

Oceans of the world are the treasure house of King Neptune, whose priceless riches are guarded by armies of sharks, octopi, crabs and other inhabitants of his watery world.

Skip, a treasure-hunting diver is searching for the treasures prized by Neptune above all others : perfect pearls and beautiful mermaids. His search is fraught with danger : the bite of a shark is fatal, and Neptune is omnipotent ; but the lure of immeasurable wealth is irresistible.

Skippy must rescue the sailor, the mermaid and get the pearl. In addition he must also rescue CUTE, a spongey-looking creature. Once Skippy has rescued the sailor and Cute, he progresses to the next screen.

Scoring

Sailor - Mermaid - Pearl	1000 Points
Neptune - Cute	500 Points
Shark - Octopus - Crab	200 Points
Little Fish	100 Points

Skippy has a limited amount of air. At each level Skippy gets extra points for the air supply remaining on completion of that level.

Skippy has 3 lives and is awarded an extra life after every 50000 points.

Hints

Neptune requires six accurate shots to kill him, but immediately reappears elsewhere.

Watch the scanner for nasties.

Be careful when collecting the pearl.

Don't shoot unless you have to.