

SCUBA KIDZ

©1988 Andrew Betts

AMSTRAD conversion by Zeit Corp.

THE GAME

One of the evil Sea Lords has kidnapped some of the Kidz and is holding them in an undersea chamber! As the best swimmer, you have been asked to save them. Swim through eight reefs, unlocking the Sea Lord's doors and fighting the fish with your bubble gun. Be careful, as some routes you may take will leave you high and dry!

LOADING

AMSTRAD 64 OWNERS

1. Place the rewind cassette in the cassette unit and press PLAY.
2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664/6128 AND 464 + DISK OWNERS

1. Hold down the SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewind cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

***Note:** Full loading instructions can be found in your Amstrad Manual*

PLAYING THE GAME

Controls:

Q - Left, **W** - Right, **O** - Up, **K** - Down, **P** - Fire
Joysticks are supported

Hints:

The items you can pick up are, AIR TANKS, BUBBLE GUN, DOUBLE BUBBLE, BUBBLE UP'N'DOWN, A CUNNING DISGUISE, KEYS, and FAST FLIPPERS.

You must have an air tank, you must also pick up all the keys, and don't waste any, for you will need all of them! Swimming to the surface (if you can) will replenish your air supply. Parts of the coral can and must be shot to get through them. If the timer runs out, all the doors will open, but you will lose all your keys. Avoid the mines, as you will lose lots of air if they explode. Kill fish, except for the angel fish (the one with the halo!), as touching this will up your air supply. Just before the end of the level, top up with air for your battle with the Nasty Shark - Shoot him several times to kill him, but don't let him bite you!

5 FREE GAMES

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Underwater antics as you dive to rescue your pals.

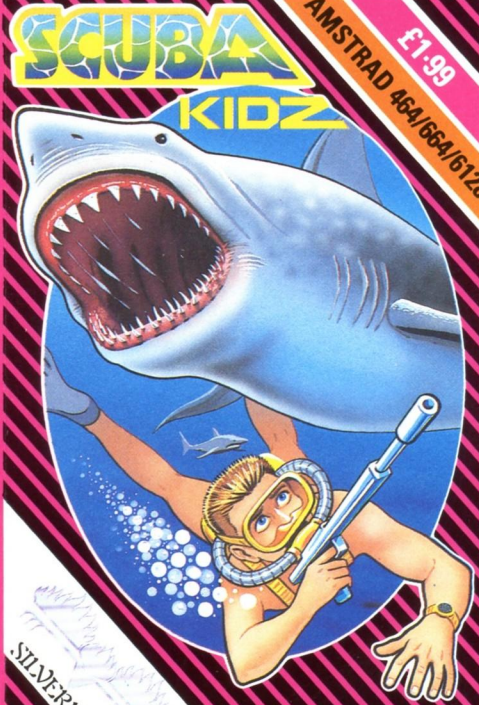
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SCUBA KIDZ

AMSTRAD
464/664/6128



AMSTRAD 464/664/6128
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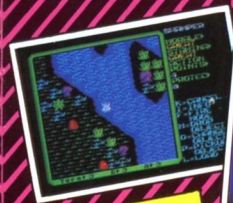
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NIGHT GUNNER



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