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for play on the

Nintendo

ENTERTAINMENT SYSTEM™

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Raid on Bungeling Bay by Will Wright.
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Programmed by Hudson Soft.

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Thank you for selecting the Nintendo
Entertainment System Raid on Bungeling
Bay™ Game Pak.

PRECAUTIONS

1. This is a high precision game. It should
not be stored in places that are very hot
or cold. Never hit or drop it. Do not take
it apart.

2. Avoid touching the connectors, do not
get them wet or dirty. Doing so may
damage the game.

3. Do not clean with benzene, paint thinner,
alcohol, or other solvents.
CONTROLLING THE HELICOPTER

**Control pad**

- Forward (hold down to accelerate)
- Turn right
- Backward (release to stop)
- Turn left

**SELECT button**
By pressing this button the ● moves to choose the desired game mode.
* Game B is made for advanced players. It starts play at level three. For the two player game, refer to page 13.

**START button**
By pressing this button, the game that you selected using the SELECT button will start.

**“A” Button**
Press to fire machine gun and to land and take-off.

**“B” Button**
Press to drop a bomb and to land and take off.

* The usage of the number two controller is described on page 13, How to Play with Two Players.

* When you start the game, this screen (shown at right) will appear on the screen. It shows the current round, number of factories remaining, number of helicopters remaining, current score and high score (when the helicopter crashes, this screen also appears).

To Pause: If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

- High score will be lost if power to the machine is turned off.
HOW TO PLAY
We have obtained information that the Bungeling Empire is trying to conquer the Earth by developing a War Machine. In order to stop this, you must sneak into their center (Bungeling Bay) to destroy the six secret factories using a helicopter. This is your mission.

THE SIZE OF THE PLAYFIELD IS 100 TIMES THE SCREEN SIZE
The playfield scrolls 16 directions as the helicopter moves. The entire world is 10 screens high by 10 screens wide (100 screens total). Since the edges are connected to each other, the helicopter will continuously circle the world. You have to find the 6 secret factories which are located on the islands in the bay and destroy them. The enemy defenses protecting the island will be trying to shoot you down. When you destroy all 6 factories, you can proceed to the next round.

SCREEN DISPLAY
Important information is displayed on the screen.

"$": Your current score.
"D": Damage of the helicopter.
"→": Direction to the carrier (from the helicopter).
"B": Number of bombs remaining in helicopter.
"F": Number of enemy factories remaining.

"DESTROY": This appears when you've destroyed a factory completely.

"SPECIAL": When certain conditions are met and you destroy a factory, this message will appear and you will receive a special bonus score.

"ALERT": This means the carrier is being attacked by bombers. Return to defend it before it is sunk. You cannot land while your carrier is being attacked.

"SUNK!": When this flashes on the screen it means that the carrier has sunk. The arrow will disappear and you will be flying your last copter.

"WARNING": The enemy battleship is being built or leaving port to attack your carrier. * If any of the last five messages are displayed, the display of "D", "B" and "F" will disappear. Also, when the carrier is visible, "$" and "→" will disappear.
CHARACTERS

- The machine gun can only be fired forward. By pressing the "A" button continually you can fire unlimited bullets. You can destroy all enemies except the factories and battleship with the machine gun.

- Landing on and taking off from the carrier:
  - When you are stopped or moving very slowly over the carrier, press button "A" or "B" to land. You cannot land during an ALERT, while your ship is under attack.

- After being re-armed and repaired, press the "A" or "B" button to take off. You will hear the music change when the helicopter has cleared the deck.

- Stealing bombs from the Bungelings:
  - Intelligence reports that one of the enemy islands has an area in which you can land and steal bombs from the Bungelings. It's up to you to find it.

- When you land at the Bungeling base, damage over 60% will be repaired to 50-60% damage. The time needed to land and take-off from the enemy base is somewhat longer than on the carrier.

- If an enemy touches you while you are on the ground you will explode.

- Depending on the amount of damage, your flying ability and the color of the bay will change.

- If the helicopter is damaged beyond 100%, speed control is useless, steering becomes 50% effective, the machine guns will still fire but bombs cannot be dropped and the helicopter will begin a crash dive (the color of the sea will be red).

- Damage:
  - Damage will increase each time the helicopter is hit by an enemy attack.

HELICOPTER

- The helicopter can be controlled using the control pad to fly sixteen directions. Forward movement has 32 speeds and backward movement is about 30% of maximum forward speed.

- The helicopter can carry a maximum of nine bombs. By pressing the "B" button, you can drop one per second. Use this when you attack the factories and the battleship.

- DAMAGE
  - 0-49: Maximum
  - 50-79: 75%
  - 80-99: 50%

ROUND | ENEMY'S ATTACK | Tank and Boat
-------|----------------|---------------
1-2    | 30-37%         | 1%            |
3-4    | 40%            | 10%           |
5-up   | 60%            | 10%           |

DAMAGE | FLYING ABILITY | COLOR OF THE SEA
-------|----------------|-------------------
0-49   | Maximum        | Blue              |
50-79  | 75%            | Yellow            |
80-99  | 50%            | Red               |
During the “ALERT”, if the carrier is damaged heavily, it will sink (in round one it takes about 70 enemy bombs, in rounds two and up it takes about 40 enemy bombs).

The damage to the carrier will be fully repaired if you kill all the bombers which are attacking it.

If the carrier and battleship enter the same screen, the battleship will torpedo the carrier and it will sink.

If the carrier is sunk, the helicopter you are flying is your last. The carrier will be gone for the rest of the game.

If you get a “SPECIAL” while destroying a factory, the carrier will change color. It will revert to grey when you land on it.

**The Factories**

Factories are located at six locations throughout the islands. They are constantly producing guns, missiles, planes, boats, radar dishes and the enemy battleship.

The factories get stronger the longer they’re in operation. In the beginning, it takes about seven bombs to destroy a factory. Later in the game it may take as many as twenty bombs to destroy a factory.

When a factory is active, the center of it will be red and flashing. If it is not operating the center will be black. An inoperative factory will eventually become active again if not completely destroyed.

**Gun Turrets**

These are produced and placed by factories. They fire in twelve directions. As the game progresses, they fire heat-seeking missiles which follow your helicopter (when playing game B, they will be able to fire missiles from the beginning of the game).

**Tanks**

Produced by factories. Patrol designated areas.

**Radar**

Produced and placed by the factories. They don’t directly attack the helicopter but they do detect the copter and call fighter planes to the area.
They attack ONLY the carrier, not the helicopter.

The color of their windshields are red.

BOMBERS

In game "A", when you destroy the first factory these will take to the air. In game "B", they will be active from the beginning of the game.

They fly in twelve directions.

In game "A", the battle will appear starting with round two. During game "B", the battle will appear starting with round one.

The first warning message means that the battle is starting to be built.

The second warning means the battle has left the dock. If the helicopter approaches the battle, the ship will defend itself by firing heat-seeking missiles.

When the battle reaches the path of the aircraft carrier, it will wait for the carrier to pass and then sink it.

It takes more than ten bombs to sink the battle if it has left the dock.

They will run out of fuel and self destruct after following the copter for short length of time.

You can destroy the missiles using the machine gun, but you don't get any points for destroying them.

Heat seekers will

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HOW TO PLAY WITH TWO PLAYERS

When you select "2-PLAY" at the title screen, two players can play simultaneously. One player controls the helicopter with controller 1 and the other controls the Bungeling War Machine with controller 2. Player 2 can use the control pad to turn and fire the gun turrets. Button "A" fires bullets and button "B" fires heat-seeking missiles (sometimes button "A" also fires heat-seeking missiles).

SCORE

Every time you kill the enemy characters, points will be added to your score.

* There is no score for player 2.
* If you fulfill certain conditions when destroying a factory, you can get special bonus points.
* Depending on the score, the background color of the game will change.

<table>
<thead>
<tr>
<th>Object</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tanks and boats</td>
<td>50 points</td>
</tr>
<tr>
<td>Radar and gun turrets</td>
<td>100 points</td>
</tr>
<tr>
<td>Bombers and fighters</td>
<td>200 points</td>
</tr>
<tr>
<td>Battleship</td>
<td>5000 points</td>
</tr>
<tr>
<td>Factory</td>
<td>5000 points</td>
</tr>
<tr>
<td>Special bonus</td>
<td>5000 points</td>
</tr>
</tbody>
</table>

PLAN OF ATTACK

This is a real-time simulation game with a lot of factors controlling the action. Therefore, the attack plan that you make becomes an important part of the game. Here are some of the basic strategies you may find useful.

► First, memorize the locations of all the factories (it may be a good idea to make a map).
► Before attacking a factory, destroy the gun turret(s) and tanks around it.
► Attack the same factory repeatedly (if you do not destroy a factory completely, it will rebuild itself).
When the “ALERT” message appears, return to the carrier immediately.

When the “WARNING” message appears, find the dock as soon as possible before the enemy battleship leaves the dock. It will be much harder to destroy if it has left the dock.

If the helicopter is damaged beyond 100%, try to steer the helicopter to crash on a factory.

**COMPLIANCE WITH FCC REGULATIONS**

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict 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. However, there is no guarantee that interference will not occur in a particular 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 the computer 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.

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