## COMPETITION

Your status screen shows a competition code. When you have completed all the missions simply send the code (given on your status screen) and your name and address to the address shown below and on the back of the box. The entry with the highest score (and valid code) received by 31st October, 1993 will receive a voucher to choose any 10 products produced by The Fourth Dimension. Five runners up will receive a voucher for one game.

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The Fourth Dimension, 1 Percy Street,
Sheffield, S3 8AU, England.
(0742) 700661 or 769950.
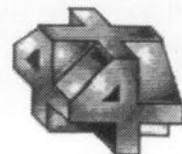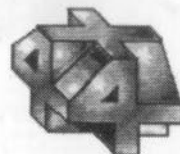
HOW TO LOAD CHOPPER FORCE

Before you play Chopper Force you should note that disc 2 will constantly be updated with players' names, scores and so on. It is therefore recommended that you use a backup of disc 2 and keep the original in a safe place.

Disc 1 is the key disc and to prevent unauthorised copying cannot be backed up. Your backup of disc 2 should be left in drive 0 whilst playing and should not be write protected.

To load Chopper Force insert disc 1 into drive 0. Click on the !CHOPPER icon through DESKTOP and then follow the prompts given by the computer.

GET AIRBORNE IN 10 SECONDS

Your Chopper could not be easier to get in the air. Press "I" (Ignition) to start up, wait for about 10 seconds (whilst the blades achieve take-off speed) and then press the UP Cursor key. You will now be in HOVER mode. Moving the mouse will allow you to fly around slowly and if you press the middle mouse button you will activate your jet engine.

To play the game you can simply follow the instructions given by your on-board computer. However you will find that everything in this manual is well worth reading to maximise your enjoyment of the game.

THE GAME

You are part of an elite band of helicopter pilots pitched against fanatical international terrorists. You have been allocated over 20 missions to help rid the world of their menace. You can keep a comprehensive record of your achievement using the Status option (press "S" during the game) which will also inform you of the extra equipment you have gained. You can redo any missions to improve your performance.

FLYING THE CHOPPER

This is not an ordinary Chopper. Whilst it can hover like a conventional helicopter, it also has a powerful jet engine which allows it to behave as if it is a jet aeroplane. The only difference is that you cannot fly upside down. This one machine gets the best of both worlds and is the ultimate fighting aircraft. The Chopper defaults to "HOVER" mode (which has a very low maximum speed) and changes to "JET" mode whenever the thruster is activated.

The TARGET FINDER (see H.U.D. below) will point the way to your mission target(s). When you see at the top a double pointer <> you are heading directly for the target.

H.U.D. HEAD UP DISPLAY
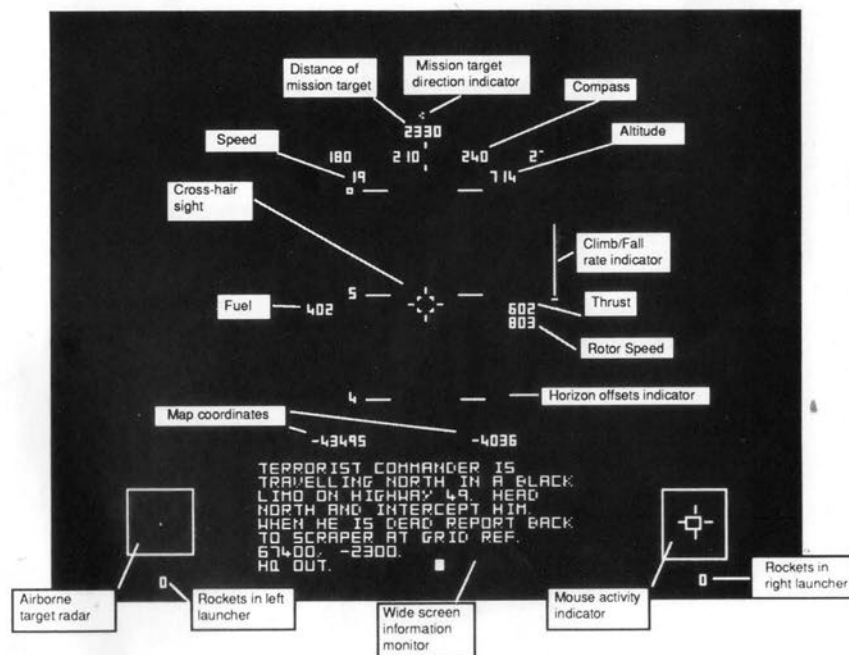
BASIC CONTROLS

MOUSE MOVEMENT

Movement of the mouse controls the direction of the Chopper in both flying modes. In HOVER mode you also use the Cursor keys. The Up and Down Cursor keys control height and the Left and Right Cursor keys can be used to speed rotation. In JET mode direction and height are entirely controlled by the mouse.

Left Button - Thrust Down
Middle Button - Thrust Up
Right Button - Fire Cannon

I - Ignition toggle on/off
Ctrl - Fire Rockets (when fitted)
S - Status
¤ - Satellite Access (when authorised)
Up Cursor - Climb (in HOVER mode)
Down Cursor - Fall (in HOVER mode)
L - Lower rope
O - Rewind rope
M - Show mission instructions
Q - Sound toggle on/off
P - Pause

ENTER - Toggle inside/outside view
ESCAPE - Suicide (useful when you get fired!)
COPY/PAGE DOWN - Turn head to left/right

+ (on keypad) - Zoom in on outside views
- (on keypad) - Zoom out on outside views

GAME SAVING CONTROLS

To save a file press F3
To load a file press F2
To Redo a mission press F4

You can password protect your files using F1.

OTHER CONTROLS

1 - Rear/left view
2 - Rear view
3 - Rear right view
4 - Left view
6 - Right view
7 - Front/left view
8 - Front view
9 - Front/right view
0 - Return to Front inside view
(on keypad) - View from above
* (on keypad) - View from below

SPACEBAR - Autostabilise (when fitted)

D - Insert new destination for TARGET FINDER

A range of tracking views can be obtained using:

Page Up / Delete / Home / Insert

WEAPONRY

You are equipped with rapid firing cannons and rocket launchers. Rockets (when fitted) are far more destructive than cannon fire so are best retained for large targets which may be well armoured. However, sufficient cannon fire will destroy almost all targets.

ROPE

Some missions will require you to transport items from one location to another. To pick up a consignment simply lower your rope and press the Up Cursor whilst the rope is touching it. To release the consignment simply press O to rewind your rope whilst the consignment is on the ground. Take care when landing a consignment. They can be fragile and even explosive! You will find that your Chopper is rather handicapped whilst transporting goods.

SATELLITE

Access to the Satellite is gained by pressing ¤ once clearance has been given. You can move your satellite view using keys 1 - 9. Pressing 5 will return the view to your current position. The satellite may prove useful on certain missions. Press "." (decimal point on keypad) to view the position of your mission target via satellite.

Please note that for safety reasons you cannot access the satellite whilst flying.

PLAYING TIPS

TAKE - OFF

There are 2 ways to take-off. You can use the Up Cursor in HOVER mode or simply press the middle mouse button to activate your jet engine which will put you in JET mode.

LANDING

Your Chopper is constructed from incredibly tough materials which will survive substantial enemy fire and even pretty bad landings. Despite this it is more than possible to destroy it on landing and care is advised. You may find it easier to land using the outside view and HOVER mode.

COMBAT WITH TERRORIST CHOPPERS

HOVER mode is recommended when battling with Choppers. Use the Cursor keys to both avoid fire and spin quickly to blast passing Choppers. Terrorist Choppers are often faster than you but have sacrificed manoeuvrability to achieve this speed. For this reason it is worth mixing both flying modes to confuse their pilots and give yourself chance to score hits before they get their sights on you. Try to aim at their rotor or the engine (just behind the cockpit). These are the vulnerable points while the cockpits are well armoured.

GROUND TO AIR MISSILES

These are probably the greatest threat your adversaries have managed to dream up. They are very fast, very accurate and very tenacious. You can shoot them but it is probably best to hide behind a building. If you cannot hide it is possible to dodge these missiles however it is not generally recommended. When a missile has locked onto you the TARGET FINDER will turn black and indicate the direction and distance of the missile.