

## NEPTUNE'S DAUGHTERS

### Description:

Deep beneath the ocean's waves, not far from **NEPTUNE'S PALACE**, dwells the evil Sea Serpent whose staple diet is that of lovely, tasty sea horses! From time to time, the evil Sea Serpent tires of his own slimy company and ventures into **NEPTUNE'S PALACE** to try his luck with the daughters of **NEPTUNE**, the magical, mysterious one. Having lived beneath the waves for centuries, **NEPTUNE** has managed to create a host of beautiful daughters whose only desire is to carry forward the name of **NEPTUNE** into all eternity!

But the evil Sea-Serpent knows that by keeping the daughters captive, he will eventually bring an end to the reign of the magical one. So he seizes the daughters in his slimy embrace and carries them off to his secret lair ... But all is not lost ... our intrepid aquaman, absorbing oxygen through the gills on the side of his neck comes to the rescue (he fancies his chances, as well!) Travelling through underwater caverns and braving the hazards of the deep, he seeks his favourite female with only the aid of his trusty harpoon.

### His mission:

To destroy the deadly **SUCKER PLANTS** to ensure safe passage ...

Do battle with the sinister **OCTOPUS** which seems to live forever ...

Decimate the converging **AMOEBAS** and collect the oxygen as they die ...

Harpoon the **MONSTER CRABS** and carry them forth through the ruins of the lost city to feed the greedy serpent ...

Rescue **NEPTUNE'S DAUGHTER** and lead her back to the safety of the **PALACE** ...

### CONTROL:

**NEPTUNE'S DAUGHTER** is controlled by the joystick in port 1.

**UP, DOWN** and **LEFT, RIGHT** movements control the direction of your aquaman. The button will fire the harpoons, which are unlimited in number. On reaching the **SEA SERPENT'S** lair, once positioned above the flipping tongue of the evil snake, push the button to release the **MONSTER CRAB** to feed the creature ... Feed the creature with 5 **MONSTER CRABS** to put him to sleep, then you will be able to lead his beautiful captive to safety.

### SCORING:

**POINTS** are scored for:

Hitting the **SUCKER PLANTS**

Hitting the **OCTOPUS**

Killing the **AMOEBAS**

Collecting the oxygen bubbles

Killing the crabs

Feeding the crabs to the serpent

Saving unused oxygen

### EXTRA LIVES:

**ONE EXTRA LIFE** is earned on the rescue of each maiden. Play commences with 5 lives, with a maximum of 9 lives possible.