HELICOP™

Investigates Words and Numbers

USER GUIDE

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1

Contents   *Page No*

21

HELICOP

WELCOME to *HELICOP* and to the world of computer multimedia edutainment.

Lander multimedia edutainment programs are something special. They have a much greater game element than traditional educational software programs, and consequently, a much increased entertainment value. But although a major objective is fun and excitement, educational relevance and content are never forgotten. It's the unique balance between fun and learning that makes these programs so special ... and effective.

We suggest you take a few minutes to study these notes. But if you *simply can't wait* to start, go to Setting Up on page 5.

About HELICOP

HELICOP provides hours of fun and amusement for all users. It is *the* ideal way to practise spelling and maths and also helps develop and improve logic, memory, and spatial awareness skills. Everyone - young and old - will enjoy the action!

Unlike ordinary computer games, you are encouraged to succeed by tackling each game at a level of difficulty which suits you.

HELICOP has stunning, cartoon-quality 3D graphics. With a suitable sound card, you will also enjoy high quality speech, sound effects and music. There are even three different styles of music for you to choose from. See page 13 for more information on available music.

20

HELICOP features:

Five exciting games: Explore dangerous and exciting scenarios to recover the *HELICOP* blueprint

Game Settings: Set difficulty and customise for each user

High Scores: Encourage performance and competition

Great flexibility: Avoid repetition - edit/replace words, focus on specific homework lists, set degree of difficulty for maths

Stunning SVGA graphics: Cartoon-quality, 3-D characters

High quality music, speech & sound effects when used with suitable sound card - different styles of music available

Spellchecker: Comprehensive 160,000 word spellchecker

The story so far ...

NEWSFLASH! Dr Know, a power-mad megalomaniac, has stolen the blueprint for *HELICOP*, a new breed of law enforcer. To save your city from complete annihilation, take to the air in hot pursuit with the only available prototype and guide it through exciting and exotic landscapes. You must defeat Dr Know's army of evil robots to prevent him creating **DARK HELICOPS**, fearsome opponents which bring doom to all who stand in their way.

Terminology

We use bold letters inside chevron brackets < > for single keys such as **<Esc>** and **<Space>**.

To make selections at the Control Screen, Game Settings Screen etc, click on the required option once using the left mouse button.

Setting up HELICOP

Before setting up HELICOP, please ensure you have read and understood the Conditions of Licence on page 17.

Windows 95 will automatically install your **HELICOP** CD and will create a small working directory on your hard disk. This is necessary to enable you to store results and add new word lists.

Install **HELICOP** onto your computer as follows:
1   Put **HELICOP** CD in drive.
2   If autoplay is switched on for your CD drive, **HELICOP** will start immediately. Follow on-screen instructions to install the program.

Otherwise do the following:
2.1 Double click on **My Computer**.
2.2 Double click on the CD drive icon.
2.3 Double click on **AUTORUN.EXE**
3   Follow on-screen instructions to complete **HELICOP** installation.

NB **HELICOP** uses the DIRECTX system from Microsoft. It will not work if you do not have DIRECTX on your system. Before running **HELICOP** for the first time, you should run the **DXSETUP** program. It is stored in the DIRECTX \DIRECTX folder on your **HELICOP** CD. If **DIRECTX** is not on your system, you will be given an opportunity to install it during the **HELICOP** SETUP procedure.

Once the SETUP procedure is complete, you will see a README/WHATSNEW file. This may contain information on changes or additions made after this Guide was written and should be read before running the program.

Loading

To play **HELICOP**:

1 Put **HELICOP** CD in drive. If your CD drive has autoplay, it will start immediately. Otherwise, follow the steps below.
2 Click on **START** on the task bar.
3 Move to *Programs*.
4 Click on **HELICOP INVESTIGATES WORDS AND NUMBERS**.

Uninstallation

If you want to remove **HELICOP** from your system, do the following:

1 Put **HELICOP** CD in the drive.
2 Click on **START** on the task bar.
3 Move to *Settings* then click on **Control Panel.**
4 **HELICOP** can then be uninstalled using the add/remove programs icon.

Getting started

1 After loading the program you will arrive at the Control Screen.

2 From this screen, you can access Play, Game Settings, High Scores and Quit.

3 To start **HELICOP**, select Play.

4 If you have chosen Classic Word Game or Classic Number Game at the Game Settings Screen, your target word or maths solution will appear on screen for

about ten seconds. Press **<Esc>** or **<Space>** if you want to move on sooner. If you select a Freeform game, you will simply be told what your task is.

5   Move *HELICOP* about carefully and destroy robots to uncover letters or numbers as required. You can drop unwanted letters or numbers by pressing any of the delete keys on your keyboard. In general, only two letters or numbers can be on any screen at any one time (but see Useful Hints no.6, page 14).

6   There are two gauges on the game screen. The one on the left shows how much fuel is left and the one on the right *HELICOP's* current state of health. Every time *HELICOP* is damaged by a robot or by colliding with a wall or other obstacle, its health quotient is reduced. When this runs out completely, a life is lost. When all lives are gone, Dr Know is victorious.

7   Be careful when you shoot robots. They don't all reveal letters. Some release special items to help you in your quest. If you shoot them they may be lost. The items are:

First aid box
Pick this up to give *HELICOP* a health boost.

Fuel can
Retrieve this to increase *HELICOP's* fuel level.

Winged shoes
This will increase *HELICOP's* speed to maximum for the rest of the current level.

Mine
Collect and retain this and use judiciously when you need additional fire power.

Extra large bullet
Once you have collected three normal size bullets, the next one you collect will be extra large. It will be available to you for the rest of the game (until you collect the HELICOP blueprint or all lives are lost) and offers significant, additional fire power.

8   The game is over either when you have recovered the *HELICOP* blueprint or have lost all your lives.

7

20

9   If you have scored highly enough, you will be invited to enter your name on a
    High Score Table.

10 High Score Tables can be reset by selecting the RESET option at the appropriate
    Table.

11 ***HELICOP*** can be configured in considerable depth to suit all users (see Game Settings, below). Points are awarded to reflect how this has been done. To make the most of ***HELICOP***, it is important to check that the settings are appropriate for the user.

Quitting from any game and from the program

Press **<Esc>** almost anywhere in the program. After confirming your decision, you will return to the Control Screen from where you can Quit the program.

Game Settings

To alter a setting, click on the appropriate box with your left mouse button. As you point to each box, a help message will appear on the monitor in the centre of the screen. Comprehensive assistance is available by clicking on the Help box.

The various settings can be configured as follows:

abc/123
Choose from four games:

Classic Words
A target word will be shown on screen. Find the letters in the word and arrange them in the correct order.

Freeform Words
Make a word from the letters you find. As this will automatically be checked by a spellchecker, *zxckjhqws* will not do! The longer the word you make, the more points you will earn.

Classic Numbers
You will be given a number. Make an arithmetical sum which will have this number as its answer. The more complex the problem you make, the more

points you will earn.

10

Freeform Numbers
As for Freeform Words, no target answer will be given. From the numbers you are given, devise a problem with its solution. As with Classic Numbers, the more complicated the sum, the more points you will earn. Arithmetical characters are on the extended key pad:

+ (plus); - (minus); * (multiplied by); / (divided by); ( ) = brackets

Walls
When **HELICOP** hits a wall or any other obstruction, it could be damaged. This setting can be Safe or Dangerous. More points are earned if Dangerous is selected.

First aid box
Determine the number of times **HELICOP** can be destroyed before the game is over. This will happen each time **HELICOP** runs out of fuel or is too severely damaged to continue.

HELICOP's letters
Select Ordered if letters for the target word are to be given in the correct order, no matter which robots you destroy (Classic Words only). More points are earned when this is set to Random.

HELICOP's fuel tanks
Start with Low, Medium or High quantities of fuel. The lower the quantity of fuel, the more points you will earn for destroying each robot.

Level of Difficulty
Choose between Low, Medium and High. The higher the level of difficulty, the more dangerous Dr Kow's robots will be, but the more points you will earn for destroying each robot.

Help
Click here for more detailed help on **HELICOP**.

Back
Returns you to the main Control Screen.

Save

Saves current settings as new defaults. If you have changed anything, the settings shown and those selected in the Options pages will become the new defaults.

Gameplay

There are six preset levels which help you start with the most appropriate selections. To choose one, click on the Monitor on the Game Settings Screen. The preset levels are:

Level	Walls	Fuel	Difficulty	Lives	Letters in Order
ROOKIE	Safe	High	Low	15	True
COLT	Safe	High	Med	10	False
EXPERT	Safe	Med	Med	8	False
PRO	Safe	Med	High	8	False
WIZ	Dangerous	Med	Med	8	False
ACE	Dangerous	Low	High	3	False

ROOKIE: Provides the easiest gameplay. Letters of the target word are always revealed in the correct order.

COLT and **EXPERT**: Speed of action is significantly faster. Letters are NOT presented in the correct order from these levels up. This makes gameplay harder (and much more fun) and requires considerably greater skill.

PRO, WIZ and ACE: The challenge gets much tougher when you use PRO and above. Lives are restricted to as few as 3, fuel becomes very limited and the damage done by walls and other obstacles is increased significantly. The good news is that the more difficult your task, the more points you earn.

HELICOP can be as difficult to play as many top-selling arcade style games. If you don't believe us, select ACE and try. You'll soon return to a lower setting and work your way back up. That's a promise!

12

NB: If **HELICOP** is to be used by a younger child, it should be set up initially by an adult. In no time at all, a child's skill usually exceeds that of the average parent. *You have been warned!*

Options

Click here to access the comprehensive control section and editor. The bar at the foot of the screens gives brief, context sensitive help about each facility as you point to it with your mouse. In all cases, Back returns you to the Game Settings Screen. The options available to you are:

Word Editor

The current word list shows the list loaded and in use. Options from this screen are as follows:

Load

Select this option to view the word lists supplied with **HELICOP**. To examine a specific list, double click on the name of the list or click once on the list and once on Open. If you wish to edit the word list, do it now. (Don't worry about losing the original lists - you can't! They are safely stored on your CD-ROM).

Save

To save the edited list, click on Save. Type in the file name and click on Save. The spellchecker (over 160,000 words) will automatically come into operation before the list is saved.

New

Click on New to clear the page and enter your own words. Use cursor keys to move down the page. Save as above.

Import

Use this facility to import words from a text (ASCII) file. First, set the parameters for the minimum and maximum size of words for the file (ie you will probably want to eliminate small words like "the" and "but").

13

Then choose Select and locate the file you require. Your file will be imported, spellchecked and saved in the usual way.

Spellcheck
Click here to spellcheck the word list currently loaded.

Help
Click here for help on the Word Editor.

Back
Click here to return to the Game Settings Screen.

Number Editor
Determine the highest and lowest numbers to be used in the Classic Numbers game. Click on the UP and DOWN arrows to select the numbers you require.

Settings will be saved automatically but will return to initial default settings unless new default settings are saved at the Game Settings Screen.

Click on Back to return to the Game Settings Screen.

Dictionary Editor
The User Dictionary Editor contains a supplementary dictionary which holds new words which have been added by you while using *HELICOP*. It should be edited from time to time to be kept free of errors.

Click on the word you want to edit or delete then select the appropriate function. Amendments to the User Dictionary will be saved automatically when you exit from this section.

Click on Back to return to the Game Settings Screen.

Control
Control Keys (for keyboard use)
To change the keys to be used, click on the appropriate key then press the desired replacement.

Control Method

14

Select Keyboard or Joystick

Animation Control
Choose which animation sequences are to be played.

Click on Back to return to the Game Settings Screen.

Audio
Access this section to choose the type of music played in *HELICOP*. Choose from Classic, Ambient, Children's and Custom. To hear the music, click on the corresponding Play icon. Click in the Audio Control box to determine whether Sound Effects and/or Music will be played. If you choose Custom, click on each level to change the music to be played. Please note that Custom does NOT indicate that additional music can be added to the program.

Before quitting this screen, save Music Settings by clicking on the appropriate icon. Then select Back to return to the Game Settings Screen.

Volume
Adjust balance between Midi (music) and Digital (sound effects) playback volumes. Save new settings before quitting. Then select Back to return to the Game Settings Screen.

System
This page gives details of your computer's specification and configuration.

Special
This facility speeds up *HELICOP* if the program appears to be running slowly on your computer.

Click on Back to return to the Game Settings Screen.

Defaults

15

20

HELICOP is supplied with pre-set defaults for level COLT which is relatively easy. However, all the settings can be changed at the Game Settings Screen.

Useful hints on gameplay and educational advice

1 Complete beginners with little or no experience of arcade-style games should select ROOKIE at the Game Settings screen. Then, as confidence increases, try COLT, then EXPERT and so on. A simpler word list can also be used.

   The more difficult the gameplay, the more points you earn!

2 Control *HELICOP* with your keyboard or joystick. The keyboard keys can be defined to suit your personal preference (see page 12). If you press the UP and LEFT keys together, *HELICOP* will move diagonally in an upward left direction. Combinations of other keys will enable diagonal movement in appropriate directions.

3 For most people, a joystick is easier to master than the keyboard. However, using more than one method of control helps improve manual dexterity and spatial co-ordination. *Experts prefer keyboard control.*

4 Even if you are a skilled typist, you will have to master a different technique to use your keyboard as a game input device. We suggest you select ROOKIE initially (the easiest setting) and experiment until you can make *HELICOP* go where you want, when you want.

5 During a game, unwanted letters or numbers can be dropped by pressing any of the delete keys. You cannot drop them on or too near a background obstacle.

6 Although you are normally restricted to two letters or numbers on each screen at any one time, there is an exception. If you drop letters or numbers on a screen *before* destroying a robot, you can temporarily have up to four letters or numbers on that screen.

   Judicious movement of letters will improve the speed of your game

16

21

considerably. Time saved = fuel saved = more time to find Dr Know.

7   You may be offered letters or numbers which you do not want. Ignore or
        remove them to where they do not affect your task. If you shoot letters
        rapidly, they will explode.

8   Some robots are particularly difficult to avoid, others are difficult to destroy.
        There is, of course, always a solution to the problem. Persevere until you find
        it!

9   Remember, points are awarded not only for every robot destroyed, but also for
        fuel saved. Sometimes it could be worth missing a target.

10   If you forget the target word at any time, you can see it again by pressing
        <F2>. Each time you do this, points are deducted (equal to those awarded for
        destroying an average robot at the then, current setting).

11   Once you have completed all five games successfully, select a more advanced
        setting. Alternatively, engage CUSTOM by altering any of the critical
        variables or use a more advanced word list. At the very difficult settings, only
        the most expert will complete the course successfully.

12   Practise specific words by creating your own lists using the Word Editor. For
        example, make up a special word list for the weekly (school) class word list.
        Spelling test results can improve substantially.

13   For maths practice (Classic Maths only), determine the highest and lowest
        numbers to be used as the solution.

14   Use the High Score tables to stimulate friendly competition amongst friends
        and family.

15   You can generally skip or exit quickly from non-critical, intermediary screens
        by pressing **<Space>** or **<Esc>**. You cannot, however, avoid completing the
        spelling reinforcement exercises at the end of each game!

16   Use ***HELICOP*** in whatever way you find best. It is a unique program with
        great versatility. Don't be afraid to experiment.

17

20

National Curriculum

HELICOP deals with several aspects of the National Curriculum (applicable in England & Wales only although Scotland, Ireland and many other countries have broadly similar standards and requirements.)

As well as spelling and maths (at the very heart of the Curriculum), *HELICOP* will help develop and improve logic, memory, spatial awareness, judgement, tenacity and co-ordination skills.

As *HELICOP* permits the use of words of varying lengths and difficulty as well as maths, it can be used by an unusually wide range of students.

Adding your own voice samples

The Word Editor lets you create your own word lists, but these will not be spoken unless they already exist in another "spoken" word list or you carry out the following procedure.
You will need a sound digitizer capable of producing samples of the following type: Mono *.WAV files, 16 bit, sampled at 22KHz and unpacked. You should save only that portion of the sample which contains the word (ie, cut off unused parts at either end).

The name given to the sample should be the same as the word being digitized and it should have a WAV extension. For example, the word **tractor** would have a file name **TRACTOR.WAV**. There is no limit to the length of the word (or file name). Words should be stored in the *HELICOP* data directory (usually C:\LANDER\ HELICOP).

Troubleshooting

If you encounter any problems with ***HELICOP***, check the on-line Troubleshooting Guide. This is stored in the root directory of your ***HELICOP*** CD and can be viewed or printed from packages such as Word for Windows or Wordpad.

NBPlease check the on-line Troubleshooting Guide before calling the Lander
   Helpline.

Helpline

If you encounter a problem with ***HELICOP*** or simply require advice or guidance, please contact our Customer Service Department. You can write, 'phone, or fax.

Always give us the following information, as well as describing your problem:

Make and model of computer
Version number of ***HELICOP*** (refer to the CD or Control Screen)

You may also return your CD in its jewel case only (no boxes or documentation please) to the address shown on your Software Registration Card, along with a written explanation.

NB: Free technical support is available only to Registered Users. Return the Registration Card NOW if you haven't already done this.

Tel: +44 (0)141 226 5611 Fax: +44 (0)141 226 5622

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<u>In Australia and New Zealand:</u>

19

 20

In Australia and New Zealand Helicop is distributed by Manaccom Pty Ltd, Brisbane. Contact Manaccom's Customer Assistance Department between 8.30am and 5.30pm, Australian Eastern Standard Time, Monday through Friday, on **(07) 3870 4900** or fax anytime on **(07) 3870 9440**. Email if you prefer to: **m_assist@manac.com.au** or mail to:

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About LANDER SOFTWARE

LANDER SOFTWARE is a trading name of Scetlander Limited which was formed over ten years ago as an innovative partnership between education and industry. It has become a highly respected company producing and publishing quality software for education, edutainment and training.

All our programs are created in close collaboration with leading educators and relevant experts and many have been translated into other languages. They are used throughout the world by children and adults of all ages and abilities.

Our reputation for quality and after-sales support is your guarantee of complete satisfaction.

Other programs from LANDER SOFTWARE include:

Hooray for Maths CD-ROM (5 - 14+)
Provides entertaining practice in addition, subtraction, multiplication and division. Hooray for Maths has many skills levels, monitors progress and automatically adjusts challenges.

Hooray for Spelling CD-ROM (7 - adult)
Great fun with words. Choose to work in English, French, German Italian or Spanish - complete with accents. The most flexible and popular British program of its kind.

EDUCATION Gold Series CD-ROM (3 - adult)
Four popular programs on a single CD. Hooray for Henrietta, Henrietta's Book of Spells, Spellbound! and Count & Add present endless maths and spelling challenges for any age.

N.B.   Hooray for Henrietta, Henrietta's Book of Spells, Spellbound! and Count & Add are also available individually as diskette programs.

CALM (Computer Aided Learning in Mathematics) (16+)
Created for secondary school students who need to practise and improve higher maths skills such as calculus, geometry and trigonometry. The program teaches, corrects and motivates, and prepares for school exams as well as university entrance.

AIM (Assessment in Mathematics) (16+)
Gives students access to an almost unlimited supply of mathematical questions in their chosen field. The program's on-line testing and self assessment facilities

encourage students and help boost their skills. Work is assessed immediately upon completion, enabling specific problem areas to be identified and targeted.

Registered Users can always upgrade on advantageous terms. Ask for details.

For all sales enquiries and orders, phone our Free*fone* sales hotline (UK only) 0800 40 30 40

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