

Color Dreams



INSTRUCTION
MANUAL

RAID
2020

PRIMETIME MOVIES

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#425

RAID 2020 CONTROL SUMMARY

CONTROLS

Arrow Keys: Move in the direction indicated.

Start Button: Starts game. Pauses and restarts game.

Select Button: Switches you in and out of the inventory screen.

Button A: Fires weapon.

Holding down **Button A** and pressing **Start**: Starts a new game from the current world.

SPECIAL OBJECTS

Gangsters and Cyborgs: Some enemies will shoot. Some carry money and narcotics.

Boats and Space Craft: Avoid enemy craft. They are relentless in their pursuit.

Money and Narcotics: Confiscate these items and turn them over to the FBI for a reward.

Boots and Mines: Boots protect you from mines.

Keys and Computer Cards: Use these to open doors.

Hearts: Every heart collected gives Shadow extra shielding.

RAID 2020



Shadow

Raid 2020 is a fight for right in a futuristic world gone wrong. You are agent Shadow, last of the elite undercover narcotics division officers. Alone and armed only with limited firepower and unlimited determination, you must put an end to the drug kingpin Pit Bull and his brainwashed servants of demise. You, Shadow, are the nation's last chance for recovery from moral collapse.

Acknowledgments: The author wishes to thank Jeffrey Gross, Leo Gilreath and Carrolle Tsai for their contributions.



Pitbull


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PRECAUTIONS

- 1) Store at room temperature. Do not subject to environmental extremes.
- 2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
- 3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
- 4) Do not try to open or disassemble the cartridge.
- 5) Do not sit too close to your television.
- 6) Do not clean the cartridge with chemical agents.

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GAME CONTROL

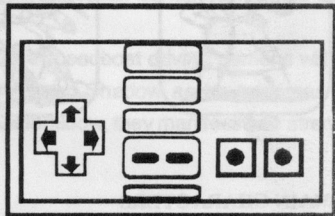
Arrow Keys:  Move in the indicated direction.

Button A: Fires weapon.

Start button: starts game. May be used to bypass the onscreen introduction. Also pauses and restarts the game.

Select button: switches to the arm computer where Shadow can see how many lives he has left, the amount of money, suitcases and drug contraband he has collected and the weapon currently in use. Switches from the arm computer back to the action screen.

Holding down **Button A** and tapping **Start:** Start a new game from the current world.



NES Controller

SHADOW'S TECHNO INDUSTRIES ARM COMPUTER

Earlier in his career, Shadow lost his right arm in an undercover buy that went bad. Thanks to a neurosurgeon from Technopolis, Shadow's lower arm and hand are today better than ever. Integrated into Shadow's right arm is a minicomputer which receives messages from Headquarters concerning the mission.



Shadow



Pitbull



Thug



Dealer

DESCRIPTIONS

MAIN CHARACTERS

Shadow the Drug Buster: The last surviving paradigm of justice— protection of our nation from the clutches of crack cocaine carnage.

Pit Bull: He is an ex con from Columbia, murderer, martial arts expert, genius and kingpin of a nationwide drug operation. No one has ever come back alive after paying him a visit.

GANGSTERS

Thugs: These gun-toting maniacs carry the cash and cocaine to and from the dealers and buyers.

Dealers: Sly, persistent and tough to kill, these death distributors are a constant thorn in Shadow's side. Dealers will draw a concealed gun on Shadow.

BOATS



Shadow's Boat

Shadow's Boat: A turbine powered speedster complete with the 2025 issue plasmaspherical cannon.



Smuggler's Boat

Drug Lord Aqua Smugglers: These speedboat driving demons will not hesitate to unload electrified missiles on Shadow as he traverses the swamp. Although not quite as fast as Shadow, they manifest their strength in numbers and persistence.

CYBORGS



Bazooka

Get them before they get you. They make quite formidable foes, due to their convenient lack of pain receptors—Pit Bull's bright idea. Rumor has it that these cyborgs, as well as all the other enemies, are controlled by a master computer monitored by Pit Bull.

Bazooka: This cyborg unit is the first of the destructive and expendable prototypes produced by Pit Bull's factories. They sport a massive bazooka-like laser on their shoulders. They carry either drug related cash or suitcases full of an unspecified type of currency.



Handgun

Handgun-HGxr6 series: These black plated cyborgs fire from pods in their hands and must be avoided. They are lower level guards for Pit Bull's warehouse.



Antdroid

AntDroid: resembling the now extinct insect, AntDroids are a feared race of android that is extremely strong and durable. Bearing the PhirePhasor, these bright red cyborgs spell certain destruction for all but the best that dare to enter the warehouse.



Apex

A-Pex #72-168: This is the major drug-dealing cyborg in Pit Bull's army. Carrying cocaine and firing the lethal duo-laser from its chest, A-Pex is a force to be reckoned with. Don't let him panic you. Just keep firing at this well armored red fury to put him out of commission.



Buster-1

SPACE

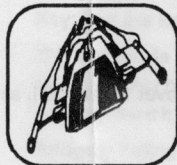
The Buster 1 Craft: Shadow's high speed craft is used to fly to different drug hot spots across the U.S. to combat crime. The Buster 1 cruises at Mach 3 with its dual sub-light thrusters and is highly maneuverable—even while firing its sidewinder laser cannons at Mach 3.



Enemy Fighter

Enemy Fighters: In these unfriendly skies, the drug lord's craft will surely try to put an early end to Shadow's journey.

Spinners: Named for the spinning upper portion of their hulls, these saucer-like craft are fast and furious and actively guard the slower moving drug ships. Their armor is strong enough to sustain them as they get in a shot or two at Shadow.



Hovercraft

Hovercraft: Pit Bull sends these low flying ships around to various areas to guard an entrance or simply to toy with certain law enforcement agents. They can take a huge amount of damage and are only vulnerable in the cockpit region where the pilot light receiver is located.



Satellite



Meteor



Cocaine



Cash

Communications-Satellite: Pit Bull communicates with his network via a PB-3000 supercomputer/communications-satellite system. Pit Bull can instantly run a deal through his networkers anywhere in the country without leaving his desk. The communications satellite may pose a problem for our wayfaring hero as it guards the entrance to the docking station over New L.A. Exercise caution when docking!

Rhino-R02881: Nicknamed "Rhino" by the old narcotics officers of Technopolis, these slow movers carry a drug payload that could flood a moon.

OTHER ITEMS

Cocaine: Shadow must confiscate two pound bags of cocaine and turn them over to the F.B.I. as contraband.

Cash: Cash is Picked up in quantitles of 1000.

Sharks: They are rumored to inhabit the swamp.



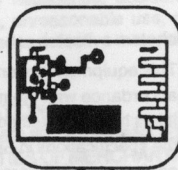
Suitcase



Boot



Key



Card

Suitcases: A different type of currency (valuable to some people and not so valuable to others) is carried in suitcases. Every 12 collected gives Shadow an extra life.

Armor Boots: These boots are an invaluable aid to Shadow. Special alloys used in their construction disarm the HCM's (Human Combustion Mines) if contact is made.

Key: Use this key to enter some doors.

TNT/Passcode Card: Pit Bull has devised a security system for his computer room. The PB-3000 room can only be entered through means of a special card. If Shadow can find the TNT card and properly insert it, it will allow him to reach and blow up the computer. This card is a black market item.

Bridges: Falling off is lethal.

Mines: Certain areas are strewn with them.

Hearts: Every heart collected gives Shadow extra shielding.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®.

90 DAY LIMITED WARRANTY

Color Dreams, Inc. (MANUFACTURER) warrants to the original purchaser that this Color Dreams Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Color Dreams will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: COLOR DREAMS, INC. CUSTOMER SERVICE DEPARTMENT 2700 E. IMPERIAL HWY., BLDG. B, BREA, CA 92621.

This warranty shall not apply if the CARTRIDGE

has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. In no event shall Color Dreams be held liable for incidental and/or consequential damages for the breach of any express or implied warranties. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

NOTES

RAID 2020 EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: ____/____/____ PHONE # (Optional): (____) ____ -- ____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1) GAME'S OVERALL ENTERTAINMENT VALUE	1	2	3	4	5
2) COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1	2	3	4	5
3) COMPARED WITH ALL EXISTING GAMES	1	2	3	4	5
4) VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1	2	3	4	5
5) GRAPHICS (COLOR, DESIGN, ANIMATION)	1	2	3	4	5
6) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1	2	3	4	5
7) DIFFICULTY LEVEL (1: TOO EASY . . . 5: TOO DIFFICULT)	1	2	3	4	5
8) FLAWS OR PROBLEMS (1: NONE . . . 5: TOO MANY)	1	2	3	4	5

HINT LIST OFFER

- PLEASE SEND \$2 SHIPPING AND HANDLING FOR THE HINT LIST.
- MAKE CHECK OR MONEY ORDER PAYABLE TO COLOR DREAMS, INC.
- ATTACH STAMP TO OPPOSITE SIDE
- ALLOW 10 DAYS FOR PROCESSING.
- YOUR PAYMENT WILL BE RETURNED TO YOU IF THERE ARE NO MORE HINT LISTS AVAILABLE.

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