

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
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 - ★ AN EXCLUSIVE MEMBERSHIP No.
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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.

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HELICHOPTER

© 1985 TONY BECKWITH
AMSTRAD CONVERSION BY A. ROGERS

THE GAME

Craft available: One fast moving, armed Helicopter.

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 a 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 rewind 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 rewind 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

HELICHOPTER 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.

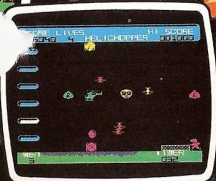
A CHEAT MODE is available on HELICHOPTER — entered by holding down the 5, 6, 7 and 0 keys (on the keypad) when the main title screen is displayed. All you need to do then is find the PASSWORDS . . .

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If this program is faulty, or fails to load, please return it to the address below CLEARLY MARKED "RETURNS" and it will be replaced free of charge and postage refunded. This offer does not affect your statutory consumer rights.



Screen pictures shown
may be different machine
versions of game.



Twenty three screens of nailbiting rescue missions.
Ventitre scene diverse con missioni di salvataggio da tenere il fiato sospeso.

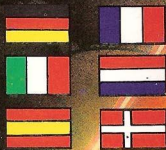
Veintitrés pantallas de misiones de rescate espeluznantes.
Drie en twintig angstige reddingspogingen.

23 skærbilleder med neglebideende rednings aktioner.

Dreiundzwanzig echte Rettungsmissionen.

23 écrans de missions de sauvetage à se ronger les poings.

Keyboard or Joystick



AMSTRAD 464
664 6128

SILVER
199
RANGE

AMSTRAD 464/664/6128

HELICHOPTER



HELICHOPTER



firebird

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Spiky Harold

Amstrad

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Seabase Delta
Spiky Harold
Thrust
(available
Summer 1986)
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Headbanger
Star Firebirds

CBM 16

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Shark
Booty
Spiky Harold
(available
Summer 1986)

Spectrum 48K/+

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Short's Fuse
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Spiky Harold
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The Wild Bunch
Helichopper
Spike
Ninja Master
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Buccaneer
Gyron Arena
Rebelstar
Thrust (available
Summer 1986)

Atari 800/ 800XL/130XE

Thrust
(available
(Summer 1986)
Collapse
(available
(Summer 1986)
Ninja Master
(available
Autumn 1986)

*Correct at time of printing