

ATARI  
800XL/130XE/65XE

# AIR RESCUE



ATLANTIS

## ATARI SCREEN SHOTS

ATARI  
800XL/130XE/  
85XE

# AIR RESCUE



100% ARCADE ACTION

10 LEVELS  
OF EVER  
INCREASING  
DIFFICULTY

JOYSTICK  
REQUIRED

Peace is shattered as the Military Junta moves against the popular uprising. Civil war rages, forcing expatriate Britons into hiding to escape the guns, tanks and missiles of the opposing armies.

There is only one way  
to get them out -  
**AIR RESCUE**

5 013991 816029



AT 816



## **LOADING:**

- 1) Switch computer off and remove any cartridges.
- 2) Switch on data recorder and TV/Monitor.
- 3) Whilst holding down the **START** and **OPTION** keys, switch the computer on.
- 4) After the short tone, release the start and option keys and press **RETURN**. The programme will now load automatically.

*(The programme is recorded on both sides of the tape. In case of difficulty, turn the tape over, rewind to the beginning and load again.)*

**IMPORTANT; WIND TAPE OFF LEADER BEFORE LOADING.**

## **CONTROLS:**

**JOYSTICK** (ether port). **LEFT** and **RIGHT** as normal, **UP** to **CLIMB**, **DOWN** to **LAND** and **FIRE** to destroy anything that gets in your way. Press **SELECT** to choose your starting level.

## **STORY:**

Peace is shattered as the Military Junta moves against the popular uprising. Civil war rages, forcing expatriate Britons into hiding to escape the guns, tanks and missiles of the opposing armies. There is only one way to rescue them and that is to fly your helicopter into the thick of the battle to air-lift them to safety. Your helicopter can carry a maximum of 5 passengers, so many missions must be flown if all of the survivors are to be brought to the safety of the hospital, situated in the middle of the de-militarised zone.

**GAME:**

15 men need to be rescued from each of the 10 levels (assuming that none have been killed). You must land your helicopter close to the houses in which the men are hiding then, when the men have boarded, take off and fly to the safety of the hospital, landing on the roof-top heli-pad.

You have a single cannon in the nose of your helicopter but you can only fire when moving forward, not when climbing or landing. Try not to shoot the houses in case there are any survivors hiding in them. You can shoot almost anything else but don't get too close or you might get caught in the explosion.

**GOOD LUCK!**

This programme and artwork are the copyright of Atlantis Software Limited. Copying, hiring, lending or public performance is prohibited.

**It is illegal to back up or copy the software contained on this tape.**

If you have written a good programme and would like to discuss marketing, please write to:

**Atlantis Software Limited**  
28 Station Road, London SE25 5AG