

Who are you?? We'd love to know!! Fill out the reverse side, and mail it, in a stamped envelope to the address below. Feel free to include a letter describing your software interests as well. In either case, we'll keep you informed of upcoming innovations from the Activision designers.

**ACTIVISION UK INC.**  
15 Harley House,  
Marylebone Road,  
London NW1 (UK)

URK-008  
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### LOADING INSTRUCTIONS

1. Be sure that the EAR socket of the Spectrum is connected to the EAR socket of the tape recorder.
2. Place the cassette in the recorder and rewind to the beginning.
3. TYPE LOAD "" (using the **[L]** key for LOAD, and the **[P]** key and **[SYMBOL SHIFT]** for the "" quotes).
4. Press the **[ENTER]** key.
5. Press PLAY on the recorder.
6. After several seconds, the program title should appear. After a minute or so, a full title screen will appear, surrounded by a moving, static-like background, and lasting approximately 5 minutes. If this loading sequence does not occur, adjust the volume on the recorder and repeat this entire procedure.

### SCORING

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

### TIPS FROM CAROL SHAW

*Designer of River Raid*

*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 is a rough assignment, 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. Try jotting down notes for each important section."

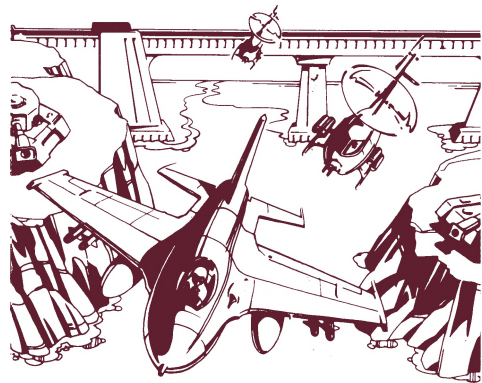
"Fuel is also a critical factor. When you're far up the river, fuel is scarce. Hence, flying to the next fuel depot should be your top priority - also, you'll find you can actually blow up a fuel depot in the middle of refueling."

"And, with that, I'll sign off. Good luck!"

*Carol Shaw*

# RIVER RAID™

Designed by Carol Shaw.



**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. **Load River Raid** into your system (see instructions on reverse).
2. When loading is complete, the **controller menu** will appear. Press the numerical key that corresponds to your selection.
3. When the starting screen appears, **select game level**, 1 to 8, by pressing the corresponding numerical key.
4. **The keyboard screen** will now appear, displaying all controls.
5. **Start the game** by pressing **ENTER**. The action begins by moving the Joystick or pressing a control key.
6. **Pause the game** at any time by pressing **H** on the keyboard. To resume the action, press it again.

7. To **reset the game** you have just played, press **CAPS SHIFT** and **ENTER**. To **reset back to controller menus**, press **SYMBOL SHIFT** and **ENTER**.

### ORIENTATION

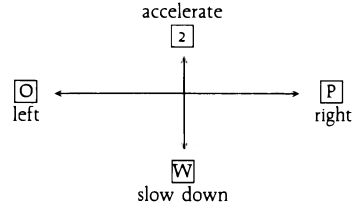
**The River of No Return.** The river is divided into sections with a bridge at the end of each section. You will encounter islands, narrow channels, bays and lots of enemy air, land and water crafts moving in to block your path. Also, the farther down the river you fly, the more harrowing things get.

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 Number	Starting Bridge	Number of Players
1	1	ONE
2	1	TWO
3	5	ONE
4	5	TWO
5	10	ONE
6	10	TWO
7	20	ONE
8	20	TWO

**Your Jet Fighter** will bank to the left or right when you move the Joystick left or right. To accelerate push it forward. To slow down, pull it back. Press the red button to fire missiles (hold for continuous fire).

On the keyboard, **O** is used to move left, **P** to move right. Press **2** to accelerate, **W** to slow down. Any letter key on the bottom row may be used as a fire button.



**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.

**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 ¼ full, a warning sound will alert you. To refuel, fly over a fuel depot. The slower you fly over it, the more fuel you'll receive. A beep 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.

**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.



Please print in BLOCK CAPITALS

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

POSTCODE \_\_\_\_\_

AGE \_\_\_\_\_

River Raid \_\_\_\_\_

Spectrum