HEY THERE!!!

Have you joined the IN CROWD? Are you a member of the SILVER CLUB? If not, then we in the SILVER CLUB would love to hear from you!

To become a member just send a cheque or postal order for £1.99 made payable to FIREBIRD SOFTWARE, along with your name, address, age, and the type of computer you have to the address below, clearly marking the envelope 'SILVER CLUB' and we'll send you a bumper pack of goodies including:

* ★ BADGES
* ★ STICKERS
* ★ POSTERS
* ★ NEWSLETTERS
* ★ AN EXCLUSIVE
    MEMBERSHIP No.
* ★ YOUR OWN
    MEMBERSHIP CARD
    (Subject to availability)

PLUS . . .We'll also send you a FREE SILVER GAME OF YOUR CHOICE!!! (Please let us know which game you would like.) Then, every three months or so, we'll send you a newsletter containing details of up-and-coming Silver games, competitions, special offers and other news.

HELICHOPPER

© 1985 TONY BECKWITH
AMSTRAD CONVERSION BY A. ROGERS

THE GAME

Craft available: One fast moving, armed Helichopper.
Weaponry: Unlimited supply of bombs.
Screens: 23 (each with a time limit).
Lives: Five (with an extra life for every four screens survived).
Mission: Rescue the Clones from the steamy, swarming Swamp.
Tactics: On each screen a number of Clones must be located and flown out – one at at time. To do this, land your chopper at the Electric Fence and when one of those little chaps climbs aboard whisk him to the safety of the ledges (where he will disembark when the next ledge up is white).
Threats: The Creatures of the Swamp. Some multiply when bombed, others will launch rocks at your craft (you didn't expect this to be E-A-S-Y!), some are heat-seeking Dollopoids who'll track you down (you can breathe a sigh of relief while parked at the Fence). All Swamp Creatures are deadly on contact.

LOADING

AMSTRAD 464 OWNERS
1. Place the rewound cassette into the cassette unit, and press PLAY.
2. Hold down CTRL and press the SMALL ENTER KEY.
AMSTRAD 664, 6128 and 464+DISK
1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.
NOTE: Full loading instructions can be found in your Amstrad Manual.

PLAYING THE GAME

HELICHOPPER can be played using either keyboard or joystick control. Use of the keyboard is via a redefine key option from the title screen. Select the keys you wish to use. You may also define the joystick with this option, selecting LEFT and RIGHT with the relevant cursor keys, and COPY for FIRE.
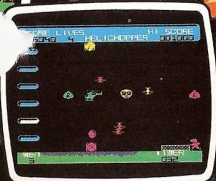A CHEAT MODE is available on HELICHOPPER – entered by holding down the 5, 6, 7 and 0 keys (on the keypad) when the main title screen is displayed. All you need to do then is find the PASSWORDS . . .

AMSTRAD 464/664/6128

AMSTRAD 464
664/6128

SILVER 199 RANGE

HELICHOPPER

FIREBIRD

Screen pictures shown may be different machine versions of game.

FIREBIRD

Twenty three screens of nailbiting rescue missions.
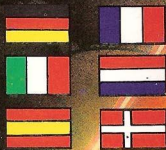Ventitre scene diverse con missioni di salvataggio da tenere il fiato sospeso.
Veintitrés pantallas de misiones de rescate espeluznantes.
Drie en twintig angstige reddingspogingen.
23 skærmbilleder med neglebidende rednings aktioner.
Dreiundzwanzig echte Rettungsmissionen.
23 écrans de missions de sauvetage à se ronger les poings.
Keyboard or Joystick

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