

'It ain't only the US Navy that has a top pilots training school . . .'

Assigned to Fort Rucker, the US Army Helicopter Training School based in the Nevada desert, your aim is to become the best chopper pilot this side of the Iron Curtain. A real Protector!

Your mission consists of a strategic battle of wits between yourself and either another pilot, or, a computer controlled RPV (Remote Pilotless Vehicle).

Your mission objective is to collect all the supplies that are scattered around the desert landscape and return them to your cave base. When all the supply cases have been collected, the parts contained within build a bomb. Take this bomb and drop it on your opponents base.

Simple? Not quite.

While you are out busy collecting the supply cases, your opponent can enter YOUR cave base and steal your supplies. Lucky for you, you can do the same to him.

Completed bombs can also be stolen, but they must be taken back to your base and re-armed in your own colour.

Your helicopters are equipped only with a 30mm Gatling cannon. This may be used offensively against the other player.



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Should a player be carrying an item and be hit by cannon fire, the item will be dropped.

Landing at your base will top up ammo and fuel and will repair any damage.

Can you defeat all comers and become "Top Dog" of Fort Rucker?

CONTROLS	Player 2		O	—Left
Player 1	Q	—Up	P	—Right
Use Joystick	A	—Down	ENTER	—Fire

LOADING INSTRUCTIONS

464: Press CTRL and small ENTER

6128: Type I TAPE and press RETURN

Press CTRL and small ENTER.

PROTECTOR

'Non è solo la Marina USA che ha la migliore scuola per piloti . . .'

Assegnato alla Scuola Elicotteristi dell'Esercito a Fort Rucker, il tuo scopo è di diventare il miglior elicotterista al di fuori della Cortina di Ferro. Un vero Protettore!

La tua missione consiste in una battaglia strategica di astuzie tra te e un altro pilota, oppure il computer.

Il tuo obiettivo è di raccogliere tutti i rifornimenti che si trovano sparsi nel panorama desertico, e riportarli nella tua caverna base. Quando tutte le casse sono state raccolte, i pezzi che contengono servono a costruire una bomba. Prendi questa bomba e lanciala sulla base avversaria.

Puoi anche rubare bombe già fatte, ma le devi innescare alla tua base.

Quando uno dei giocatori viene colpito dall'antiaerea mentre

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