

AIR RAIDERS™

I N S T R U C T I O N S

(For 1 Player)

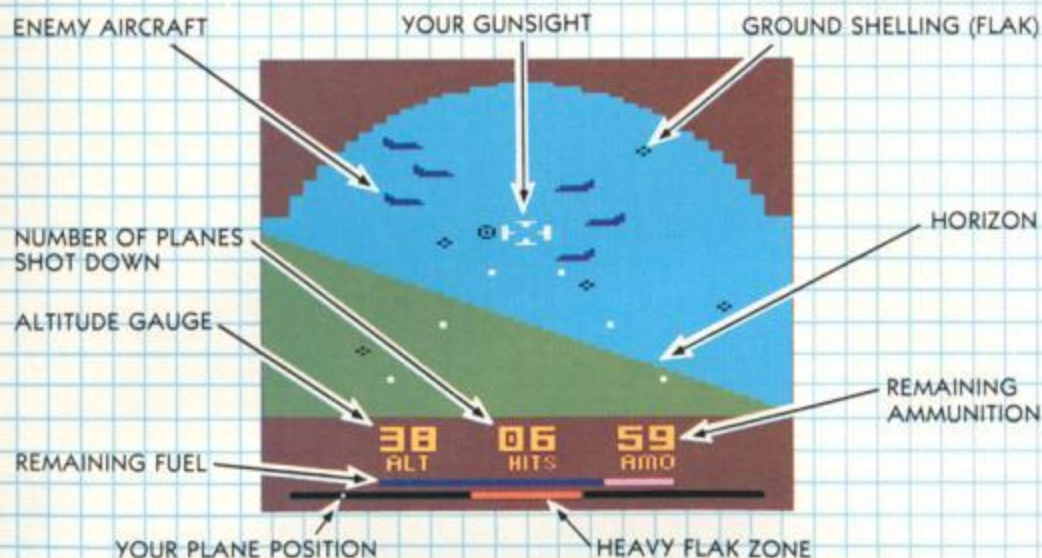
The object of the game is to blast enemy aircraft out of the sky... and dodge ground missiles!!! Zero in on enemy planes! Bank left, bank right, dive, climb out! Watch your elevation! Keep track of the fuel! Run out of ammo...land and refuel...take off again!

For Your Atari* Video Game System

THE GAME

It's a dogfight...you against the enemy! You're the pilot, gunner and navigator all in one!!! Enemy planes are buzzing you. Anti-aircraft ground forces are shelling you!

Get an enemy plane in your sights and FIRE! Try to shoot down as many as you can! If ground fire (flak) explodes in your sight...you're hit...you quickly lose altitude. Climb back up! Stay clear of the flak!



You must shoot down at least 10 planes before you can land to refuel then take off again! The game ends when you run out of ammo completely or when you crash! Press RESET and start again. Try to get a better score each time. Challenge a friend!

THE CONTROLS



Use the left joystick controller for this game. Be sure the controller cable is securely plugged into the back of your game console. Hold the controller so the RED BUTTON is to your upper left.

LET'S START THE ACTION!

CHOOSE LEVEL OF DIFFICULTY:

Before the game begins, set your LEFT Difficulty Switch to "A" or "B". It's much harder to get away from enemy shelling in the "A" position.

TAKE OFF:

When you start a game, and after you refuel, press the RED BUTTON. The runway lights appear to move as your plane starts to move. When you gain speed (about 4 seconds), pull back on the JOYSTICK for takeoff. If you try to take off before gaining enough speed, you will crash! Wait too long before takeoff and you will run out of runway. You'll quickly get the hang of the timing!



Once you are airborne, keep clear of enemy flak and be on the alert for enemy planes!!!

FLY THE PLANE:

Fly the plane by pushing on the JOYSTICK. You can make the plane fly in four different directions. You can quickly change the direction the plane is flying. If you don't move the Joystick, you level off and fly straight ahead.



PUSH TO MAKE
THE PLANE CLIMB



PUSH TO MAKE
THE PLANE
BANK LEFT

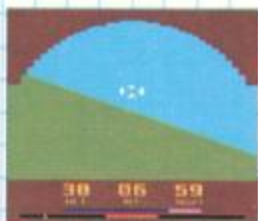


PUSH TO MAKE
THE PLANE DIVE



PUSH TO MAKE
THE PLANE
BANK RIGHT

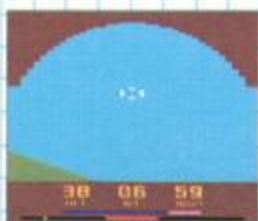
Your point of view is through the cockpit window. As you "turn" the plane, your view changes.



TURN LEFT & DIVE: SEE MORE GROUND



TURN RIGHT & DIVE: SEE MORE GROUND



TURN LEFT & CLIMB: SEE MORE SKY



TURN RIGHT & CLIMB: SEE MORE SKY

AIM & FIRE:

You're on a gunnery mission! To fire, get the enemy in your sights, then press the RED BUTTON. Make a direct hit and the enemy plane blows up!

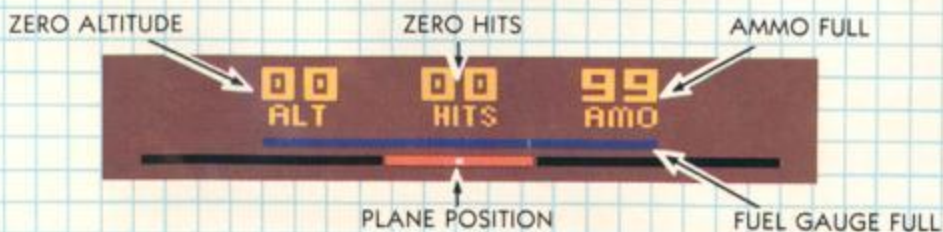
IMPORTANT: Don't stop shooting until you are really low on fuel! It's important to make as many hits as you can when airborne!

WATCH THE GAUGES:

It's important to keep an eye on your gauges. You can fly to a maximum 40 altitude (This is 40,000 feet). There aren't many enemy planes at this altitude. Be extra careful when you dive. You lose altitude fast! Get down under 10 and you'd better climb out before you crash!

Once you are airborne you begin using fuel. Climbing uses about 4 times as much fuel as diving, and about twice as much as flying level.

BEFORE LIFTOFF, YOUR GAUGES WILL LOOK LIKE THIS.



When you get really low on fuel, it's time to land and refuel! Time this carefully or you might run out of fuel and crash!

Watch the plane position indicator. Fly into the red zone and you're into heavy flak. This zone is even more dangerous at the low altitudes. Keep out of this zone as much as possible.

LAND...REFUEL...TAKE OFF AGAIN:

You can land at any time. BUT you can only refuel and take off again if you made at least 10 hits the last time up! Wait until you are really low on fuel then fly down to 00 altitude. Wait for the runway to appear, approximately 4 seconds. Push forward on the JOYSTICK until the horizon is all the way up, then release the JOYSTICK. You've landed!

Once you land to refuel, you lose some ammo. Check your ammo gauge. You only have as much ammo as the number of hits you made the last time up. For example, if you got 11 hits then landed, you will take off with 11 ammo after refueling. If you are a crack shot, you can refuel several times!

Once the plane is level after landing, you can take off again. Remember to gain enough speed before takeoff!

IMPORTANT: The game ends if you crash, or if you run completely out of ammo and cannot take off again!!

ENEMY PLANES:

Enemy planes usually fly in threes. Shoot one and two are left. Go after them! This is when you need to get fancy with your flying. If they fly left or right, follow them. If you need to conserve fuel, try to shoot down as many enemy planes as you can without climbing or diving.

SCORING

Rating	1st Time Up	Entire Game
Student Pilot	0 - 10	0 - 10
Novice	10 - 20	10 - 30
Fighter Pilot	20 - 30	30 - 50

Rating	1st Time Up	Entire Game
Ace Pilot	30 - 45	50 - 70
Double Ace	45 - 65	70 - 90
Triple Ace	65+	90+

WINNING TIPS



Shoot down as many enemy planes as you can the first time in the air. Don't refuel until you absolutely need to. The more hits you make, the more ammo you get the next time up!



When you see flak near your sight, pull back on the JOYSTICK so you are climbing when you get hit. This way you won't dive as much when you actually get hit.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Service Center (West)
13040 East Temple Ave.
City of Industry, California 91746

Mattel Electronics Service Center (East)
10 Abeel Road
Cranbury, New Jersey 08512

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

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