# BOMBER RAID

Distributed by

ACTIVISION®

For play on the

SEGA®

Master System

# *Credits*

*BOMBER RAID* was developed by Sega Enterprises, Ltd.

Produced by Tom Sloper.

Product management by John Crompton.

Product testing by Tom Bellamy and Steve Imes.

Editorial management by Laura Singer. Production by GlennHills Graphics Company.

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.

*BOMBER RAID* is a trademark of Sega of America, Inc. SEGA is a registered trademark and Power Base is a trademark of Sega Enterprises, Ltd.

# BOMBER RAID

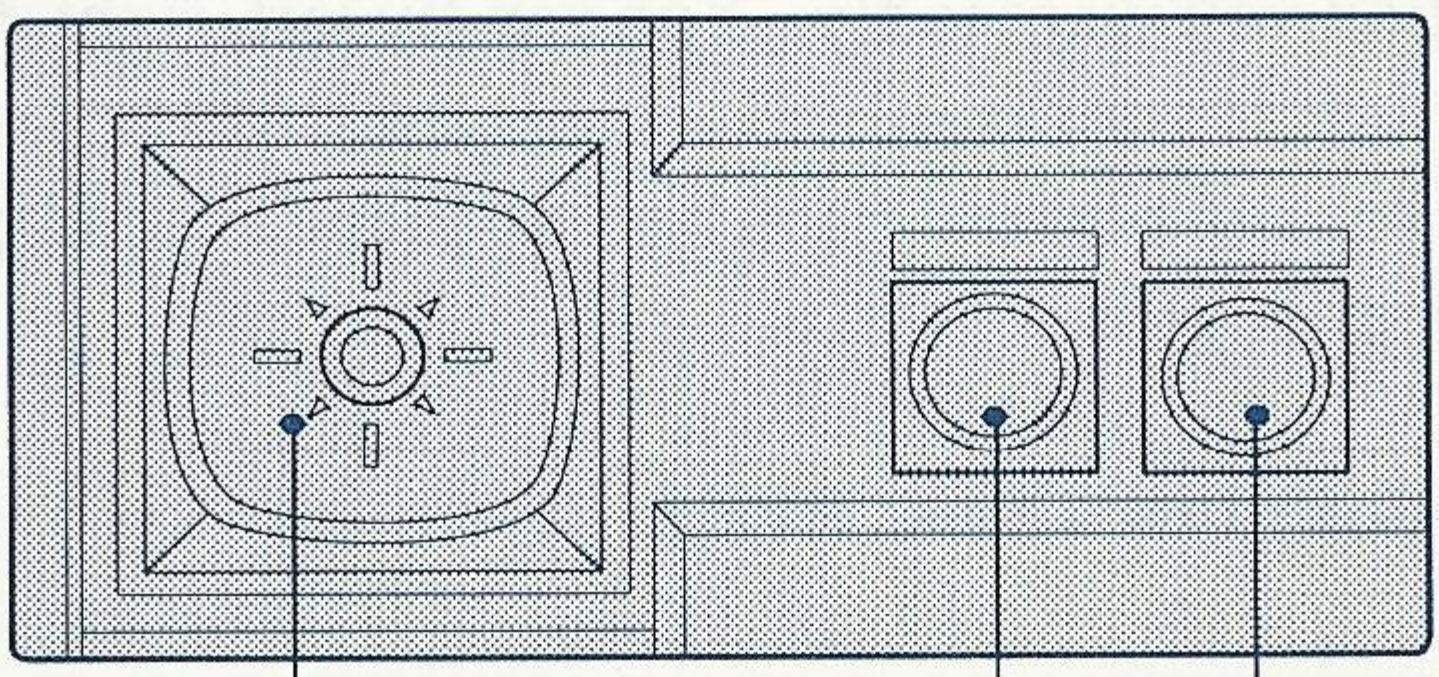
## *Preparing for Battle*

1. Make sure the power switch is off, then insert the *BOMBER RAID* cartridge into the Power Base.

2. Plug in Control Pad 1.

3. Turn on the power switch.

4. At the title screen, press either Button #1 or Button #2 *twice* to begin the game.



# *Take Off!*

After receiving your mission from headquarters, you'll automatically take off from your air base and soar into enemy territory. You have five dangerous missions to accomplish before you can return to your base to a hero's welcome. Headquarters will inform you of the main target in each mission. The main target must be destroyed before you move on to the next mission.

# *The Heat of the Battle*

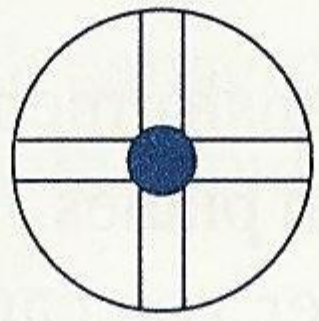
The battle action gets intense right away, so you'll need a full mastery of your controls and weaponry. You'll start the game with unlimited gun fire and three cluster bombs. Your remaining backup planes and cluster bombs are shown on the bottom left of the screen.

**To maneuver your bomber** - Press the directional arrows in the direction you want to fly. You can fly left, right, forward, or backward. If your bomber is destroyed, you can use one of your two backup planes. Each backup plane is equipped with three cluster bombs.

**To fire your guns** - Press Button #1.

**To launch a cluster bomb** - Press Button #2.

# *The Power Pods*

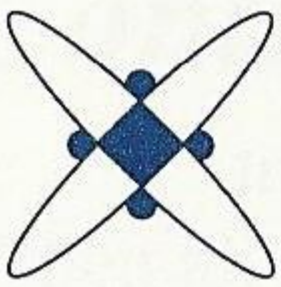


You can use the Power Pods to score points, to increase your firepower, and to gain some help from your bomber squadron. When you shoot the Power Pod, it will be transformed into one of four items:

[P] Catch it to gain 100 points. Collect a total of eight to increase your gun's firepower.

[S] Catch it to gain 200 points and increase your speed.

[1] Catch it to gain 200 points and a squadron plane *or* shoot it to form your squadron. (See "Your Bomber Squadron")



Do <u>not</u> catch it! Destroy it to gain 100 points.

# *Your Bomber Squadron*

When the Power Pod is transformed into a [1], you can begin to align your two squadron planes. Catch the [1] to gain your first squadron plane. Later you can shoot the [1] to increase its value and reposition your squadron. Shoot the [1] once to gain a [2]. Shoot it twice to gain a [3]. Shoot it three times to gain a [4]. Catching the number blocks will align your squadron planes as follows:

| **First Plane** | **Second Plane** |
|---|---|
| [1] Left Side | [1] Right Side |
| [2] Upper Left | [2] Upper Right |
| [3] Lower Left | [3] Lower Right |
| [4] Behind shoots to the left | [4] Behind - shoots to the right |

The most recent number block caught will override the previous squadron position. Example: You catch a [1] and a plane appears on the left side. Later, you catch a [3] and the original plane moves to the lower left and is joined by a second plane on the lower right. Both planes are now in the [3] position.

# *The Enemy*

The skies are swarming with dangerous enemy targets. Most enemies can be defeated with rapid gunfire, but some may require a cluster bomb blast.

On many screens, you must destroy intermediate targets before you can advance to the next screen.

# *Help Is on the Way*

At the 50,000 and 100,000 point level you'll receive an extra backup bomber. Later, you'll earn an additional bomber for each 100,000 points.

# *Continuing the Fight*

When all of your fighters are destroyed, the game is over. But all is not lost. You can continue your current mission with zero points by selecting the continue option.

# *Mission Completed*

After completing each mission, you'll be awarded a 10,000 point bonus. In addition, your point total will increase by the percentage of targets destroyed, multiplied by 100. Before you take off on your next mission, three cluster bombs will be added to your existing arsenal.

# *A Hero's Welcome*

When all five missions have been completed, you'll automatically land back at the base to a hero's welcome. At this point, you'll return to Mission 1 with your point total intact to face even faster enemies.

# *Fighter Pilot Tips*

Your cluster bomb supply is extremely valuable. Save your cluster bombs for your toughest enemies.

Position your squadron planes wisely. In Mission 4, try to catch a [1] to protect your right and left sides. In Mission 5, a [2] may save your life.

Collect as many [P] s as you can. You'll gain some awesome weapons.

# 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 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

Distributed by

ACTIVISION®

For play on the

SEGA®

Master System