

# ATARI® COMPUTER FLIGHT INSTRUCTION CARD SUPER **HUEY**

## POWER UP

1. Press **OPTION** to turn on computer.
2. Type **ASN** to select an assignment. Select assignment. Press **Return**.
3. After cockpit screen reappears, press **OPTION** again.
4. Type **POW** to turn on console power.
5. Press **START** to start engine.
6. Increase Throttle to 1600-1700 engine RPM.
7. Press **SELECT** to clutch Rotor. Allow Rotor RPM to match engine RPM (at 10 to 1 ratio).
8. Increase Throttle to 3000 engine RPM.

## LANDING

13. To descend, decrease Collective. Slow speed with Cyclic.
14. At low altitude, cut rate of descent with Increased Collective and speed with Cyclic back.
15. To land, slow to zero airspeed and increase Collective to enter a stationary hover. Reduce Collective slowly to touch down.
16. On the ground, Decrease Throttle to 1000 engine RPM and press **ESCAPE KEY (ESC)** to cut engine.

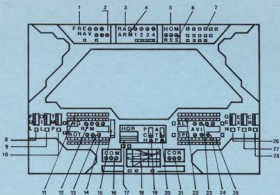


## TAKE OFF

9. Pull back on Collective (w/firebutton) to lift. Rise to safe altitude above 30 feet.
10. Push forward on Cyclic (w/firebutton) to add forward thrust. Increase airspeed to desired rate.
11. At desired altitude and airspeed, level off with Collective and maintain speed with Cyclic.
12. Coordinate direction with Rudders and Compass. Make hard turns with Cyclic.



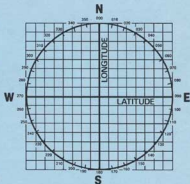
# SUPER HUEY INSTRUMENTS



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|---|--|
| 1.) Radio Frequency (Incoming)                  | 16.) Magnetic Compass                    |
| 2.) Direction Finder                            | 17.) Artificial Horizon                  |
| 3.) Range (Radar Track)                         | 18.) On-Board Computer Screen            |
| 4.) Rockets Status Indicators and Arming Lights | 19.) Collective Pitch Gauge              |
| 5.) Homing Frequency/Heading                    | 20.) Anti-Torque Gauge                   |
| 6.) Rescue Frequency/Heading                    | 21.) Automatic Course Setting            |
| 7.) Systems Status Indicator Lights             | 22.) Altimeter Slide Gauge               |
| 8.) Fuel Gauge                                  | 23.) Altimeter Digital Indicator         |
| 9.) Oil Pressure Gauge                          | 24.) Speedometer Digital Indicator       |
| 10.) Engine Temperature Gauge                   | 25.) Speedometer Slide Gauge             |
| 11.) Engine RPM Slide Gauge                     | 26.) Generator (ammeter) Indicator       |
| 12.) Engine RPM Digital Indicator               | 27.) Exhaust (Cylinder Head) Temperature |
| 13.) Rotor RPM Digital Indicator                | 28.) Carburetor Mixture/Temperature      |
| 14.) Rotor RPM Slide Gauge                      | 29.) Malfunction Indicator Lights        |
| 15.) Manifold Pressue Gauge                     |  |

# RESCUE

1. Find the heading computed from the homing signal on the HOM/RES panel. (ie 340).
2. Bring your compass heading (COM) to the same direction. (ie 340).
3. As the RES readout changes, continue to match your course (COM) to it. These headings will lead you to the stranded survivors. If the RES indicator "flips" between "000 and 180" or "180 and 000" you have crossed over the target position.
4. If you are unable to follow the course directly, and the RES number "flips" between a northern and southern heading (ie. 340 to 200) the target latitude has been crossed. At this point, the heading is either due east or due west depending upon the direction of the flip" (ie. from 280/350 to 190/260 target due west or from 010/080 to 100/170 target due east.)
5. If the RES number "flips" between an eastern and western heading (ie. 290 and 070) this indicates a longitudinal crossing and the target is either due north or due south. (ie. from 280/350 to 010/080 target due north or from 190/260 to 100/170 target due south.)



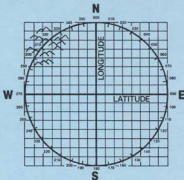
6. A "flip" between 000 and 180 (or 180 and 000) indicates the helicopter is over the target. The survivors will fire a flare when they see you.
7. After landing and rescuing the stranded personnel, enter the "VOR" command on the onboard computer and the "NAV" instrument will give you the heading back to your base.

# SUPER HUEY

## EXPLORE

Mapping terrain requires plotting the relative position of any area to some fixed point. For example, select your Base as the center point. If you follow a steady course from the Base, use the DST command to find the distance you have gone on that line. If you do not follow a straight course, use the VOR command to find your return heading to base. The reciprocal of that number is your direction from Base. The scale of the grid above is 2 miles per square side. The hilly area shown is in the Northwest quadrant, 15 miles from Base on a heading of 316. Maps of any size and scale may be made with distances based on time/airspeed calculations.

After exploring the entire terrain, send a copy of your plotted map to COSMI



along with the COSMI logo from the back cover of your instruction booklet and a self addressed stamped envelope, and we will send you the exact map from SUPER HUEY EXPLORE.



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