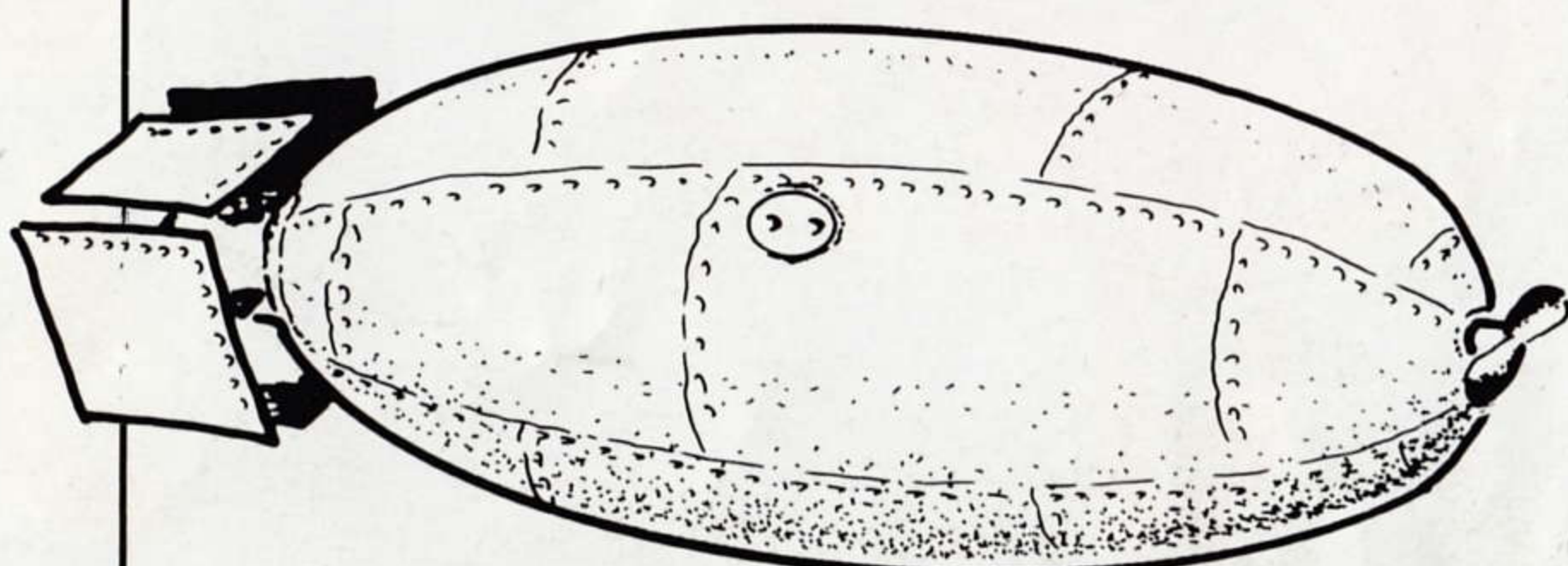


## BOMB

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



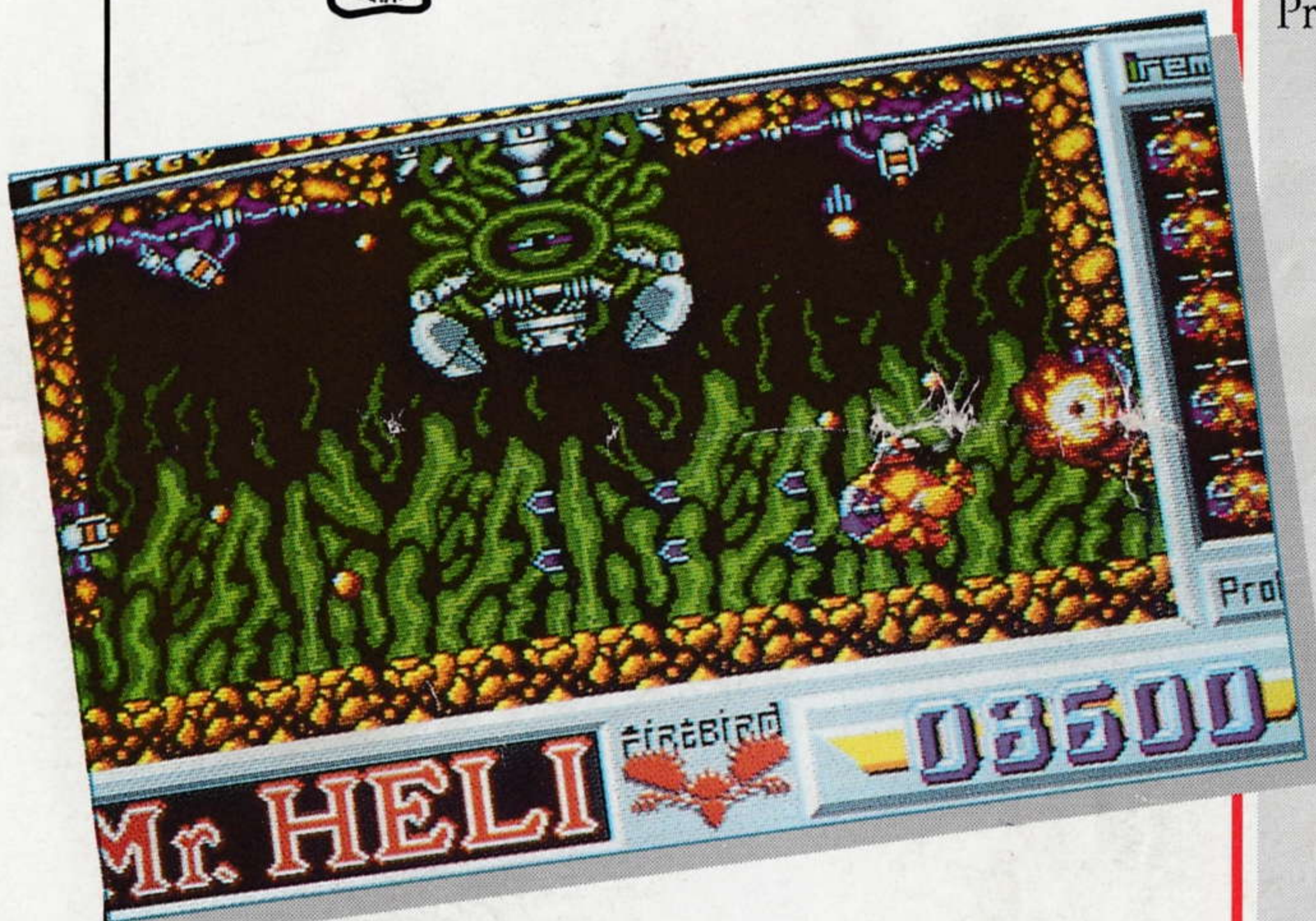
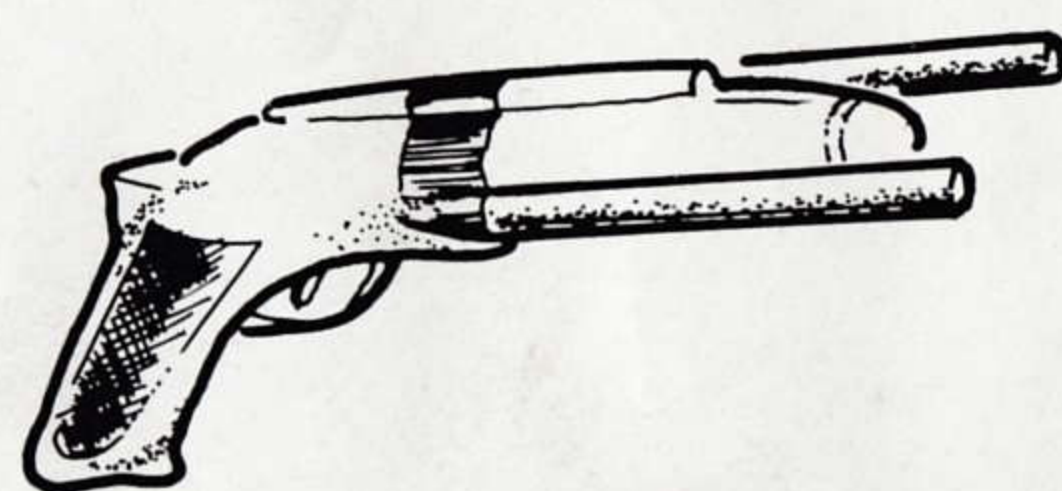
## MISSILE

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



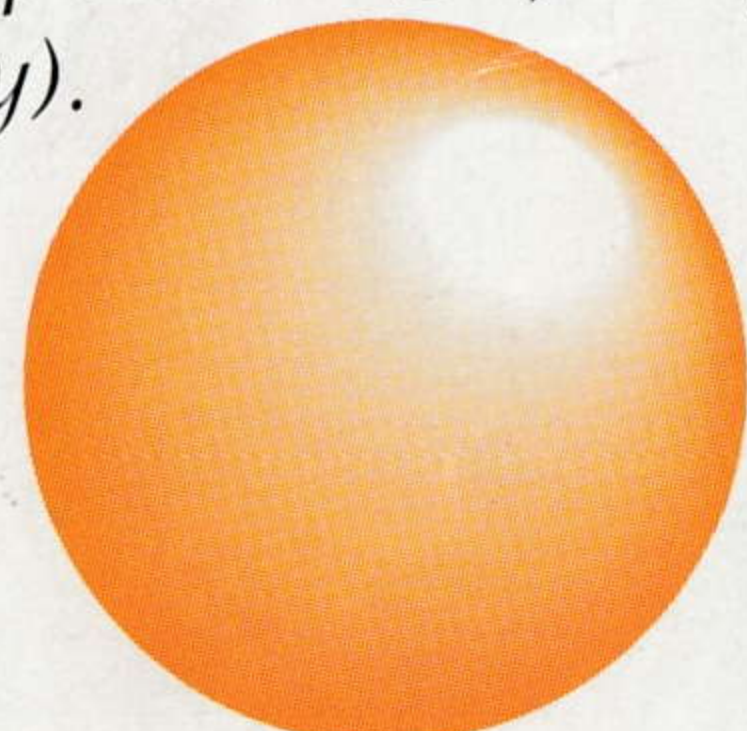
## GUN

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



## CIRCLE

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



## 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!

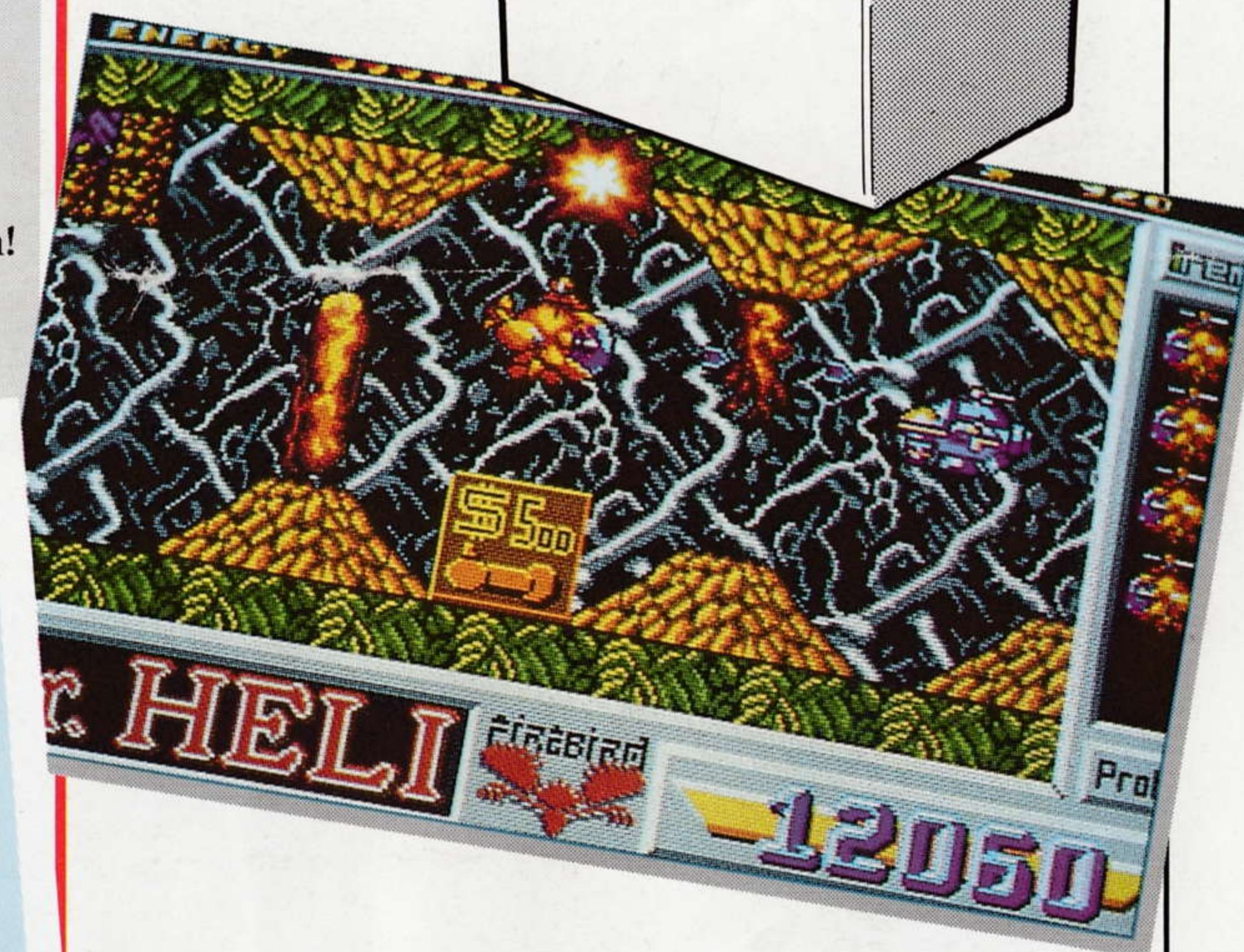
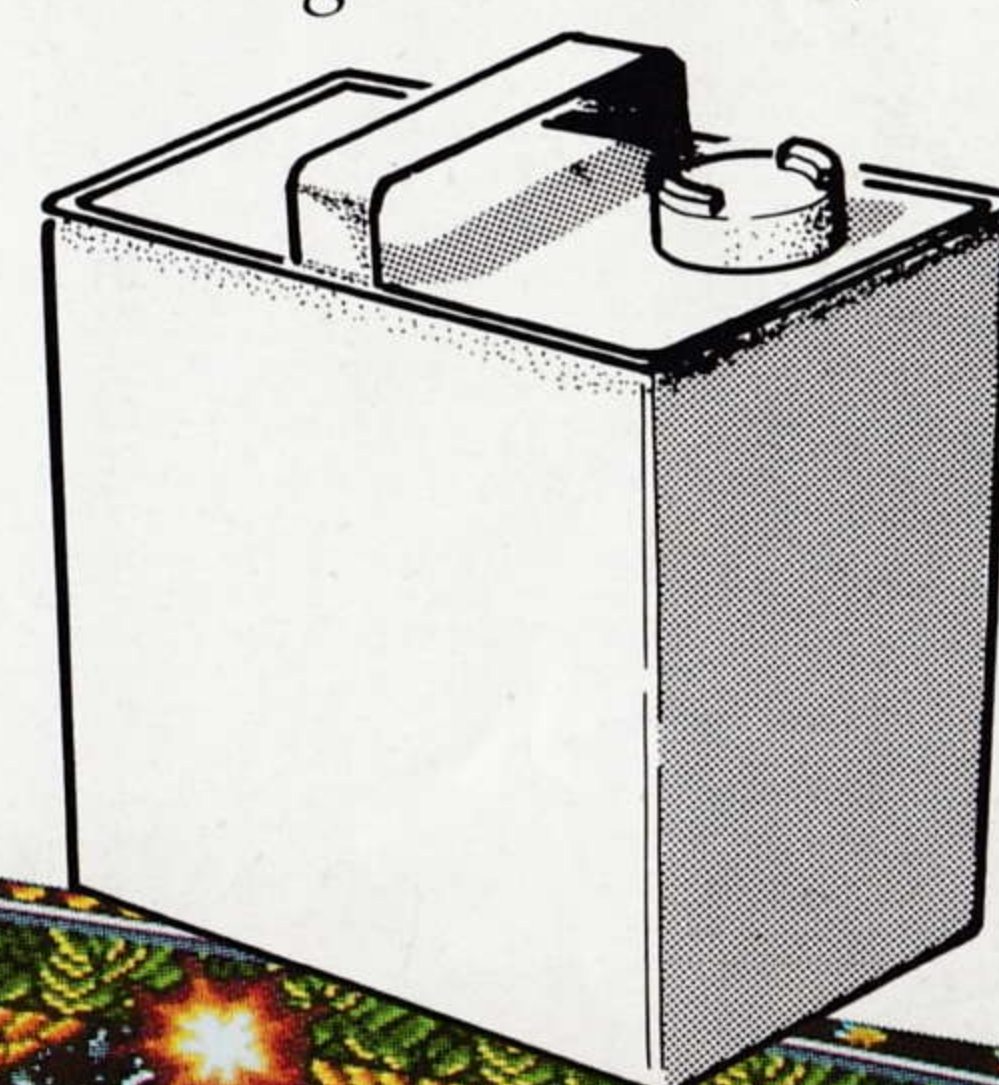
### Spectrum

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

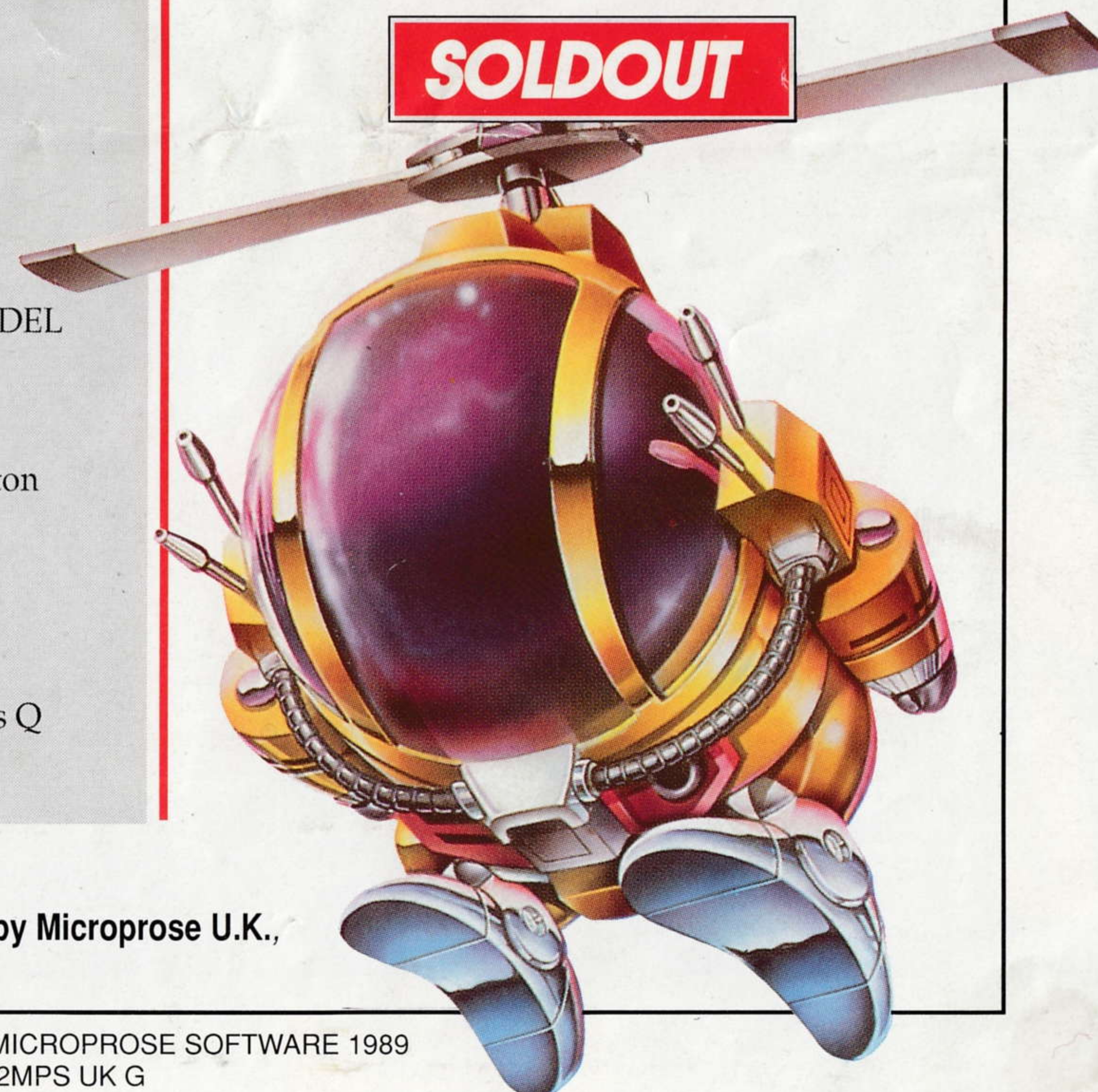
Destroy all bricks on screen.



## SOLD OUT

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

**SOLDOUT**



# MR HELI

### Amstrad

Cassette: Hold down the CTRL 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 1.....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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