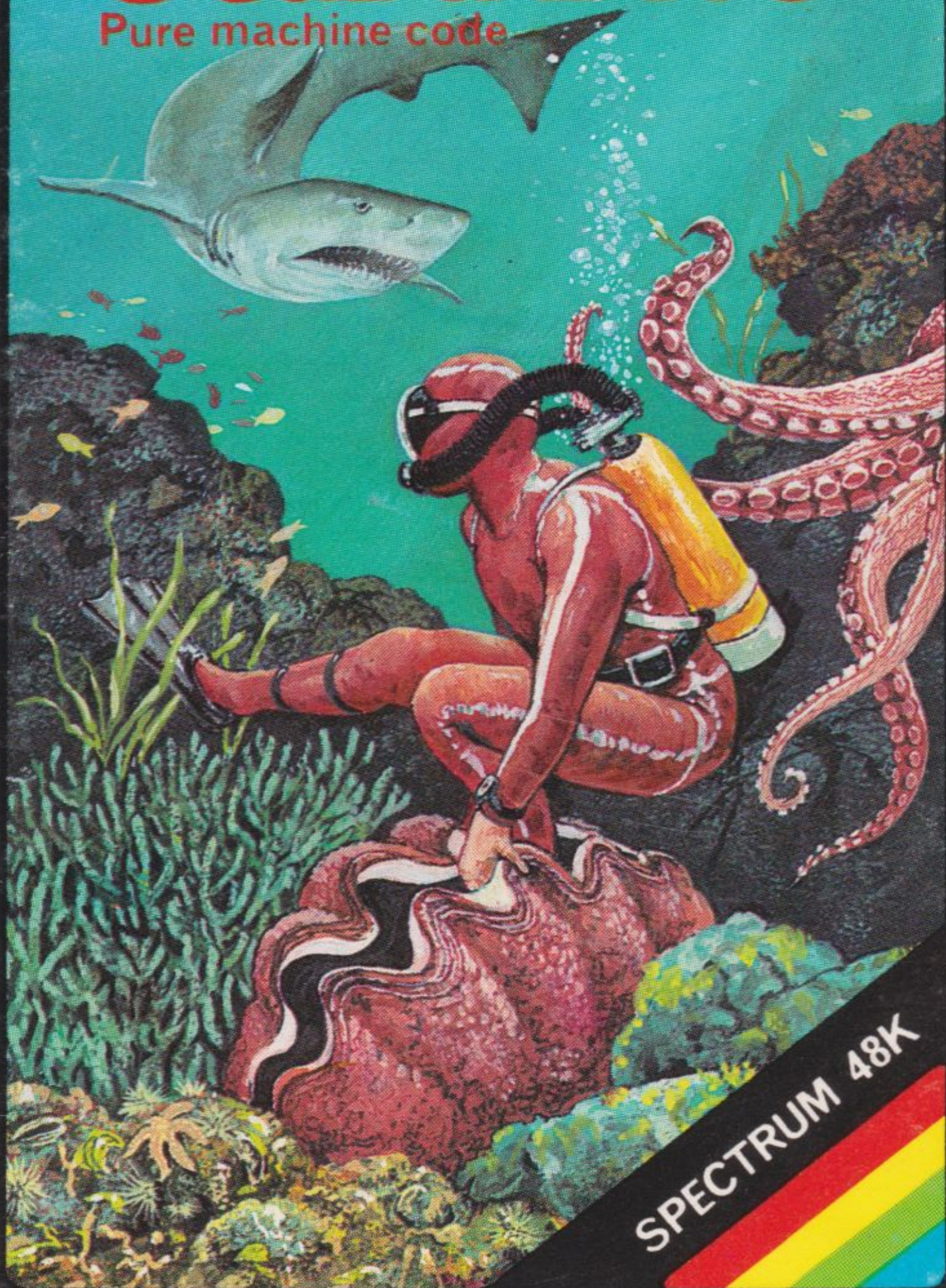


# DURELL SOFTWARE

## Scuba Dive

Pure machine code



SPECTRUM 48K

# SCUBA DIVE

## LOADING INSTRUCTIONS

Place cassette tape in recorder and rewind to beginning of tape. Check that recorder has a clean recording head, that its tone controls are at maximum treble and minimum bass, and that its volume is at threequarters maximum. Check that the joining lead between your Spectrum and cassette recorder is connected to the EAR sockets at both ends. Type the keyword 'LOAD' followed by two sets of inverted commas (press 'SYMBOL SHIFT' and letter 'P' at the same time to get one set of inverted commas). Having typed LOAD " " on your Spectrum press the 'ENTER' key then press the PLAY or START control of the cassette recorder. Wait until the flashing 'LOADING' message stops before pressing keys '1' to '4' to select speed of play, 'K' to define the playing keys, or 'L' to load a previously saved score table.

## PLAYING INSTRUCTIONS

On loading the program you are asked to select the skill level. Skill level '1' is the easiest and level '4' is the most difficult. Also at this stage you may press 'K' to define the playing keys. The keys selected on loading are:-

Z	Rotate anti-clockwise
X	Rotate clockwise
'SPACE'	Move forwards & accelerate to full speed
'Symbol Shift'	Move forwards & decelerate to stop

After pressing 'K' you must press the key you wish to use for each direction, as it appears on your screen. This means that the game can be programmed for use with most joysticks. If the 'L' key is pressed then a previously saved score table can be loaded in the normal way. After the first game 'S' may be pressed to save the score table on the tape.

Having entered the skill level you can begin the game. The screen is divided into two parts, the right side is your status panel and shows the depth of your diver, the amount of oxygen he has, the top score, your score, the score your diver has in his hand, the current skill level, and the number of 'lives' left. The left side shows a view of the sea. At the beginning of the game you will see the boat containing three divers. Start the game by moving the 'move forward' key, after which you may move your diver using the appropriate key as described above. When diving you must avoid all the sea creatures and the boat which will 'kill' you on contact. As you move to the edge of the screen the scene will shift to keep your diver on the screen. When you have found an oyster on the sea bed you must wait until it opens and take the pearl by touching the oyster with your diver. The points you receive for your

pearl will be added to the score and are 'held'. An oyster with the pearl removed will not open again. To climb back on the boat touch the ladder at the back with your diver. When you are on the boat the 'held' score is added to your main score and your oxygen supply is renewed. If while you are diving you accidentally touch a rock you will be knocked unconscious for a few seconds and the diver will drop the pearls and the 'held' score will become zero.

On the sea bed you will find a hollow containing an octopus which you will have to pass to enter the undersea cavern. This cavern contains more sea creatures and at the bottom there are giant clams which contain giant pearls. To obtain these pearls wait until a clam opens then touch the lower segment of the clam with your diver. If the clam closes while you are touching it you will be knocked unconscious for a few seconds. At the bottom of the cavern you will find another hollow containing another octopus which you can pass to enter the undersea caves. The first time you manage to pass the second octopus you will gain an extra 'life'.

In the caves you will find more sea creatures, more giant clams, oxygen cylinders and chests of treasure. If you find an oxygen cylinder you can replenish your oxygen supply by touching it with your diver. There may be up to three chests of treasure in the caves. You can obtain jewels by touching the chests with your diver.

If you manage to collect all the pearls and treasure from the sea then you will get bonus points and a new set of caves, clams and oysters will appear at the next skill level.

## SCORING

	Skill Level			
	1	2	3	4
Oyster Pearls	20	40	60	80
Clam Pearls	50	100	150	200
Treasure chest No.1	250	500	750	1,000
Treasure chest No.2	500	1,000	1,500	2,000
Treasure chest No.3	750	1,500	2,250	3,000
Bonus	2,500	5,000	7,500	10,000
Max. 'held'	250	500	750	1,000

Your diver can 'hold' the max. points shown above before he must return to the boat. When collecting treasure from the chests your held score will be increased to the max. and these points deducted from the content of the chest. When a chest is empty it will stop glowing and will appear a steady yellow colour.