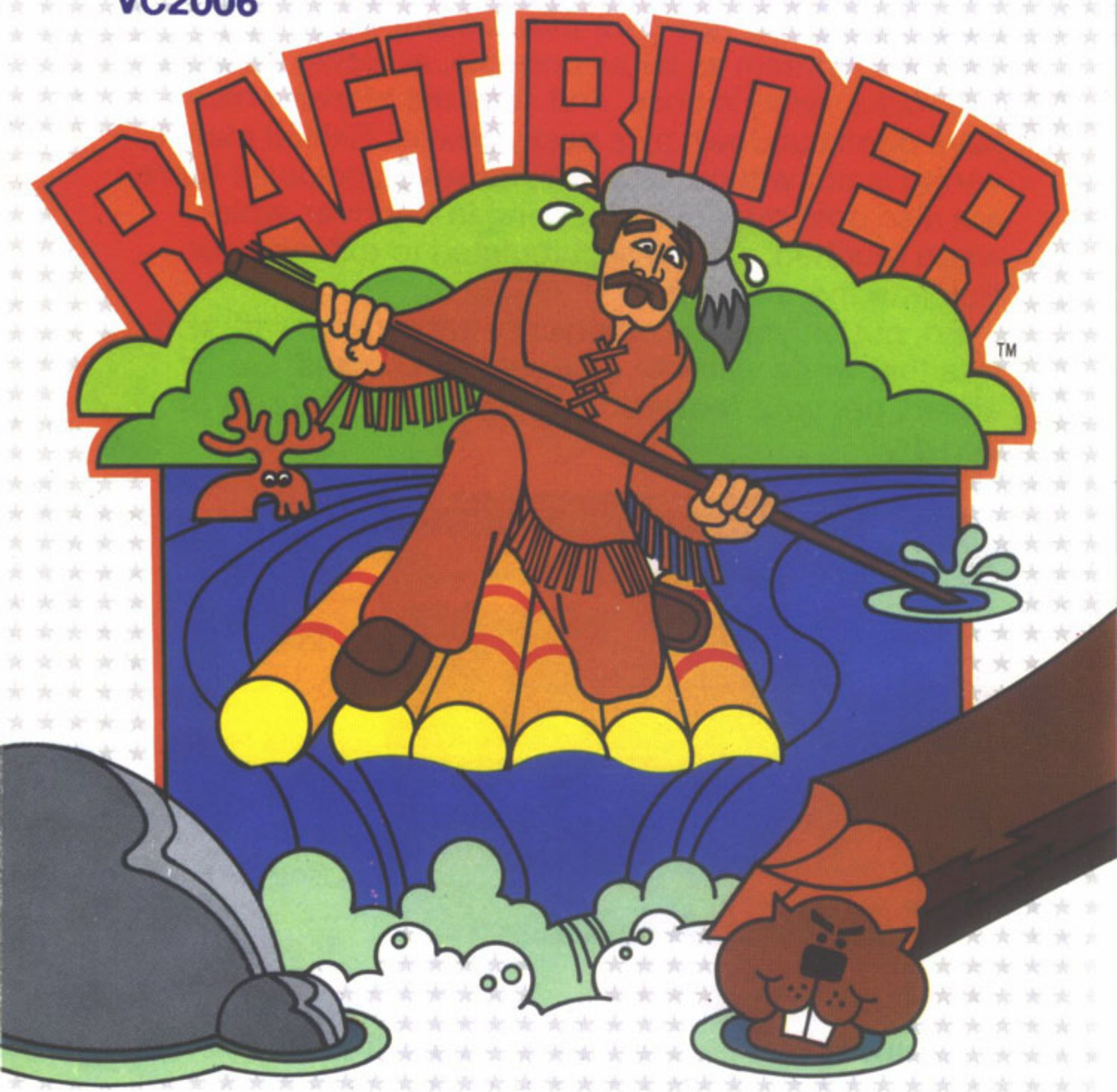
USgames™

VC2006

RAFT RIDER™



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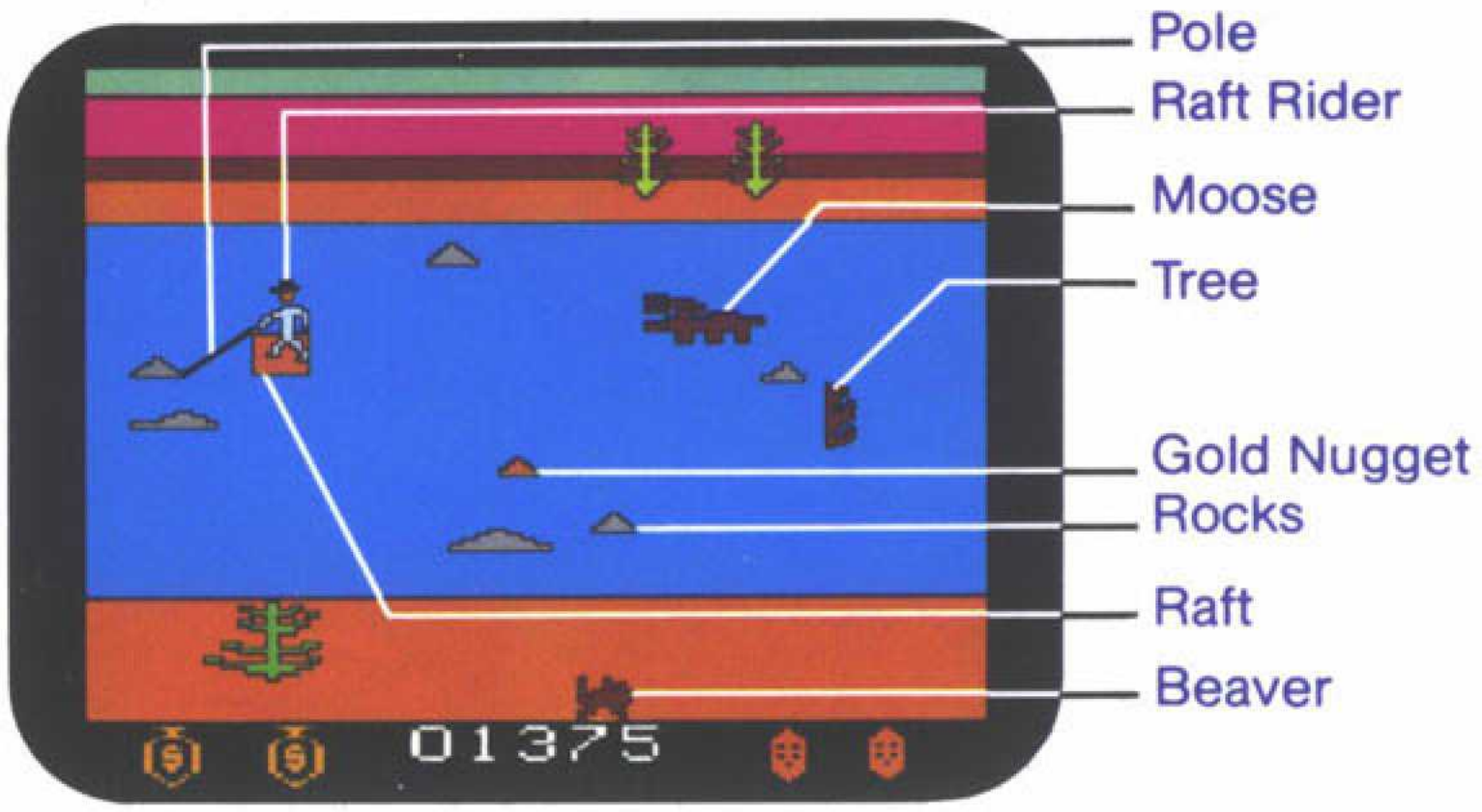
Raft Rider

Raft Rider is a single player, full color game designed to be played on the Atari® Video Computer System™ or the Sears Video Arcade®.

White water everywhere! And hidden in the strong current are any number of dangers lying in wait to capsize your log raft. Your mission is to make your way downstream as far as possible, avoiding treacherous rocks, feisty moose, and sections of tree which have been cut down by a pesky beaver. Skillful maneuvering is not without rewards, however, because there are also gold nuggets appearing in the river, which, when touched, can be accumulated to extend your trek into the wilderness.

So, put on your coonskin cap, get on your raft, and ride that white water to glorious high scores! Go ahead, get your feet wet; just try to keep the rest of you dry!



Set-Up Instructions:

1. Connect the Atari® Video Computer System™ or Sears Video Arcade® following manufacturer's instructions.
2. Install left joystick controller.
3. Insert the cartridge—making sure the power is **OFF.**
4. Move the POWER switch to **ON.**
5. Select difficulty level:
   LEFT DIFFICULTY SWITCH:
   Position A—for faster increase in river current

and advancement of Raft Rider downstream (to right of screen), which cuts down available reaction time.

Position B—for slower river current.

RIGHT DIFFICULTY SWITCH:

Position A—causes moose to move upstream quickly.

Position B—moose is standing still in river.

6. Push game RESET switch to start game.

Controls:

- Move joystick up or down to cause raft to move back and forth across river. After moving the pole up or down, you must release the joystick to allow the poling acting to take place. If you wish to move only slightly to one side, quickly tap the joystick to the left during the raft's arc so the pole is to the back. This will stop the turning and head the raft downstream again.
- The fire button is not used in Raft Rider.
- To collect gold nuggets, position your raft in front of the rock's pathway as early as possible. Make the fine tuned adjustments in position as described above so that your pole, when extended forward, is in line to touch the rock. If successful, a money bag will appear at the bottom left of your screen. Three bags will buy you a new raft.

Scoring:

Each segment of river traveled earns you 125 points. The score (bottom center) will continue to increase as long as you continue down the river.

The game starts with three chances available (one Raft Rider on the river, and two rafts at lower right). When a raft is lost, it is automatically replaced by reserves—if available.

Collecting three gold nuggets (illustrated as money bags in lower left of the screen), will buy you an extra chance to go on once you have lost all your rafts. The maximum number of chances available at any one time is four: one represented by the Raft Rider on the river, and the other three represented by the three rafts at the bottom right of the screen.

Playing Hints:

- Stay relatively close to the center of the river whenever possible. It allows you to reach gold nuggets and open passages faster with less distance to travel.
- Limit movement back and forth across the river, since this causes your raft to move further downstream, making it more difficult to react to... CRASH! (Whoops) oncoming obstacles.
- Gather gold nuggets early in the game—especially in the faster moving river version. It takes a keen touch to collect them at "fast water" speeds, but keep your coonskin cap on and aim that pole.
- Gathering gold nuggets is a wilderness skill that takes grit, determination, and a keen eye. Better to aim too low than too high—you'll find out why!
- After picking up a gold nugget, be ready to make your next move, but not too soon, or you'll miss it (or even worse, hit it).
- Moose: Don't touch these guys with even a ten-foot pole! Stear clear of their antlers, or you will be swallowing tadpoles.
- When the beaver runs across the screen, be alert for the crashing sound warning you of impending danger. He just chopped down a piece of tree that can land anywhere in the river!
- As speed increases, plan ahead for unforeseen accidents. After you drift past an obstacle(s), pole into line with them. Then slalom down the river into wilderness folklore.

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