

River Raid

by Activision

YOUR MISSION IS...to score as many points as possible by destroying enemy battleships, helicopters, fuel depots, jets, land tanks, hot air balloons and bridges before your jet crashes or runs out of fuel.

INITIAL SET-UP

- 1. Insert cartridge into your game system with the power OFF. Then, turn the power ON.**
- 2. select game by pressing the appropriate number on the hand controller (uses no overlays). There are eight game variations (see chart).**
- 3. To start the action, move the Control Stick or press a side button.**
- 4. To begin a new game at anytime, press Reset on the game console. * or # on your hand controller can also reset the game, but only after a plane has crashed or when the current game has ended.**
- 5. Turn power OFF before removing cartridge.**

ORIENTATION

The River of No Return. The river is divided into sections, with a bridge at the end of each section. You will encounter islands, narrow channels, bays and lots of enemy air and water craft moving in to block your path. Also, the farther down the river you fly, the more harrowing things get.

The current bridge number is displayed on-screen and is an indication of your progress up the river. It is updated whenever a bridge is destroyed. Advanced pilots may start the game at later bridges, bypassing the easier sections of the river. Here are your options:

GAME VARIATION CHART

GAME.....	STARTING NUMBER OF	NUMBER BRIDGE PLAYERS
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1	1	ONE
2	1	TWO

3	5	ONE
4	5	TWO

5	20	ONE
6	20	TWO

7	50	ONE
8	50	TWO

Your Jet Fighter will bank to the left or right when you move the Control Stick left or right. To accelerate, push it forward. To slow down, pull it

back. Press either side button to fire missiles (hold for continuous fire).

Your squadron. You'll begin with four jets (one active, three on reserve). With each 10,000-point increase, you're given an additional jet. You lose a jet if it runs out of fuel, or touches anything except a fuel depot. River Raid ends when all of your jets are lost.

Fuel Gauge. Always keep an eye and an ear on your fuel gauge. Fuel is used up at a constant rate, regardless of speed. When your fuel drops below 1/4 full, a warning siren sounds to alert you. To refuel, fly over a fuel depot. The slower you fly over it, the more fuel you'll receive. A bell will sound while you are refueling. This sound changes to a higher pitch when your fuel tank is full. If you don't need fuel, you can blow up the fuel depot. But keep in mind that the farther down the river you fly, the fewer fuel depots you'll find.

Land Tanks appear on the road at the first bridge. Beginning with Bridge 7, they'll dodge up to the shoreline and commence shooting. Helicopter gunners begin appearing at Bridge 13.

SCORING

TARGET POINTS

Tanker 30
Helicopter 60
Balloon 60
Fuel Depot 80
Enemy Jet 100
Helicopter Gunner 150
Bridge 500
Bridge with Tank 750

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