



Home Computer Software

For  **commodore** *128*

RIVER RESCUE



Cartridge: 1 or 2 players

† Trademark of Commodore International

RIVER

INTRODUCTION



Programmed by W. Kemp

RIVER RESCUE

Remember those funfair race games where you steer a racing car along an unrolling track, and have to overtake other cars which suddenly turn up almost under your front wheels? River Rescue is an electronic version of that type of race game – but with many subtle additions. You control your speed as well as your direction, you have a bow gun for shooting obstacles in your path, and you have to dock, pick-up three explorers and land them safely. If you hit an obstacle, or the bank, you explode and lose a life. Meanwhile the computer awards you points for speed, obstacles destroyed, successful pick-ups, and a final bonus if you complete the course.

Below you will find full instructions for loading and playing. Have a good game!

HOW TO LOAD YOUR RIVER RESCUE PROGRAM

- 1 *Make sure the computer is turned OFF at the power switch on the right-hand side of the console.*
- 2 *Connect your television to the computer and switch the television ON.*
- 3 *Take your River Rescue cartridge and plug it into the back of the computer.*

PROBLEMS If, after loading, your picture is not automatically centred, use the cursor control keys to move it to left or right. If your picture flickers, pressing SHIFT and F7 may improve picture quality.

HOW TO PLAY

- 1 After the titles, decide which kind of game you want and press one of the following keys:

F1 – for a game with 1 player

F3 – for 2 players

F5 – for an extended game which gives you six 'lives' instead of three. In this mode the high score remains unchanged.

- 2 Start the boat by moving the Joystick or pressing keys as follows:

Joystick

Right to left controls speed. (The faster you go, the more points you score. At the slowest speed, you get no points for distance travelled.) Up-down controls your vertical position on the screen. The trigger is your fire button.

Keys

For speed control, press L to slow down and semi-colon to increase speed. (The faster you go, the more points you score. At the slowest speed, you get no points for distance travelled.) For vertical control, press A for down and D for up. Press P to operate the gun.

RULES OF RIVER RESCUE

- 1** *The object is to guide your boat up-river, missing or shooting down obstacles, and to rescue three explorers waiting at three separate jetties (an SOS tone warns when you are close). When you have picked up all three, you continue to a final jetty and dock there for your final bonus.*
- 2** *If you get all the way through, the screen then changes to show a river of a different colour. The first river is blue, the second is pink, the third red and the fourth yellow.*
- 3** *For normal games you have three lives, for extended games you have six lives. You can be destroyed, and so lose a life, if you hit an obstacle in the river, the bank or one of the jetties. (But if you have one or more explorers on board, you keep him/them until all your lives are used up.)*
- 4** **SCORING** *The computer records your score at the top of the screen. You get bonus points for going fast and for destroying obstacles, you score 30 points for crocodiles and anacondas and 50 points for a dugout canoe. For each explorer picked up you score 500 points. When you dock at the final*

HOW TO PLAY

jetty with all three, you score a bonus of 1,500 points. The number of explorers on board is shown at the top right of the screen. If you score 7,000 points you win a free life, except on an extended game.

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HOW TO PLAY

- 1 Plug your *River Rescue* cartridge into the back of the computer.
- 2 After the titles, press the appropriate keys for your choice of game. 1 player, 2 players or an extended game.
- 3 Move Joystick or press keys to control speed and vertical position of boat. Trigger on Joystick and 'P' on keys operates your gun.
- 4 Guide your boat up-river, missing or shooting obstacles, and rescue and return safely with three explorers.
- 5 For normal games you have three lives, for extended games six lives. You lose a life if you hit an obstacle.
- 6 Your score is recorded on the screen. You get bonus points for speed, destroying obstacles, picking up explorers and returning them to safety.

This is only intended as a basic guide. For more detailed instructions see inside.

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