

FOR ATARI COMPUTERS

HELICOPTER BATTLE

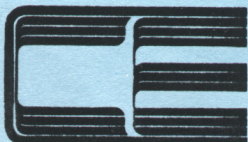
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For a long time now you have been training pilots using a remote controlled helicopter. The enemy has surrounded your base with heart-shaped mines. The only attack vehicle available is your old training-worn helicopter. As you climb up to the tower to oversee this battle, you wonder if you can destroy all 16 mines with your air to ground missiles before the base blows up.

Features: Multiple sound effects like those used for arcade pinball machines. Rotational Graphics of a complex figure with visual color effects.

Requirements:

16K RAM for cassette version.
or for Diskette version.
1 joystick controller.

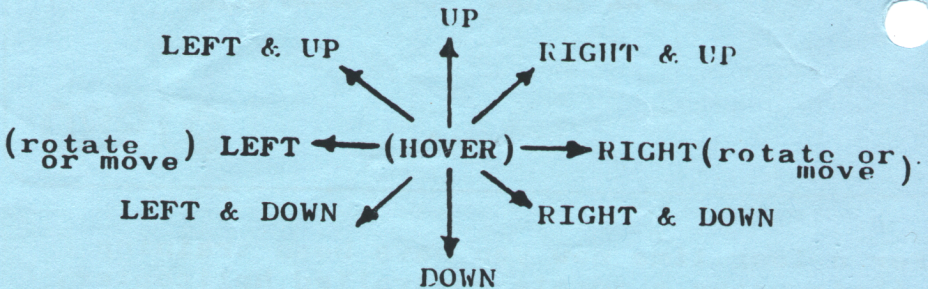


DIVISION OF CUSTOM ELECTRONICS, INC.

SOFTWARE

The Set-up

1. Load the program into the computer and RUN it.
2. Plug the joystick into the #1 position.
3. Hold the joystick with the fire button in the upper lefthand corner.
4. The joystick functions as follows:



5. The center position causes the helicopter to hover in a stationary position.
6. Press 1,2,3,4 to select your level of difficulty on the keyboard.

Graphics

1. You will see 3 views of the helicopter.
(Left side--Front view--Right side)
2. If the left side is visible and you move the joystick to the right then the helicopter will rotate to the front view. If you continue to hold the joystick to the right the helicopter will rotate to the right side view. The helicopter will then begin to move to the right across the screen. You may hold the joystick the left to reverse the process.

Missiles & Missile Loading Pad

1. When the action starts you have no missiles on board. If you press the fire button on the joystick, you will get a reload message at the top of the screen.
2. You must fly down to the missile loading pad and place the two wheels (front view) centered on the pad. We have a high speed missile loader and it won't work on the side views of the helicopter.
3. Your helicopter will hold 5 missiles at one time. When they are loaded a message will flash at the top of the screen and a tone will sound.

Firing the Missiles

1. Now select a side view, line up your helicopter with one of the heart-shaped mines and fire a missile by depressing the button on the joystick. Remember, you only have 5 shots and then you must reload.
2. At the bottom of the screen on the left is the fire control counter which will keep track of your shots.
3. You may not fire a missile in the front view or the warning will sound and flash a " Hold Fire- Friendly Target " message.

The Mission

If you eliminate all of the heart-shaped mines then you must land on the missile loading pad. However, if you do not complete your mission within the time limit then the base will be blown up. You will spin and crash out of control. GOOD LUCK !!!!!

