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Screen pictures shown
may be different machine
versions of game.



Escape from the enemies Seabase.
Fuggite dalla Base Marina nemica.
Escapa de los enemigos "Sea Base".
Ontvlucht de vijandelijke Zeebasis.
Flygt fra fjendernes Sobase.
Brechen Sie aus dem feindlichen Seestützpunkt aus.
Echappez-vous des ennemis dans votre
mini sous-marin.
Keyboard Only

AMSTRAD 464
664 6128

SILVER
199
RANGE

AMSTRAD 464/664/6128

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S E A B A S E
D E L T A



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- Raging Beast
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- Helichopper
- Cylu
- Spike
- Shorts Fuse
- Seabase Delta
- Spiky Harold

Amstrad ...

- Wild Bunch
- Shorts Fuse
- Seabase Delta

* Correct at time of printing

SEABASE DELTA

© C. P. TORRANCE & C. LIDDLE
(written with the aid of "The Quill", courtesy of Gilsoft)

THE GAME

You, Ed Lines, the famous reporter have sent the "SUBSUNK" message from the stranded submarine "SEA-LION" only to have it intercepted by enemy agents.

The enemy agents use a mysterious magnetic force to draw the sub into "SEABASE DELTA". You must unravel the secrets held in the base then locate the mini-sub and make good your escape.

LOADING

1. Place the tape in the cassette unit and rewind to the beginning.
2. Hold down CTRL and press the small ENTER key.
3. Press PLAY on the cassette unit.

NOTE: Full loading instructions can be found in your Amstrad Manual.

PLAYING THE GAME

To move around SEABASE DELTA, and perform any actions, you must enter instructions into the computer in the form of Verb/Noun sentences (you will be informed of any consequences of those actions). For example, if you were at a location with an exit to the North, entering GO NORTH (some instructions can be abbreviated to one letter, i.e. N for North) would take you to the new location. During this adventure you will discover various objects which may, or may not, help you.

HEY THERE!!!

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