



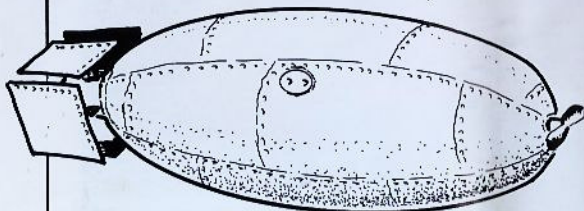
The background of the cover is a vibrant, abstract space scene. On the left, a blue and white blimp-like vehicle floats above a green planet. On the right, a large, dark, crystalline structure resembling a space station or alien base is set against a bright pink and purple nebula. The overall style is colorful and fantastical.

irem

Mr HELI

BOMB

Add one to the number of bombs Mr Heli can drop each time you press the fire button.



MISSILE

Add one to the number of homing missiles Mr Heli can fire at once.



INTRODUCTION

Far away on the other side of the universe, a shining green planet is losing it's life to the twisted followers of a mad scientist known only as "The Muddy"! It is your job as part of the Cosmic Heli Patrol to unmask the evil Muddy and restore the balance of nature. Use your trusty joystick to fly Mr Heli deep into the heart of the planet, firing missiles, bullets and bombs at The Muddy's followers as you go. You may also use your weapons to destroy groups of bricks and uncover a small fortune in crystals which you may use to buy the surrounding power-ups.

LOADING INSTRUCTIONS

Amiga

Amiga A1000 users should switch on the computer and insert a kickstart 1.2 disc. When the Workbench prompt appears, insert the game disc. After about ten seconds the title picture will appear and the game should load in about thirty seconds.

Atari ST

Insert the first game disc and switch on the computer. Insert the second game disc when prompted to do so.

Commodore 64

Cassette: Press Shift and Run/stop together.

Disc: Type LOAD""8,1. Follow the on screen instructions to complete loading.

NOTE: To load a new level you will have to turn off your computer and load Mr Heli again!

Spectrum

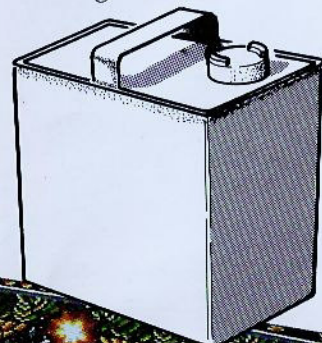
Enter 48K mode and type LOAD""<enter>.

Plus 3. Insert disc and Select loader.

PETROL

Increases Mr Heli's energy level.

(On the Amstrad & Spectrum versions, if you already have a full tank you will be given a shield).



FISH

Destroy all bricks on screen.



MR

HELI



GUN

Add one to the number of bullets Mr Heli can fire.



CIRCLE

A pick up shield. (ST, Amiga and C64 only).



II

Amstrad

Cassette: Hold down the CRTL key and press the small ENTER key.

Disc: Type | (shift @) CPM

JOYSTICK CONTROLS

Pushing the joystick up will cause Heli to climb.

Pulling the joystick down will cause Heli to dive.

Pushing the joystick left or right will cause Heli to fly to the left or right.

Pressing the fire button while Heli is in the air will activate Heli's guns and missiles.

Press the fire button while Heli is resting on level ground will activate Heli's guns and bombs.

KEYBOARD CONTROLS

Spectrum & Amstrad

O.....	LEFT
P.....	RIGHT
Q.....	UP
A.....	DOWN
SPACE BAR	FIRE

Spectrum

PAUSE.....	O.....	ESC
ABORT	Pause then press I.....	Pause then press DEL
SOUND.....	(+3) Enter	TAB

ST

PAUSE	F1.....	Left Mouse Button
QUIT	F2.....	F2
MUSIC On/Off	F3.....	F3

CBM 64

PAUSE	RUN/STOP
ABORT	Pause then press Q
MUSIC On/Off	M

CREDITS:

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SOLD OUT

This will appear after you have bought something or if Mr Heli already has it.

SOLDOUT

