

# RIVER RAID™

## PLAN OF OPERATION



ACTIVISION® COLECOVISION™ SERIES

**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.**

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## **INITIAL SET-UP**

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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.



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## ORIENTATION

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**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

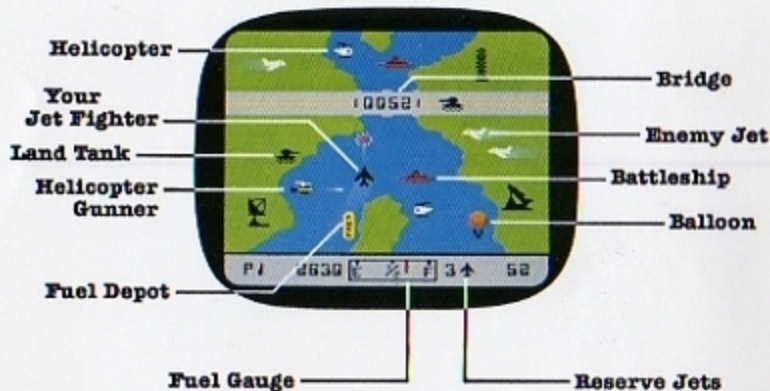
GAME NUMBER	STARTING BRIDGE	NUMBER OF PLAYERS
1	1	ONE
2	1	TWO
3	5	ONE
4	5	TWO
5	20	ONE
6	20	TWO
7	50	ONE
8	50	TWO

**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  $\frac{1}{4}$  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.



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## SCORING

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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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## JOIN THE ACTIVISION® "RIVER RAIDERS"

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If you reach a score of 25,000 points or more, you are eligible for the official rank of River Raider. Just send us a picture of your TV screen showing your score along with your name and address, and we'll send you an official River Raider emblem. Be sure to write "River Raid: Coleco" and your score on the front corner of your envelope.





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## "HOW TO RAID THE RIVER..."

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### Tips from Carol Shaw.



Carol is a first class game designer and a computer science scholar. She's also a serious bicyclist, and can often be found cycling through the wilds of her native California coast.

"The River of No Return holds many special challenges and dangers for would-be River Raiders. You'll not only have to know your assault jet, but you'll need to have a good idea of your basic flight plan before you start.

"By knowing the river, pinpointing areas with the highest concentration of enemy, **and** the most fuel depots, you'll have a much better chance of surviving.

"Fuel is also a critical factor. When you're far up the river, fuel is scarce. Hence, flying to the next fuel depot should be your top priority. Also, you'll find you can actually blow up a fuel depot right in the middle of refueling. That way, you can gain points and refuel at the same time.

"If you make it back to Allied territory and need some R and R, kick back and drop me a note. I'm always up for a high-flying tale."



*Carol B. Shaw*

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by Sydney Development Corp.

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Printed in U.S.A.

