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	INTRODUCTION
RIVER RESCUE	As captain of the most powerful river boat in the jungle, you set out to save a team of explorers from a savage and hostile tribe. They are stranded without supplies on the highly dangerous north bank of the river, where you must find them and carry them to safety. There is a reward offered for their rescue and your rivals will stop at nothing to prevent you from claiming it. At any moment, their helicopter could ly overhead, dropping deadly mines in your path. This will mean the end of your mission unless you can blast your way through. Experience the thrill of the jungle as you race along the deadly river to find the explorers while they are still alivel
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## **GETTING STARTED**

• Connect your television to the computer and switch the television ON.

Take your River Rescue cartridge and plug it into the cartridge socket of the computer (left-hand socket on ATARI\* 800\*).

**1** Turn your computer ON.

## HOW TO PLAY

Pressing the SELECT key alternates between one-player and two-player games, as displayed at the bottom of the screen.

When you have selected the game, press the START key to begin play. The START button may be pressed at any time during play and will return you to stage 1 (above) and end the game – so be careful.

Shortly after pressing the START button to begin the game, your boat will enter from the left-hand side of the screen. It may then be controlled by the joystick.

\* Indicates trademark of Atori Inc.

## THE DISPLAY

- The high score is displayed at the top of the screen, along with the scores for players one and two.
- At the bottom of the screen are displayed the number of boats available to player one (left-hand side) and player two (right-hand side). Each player starts with five boats.

## RULES OF RIVER RESCUE

- The object of the game is to navigate your way along the river, avoiding obstacles or shooting them (to score points), picking up lost explorers from jetties on the north bank and dropping them off on the south bank.
- When the jetties appear on the screen (one at the top and one at the bottom) you may dock at either of them by sliding the boat alongside. When it touches the jetty, your boat will stop and, at the top jetty, an explorer will run on board.
- If you dock alongside the bottom jetty, any explorers 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.

• To continue upstream after docking, press the fire button.

If you dock and let six or more explorers off in one go, you will see a pair of bonus piers in the river ahead of you. If you can navigate your ship between these – without crashing – you will receive an extra boat! If you then survive long enough to pick up another adventurer, you will receive a bonus.

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

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

Occasionally a helicopter will fly above your ship and drop mines in the river ahead of you. You must shoot these mines to avoid being blown up.

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.