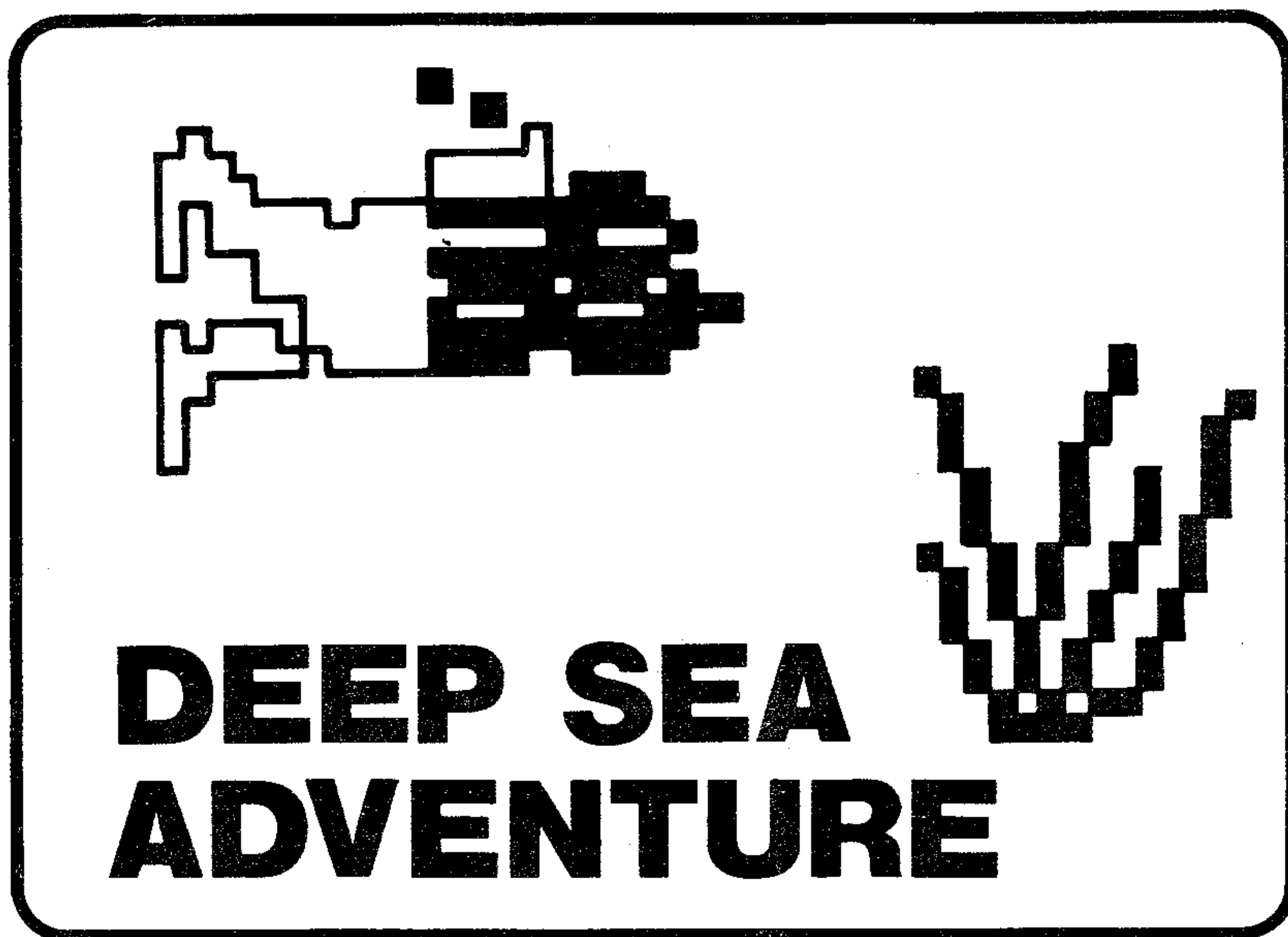




Home Entertainment & Personal Computing System



CARTRIDGE INSTRUCTIONS

Y-1625



Good for you! You've just picked one of the most exciting new video games on the market today:

DICK SMITH WIZZARD'S DEEP SEA ADVENTURE

You are a deep sea diver!

As you explore the sea bottom, thousands of feet under water, evil sea creatures sneak up on you and attack!

Creatures of the deep!

The nastiest creatures of the sea are after you. The Devious Clickaw Crab, a giant armoured beast. The Fanged Ray, a huge demented animal. And the Slip-Slimy Octopus, with eight giant tentacles. All of them are trying to attack you for no reason at all. Just because they are bad and mean.

Undersea radar

Newly developed undersea radar lets you see where the nasty beasts are hiding, so you'll know where to surprise them before they ambush you.

Defend yourself!

Luckily, you have remembered to bring along your Undersea Death Ray, so you can fight back. But remember, you can only shoot in the direction you are travelling. So be prepared to turn around fast.

The pre-dive check

Before you can make a deep sea dive, you have to be prepared. So go through this pre-dive check-list carefully:

- 1) MAIN UNIT ANTENNA CABLE . . . CONNECTED TO TV . . . CHECK!
- 2) MAIN UNIT POWER CORD . . . PLUGGED IN . . . CHECK!
- 3) TV SET . . . PLUGGED IN . . . CHECK!
- 4) MAIN UNIT POWER SWITCH . . . OFF . . . CHECK!
- 5) DEEP SEA ADVENTURE CARTRIDGE . . . INSERTED . . . CHECK!

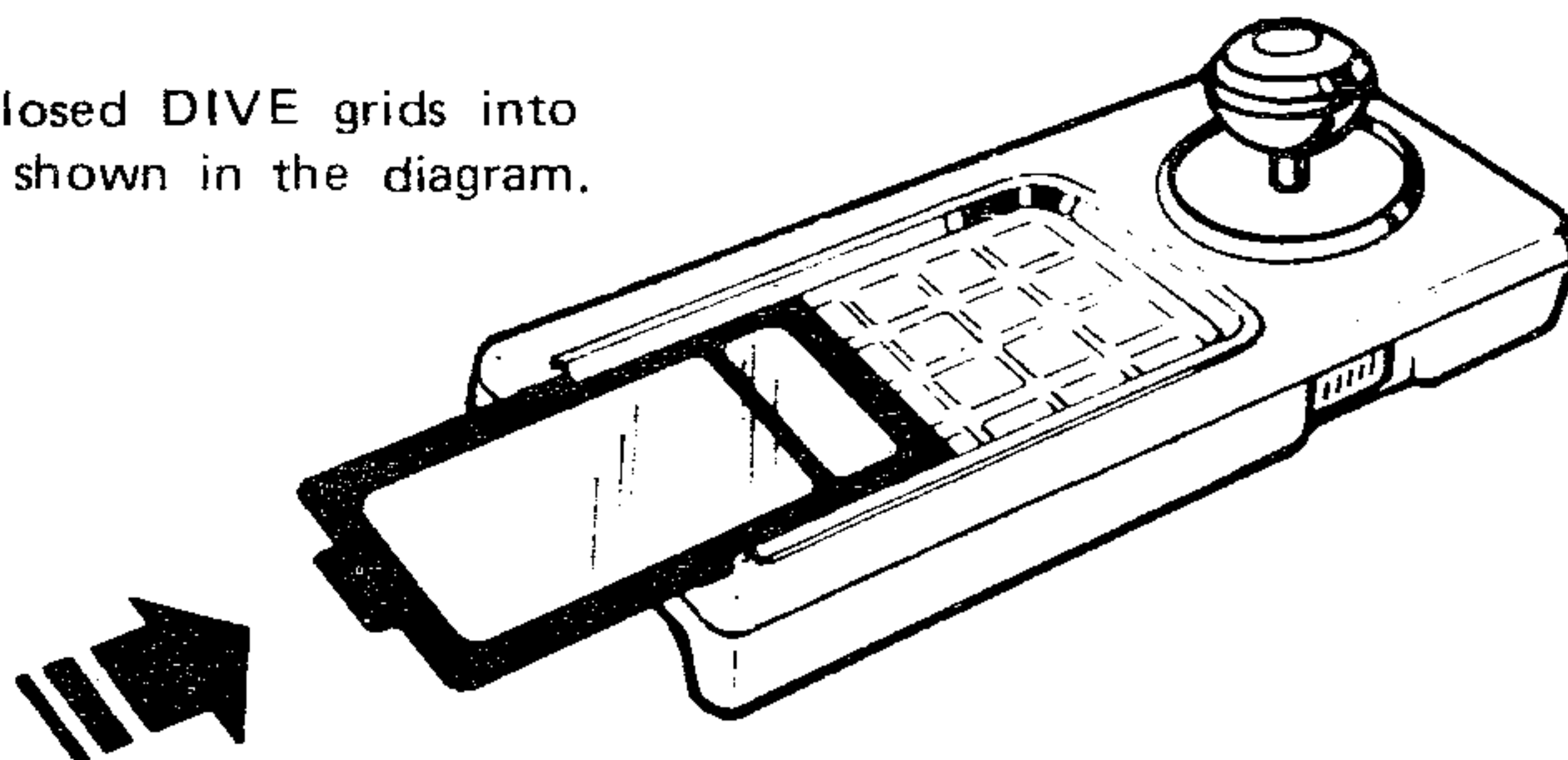
Now you are ready for a deep sea dive.

MOVE MAIN UNIT POWER SWITCH TO . . . ON position.

The sea bottom should appear in your screen in the demonstration mode. If not, adjust the channel tuner of your tv set until it does.

GET READY TO DIVE

- 1) Insert one of the enclosed DIVE grids into each hand control as shown in the diagram.



2) Press RESET button on main unit.

GET SET TO DIVE

Select DIVE PLANS 1-8 by pressing SELECT/FIRE buttons on your hand controls.

DIVE!

Press the START BUTTON on your hand control. Your diver will appear on the screen. Move him up or down, left or right by moving the JOYSTICK on your hand control in the appropriate direction.

FIGHTING BACK

Evil sea beasts will be trying to collide with you and chomp you from the moment you appear. You have to avoid them by moving your diver. Or dispose of them by using your Undersea Death Ray. To shoot simply line up your target in front of you and press the SELECT/FIRE buttons on your hand control. But remember, you must be traveling in the direction you wish to fire.

USING YOUR UNDERSEA RADAR

In the top centre of your screen, you will see a small grid which shows small clusters of dots to one side or the other of the main grid area. These dots represent the horrible terrors of the deep and show you from which direction they will be coming next.

UNDERSEA JUMPS

If you succeed in destroying enough sea creatures to earn 1000 points, you will automatically jump to another part of the sea, in which more terrible sea monsters await you. So don't relax for a minute.

CHOOSING YOUR DIVE PLAN

The dive plan you choose can often make the difference between winning and losing. You have the following 8 Dive Plans to choose from:

DIVE PLAN #1 (1 player)

The evil sea monsters are fast, but cautious. There is only a small scout force of them, looking around.

DIVE PLAN #2 (2 player)

Fast, but still in small numbers, the rotten sea nasties try to sneak up on you. Try to out-shoot the other player while remaining untouched by the sea monsters.

DIVE PLAN #3 (1 Player)

Moving faster, and in even greater numbers, the dirty sea creatures try to overpower you. So be careful.

DIVE PLAN #4 (2 players)

Moving faster, and in larger groups, the no-good sea monsters try to catch you or your friend off guard.

DIVE PLAN #5 (1 player)

Getting worried now, because of your skill, the sea nasties speed up even more, attacking out of nowhere with blinding speed. Now is the time to use your Undersea Radar to best advantage.

DIVE PLAN #6 (2 players)

Lots of sea monsters, moving almost too fast to see threaten you and your friend. The road to success lies in using your Undersea Radar.

DIVE PLAN #7 (1 player)

Even faster now, the sea creatures move like lightning, in a last desperate attempt to get rid of you. Use your Undersea Radar continuously if you want to survive.

DIVE PLAN #8 (2 player)

You'll both need eyes just like a hawk even to see the nasty undersea monsters as they whizz in for the attack. Only the continual use of your Undersea Radar, and lightning quick reflexes can save you here.

SCORING

Each type of Monster is worth a different number of points which will be shown when you manage to shoot one.

Once you have accumulated 1000 points, you have won the battle but not the war. You will be transported instantly, to another area of sea-bed where even more no-good sea creatures lurk in ambush.