

**COLECO
VISION™**

CARTRIDGE INSTRUCTIONS

HELIFIRE

by **COLECOVISION**



***Try to escape from the enemy armies
chasing you!***

COLECO

HELIFIRE



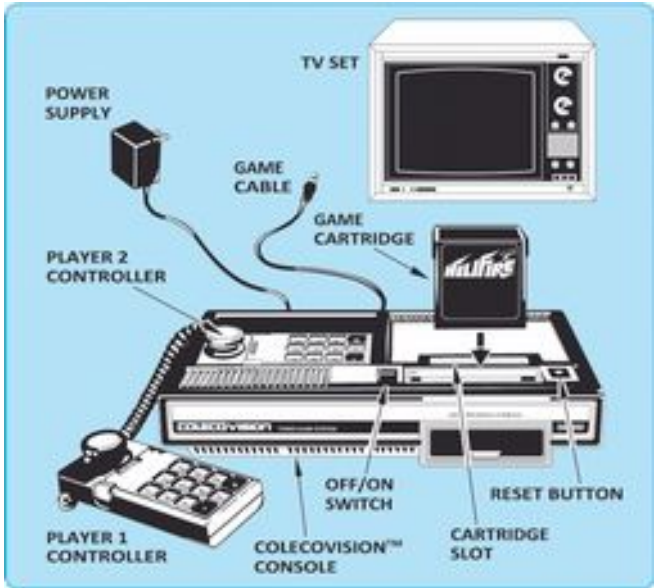
GAME DESCRIPTION

You are a commando during the cold war. You and your men managed to enter a secret Soviet base to steal two Russian submarines, the *Leimchoutlev* and the *Volchonok*. You took control of them but while escaping the enemy's lair the alarm was raised.

Now the whole red army is chasing you across the sea. Will you survive?

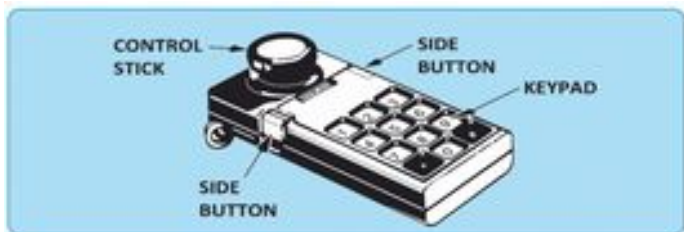


GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play Heli Fire™, use the controller in Port 1 (the rear jack). Player 2 uses the controller in Port 2.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLER



1. **Control Stick:** Push the Control Stick in the direction you want your submarine to move. In the option menu, use the Control Stick up or down to place the cursor on the line of your choice.
2. **Side Button:** Press Side Button to fire a missile. In the option menu, press Side Button to change an option or to start a new game.



HERE'S HOW TO PLAY

One or two players can play together. Each of them controls a submarine in which they must survive as long as possible against a barrage of enemy attacks from the sea and above.






On first screen you can choose the number of players and the difficulty level. Move the cursor up or down and press Side Button to change the option of your choice.

When ready, move the cursor on Start and press Side Button to start playing.



In two-player mode, players play together on screen. Each player controls a submarine using his controller.

The submarines can move in four directions and can defend themselves with missiles while enemy helicopters drop missiles and depth charges from the air.

-  Player 1
-  Player 2
-  Enemy submarine
-  Super missile
-  Enemy ship
-  Helicopter
-  Depth charge
-  Shooting depth charge

Super missiles and enemy submarines appear from time to time from the sides of the screen and try to sink you.

You can destroy the enemy submarines, but not the super missiles. Avoid them to survive!

Shooting depth charges keep on shooting missiles while falling down into the sea.

You can shoot enemy ships to get more points.

NOTE: The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the vent of game malfunction.

SCORING

	Points
Helicopter waves 1-2	1
Helicopter waves 3-4	2
Helicopter waves 5-6	3
Helicopter waves 7-8	4
Helicopter waves 9-10	5
Ship and submarine	5

After the 10th wave, the system of scoring loops but there are more enemies shooting.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Heli Fire, but it is only the beginning! You will find that this cartridge is full of special features that make Heli Fire exciting every time you play. Experiment with different techniques and enjoy the game!

HOW TO REACH US

BFG - GamePassion

<http://bfg-gamepassion.blogspot.fr>

BFG - le site

www.bfg-le-site.fr

CollectorVision

www.collectorvision.com

CREDITS

Program and audiovisual by Michel LOUVET

Package ©2013 Collectorvision

Made in Canada by Collectorvision

Montreal, Quebec. Printed in Canada

Box and manual by Vincent GODEFROY – www.colecoboxart.com

