

CHOPPER RESCUE

INSTRUCTIONS:

(C) 1982 by Sid Meier
for MicroProse Software

... It is 18:00 as dusk settles. You zip up your flying suit as you prepare for your desperate mission. Penetrate the heavily defended labyrinths and rescue the captives trapped within. All previous attempts have ended in failure. The haunting strains of a Bach fugue rise up out of the narrow entrance, drawing you into the dark labyrinth beyond...

Object

The object of the game is to rescue the captives trapped in a series of underground labyrinths. Care must be taken to avoid the fixed missile launchers and mobile patrol drone defenders. Points are accumulated for captives rescued, enemy installations destroyed, and speed.

Loading the Game

This game requires one disk drive, at least 32K of memory, one or two joysticks, and an ATARI BASIC Language cartridge. Place the game disk in the disk drive and power on the disk, then place your BASIC Language cartridge in the computer and power it on. The game will load and begin automatically after about one minute.

IMPORTANT: Leave the disk powered on and the game diskette in the disk drive (unit 1) since the disk is required by the game.

Starting the Game

Use the OPTION key to select the level of difficulty. Level one is the easiest and level three is the most difficult; more points are awarded in the more difficult levels. Use the SELECT key to choose the play mode: one to four players (teams) may play. You may select either the Solo mission or the Team mission. Note that the SELECT key controls both the number of players and the play mode. Press the START key to begin the game.

Play

You can direct your chopper. You can shoot the enemy choppers and missiles. You can use the joystick to move with forward and backward. You can shoot down the missile launchers. You can trigger the gas control. You can use the joystick to move the player. You can use the up and down keys to fuel the chopper. You can rescue the captives. You can complete the labyrinth. You can complete the mission. You can be hit by the enemy. You can be hit again.

Score

Points are awarded for destroying enemy installations. Points are awarded at the end of the mission. Points are awarded for many captives rescued. Points are awarded for an outstanding performance.

Playing the Game

You control the chopper by pressing the joystick in the direction you wish to move. The captives will wave at your chopper, pick them up by positioning the chopper over them. Avoid the walls of the labyrinth and destroy the enemy defenses. Your chopper is equipped with swift missiles and powerful bombs. To drop a bomb, hold the joystick down and press the trigger. Bombs may be dropped with forward or backward velocity as well as straight down. You may only fire one bomb at a time. To fire a missile, hold the joystick left or right and press the trigger. In the solo mode, the first joystick controls all game functions. In the team mode, the first joystick controls the motion of the chopper while the second joystick controls the bombs and missiles - allowing two players to participate simultaneously. The indicator in the upper left corner of the screen shows the amount of fuel remaining in your chopper. Your chopper will crash if it runs out of fuel before all the captives are rescued. There are ten captives in each labyrinth. When all ten have been rescued, you may continue with the next labyrinth. In the multi-player games, all players complete the first labyrinth before any player attempts the next. The bottom of the title screen will indicate which player is next. You may PAUSE the game at any point by hitting the space bar. To resume, hit the space bar again.

Scoring

Points are accumulated for rescuing the captives, destroying the enemy patrol craft, and destroying the enemy installations. Additional bonus points are awarded at the end of each screen for any fuel remaining. Each player has three choppers with which to accomplish the mission. At various point levels bonus choppers are awarded. The upper right hand of the screen indicates how many choppers remain (up to a maximum of three). A good score is 5,000 points or more, 15,000 and above is outstanding.