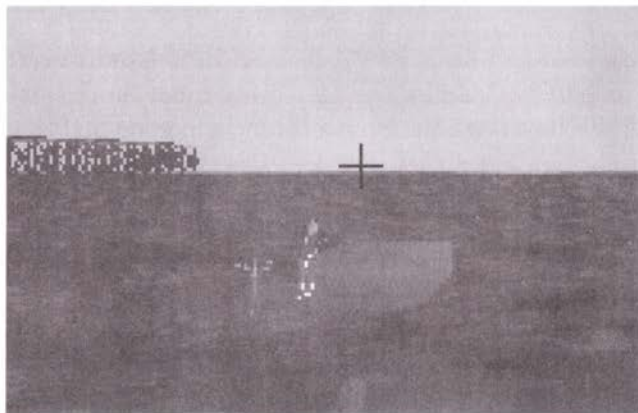
You can fly directly to the scene, or you can land on a hospital roof along the way and pick up a medic. Even though a medic occupies a seat in your helicopter (which could otherwise hold a rescue victim), you can't know in advance how extensive injuries are. A medic can prevent injuries from becoming worse, and is usually worth the time and expense.

For this exercise, when you arrive at the rescue area you should dispatch an ambulance to the area.

Aim your spotlight at a nearby road square and press F3.

Note: Remember, emergency vehicles can only travel on roads.

Search the area until you find the Sims in need.

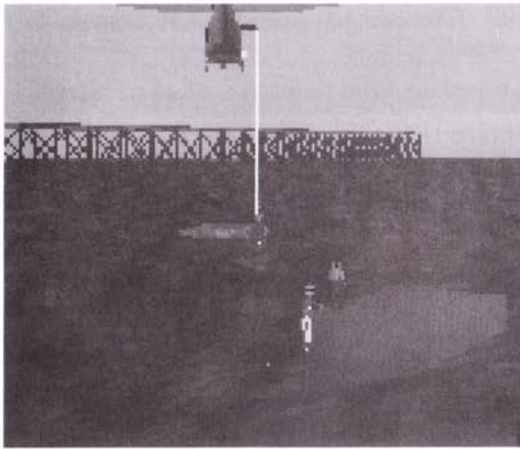


HELP! HELP! HELP!

When you find them, change to Third Person View and lower your rescue harness.

Note: In Third Person View, the camera follows the rescue harness.

Maneuver your helicopter so the hapless Sims can grab the harness.



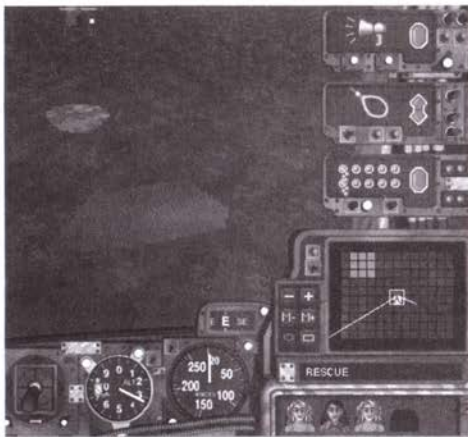
WOMEN AND CHILDREN FIRST

Notes: *Over water, the wind from your helicopter blades can push the boat away, which make things difficult for you and the Sims.*

Sims automatically grab the harness when it's close enough. The harness holds one Sim at a time.

Bring the Sim into your helicopter by raising the harness, then lower it again if there are other Sims to rescue.

The Sim automatically becomes a passenger.



WELCOME ABOARD, SAFE AND SOUND

Repeat until there are no more Sims to rescue, or until your helicopter is full.

You must now take your Sims to a place of safety:

- Take injured Sims to a hospital roof for full payment.
- Take healthy Sims to any place in the city for full payment.

Sims leave your copter when you land.



UNINJURED SIM. ANY PLACE IN THE CITY IS FINE



CONSIDER A HOSPITAL ROOF



BADLY-INJURED SIM. ONLY A HOSPITAL ROOF WILL DO

After taking rescued Sims to a place of safety, return to the site for Sims who were left behind, and take them to a safe place. Repeat the rescue process until there are no more Sims to rescue.

When you're done, take the medic back to a hospital roof. It doesn't have to be the same hospital where you got him or her, but it would be nice.

Riot Activity

Left unchecked, riots will cause traffic jams, fires and medical evacuations. You'll want police and fire trucks to help you.

Open the Settings screen and increase the riot mission number.



PANEL SETTING FOR RIOT



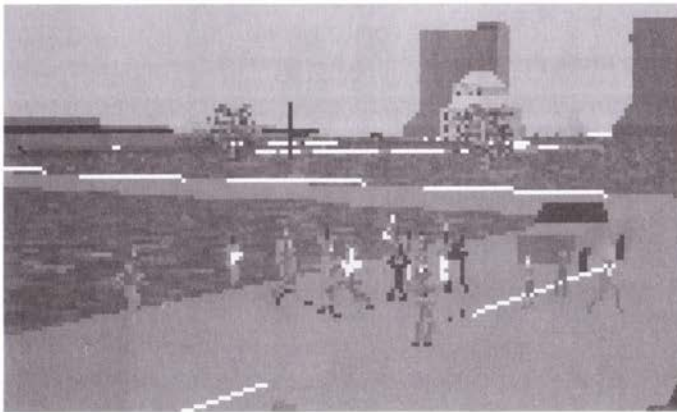
By the time you hear about it, a riot is already well developed.

When you receive a riot dispatch, fly toward the trouble area.

On the way, stop by a hospital roof and pick up a medic.

Rioters hurt themselves and innocent Sims, either deliberately or by accident.

When you arrive on the scene, dispatch police and fire trucks at strategic locations.



IT DOESN'T TAKE MANY RIOTERS TO CAUSE PROBLEMS

Police and fire trucks help contain and diffuse the rioters.

Use the proper message from your megaphone to discourage additional people from joining the riot.

For this exercise, use a Disperse message. The message have the greatest effect within your spotlight.

Small groups at the fringe are less committed than people near the center. Still, a few people may ignore your warnings.

Use your water cannon on larger groups of people near the center.

Your water cannon breaks large groups into smaller groups. The smaller groups will have second thoughts about continuing to riot, and are more easily discouraged by your megaphone. There is a slight chance they may also become more angry and violent.

Use tear gas as a last resort on those rioters who are still active.

Tear gas will immobilize large groups for a while, but it can cause panic and injury.

Police diffuse a riot when it is small enough. Your job, however, is not yet over.

Clean up those problems the riot has caused.

Traffic jams, fires and medical evacuations still require your services after the rioters have left.



SIM

COPTER™

FLY MISSIONS IN THE METROPOLIS

GAME REFERENCE



“he-li-cop-ter (1887): an aircraft whose support in air is derived from aerodynamic forces acting on one or more rotors turning about substantially vertical axes”

— Dictionary Definition

Game Reference

Missions, Should You Choose To Accept Them

Helicopter Myth 4: *Helicopters need two engines, one for the top propeller and one for the rear propeller.*

This reference section has the details you'll need to complete missions, and make lots of SimDollars.

There are eight missions in SimCopter. Each mission reflects the trials of a dynamic city and has activities which you must complete within a certain time. You are responsible for a mission as soon as you receive its dispatch. More than one mission can happen at a time.

You receive the full SimDollar bonus and all of the points only when you complete a mission.

Some missions provide partial bonuses and points for certain actions during missions.

You collect a salary for your flying time whether or not you complete any missions. You don't lose money for not completing a mission, but you are charged for picking up a medic or cop, dispatching emergency vehicles, using gas, maintenance and various other nominal expenses.

Since more than one mission can happen at a time, you need to know which one is "current." In most cases, your current mission has a gray line extending from your position to the mission location. The exception is the transport mission, which we'll talk about a little later on. Active missions which are not "current" show as icons. If you set your city map to show your Base Location, all the missions will show as icons. The M- and M+ buttons on the left side of your city map let you move forward and backward through a list of missions. The lower the mission number in the city map message area, the older the mission. You don't have to solve missions in the order they occur, but since each mission is timed it's handy to separate new missions from old ones.

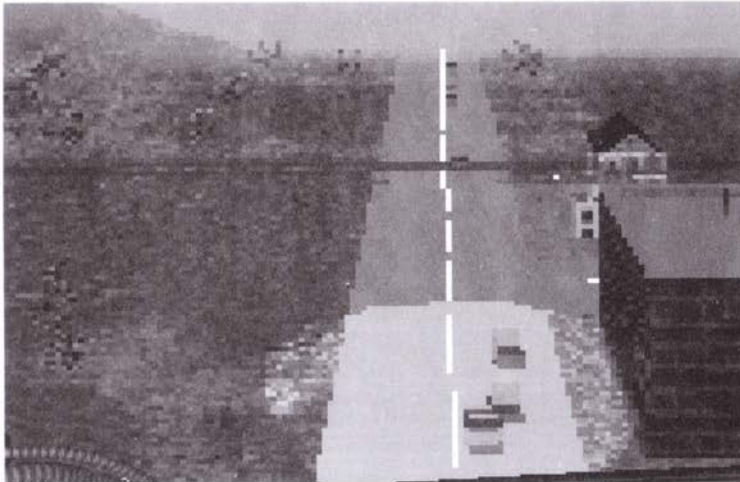


Note: Press the *N* key to move through the mission list, from your current mission to the “next” mission. At the end of the mission list, press *N* to go to the head of the list.

Every city has at least one speeder at all times. Speeders drive down the middle of roads and are faster than other cars. You can hear their tires squeal. You do not receive a dispatch message for speeders. You must find them during your normal patrol duties (unless a police car finds one for you).

Shine your spotlight on the speeder and use an appropriate megaphone message to order the scalawag to the side of the road. This will automatically dispatch the nearest police car to your area. A speeder will usually pull over. To receive full payment for catching a speeder, you must keep the speeder in your spotlight until the police arrive. If you fly off before the police arrive, the speeder will drive away almost immediately. No bonus or points for you.

Speeder



GET THIS SPEEDER OFF THE ROAD!

Traffic Jams



TRAFFIC JAM REPORTED

Traffic jams happen when something—anything—blocks traffic.

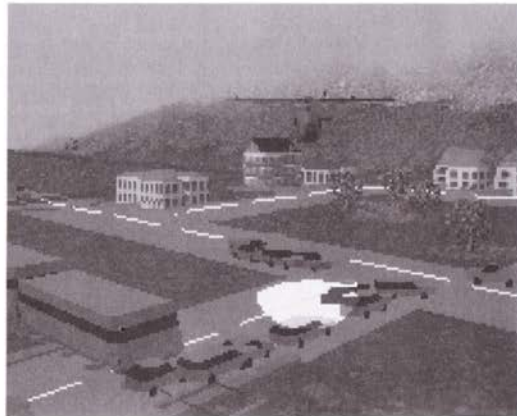
You'll receive a dispatch message, and a traffic icon will appear on your city map to show you where the traffic jam is. Additional icons will appear on your city map for each additional traffic jam.

Use your spotlight and megaphone to re-route traffic from intersections near the jam.

You should also dispatch police to help clear the traffic jam. Police “unjam” traffic by being near it. The jam is considered cleared when traffic flows freely.

If the traffic jam is caused by burning debris, you must put out the fire, after which the debris disappears. Even after debris is cleared, cars may still be jammed and need messages to become “free.”

You receive your bonus payment and points if the jam is cleared within a certain time.



THIS IS RUSH HOUR?



Fire

Fires happen for lots of reasons, from careless smokers to airplane crashes.

You'll receive a dispatch message, and a fire icon will appear on your city map to show you where the fire is. Additional icons will appear on your city map for each additional fire

You must put the fire out with your water bucket or water cannon to receive full bonus points. The larger a fire is when it starts, the more money and points you earn when you put it out.

A fire that starts small and spreads will not earn you more money, but you will lose points and it will take more work to put out.

Fires can cause many additional missions. Dispatch emergency vehicles as may be necessary, but be frugal. You'll be charged for emergency vehicles you dispatch whether or not they are actually needed. If fire trucks do all of the work, you'll receive a partial bonus and points.

If you do nothing, the fire will eventually burn itself out, but you'll receive no bonus or points. If the fire spreads while you do nothing, you will lose points.



FIRE ICON



ANOTHER HOT TIME IN THE OL' TOWN

Rescue



RESCUE REPORTED



OUCH!



NOT EVEN AIRSICK

Sims are subject to overturned boats, burning buildings and runaway trains—things you wouldn't even wish on a Congressman.

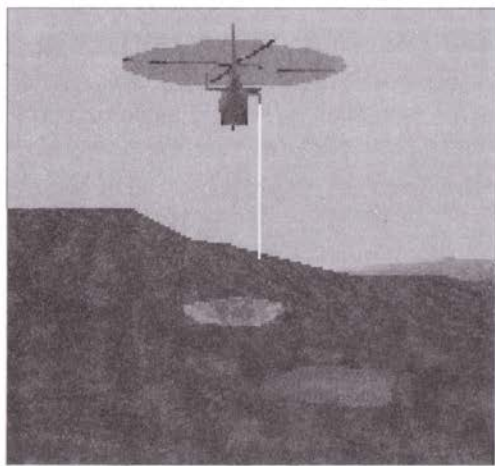
You'll receive a dispatch message, and a rescue icon will appear on your city map to show you where the rescue is needed. Additional icons will appear on your city map for each additional rescue necessary.

Use your harness to rescue Sims and bring them into your helicopter, then fly them to a place of safety. Only one Sim at a time can use your harness.

Your bonus and points are awarded on a "per Sim" basis. Where you must take Sims for payment depends on their injuries:

- Injured Sims must be taken to a hospital roof for full bonus and points.
- Healthy Sims can be taken to any safe area in the city for full payment.

When you land, healthy sims, cops and medics will automatically leave your copter. Use your cursor to drag injured Sims from your helicopter.



A PILOT'S WORK IS NEVER DONE

There is a chance that injuries can worsen with time, and Sims can eventually die. A medic will slow but not prevent this deterioration.

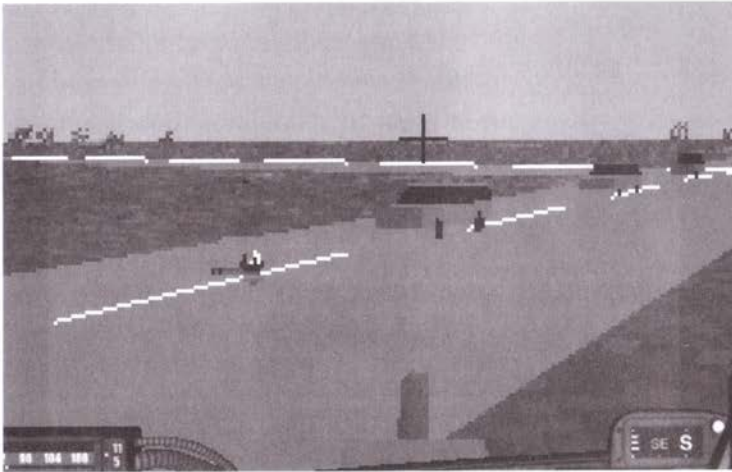
To get a medic, land on the roof of any hospital. Medics charge a nominal fee when they enter your helicopter. You need not return the medic to the hospital where you got him or her. If you don't want a medic, leave the roof before the medic enters your copter.

If you were too slow and someone got on, you can drag them from your copter before you take off.



Medical Evacuation

Lots of things cause a need for medical evacuations, from home and industrial accidents to food poisoning at a Bed and Breakfast. Whatever the cause, there's no time to lose.



EVEN HEARTY SIMS NEED HELP SOMETIMES

You'll receive a dispatch message, and a medical evacuation icon will appear on your city map to show you where the injured Sim is. Additional icons will appear on your city map for each additional medical emergency.

Medical evacuation almost always implies severe injury. A medic can help you save lives. Acquire a medic from the roof of any hospital.



MEDICAL EVACUATION



GET THIS SIM TO A HOSPITAL—STAT



PICK UP A MEDIC ALONG THE WAY

Whether or not you are carrying a medic, you must fly to the medical evacuation site and land. If you have a medic, he or she will then walk to the victims. Otherwise you must get out and carry the injured Sims yourself.

You and the medic will automatically pick up an injured Sim when you're next to one. Only one Sim can be carried at a time.

You must take injured Sims to a hospital roof to receive bonus and points. You are paid on a "per Sim" basis. You are penalized if a Sim dies.

You can leave any medics behind, or be a real sport and return them to a hospital roof.





Criminal

Even Sims have their bad apples. The malefactors of SimCopter are an unsavory lot who prey on the weak, the unsuspecting and the infirm.

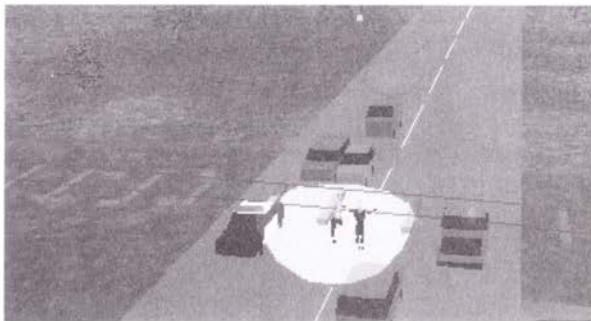
You'll receive a dispatch message, and a crime icon will appear on your city map to show you the scene of the crime. Additional criminal activity produces additional icons.

Criminals include thieves, muggers and such, who may cause medical evacuation missions, and arsonists who often cause fire missions. Frequently, you may see only the result of criminal action. Criminals stake out specific territories to ply their tawdry trades, and continue their crimes until caught. Diligent patrolling with a medic and cop can be effective.

If you spot criminals while they are on foot, dispatch police to nearby roads to trap your quarry. A cop, if you have one, will spring into action when you land, so plan carefully.

If the criminal is leaving the scene as you arrive, keep your spotlight on the speeding car. Try ordering the crook to the side of the road (some criminals are very stupid). Alert police to follow your spotlight with the F5 key. The tighter your spotlight is on the criminal's car, the slower the car travels. You might even second guess the escape route and fly ahead to dispatch police to key positions. They'll wait on stake out for a little while.

On foot or in a car, a criminal makes a U-turn when it sees a cop up ahead. When criminals are blocked, they may surrender, flee as best they can, or shoot it out. Leave this part of the action to the pros. When the police actually capture the criminal, you get your bonus and points.



SCUM LIKE THIS ARE A REAL PROBLEM



BURGLAR



CRIME REPORTED

SIM COPTER

Transport



REQUEST FOR TRANSPORTATION

Important people have no time or patience for street level traffic and often hire you to take them above the fray.

Transport missions involve picking Sims up and taking them somewhere. The current transport mission is marked by a red line from your copter to the Sims requesting transport. When these Sims enter your copter, a white line shows you where to take them. Additional transport missions appear on your map as icons.

If you arrive in time, VIP's will enter your copter. If you don't arrive in time someone else gets the assignment.

You must take your passengers as close as you can to the marked location within a certain time. VIPs are not interested in problems your Sims may have. If you allow another mission to divert you and make you late, you do not get your bonus, you can lose points, and don't expect a tip.



MAKING MONEY THE EASY WAY



Riot

Sims riot for many reasons. Property is put at risk by fires, and injuries can abound. Traffic can become a mess if the riot goes on for too long.

You'll receive a dispatch reporting a disturbance in some section of the city. If your Sims are particularly ornery, additional icons will appear for additional riots

By the time you arrive, the riot has already developed. Rioters are always on the street, throwing debris and causing mischief. There can be several dozen of them.

To receive full bonus and points, you must use your megaphone and spotlight first, then your water, and then your tear gas. If you use your tools out of this order, you may end the riot quickly, but you will lose points.

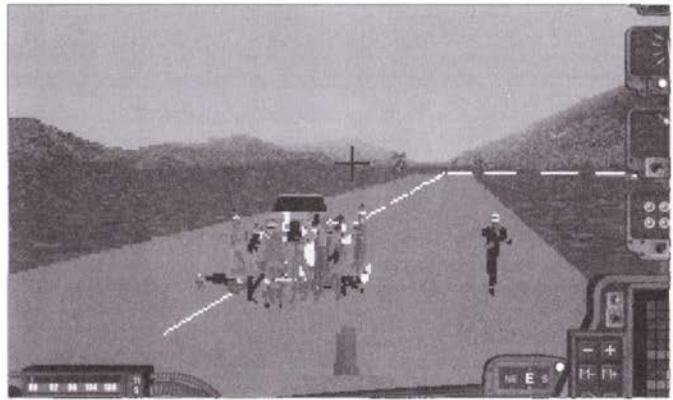
Your spotlight and megaphone can discourage new rioters on the fringe and break up small groups. Your bucket or water cannon will discourage and break up larger groups closer to the center. Use tear gas to immobilize the largest groups at the center of the riot.

Strategically placed police and fire trucks can contain and diffuse the riot, and ambulances can help treat injuries. When rioters leave the area, they cease to riot. When enough of them leave, the riot is over.

You receive incremental bonuses and points as you diffuse the riot. When the riot is over, take care of any secondary missions that the riot may have caused.



Riot reported

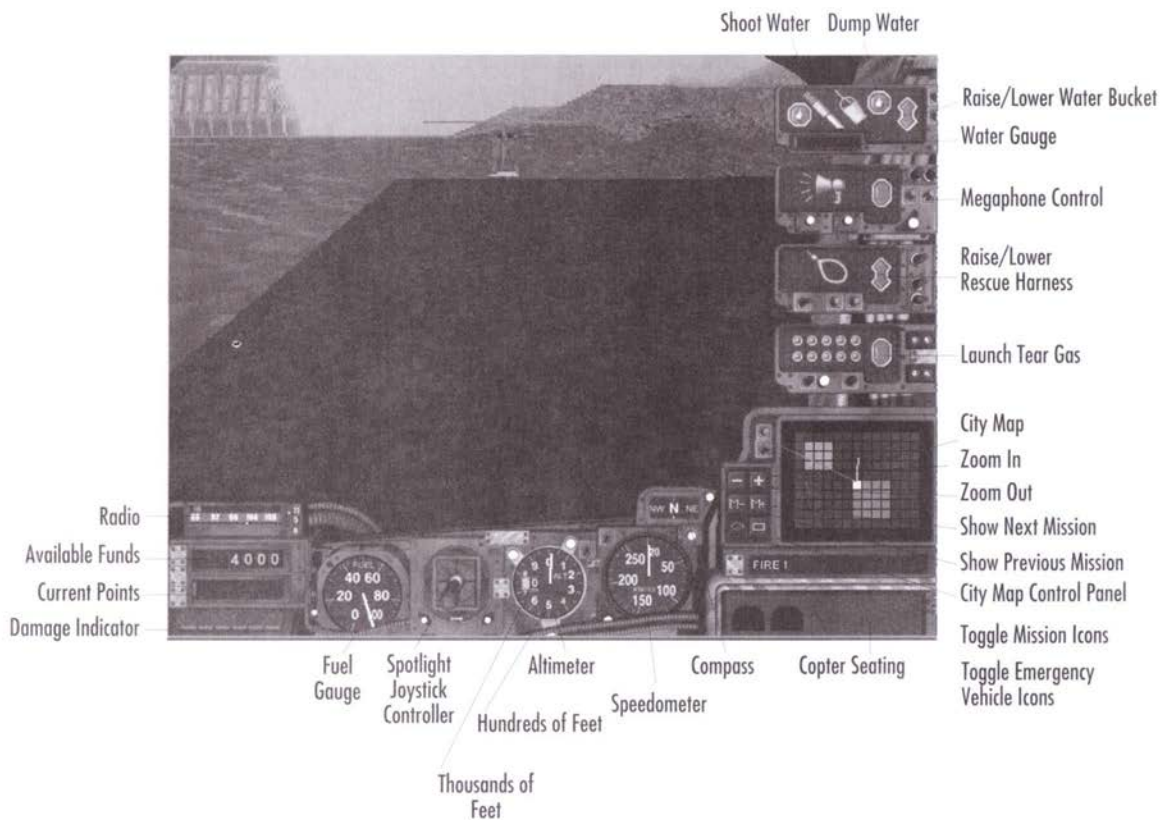


RIOTS ARE COMMONPLACE IN SOME CITIES

SIM COPTER

Stuff on Your Dashboard

A fully equipped copter has lots of tools and equipment.





POINTS AND MONEY METER



This shows your current funds.

This shows your point accumulation.

FUEL GAUGE



"Low on fuel" warning light

ALTIMETER



Hundreds of feet

Thousands of feet

RADIO

Your radio comes with several stations. Change stations by clicking the frequency indicator.

Check out the Odds and Ends section to learn about adding your own radio stations.

COMPASS

The Compass indicates your current direction relative to Geophysical SimNorth as defined by various international agencies, treaties and all other such hoopla.

SPOTLIGHT JOYSTICK CONTROLLER

Grab this with your cursor to aim your spotlight without turning your copter, or use Ctrl-1, Ctrl-2, Ctrl-3, or Ctrl-4.

Dashboard Items

Frequency Indicator Volume Control



RADIO DETAIL



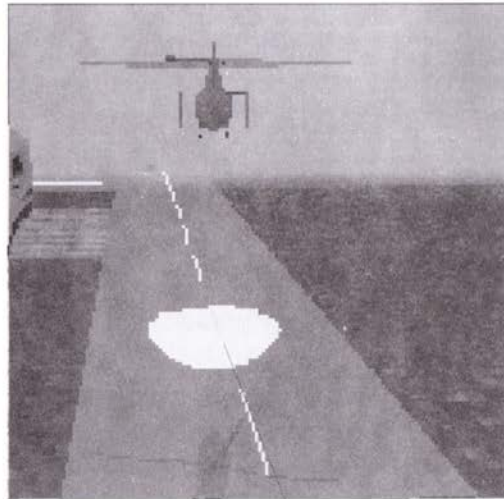
COMPASS



SPOTLIGHT JOYSTICK CONTROLLER

SPOTLIGHT

Aim your spotlight where you want your megaphone to be heard, or where you want emergency vehicles to go. Keep your spotlight on speeders and criminals to track them. The higher your elevation, the more ground your spotlight covers but the less effective it is when tracking criminals. Your spotlight is never turned off.



SPOTLIGHT

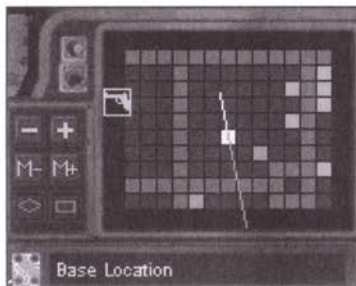


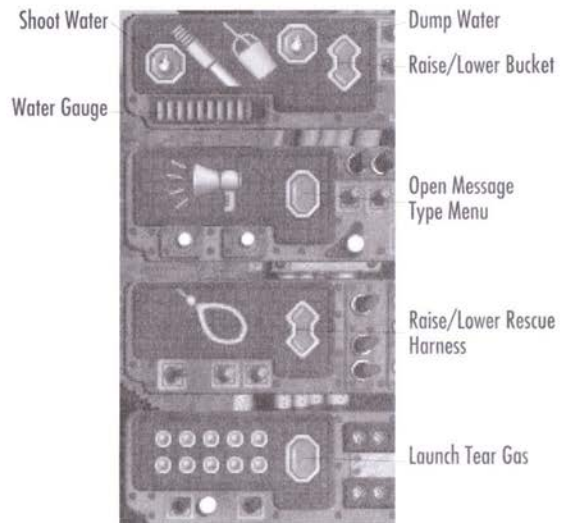
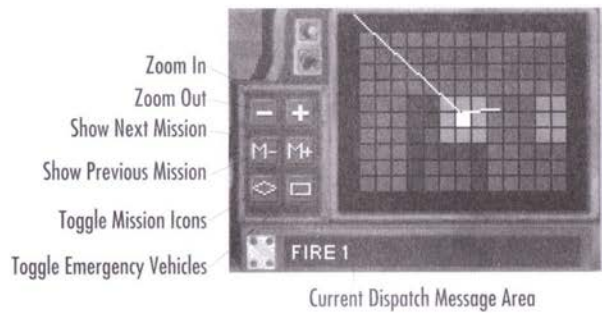
CITY MAP OVERVIEW

Here's a basic list of what your city map shows:

Airports	Purple
Developed Areas	Light gray
Hospitals	White
Fire Stations	Orange
Police Stations	Light blue
Roads	Tan
Water	Dark blue
Open Areas in City	Green
Fire	Glowing red
Wilderness	Green, Light brown, Dark brown, White

Mission icons appear on your city map when there is more than one of any particular mission. Dispatched emergency vehicles also show up on your map.





BUY THESE TOOLS WHEN YOU HAVE ENOUGH MONEY



Tools You Can Buy

There are five tools that you can buy from the catalog. Each tool has its own control panel, and is automatically installed when you buy the tool. When you sell a tool, the control flap is removed from the cockpit.

You can only buy what you can afford. There are no business loans in SimCopter.

WATER BUCKET AND CANNON



STANDARD WATER BUCKET

The water bucket (also called a “Bambi Bucket”) can be filled or dumped only when lowered to some degree. When fully lowered, it is about fifty feet below you. It shares its water with your water cannon.



A full water bucket makes taking off more difficult and makes you descend more quickly when landing. When the bucket is lowered it makes flight control more difficult.

The bucket and cannon must be purchased separately. Water buckets are a standard size, but larger copters can carry more water. Bucket must be purchased first. Cable and winch included.

RESCUE HARNESS

Lower your rescue harness to Sims in distress, and snatch them from the jaws of death. When fully lowered, the harness is about fifty feet below you.

Sims automatically grab the harness when it is close enough to them, and hang on while you lift them into your copter. They never fall off. Only one Sim at a time will fit on the harness, no matter how desperate the situation.

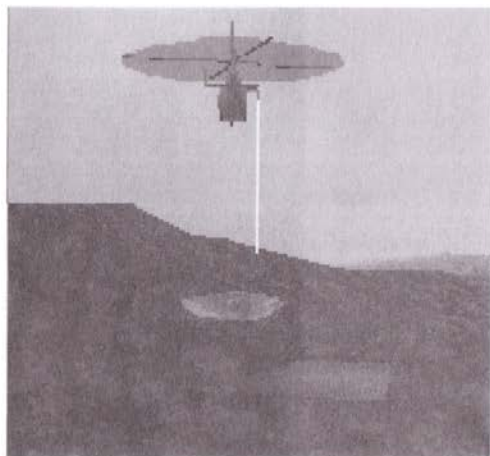
The rescue harness is fireproof, non-conductive, and comes in one color only.

MEGAPHONE

The megaphone broadcasts your instructions to the area illuminated by your spotlight. Use it to clear traffic jams, pull



Click here to raise or lower harness.



STANDARD RESCUE HARNESS

Click here to open a menu of messages.



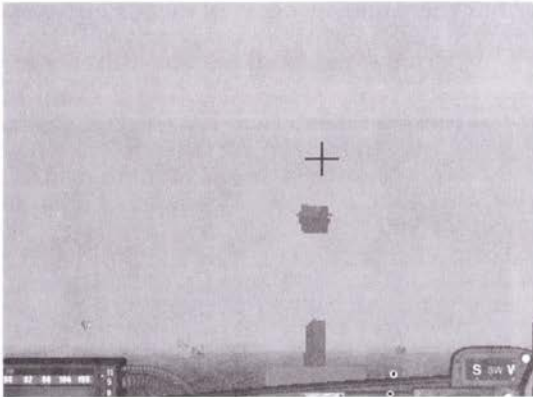


over speeders and diffuse riots. Click on the button to open a menu of message types, and click on the type you want in order to send a message or press a key for the same results. The following is a guideline for message types and the situations they work with:

Report Traffic	Traffic jam	(F6)
Stop Criminal	Criminal & Speeder	(F7)
Evacuate	Evacuate an area	(F8)
Disperse	Riot	(F9)
Greet	General	(F10)

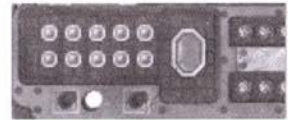
Results can vary. Sims generally do as requested, but some may try to “beat the odds.” Good luck.

TEAR GAS LAUNCHER



The tear gas launcher holds ten canisters of tear gas. Its primary use is for riots, but it can be effective against criminals on foot.

When you are out of tear gas, you’ll get replacements during normal maintenance.



Click here to launch tear gas.

WARNING: Improper use of tear gas violates Federal, State and Local laws, and results in severe point loss.

Menus and Game Settings

Main Menu

PASSENGER SEATS

Click here to view any additional seats.



SEATS

Each helicopter has a fixed number of seats. Each passenger take a full seat. Click the upper right corner of the seating area to see who's sitting where.

Adding seats to helicopters is a violation of Federal regulations. The only way to get more seats is to buy a bigger helicopter.

SimCopter has the usual suspects of menus and game setting options.



MAIN MENU PANEL

The Main Menu has items to begin, continue or end a game.

**NEW CAREER GAME**

Select this to begin a new career. You'll choose one of three cities. When you choose your city, you'll be treated to a fly-through of that city. When the fly-through is over, you're at your helicopter pad, ready to go.

OPEN CAREER GAME

Select this to continue a career you started and saved earlier. You'll pick up where you were when you saved it, with your Sims unaware of any lapse in time.

NEW USER GAME

Select this to open a standard dialog box so you can load any city from SimCity 2000, SimCity 2000 Network Edition or SimCity Urban Renewal Kit. You'll begin at the city's airport. If the city has no airport, one will be built just outside the southeast corner of the city. Perform services and daring-do, earn money and become a local hero. Sorry, no fly-throughs for User Cities.

OPEN USER GAME

Select this to continue with a User City you started and saved earlier.

QUIT

Select this to close the Main Menu panel and exit SimCopter. Handy when the boss walks by.

Settings Panel

Press Escape at any time during the game to open the Settings panel. From here you can tweak city and game aspects.

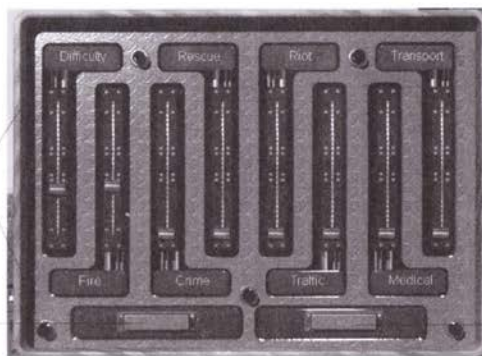


SETTINGS PANEL

CITY SETTINGS

City settings increase or decrease the number of missions and their difficulty.

***Note:** City settings are available only with User Cities and Tutorial City, not with Career Cities.*



Increase number or difficulty
Decrease number or difficulty

Click to accept settings

Click to ignore settings

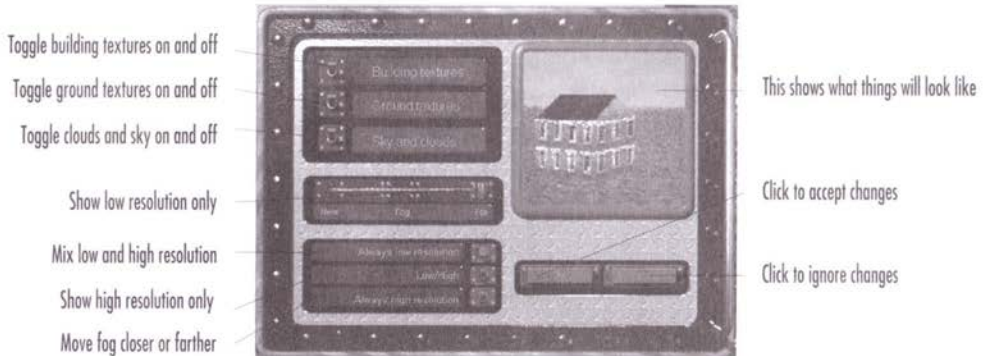
CITY SETTINGS PANEL



GRAPHICS

Graphics settings let you change ambiance and flavor of how things look.

Note: Turning off textures, using lower resolution and moving the fog closer can improve performance.

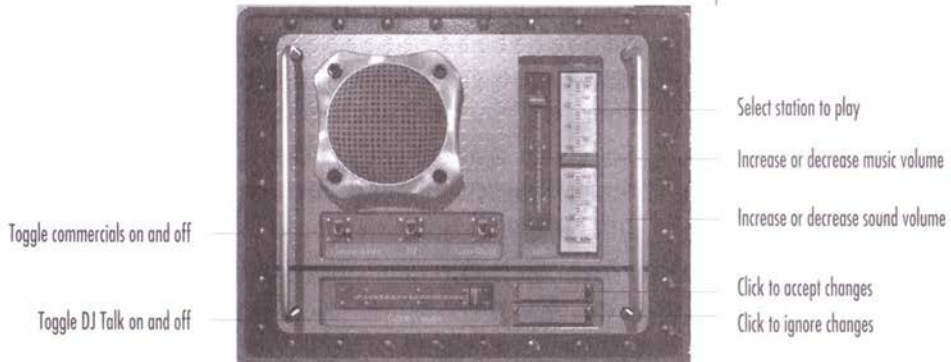


GRAPHICS PANEL

SOUND

The Sound panel gives you control of the sound and music.

Note: You can't turn off your dispatch radio, but you can turn the volume down so you can't hear it.



SOUND PANEL

CONTROLS

This screen shows the complete list of assigned keyboard and joystick commands. Change them to suit your tastes.



Changing Commands for Keyboards

1. Scroll through the list to the command you wish to change, then click on that command. Any keys currently assigned to that command are shown in green on the on-screen keyboard. Keys assigned to other commands are red. Unassigned keys are white. The gray keys are reserved (you can't use them).
2. To assign a command, click on an unassigned key. To remove an assignment, click on the green key for that command.

Note: You can have multiple keys assigned to one command.



Changing Commands for Joysticks

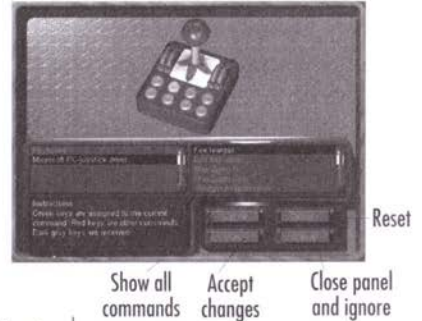
Make sure you have installed the driver that may have come with your joystick, and that you have calibrated your joystick using the Joystick settings on your Windows 95 Control Panel.

Your joystick may not have or use all the buttons on the joystick graphic. To see which buttons your joystick uses, note the graphic as you operate each of your joystick's buttons. If a single button on the graphic "depresses" when you use a button, that button can be assigned a command. If no buttons on the graphic depress, or if more than one button depresses, that button on your joystick cannot be assigned a command.

Commands can only be assigned command to buttons which do not have a command assignment. Buttons that have assignments are red in the graphic. To assign a command to a button which already has a command, you must first remove the command assigned from that button.

1. Click on each command in the list of commands. When a button in the graphic changes to green, it means that button has been assigned that command.
2. Click the mouse cursor on the green button to "unassign" that command.
3. Scroll through the list of commands to find the command you want assigned to that button. Click on that command to highlight it.
4. Click on the button in the graphic that you want the command assigned to. The button will turn green. The highlighted command is now assigned to that button.

Commands which are not assigned to a joystick button can still be accessed from your keyboard. No matter how you configure your joystick, you may still need the mouse cursor.



Show all commands Accept changes Close panel and ignore

Career Game Promotions

Odds and Ends

Quick Changes to User Cities

SAVE GAME

Saves your game (Career or User City) under its current name and location. The first time you save a game, a standard dialog box lets you give it a name and location.

SAVE GAME AS

Opens a standard dialog box so you can change the name or location of your current game (either Career or User City).

LEAVE CITY

Closes the Settings panel and opens the Main Menu.

CONTINUE

Closes the Settings panel and returns you to flying duties.

When you complete a city, you'll have the choice of going to another city at the same level or to a city at the next level.

The number of points you need to advance stays the same as you advance. The points are more difficult to get at higher levels.

You'll get a fly-through every time you pick a new Career City. Hit the Escape key to by-pass the fly-through and get right to work.

You can change the complexion and flavor of a User City by loading it into SimCity 2000 or SCURK, rotating it 90, 180 or 270 degrees, then saving it. SimCopter will assign North to a different side of the city.

Damage done to buildings in a User City in SimCopter will still be there when that city is loaded back into SimCity 2000.



Adding Your Own Radio Station

Here's how to create and add your own radio station.

- Place your favorite tunes in a folder called MUSIC. These tunes must be .WAV files.
- Place this MUSIC folder into a folder which has a "station" name that you have given to it.
- Place your Station folder into the folder named "Stations" which is in the Radio folder, which in turn is in the SimCopter sound folder.

Day and Night

Patrolling a city at night has some rewards. City skylines take on a singular beauty, and fires can really light up a sky. Toggle the day and night views with Control-D for a whole different look at things.

Sharing the Skies

The skies over most cities are busy. You share the skies with other aircraft. In the last city, there's a... well, we're not exactly sure what it is. Not to worry. There's plenty of room for all of you.

Unfortunately, other aircraft tend to crash and start fires.

Want More User Cities?

You can find a plethora of cities to fly in. People all over the world have created cities. Some of them are on the Maxis web site. Check them out. The address is:

http://www.maxis.com/the_store/creations-simcity2000.html

You can even fly in SimCity Classic cities. Load a SimCity Classic city into SimCity 2000, then save it as a SimCity 2000 city. Now you can load it as a SimCopter User City.

Cheat Codes

What? Cheat codes in SimCopter?

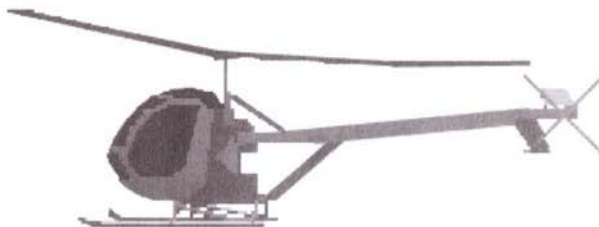
Press CTRL-ALT-X to open a dialog box. Enter "Gas does grow on trees."

Any others? You bet. Will you read about them here? No way.

The Whirlybirds of SimCopter

Helicopters, like cars, people and cats, have both subtle and noticeable differences. Here are some specs of the helicopters available to save your city. Speeds are given in kilometers per hour (km/h) and knots (kts). Seating capacity is in addition to the pilot. Range is in kilometers and nautical miles (nm). Weight is for empty helicopter in kilograms and pounds. Rotor diameter is in meters (and in feet and inches for our friends still using the English system):

Schweitzer 300



Engines: Single piston (190hp)

Seats: 2

Speed: 153 km/h (82kt)

Range: 360km (195nm)

Weight: 474kg (1046lb)

Rotor Diameter: 8.18m (26 ft 10 in)



McDonnell/Douglas 500

Engines: Single turbine (278shp)

Seats: 1-6

Speed: 232km/h (125kt)

Range: 422km (228nm)

Weight: 493kg (1088lb)

Rotor Diameter: 8.03m (26 ft 4 in)



McDonnell/Douglas 520 NOTAR™

Engines: Single turbine (375shp)

Seats: 4-5

Speed: 250km/h (135kt)

Range: 402km (217nm)

Weight: 742kg (1636lb)

Rotor Diameter: 8.33m (27 ft 4 in)



McDonnell/Douglas Explorer

Engines: Twin turbine (629shp)

Seats: 8-10

Speed: 274km/h (148kt)

Range: 600km (325nm)

Weight: 1458kg (3215lb)

Rotor Diameter: 10.3m (33 ft 10 in)





Agusta A109

Engines: Twin turbine (400shp)

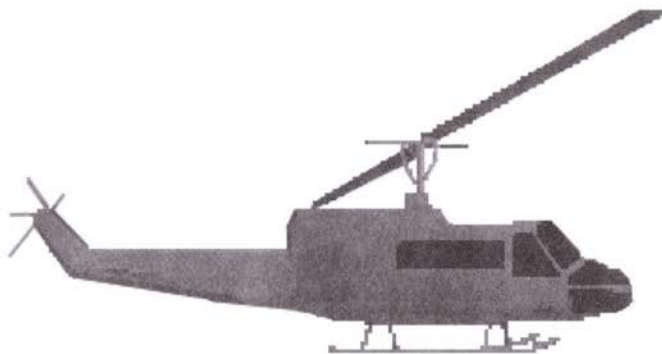
Seats: 7-8

Speed: 285km/h (154kt)

Range: 648km (350nm)

Weight: 1418kg (3126 lb)

Rotor diameter: 11m (36 ft 1 in)



Bell 212

Engines: Two coupled turbines (1290shp)

Seats: 13-15

Speed: 206km/h (111kt)

Range: 450km (243nm)

Weight: 2765kg (6097lb)

Rotor Diameter: 14.69m (48 ft 2 in)



Dauphin 2 (Eurocopter)

Engines: Twin turbine (680shp)

Seats: 13

Speed: 260km/h (140kt)

Range: 900km (485nm)

Weight: 1806kg (3980lb)

Rotor Diameter: 11.68m (38 ft 4 in)



Bell 206 Jet Ranger

Engine: Single turbine (420shp)

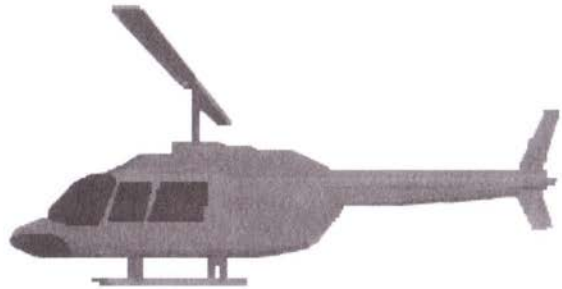
Seats: 7

Speed: 232km/ (125kt)

Range: 666km (360nm)

Weight: 844kg (1861lb)

Rotor Diameter: 11.28m (36 ft)



Helicopter Myth 5: *Helicopter pilots are different from other people*

Bibliography

Learning to Fly Helicopters by R. Randall Padfield, TAB Books, New York, 1992

Commands and Default Key Assignments

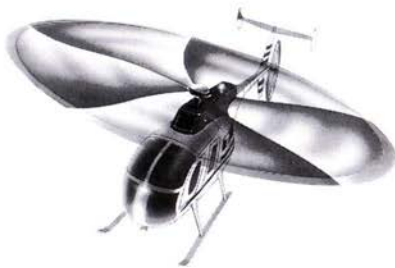
Command	What it does	Default Key
Help	Opens Help File	F1
Fire Projectile	Ejects a tear gas canister	M
Exit Helicopter	Get out of your helicopter	E
View Next Mission	Shows where your next mission will take place	N
Cycle Chase Views	Toggles Third Person View for a (maybe) better angle	R
Rotate Left	Turn left	Left arrow
Rotate Right	Turn right	Right arrow
Move forward	Fly forward	Up arrow
Move backward	Fly backward	Down Arrow
Slide Left	Fly left without turning left	A
Slide Right	Fly right without turning right	S
Increase altitude	Go up	Q
Decrease Altitude	Go down, and eventually land (be gentle)	W
Lower Bucket	Lowers your water bucket	V
Raise Bucket	Raises your water bucket into your copter	C
Dump Water	Drops water from your bucket	B
Lower winch	Lowers your rescue winch	G
Raise winch	Brings your rescue winch	F
Change view	Toggles through Chase, First Person and Overhead views	T
Dispatch fire truck	Sends a fire truck to the road targeted by your spotlight	F2
Dispatch ambulance	Sends an ambulance to the road targeted by your spotlight	F3
Dispatch police car	Sends a police car to the road targeted by your spotlight	F4
Police follow helicopter	Police car follows helicopter spotlight	F5
Camera in	Moves your chase view camera closer to your copter	I



Command	What it does	Default Key
Camera out	Moves your chase view camera away from your copter	K
Camera up	Elevates your chase view camera	J
Camera down	Lowers your chase view camera	L
Camera Focus Up	Points your chase view camera up	O
Camera Focus Down	Points your chase view camera down	P
Move fog in	Allows fog to engulf your city	Ctrl-K
Move fog out	Sends fog out of your city	Ctrl-L
Toggle Object Texture	Toggles between detailed and smooth object texture	Ctrl-O
Toggle Ground Texture	Toggles between detailed and a smooth ground texture	Ctrl-G
Toggle Day/Night	Toggles between Day and Night	Ctrl-D
Turn On/Off Radio	Toggles the music on and off	Ctrl-M
Low/High Resolution	Toggles between two resolutions	Ctrl-Q
Helicopter Panel Display	Toggles your control panel on and off	Ctrl-P
Toggle Sky display	Toggles between a detailed sky and white overcast	Ctrl-S
Toggle Priority	Toggles importance of SimCopter over other applications	Ctrl-Alt-R
Toggle Full-Screen	Toggles between a window and a Full Screen view	Ctrl + Enter
Bring up Keyboard list	Brings up—you know	Ctrl-I
Options Panel	Lets you change various game aspects	Esc
Cancel Fire	Removes fire pylon targeted by your spotlight	ShiftF2
Cancel Ambulance	Removes ambulance pylon targeted by your spotlight	Shift F3
Cancel Police	Removes police pylon targeted by your spotlight	Shift F4
Cancel Police Follow	Releases any police cars following your copter	Shift F5
Report Traffic	Gets traffic moving	F6
Stop Criminal	Scares criminals and Speeders	F7
Evacuation	Gets people out of the area	F8
Disperse	Breaks up crowds of unruly Sims	F9
Greet	Try it and see	F0

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