

# HERO

HELICOPTER EMERGENCY  
RESCUE OPERATION

## DOWN AND DIRTY!

Reach miners trapped miles under the surface of the earth! Use the Prop-pack to maneuver through a maze of mineshafts! Blast vile vermin with the Microlaser Beam! Dynamite walls! Negotiate across the lethal lava flow! Rescue all the miners you can before running out of lives or power!

Instructions for the  
Apple II Series

**ACTIVISION**®

## GETTING STARTED

- Insert diskette into disk drive with system OFF. Then, turn system ON.
  - The game is ready to begin following the title screen.
  - To select game variation number, press 1-5. The higher the number, the greater the challenge. (See "Variations.")
  - To begin each mission, move Joystick.
  - To reset game at any time, press keys 1-5, depending on which game variation you wish to play.
  - Hit ESC key to restart the current game level at any time.
- RESERVES.** Begin with one active life and three in reserve. Acquire an additional life, to a maximum of six in reserve, for each 20,000 points earned.
- POWER GAUGE.** Power begins to diminish when you move the Joystick after Rod Hero appears on the screen.
- Game ends when you run out of lives.

## VARIATIONS

Game Number	Starting Level
1	1
2	5
3	9
4	13
5	17*

\*All following levels are random and no level number appears. In game 1-4, the word PRO appears in place of the level number after level 20.

## EQUIPMENT CHECK

### Prop-pack.

- To fly up or run or fly left or right: Move Joystick in that direction.
- To hover: Tap Joystick forward.
- To fly down a shaft: Step off the ledge.

**Microlaser Beam.** Your helmet's Microlaser Beam can blast creatures or slice through small walls.

- To fire: Press left Joystick button. Hold down for continuous fire.

**Dynamite.** Each of the six sticks you begin with can blow up all or part of a small wall.

- Land and move near a wall.
- To place and ignite: Pull Joystick toward you. Then move fast or be blown up!

**Raft.** Ride the raft across the lava rivers whenever it appears.

**Lanterns.** Careful! Touch or shoot out a lantern and that section of the mine goes dark.

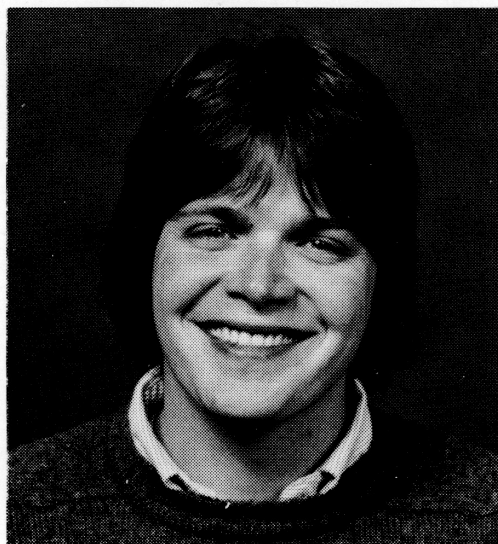
## SCORING

- Shoot a critter 50 points
- Each dynamite stick remaining after miner is rescued 50 points
- Dynamite a wall 75 points
- Rescue miner 1000 points
- Earn bonus points for every unit of power left when a miner is rescued.

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Original design by John Van Ryzin  
John Van Ryzin collects cameras. He golfs.  
He camps, and goes canoeing. In addition,  
he's from New Jersey. But what you must  
understand about John is, he loves his work.  
He thrives on it.

Adapted for the Apple by Charlie Heath,  
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