

# RIVER RAID III



For the  
Atari 2600 and  
the Atari 7800  
in 2600 mode.

**ACTIVISION**

*River Raid II* was designed by Dan Kitchen and programmed by Imagineering, Inc. This game is based on *River Raid*, which was designed by Carol Shaw.

Produced by Sherry Whiteley.

Product management by John Crompton.

Product testing by Kelly Zmak, Stew Perkins, and Steve Imes.

*River Raid II* guide by Liz Armstrong. Editorial management by Laura Singer. Production by Scriptomation.

For a recorded message about our newest software, call 415-329-7699. For technical help, call Technical Support between 9:00 a.m. and 4:30 p.m. Pacific time, Monday through Friday: 415-329-7699.

For information about our products, write to:

Product Information  
Activision  
P.O. Box 3048  
Menlo Park, CA 94025-3048

For the best service, be sure to *note the subject of your inquiry on the outside of the envelope.*

### Copying Prohibited

This software product is copyrighted and all rights are reserved by the copyright holder. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling, or otherwise distributing this product without the express written permission of the copyright holder are violations of U.S. Copyright Law and are hereby expressly forbidden.

© 1988 Activision. All rights reserved.



# *Operation River Raid*

Alone in your F-14 assault jet, you're about to undertake the most explosive mission of your celebrated flying career.

After taking off from a sea-based carrier, you'll tear through the skies above the ocean and streak toward a river delta, where you must destroy an enemy bridge. Once past the delta, you must navigate back to the carrier and safely land. Without stopping for handshakes all around, you'll then set off on a new, more dangerous mission.

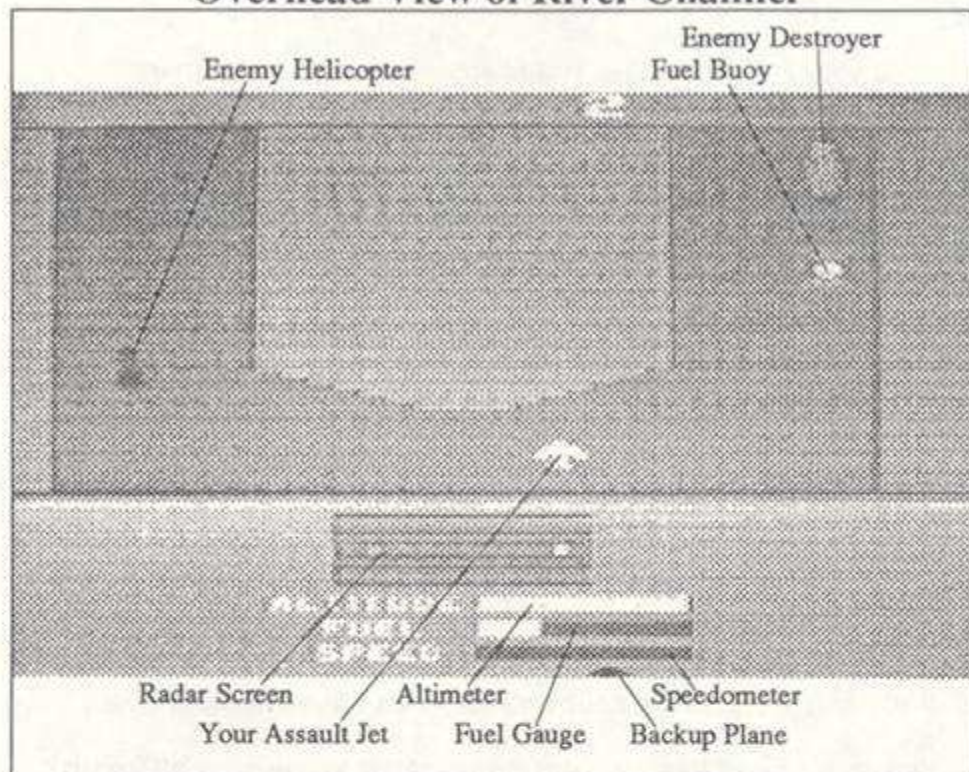
This is no contest for amateurs. Once airborne, you'll have to refuel in midair while outmaneuvering enemy fire. If you manage to outduel these fearless devils by blasting them with missiles or torpedoes, you'll also win points.

If you don't make it, two backup planes will come to your rescue. Your missions will continue until your squadron's name is history.

## *Getting Started*

1. With the TV turned off, hook up your video game system to your TV.
2. Plug in your joysticks. In a one-player game, you use the left joystick.
3. Turn on the TV, insert the *River Raid II* cartridge into the game console, and then turn on the game console.
4. Press the **SELECT** button to chose a one- or two-player game.
5. Set the **DIFFICULTY** switch to **A** or **B**. Switch **A**, the Expert Position, allows unguided missiles and torpedoes to shoot straight ahead only. Switch **B**, the Novice Position, lets you guide your missiles and torpedoes with the joystick controller after firing.

## Overhead View of River Channel



1. To begin the game, press the joystick button or **RESET**. In a two-player game, Player One starts the game and takes off first.
2. To take off, press the joystick button again, holding it down to accelerate down the carrier runway. As you reach the end of the runway, quickly pull back on the joystick until you're airborne.
3. Once you're airborne, your Thrust bar will be replaced by an altimeter. To increase altitude, pull back on the joystick. To decrease altitude, push forward on the joystick. Increasing your altitude will slow you down; decreasing your altitude will speed you up.

Watch your altimeter. If you fly too low, you'll crash. The altimeter bar flashes red when you're dangerously low. If you fly over land when the altimeter bar is flashing, you'll crash.

The radar screen pinpoints your position throughout your mission and will identify the mission target as a flashing blip.

4. To bank right or left, move the joystick in the direction you want to go.



## *Refueling in Midair*

To refuel, fly over the gold refueling planes that are flying in your direction. These planes appear only over the ocean, so watch your fuel gauge. At the river, you can refuel by flying at low altitude and picking up the gold buoys floating in the water. A warning sound will tell you when your fuel level is dangerously low. If you run out of fuel, you'll crash.

## *Conquering the Enemy*

Avoid collisions with enemy helicopters, fighter jets, and flak bursts, or you'll be today's headline.

To fire missiles at helicopters and jets, press the joystick button. To drop torpedoes on enemy sea vessels, tanks, water towers, landing strips, buildings, or bridges, press the joystick button while pulling back on the joystick.

You cannot destroy enemy flak bursts. Just stay out of their way!

## *Landing*

When calm seas appear below, your aircraft carrier is close by. The radar screen will display your altitude and proximity to the ship.

1. Pull the joystick back to maintain your altitude.
2. Hold down the joystick button. The Thrust bar replaces the altimeter. Increase your thrust until you reach the aircraft carrier.
3. As soon as you're over the carrier, release the joystick button and quickly push the joystick forward to land.

## *Your F-14 Assault Jet Squadron*

The backup jets in your squadron will take over if you crash, run out of fuel, or are hit by the enemy. Whenever a new plane steps in, it will continue the mission at the position where the last plane was destroyed. Backup planes always begin with a full fuel tank and at the highest altitude.

## *The End of the Mission*

The game ends if you lose all three planes or you successfully destroy the enemy target and land on the aircraft carrier. At this point you can start a new game or continue the game with a new, more difficult mission. Each new game or mission begins back on the carrier.

## *River Raid II Flying Tips*

- Try to enter the river channel with a full tank of fuel. Fuel is tough to come by at the river scene.
- Maintain a low altitude when flying over the river. It's easier to swoop down and pick up fuel buoys.
- Keep a close eye on your radar to locate your mission target.

## *Scoring*

In a two-player game, Player One's score is displayed in white and Player Two's score is in black.

Enemy Object	Point Value
Fighter Jet	100
Helicopter	150
Destroyer	200
Carrier	250
Water Tower	300
Building	400
Landing Strip	500
Tank	600
Bridge	2500

## ACTIVISION LIMITED 90-DAY WARRANTY

Activision warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in the material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

## RETURNS

Registered mail is recommended for returns. For the best service, please be sure to —

1. Send the cartridge and sales receipt.
2. *Write the name of the product and the type of game system you have on the front of the package.*
3. Enclose your return address, typed or printed clearly, *inside* the package.

Send to:

WARRANTY REPLACEMENTS  
Activision  
P.O. Box 3047  
Menlo Park, CA 94025-3047





AK-048-03