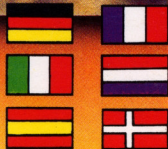




Screen pictures shown
may be different machine
versions of game.



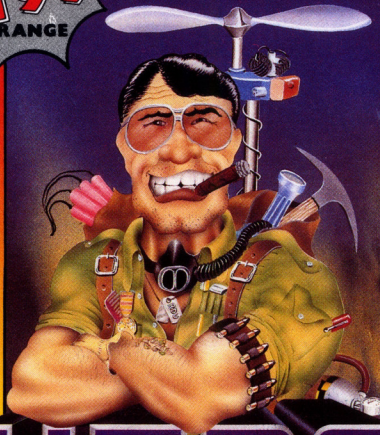
Hovver through the bowver, save the miner, and be a HERO!
Durchdringen sie das Dunkele und retten Sie den Bergmann dan sind Sie
ein Held!
Librateui fra i tipacci, salvate il minatore e siate un HERO!
Planez au-dessus des dédales, savyez le mineur, et devenez un HERO!
Vence al peligro, salva al minero, y sé héroe!
Zweef door alle moeilijkheden, redt de mijnwerker en wordt een HERO
(HELD)!
Overvind parærne, red minearbejderen og bliv en HERO!
JOYSTICK ONLY



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HERO

© 1984 JOHN VAN RYZIN

THE GAME

You must guide Roderick Hero, a member of the Helicopter Emergency Rescue Operations, through the labyrinth of chambers and shafts to find the miner, trapped by a freak explosion and buried deep under the ground and behind walls of rubble. You will need all the dexterity, skill and courage you have to guide your 'copter backpack through the tortuous chambers ahead.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

NOTE: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

Use your joystick to manoeuvre Roderick Hero around the labyrinth in the normal way. The FIRE button will fire a stream of bullets from his specially designed copter backpack. To pass through the brick walls that stand in your way you can either fire at them with your gun, or you can drop a stick of dynamite by pressing FIRE while you are touching the wall and retreating quickly. You will need to be quick because if you are too close you will be injured by the blast and forfeit one of your lives. It is also important for you to avoid the bats, monsters and perils that will try to prevent you reaching the trapped miner.

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