

# RAIDEN<sup>®</sup>



JAGUAR<sup>™</sup>  
64 • B I T

G A M E  
M A N U A L

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1-900-737-ATARI  
(1-900-737-2827)

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

#### **WARNING to owners of projection televisions:**

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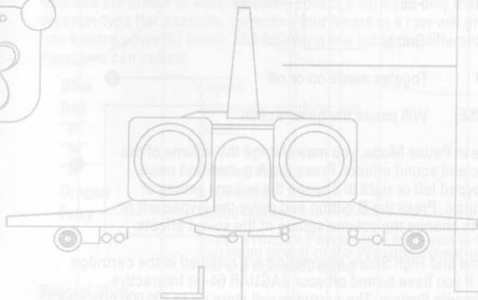
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# RAIDEN®

**JAGUAR™ 64-Bit  
Interactive Multimedia System  
Game Manual**



## INTRODUCTION

Mother Earth has fallen under seige by militant aliens. Now, as pilot of the Raiden Supersonic Attack Fighter, it's up to you to mount a daring counterattack. Rip through enemy lines and take back our cities . . . torch Gatling units with your homing missiles . . . and teach these galactic pirates why nobody messes with your planet!

## GETTING STARTED

1. Insert your JAGUAR *Raiden* cartridge into the cartridge slot of your JAGUAR 64-bit Interactive Multimedia System.
2. Press the POWER button.
3. Press the B button to discontinue the title screens.

## Game Controls (see Fig.1)

A	Fire		
B	Fire		1
C	Bomb		
0	Toggles music on or off		2

**[PAUSE]** Will pause the game action.

While in Pause Mode, you may change the volume of the music and sound effects. Press the **A** button and move the joypad left or right to change the volume setting of the music. Press the **B** button and move the joypad left or right to change the volume setting of the sound effects.

Volume and High Score information are retained in the cartridge even if you have turned off your JAGUAR 64-bit Interactive Multimedia System. The cartridge will store up to 100,000 changes.

After 100,000 changes have been recorded, no more changes will be retained. To clear the currently saved changes, press \*, option and # while on the *Raiden* title screen.

## MAIN GAME SELECTION SCREEN (SEE FIG. II)

### Player 1

- |   |                   |                                             |
|---|-------------------|---------------------------------------------|
| ① | <b>Bomb Count</b> | Displays current bomb amount                |
| ② | <b>Credits</b>    | Displays how many continue credits you have |
| ③ | <b>Ships</b>      | Displays number of ships remaining          |
| ④ | <b>Score</b>      | Displays your current score                 |

### Player 2

- |   |                   |                                     |
|---|-------------------|-------------------------------------|
| ⑤ | <b>Bomb Count</b> | Displays bomb amount for Player 2   |
| ⑥ | <b>Credits</b>    | Displays credit amount for Player 2 |
| ⑦ | <b>Ships</b>      | Displays ship count for Player 2    |
| ⑧ | <b>Score</b>      | Displays score for Player 2         |

## WEAPON POWER-UPS

Scattered throughout each level you will find a host of different weapons—some float around, others fly from enemy ships you destroy. To collect a Weapon Power-up, simply fly into it. To upgrade the power of each weapon, collect a series of only that weapon-type (for example, collecting four lasers in a row will give you a more powerful laser). The following is a list of the different items you can collect.

Blue	Lasers
Red	Automatic machine gun
"B"	Bomb
"M"	Direct fire missile
"H"	Homing missile
Dragon	3,000 points
Fairy	10,000 points
"P"	Super Weapon Power-up. Takes you to the maximum power of the Weapon Power-up you are currently using.

### Special Shot:

#### 2-Player Mode

Line up directly behind your teammate and fire into his jetstream. This will give you a powerful dispersal beam.

## CREDITS

Programming by Imagitec Design Inc.

Producer:

John Skruch

Testers:

Joe Sousa

Andrew Keim

Sean Patten

Tom Gillen

Ted Tahquechi

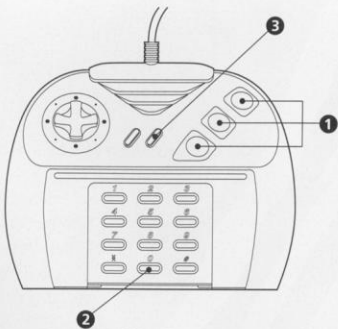
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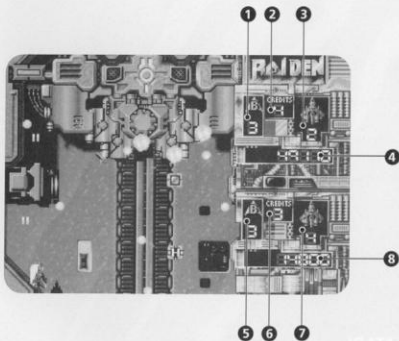
The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product.

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**Fig. I**



**Fig. II**



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