



**STRICTLY
CONFIDENTIAL!**

Story

Congratulations! Your mission was a success!

You, your helicopter and the other two helicopters of your squadron did very well and fought the enemy's army bravely. Your new objective sounds easy: escape the enemy territory and return to your home carrier.

Due to fuel shortage you have to take the shortest way which follows a river flowing through a long canyon heading directly to the sea. Unfortunately all your ammunition is depleted and so you have to avoid colliding with objects just by your flying skills! Good luck, pilot!

Object of the game

You watch the canyon from above. Your helicopter can fly at three heights: low, medium and high. Your current height is shown by the size of your helicopter.

You control one helicopter, fly through each part of the canyon and avoid getting hit by its dangers. The other helicopters are waiting at the beginning of this level. The exact route of your flight is registered and transferred into the autopilots of the waiting helicopters - they will follow this route automatically when you passed it successfully.

If your helicopter is destroyed, you control the next helicopter and start at the beginning of this level again.

You have to fly through the final level (level number 30) to escape the enemy territory and win the game.

General controls

Use a joystick plugged into the left controller port of your console. Push the fire button to start a game.

You move your helicopter with the joystick. Pushing the joystick up and down makes the helicopter move aside.

Pushing the joystick left lets the helicopter fly at the top height. Pushing the joystick right makes the helicopter fly at the lowest height. When not pushing the joystick left or right your helicopter flies on the medium height.

There are four different obstacles:

- Bar: you have to pass the bars above or below, depending on their heights. The bars can appear on all three heights.
- Fence: fences appear on low and medium heights. You have to pass them above. You cannot fly below a fence!

- Columns: you have to fly through their holes. You cannot pass above or below!
- Homing Missile: you cannot pass it and have to deactivate it using your frequency scanner.

If the current level contains homing missiles heading for you, you have to use the fire button at the right time to disable the missiles. The correct position is indicated by the frequency scanner and an connected sound.

The RESET switch aborts the current game and resets the game to the introduction sequence..

The display

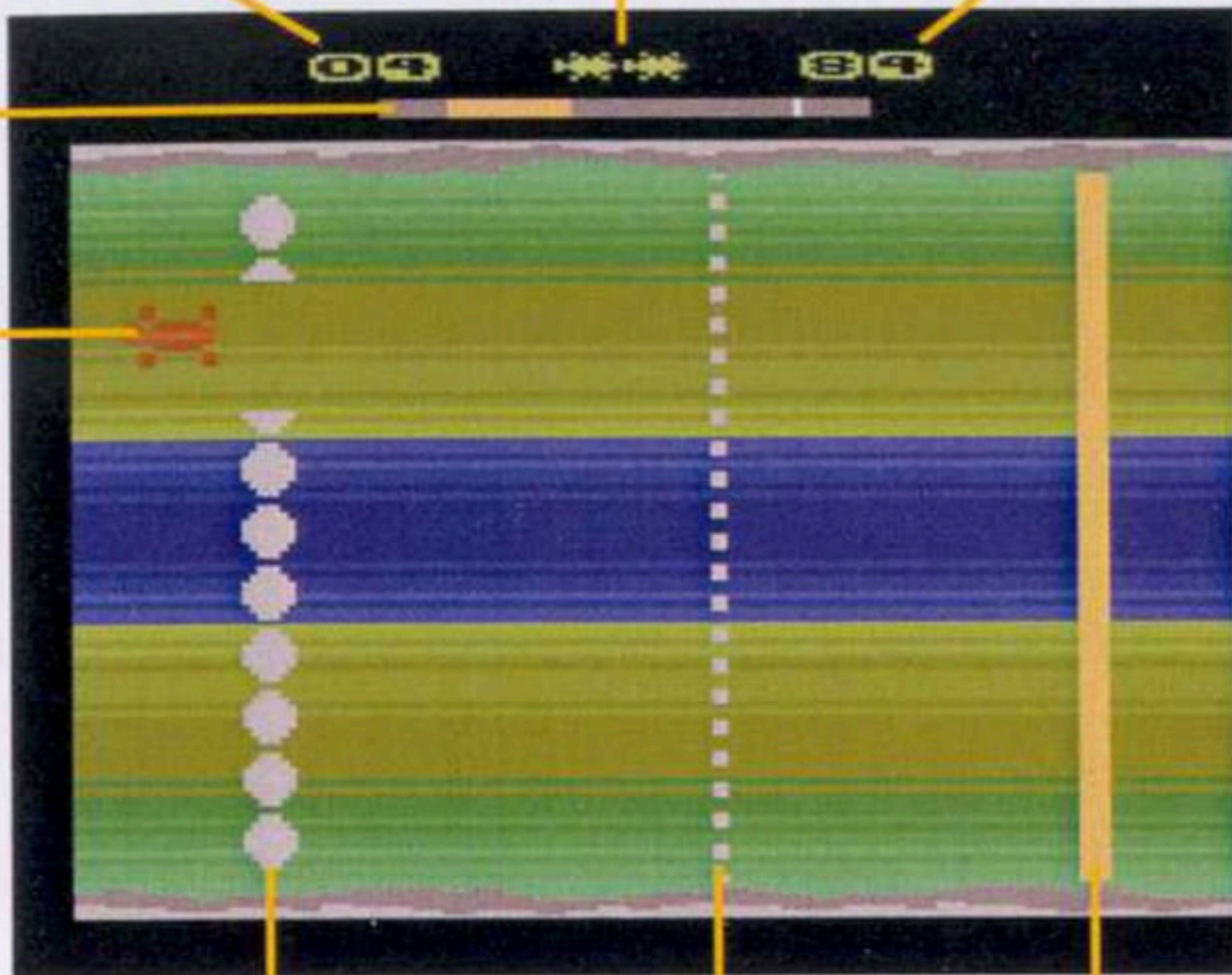
The display at the top of the screen shows (from left to right) the current level number (from 00 to 30), the amount of remaining helicopters and the countdown distance to the goal of this level.

Shown below is the frequency scanner - use it to dismantle the enemy's homing missiles by pressing the fire button while the scanner is at the correct range. A sound will indicate this range, too.

Level

Remaining helicopters

Distance



Columns

Fence

Bar

Your helicopter

Frequency scanner

End of game

The game is lost if all helicopters are destroyed.

The game is won if you manage to finish the final level 30.

Playing tips

- Learn the different movements to dodge the different obstacles first.
- Try concentrating on your ears to dismantle the homing missile and your eyes for the other dangers.
- Study the pattern of each level.
- The small size of your helicopter on the lowest height of flying makes it easier to dodge the columns.
- Bonus helicopters are waiting after the levels 09 and 19, but the maximum amount of helicopters in your team is three.



Credits

Game program, graphics, sounds, level design, box and manual design by **Simon Quernhorst**.

Box and label picture by **Celal Kandemiroglu**, liaised by **Marc Oberhäuser**.

Label arrangement by **Ansgar Quernhorst**.

Patches provided by **Walter Lauer**.

Cartridges manufactured by **Albert Yarusso** of **AtariAge.com**.



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<http://www.quernhorst.de/atari/>

These Limited Edition games
are still available!

