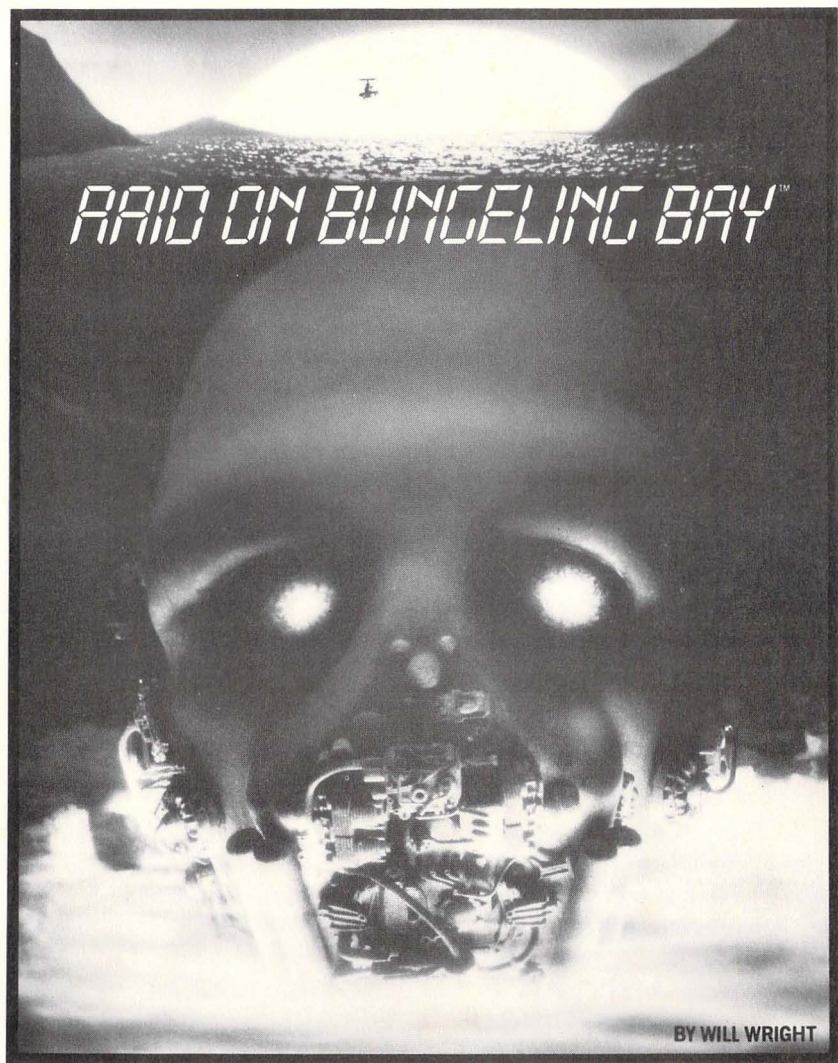




INSTRUCTIONS

For the Commodore 64

GETTING STARTED

Turn on your disk drive and then your computer. After the disk drive busy light goes off, insert your disk and close the drive door. Type **LOAD"ROBB",8** and press **RETURN**. When your computer responds **READY**, type **RUN** and press **RETURN**. The program will continue to load.

In the final stages of loading (be patient, it takes a minute or more), your disk drive will make mechanical sounds. This is normal.

After loading, the program goes into an automatic demo. Watch it to get a sense of the game play. Push your spacebar or joystick button to start the game.

CONTROLS

You may use keyboard or joystick control.

Joystick-(Port #2)

up	- accelerate
down	- decelerate
left	- counter-clockwise
right	- clockwise
button (<i>quick press</i>)	- fire
button (<i>1 second press</i>)	- bomb, take-off and land

Keyboard-("caps lock" off)

"i"	- accelerate
"k"	- decelerate
"j"	- counter-clockwise
"l"	- clockwise
space	- fire, take-off and land
"z"	- bomb

THE GAME

The Bungeling Empire continues the course of war, this time by creating the ultimate weapon of irresponsibility: a War Machine programmed to take over the entire planet.

As a highly skilled helicopter pilot, your task is to freeze The War Machine by halting the production of the six war factories, which appear as colored "L"-shaped buildings with smokestacks. Each factory is supplied by computerized tanks and boats of the same color.

THE WAR MACHINE:

The War Machine is located on islands spanning an area of 100 screens. The screen wraps around from top to bottom and side to side.

YOUR HELICRAFT:

You have five helicopter to accomplish your mission. They can hold an unlimited supply of missiles and nine bombs. When your damage reaches 100, your copter will die. You can repair and reload with bombs at any time by landing on your carrier. You may also discover a supply of bombs on one of the islands that is yours for the taking if you land nearby. If your carrier is sunk, then the copter you are flying is your last one and you cannot repair damage.

YOUR RADAR:

The small square in the bottom left corner is your radar. It covers an area of 9 screens. Your copter is represented as a small blue dot in the center. The ocean shows up black, the islands brown and the enemy units as yellow. Your carrier is a tall blue dot.

YOUR WEAPONS:

Bombs can hit everything except airborne planes. **Missiles** can hit everything except factories and the battleship; these must be bombed. A factory is almost destroyed when smoke no longer rises from its smokestacks.

ENEMY WEAPONS:

Tanks and Boats-These supply the factories and increase the rate of production. They also fire at you with small arms causing light damage. The boats are color-coded with the factories they supply.

Anti-Aircraft Guns-These guns can cause heavy damage. On the higher levels (three or less factories remaining), they fire heat-seeking missiles.

Fighter Planes & Radar-The white planes are fighters which fire air-to-air missiles resulting in heavy damage. If they find you they will chase and fire at you until you lose or eliminate them. The radar installations on the ground aid the fighters in locating you.

Bombers-The black planes are bombers which occasionally attack your carrier. When this happens you will receive a warning message and will have a limited amount of time to return to the carrier and shoot them down before they sink your carrier.

Battleship-The battleship is built on one of the islands during the course of the game. You can delay its construction by bombing it. Once it is built it will put out to sea and head for your carrier. It will eventually attack and sink your carrier if you do not sink it first. It is armed with heat-seeking missiles.

END GAME SEQUENCE

VIEWING YOUR SCORE:

After each game, the screen will freeze, allowing you time to view your score. Press your joystick button to continue.

NEWSPAPER HEADLINES AND VICTORY PARADE:

If you have successfully eliminated all six war factories you will see a newspaper headline story describing your victory. After you have read the newspaper account, press your joystick button to view a parade given in your honor.

RECORDING YOUR HIGH SCORE:

If your score is one of the top ten, the high score chart will appear on the screen. Type your initials next to your score and press RETURN to save them to disk. The game will return to the demo mode.

ON-SCREEN INFORMATION

Arrow	- The small arrow in the bottom left corner always points to your carrier.
DAM	- Indicates the amount of damage to your craft.
BMB	- Bombs remaining
SC	- Score
FR	- Enemy factories remaining
LR	- Your lives remaining

The border color changes to yellow when your damage reaches 50, and to red at 80. Your maximum speed is decreased at these points.

SPECIAL KEYS

left arrow	- restart
"f1"	- view high scores (restarts game)
"run/stop"	- pause

SCORING

Tanks and Boats - 50 points

Radar and Guns - 100 points

Black Planes and White Planes - 200 points

Battleship - 5000

Factory - 5000

Bonus - 5000 points for each life you have left at the time of victory (including the life in progress).

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