Sky Rescue

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INSTRUCTIONS

Introduction

The people of Irata are desperate and have called on the Federation for help. They are under attack by a Mad Bomber from Elppa. The Mad Bomber has shields far superior to those of the Federation, and has survived all attacks from the fleet.

The Iratian's only chance for survival is if they can be taken to the shelter, where no Elppians may pass. Your mission is to transport all Iratians to the shelter using the Federation's newest rescue helicopter.

Loading Instructions

Cassette:
1. Insert the cassette into your ATARI© 410™ Program Recorder. This cassette contains two complete copies of the program, one on either side.
2. Hold down the START key on your computer keyboard and *then* turn the computer on.
3. Depress the PLAY key on your 410 Program Recorder.
4. Press the keyboard RETURN key. The program should now begin to load.

Disk:
Insert the disk into drive #1 and turn on your computer. The program will load automatically.

Playing Instructions

Sky Rescue is an arcade game for one player. The object of the game is to accumulate points by transporting people to the shelter as quickly as possible with your helicopter. Your final score is based on efficiency of time use, number of people destroyed, and number of helicopter shields used.

You will need one joystick in slot #1. Holding down the START key at any time will start a new game. You can choose one of six increasingly difficult levels of play by pressing the SELECT key before starting the game. You can pause the game at any time (except when scrolling) by pressing the SPACE BAR. Moving your joystick will resume play.

The display at the top of the screen lists, from left to right:

> # of people remaining
> # of people destroyed
> High efficiency score for that level
> Difficulty level #
> # of helicopter shields left

Press the FIRE button to start the game. You control your helicopter by moving the joystick up, down, left, or right. Your helicopter is equipped with a Light Beam Transporter which is activated by pressing the FIRE button. Use this light beam to pick up individual Iratians for transport to the shelter, and press the FIRE button again to set down your passenger.

The shelter is located at the right edge of town. Move to the right side of the screen and the display will begin to scroll by. This scrolling will continue automatically until you move your joystick in a different direction. You must place your Iratian passenger in the shelter before going back to rescue another.

There are both visible and invisible Iratians found on either the thin line of grass or the thick bottom grass line. Use your light beam to locate and pick up these invisible Iratians.

Beware of the Mad Bomber during your rescue operation. Each direct hit on your helicopter will destroy one of your shields, and if your shields are gone another hit will destroy you and end the game.

When all of the Iratians have been rescued you will be able to pass beyond the shelter to obtain your score and a rating. These ratings, in descending order, are: Captain, Lieutenant, Sergeant, Corporal, and Private. Each rating is further divided into three classes, class #1 being the best.