Devils of the Deep

A stunning 3-D
graphic adventure
for the 48K Spectrum

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SOFTWARE

DEVILS OF THE DEEP
48K SPECTRUM

As an intrepid underwater explorer, your mission is to explore the Lost City of Atlantis, to locate its treasures, and to bring them safely back to your salvage vessel.

You see yourself on the screen in the shape of a mobile diver. To move about use the cursor keys (5 - 8). You are unable to walk into solid objects or the deep water trenches surrounding the playing area. When you move behind a column, you will disappear from sight, reappearing on the other side.

There are 100 screens, each a separate sector of the sea bed. You will automatically enter the adjacent sector if you move off the sides of the screen. Should you need to move rapidly into the next sector, you can do so by holding down the CAPS SHIFT and using the cursor keys. This extra speed is only available if you are carrying two objects or less. Carrying treasure also makes this extra speed impossible.

FOR FULL INSTRUCTIONS SEE OVERLEAF.

DEVILS OF THE DEEP

LOADING: To load Devils of the Deep enter LOAD "devils" CODE. CODE is obtained by pressing both shift keys until a flashing 'E' appears on the cursor, then pressing CODE which is located on the I key.

During your game you will encounter the Devils of the Deep. These giant electric eels may even hold a clue for you, but first you must destroy them! Killing them isn't easy — they only have one weak spot — between their gnashing jaws! When they appear, your only chance is to manouvre yourself into a position where you are hidden from view behind a column. Your only alternative is to try moving quickly into the next sector as described overleaf. Here there may be more columns to hide behind. The disadvantage is that each time you use this extra speed your strength rating will drop.

There are various objects to help you: Press "p" to pick up, "d" to drop. These items can be found scattered around the sea bed.

Number   Object

1.   Harpoon Gun: Useful for dealing with electric eels, but useless without harpoons. Press "f" to fire. Vanishes after being used 50 times.

2.   Harpoons: For use with the harpoon gun.

3.   Spade: Useful for digging for treasure, but you must first find it first. Vanishes eventually. Press "e" to excavate.

4.   Knife. Handy for cutting seaweed with. Becomes blunt after 10 cuts and vanishes.

5.   Compass: Tells you which direction you are facing. Eventually becomes de-magnetised and vanishes.

You can only hold six objects or less at any one time. In addition to the objects above, you will find sea weed. Eating sea weed will increase your strength by 100 points, up to a maximum of 200. Unfortunately you will need a knife to cut it for eating. It doesn't taste too bad! If you have the knife, press "p" to eat sea weed.

Abandoned oxygen cylinders can also be found on the sea bed. These, if picked up, will increase your air supply by 20 minutes, up to a maximum of 200 minutes.

You may come across giant crabs — treat with extreme caution!

For an inventory of items you are carrying press "i". To fire your harpoon gun press "f". To dig press "e" to excavate using the spade. To pick up an item press "p", to drop an item press "d". You may only drop items in the centre area of the screen. When you press "i" for inventory, the item number will appear on the left of the description, this is used to identify the item you wish to drop. Press "d" followed by the item number. To find your score press "r" for rating. To abandon a game press "q" to quit. Should you want to save the game, press "s" for save and follow the on screeen instructions. To re-load a saved game, press "l".

GOOD LUCK!

Please note: It is important to disconnect any microdrive device before loading this game.

Devils of the Deep

Wander among the ancient columns of the Lost City of Atlantis. Can you discover its secrets and escape with its treasures?