

# CHOPLIFTER!™

## ATARI CARTRIDGE INSTRUCTIONS

### **RULES:**

Hostages are locked in barracks, 16 per barracks. One barracks has been blown open so the hostages can get free. You will need to figure out how to free the other hostages without getting them killed.

The object of the game is to retrieve the hostages, then return them to home base safely. You must land your helicopter close to the hostages so they can climb in, then return and put down on the landing pad next to the post office in order to allow them to scramble out. Don't land on the hostages. That kills them.

The score is at the top of the screen. The LEFT score shows how many hostages have been killed. The MIDDLE score shows the number of hostages inside the chopper, which has a seating capacity of 16 hostages. The RIGHT score shows the number of hostages safely returned. The maximum score is 64.

You get three helicopters per game. The game ends when you lose your third helicopter or all the hostages are dead or rescued.

### **CONTROLLING THE HELICOPTER:**

The chopper will respond logically to up, down and sideways thrusts of the joystick control. A short press of the joystick button will fire. A medium press will put your chopper in "tank attack" posture, facing you, so that the chopper can shoot back at the tanks on the ground. A longer press will turn the chopper completely around.

### **THE ENEMY:**

The Bungelings have three weapons at their disposal. The first are tanks, which amble along and will kill hostages or destroy helicopters which have landed or are near the ground. To shoot back at the tanks you must have your helicopter facing forward. The second are jet fighters, which scream out of the sky and shoot air-to-air missiles at you. You can shoot the fighters down. The third and most deadly enemies are the drone air mines which home in on your helicopters. These are the only enemy vehicles which will attack you on your side of the barrier, at the post office, as well as in the field of battle.

**NOTE:** If you have an Atari 800, place this cartridge in the left hand slot.

**Special Keys:**

**START key**-To begin play.

**BREAK key**-To pause, and also to resume play after a pause.



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