

SCUBA DIVER

The Scuba Diver game has two levels:

1. Hunting fish.
2. Searching for treasure.

Set the speed level according to your ability:

1. Fish - Normal Speed
Sea Monster - Normal Speed
2. Fish - High Speed
Sea Monster - Normal Speed
3. Fish - Normal Speed
Sea Monster - High Speed
4. Fish - High Speed
Sea Monster - High Speed

After you turn on the power you will immediately hear the background music. Please select the speed level by using the selection switch, if you do not choose a speed selection, it will automatically be in the 1st speed, then push the reset switch to start the game. The scuba diver who sits in the boat is controlled by moving the joy stick. When the fish are not beneath the diver, it is safe for him to jump into the water. (Use the red button of the joystick.) If you choose the wrong time for diving, the diver will be caught by the fish. (You have a total of 4 divers.) The number of remaining divers appears in the bottom left hand corner. The score appears in the middle at the bottom.

The diver must reach a certain depth before you can control him and safely move in any direction. (In the beginning the safest place is near the surface.) When you are ready, have the diver descend and shoot the fish one by one using the firing button of the joy stick. While the diver is under the water, the score will disappear. In its place the 60 second oxygen supply for each diver will be shown.

As the diver is under the water, the time will reduce second by second. The diver must return to the boat before the oxygen supply is used up. This is done by entering the center bottom of the boat. When he jumps in again, he has an additional 60 seconds. However, if he gets caught by a fish before he can return safely to the boat, you will not score any points. When he safely returns, your score will be shown instead of the oxygen supply.

Scoring:

Each fish harpooned is worth 500 points.

You can harpoon as many fish as you like, but watch the oxygen supply. Also, if you miss a fish, then the diver can not be moved until the harpoon returns to the diver.

Level Two:

To get to level two you must first harpoon all the fish showing in the first level, and then immediately enter the sunken ship (lower center screen) downward to the bottom before another fish appears. When you enter the sunken ship, a new game will appear on the screen. You are now inside the ship searching for treasure. (Caution: You still must watch your oxygen supply from level one still being displayed.)

The walls of the sunken ship are very sticky. If the diver hits the wall, you have to move the joy stick very hard to release him, or push the firing button to release. If he hits the wall too hard, he cannot escape no matter how hard you move the joy stick.

Inside the sunken ship you must beware of the three sea monsters. The diver cannot destroy the sea monsters, he can only swim to avoid them. The sea monsters protect the treasure chests and can go through the walls of the ship, while the diver cannot. You will notice some narrow openings that the diver can go through to escape the sea monsters. For the diver to enter these passages, you must push the firing button of the joy stick and move the joy stick at the same time. All you need to do to retrieve the treasure chests is have the diver touch the treasure chest.

Scorings:

1. If you get one treasure chest you score 500 points.
2. If you get two treasure chests during the same dive you get 1,500 points.
3. If you get three treasure chests during the same dive you get 11,500 points.

Remember, you must watch your oxygen supply. After retrieving a treasure chest or if your oxygen supply is too low, you will need to return to level one. This is done by having the diver go to the surface of the water. Beware, there will be three fish waiting for you.

Whenever the game is finished, you have the background music again.