

RIVER RESCUE

by Phil Snell

You are the owner of the fastest power boat in the region. Your knowledge of the treacherous river and the dense jungle which engulfs it on both sides is second to none, that is why you got the job of bringing out a group of scientists who have got themselves trapped in the upper reaches of the river. With supplies running desperately low it is essential that you don't waste time finding them and delivering them to the safety of the hospital.

Relying entirely on your lightning reactions you will have to steer your boat at speed between floating logs, crocodiles and rocks as well as avoiding the river banks themselves. To help you clear a passage up the river your boat is fitted with a powerful fast action 30 mm cannon.

Your reward for a successful job is based upon the number of scientists rescued and how fast you do it. Your rivals however are out to stop you at all costs. At any moment their

aeroplanes could fly overhead, dropping deadly mines in your path. This will mean the end of you unless you can blast them out of the way.

Sounds easy?? Try it!!

POWER UP

- 1 Before switching on the Spectrum, connect the joystick (Sinclair or Kempston) if this is to be used.
- 2 Connect the television to the computer and switch the television ON.
- 3 Connect the cassette recorder to the computer and switch the cassette recorder ON.
- 4 Place the RIVER RESCUE cassette in the recorder and rewind to the beginning.
- 5 Check that the EAR lead is connected correctly and that the volume level of the cassette recorder is set correctly.
- 6 Type LOAD"" (do not leave a space between the quotes), then press ENTER.

7 Press PLAY on the tape recorder.

8 When the program has finished loading, press STOP on the cassette recorder.

9 If the program does not load successfully, try adjusting the volume setting of the tape recorder and repeat the above from step 3. If the problem persists, refer to chapter 6 of the Spectrum Introduction Manual.

CONTROLS

1 When the program has loaded, the title of the game will appear on the screen.

2 Press the S key to select either a one player or a two player game.

3 Press J to play with a Kempston joystick (the letters kj will appear on the screen).

4 Press H to play with a Sinclair joystick (sj will appear on the screen).

5 Press the fire button on the joystick to fire torpedoes.

6 Press K to use the keyboard (k will appear on the screen).

The controls are as follows:
Q and P = left and right
Q and A = up and down
Zero = fire

7 When you have selected the method of play, press G to start the game. Pressing R at any time will take you to the title screen.

DATA DISPLAY

1 The high score is displayed at the top of the screen, together with the scores for player one and player two. The arrow by the highscore indicates which player has achieved that score.

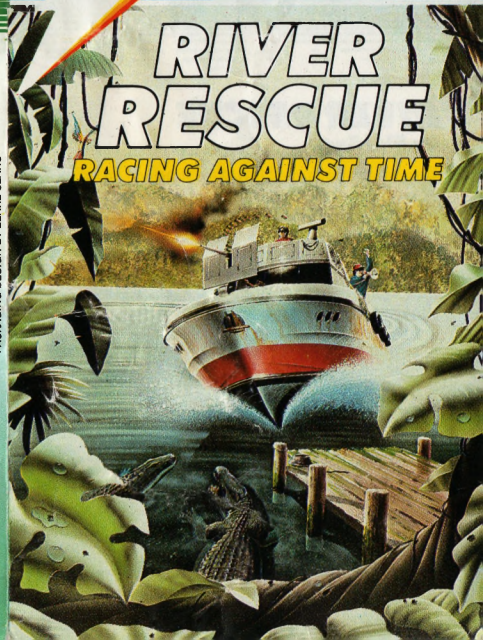
2 When player one is in control, the letters PLAYER 1 will be white. They will change to black when player 2 is playing.

3 At the bottom of the screen are displayed the number of boats available to player 1 (on the left) and player 2 (on the right). Each player starts with five boats.

RIVER RESCUE

RACING AGAINST TIME

PACKAGING DESIGN BY BLAKE SEARS



WANTED

We are on the lookout for quality software. If you are currently developing original software for the C-64, Spectrum, VIC-20 or Atari and are looking to market it, we would like to hear from you, even if your program is not complete.

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RESCUE PLAN

1 The object of the game is to navigate your way along the river, avoiding the islands and sandbanks and shooting the crocodiles (to score points). When you reach the jetties, pick up lost scientists from the north bank and take them to the south bank.

2 When the jetties appear on the screen (one at the top and one at the bottom) you may dock by sliding the boat alongside. When it touches the jetty, your boat will stop and, at the top jetty, a scientist will run on board.

3 If you dock alongside the bottom jetty, any scientists you may have on board will run ashore and you will score a bonus for each one. The more you have aboard, the higher the score for each one. You may carry up to nine at a time.

4 To continue upstream after docking, press the fire button on the joystick or press zero on the keyboard.

5 If you dock and let six or more scientists off in one go, you will see a pair of bonus piers in the river ahead of you. If you can navigate your boat between them — without crashing — you will receive an extra boat. If you then survive long enough to pick up another scientist, you will receive a bonus.

6 If you dock and let off nine passengers, you will score an extra bonus.

7 If your boat is destroyed, all passengers aboard will be lost and you must begin picking them up again (if you have any boats left).

8 Occasionally two planes, manned by your desperate rivals, will fly above you and drop mines into the river ahead of you. You must shoot these mines to avoid being blown up.

9 You will obtain higher scores if you move the boat into the right-hand section of the screen — it will glow more brightly when in the bonus area. However, as the game progresses, you may find yourself unable to return to the left side of the screen.