

HERO

HELICOPTER EMERGENCY RESCUE OPERATION

DOWN AND DIRTY!

Reach miners trapped miles under the surface of the earth! Use the Prop-pack to maneuver through a maze of mineshafts! Blast vile vermin with the Microlaser Beam! Dynamite walls! Negotiate across the lethal lava flow! Rescue all the miners you can before running out of lives or power!

Instructions for the
Commodore 64™ disk

ACTIVISION

GETTING STARTED

- Turn computer on. Turn disk drive on.
- Put disk in, label-side up, slot in first.
- Close the disk drive door.
- Type: Load "*", 8, 1.
- Press RETURN. After some seconds, the title screen will appear.
- Plug a Joystick into port one.
- To select one of five one-player games, press F3 until the desired game number appears. The higher the number, the greater the challenge. (See "Variations")
- To begin, press F1 and move Joystick.
- To begin the same game again once it's over, press F1.
- To select a new game once one game ends, press F3.

RESERVES. Begin with one life in use and three in reserve. Acquire an additional life, to a maximum of six in reserve, for each 20,000 points earned.

POWER GAUGE. Power begins to diminish when you move the Joystick after Rod Hero appears onscreen. If power runs out and a reserve life remains, you return to the top of that level.

*Game ends when you run out of lives.

VARIATIONS

Game Number	Starting Level
1	1
2	5
3	9
4	13
5	17*

*All following levels are random and no level number appears.

In games 1-4, the word PRO appears in place of the level number after level 20.

EQUIPMENT CHECK

Prop-pack.

- To fly up or run or fly left or right: Move Joystick in that direction.
- To hover: Tap Joystick forward.
- To fly down a shaft: Step off the ledge.

Microlaser Beam. Your helmet's Microlaser Beam can blast creatures or slice through small walls.

- To fire: Press Joystick button. Hold for continuous fire.

Dynamite. Each of the six sticks you begin with can blow up all or part of a small wall.

- Land and move near a wall.
- To place and ignite: Pull Joystick toward you. Then move fast or be blown up!

Raft. Ride the raft across the river whenever it appears.

Lanterns. Careful! Touch or shoot out a lantern and that section of the mine goes dark.

SCORING:

- Shoot a critter: 50 points
 - Each dynamite stick remaining when miner is rescued: 50 points
 - Dynamite a wall: 75 points
 - Rescue miner: 1000 points
 - Earn points for every unit of power left when a miner is rescued. The higher the level number, the more each power unit is worth.
- You've saved the day when the score reaches 1,000,000.

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H07/C36

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