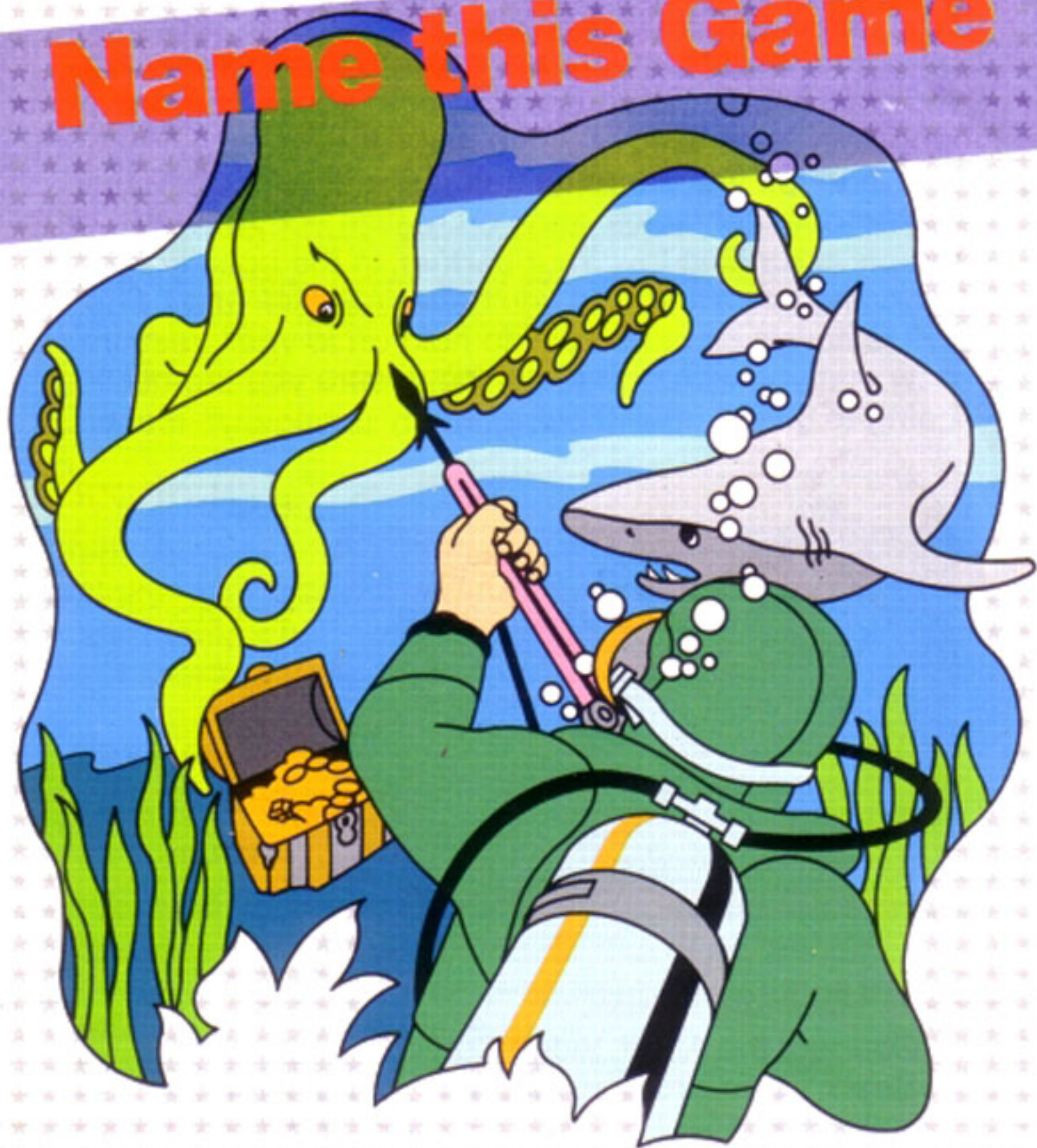


VC1007

Name this Game



U.S. Games Corporation
A Subsidiary of The Quaker Oats Company
1515 Wyatt Drive
Santa Clara, California 95054

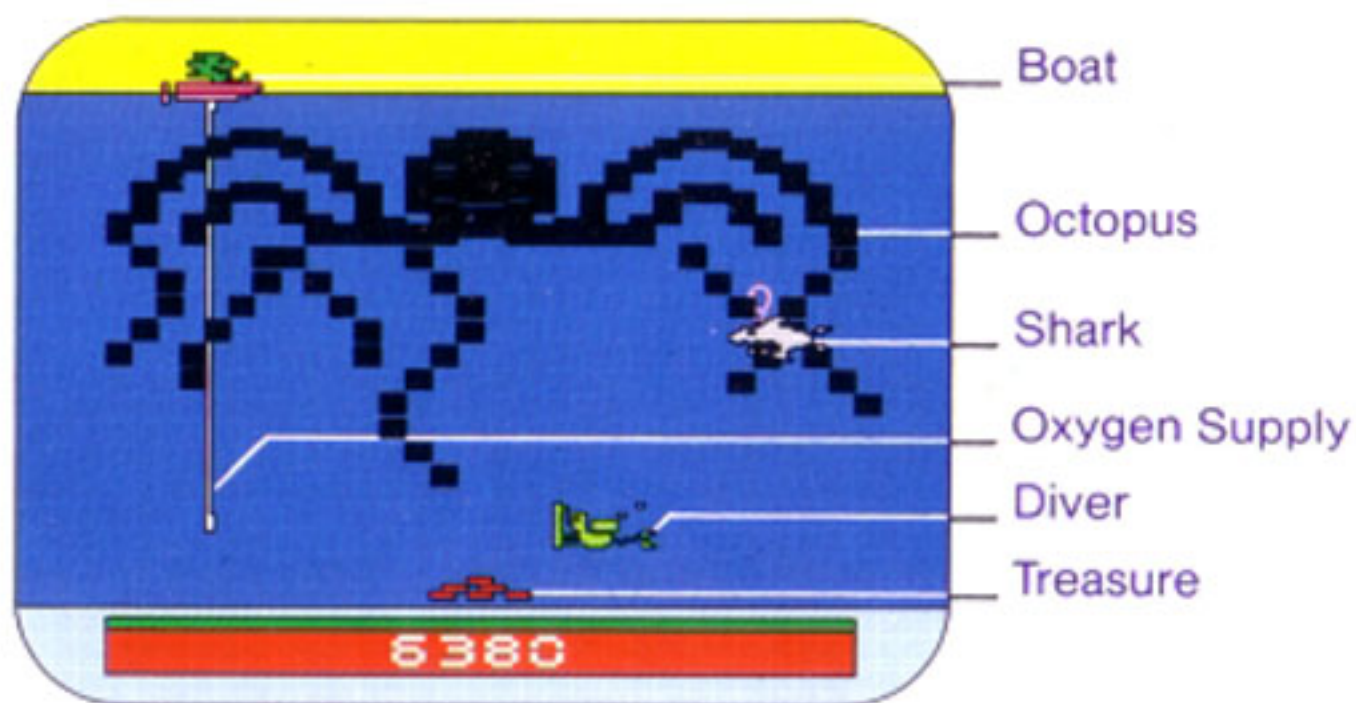
Name This Game

This is a one or two player, full color game designed to be played on the Atari® Video Computer System™ or the Sears Video Arcade®.

You have discovered a long-sought-after buried treasure, and just when you thought your troubles were over, things get really tough! There's a persistent shark who thinks that the treasure belongs to him, and he is after you! As if that were not enough to contend with, there's a big old octopus sitting right above your trove who keeps reaching down to check things out.

There you are, shooting at the shark, fighting off the octopus tentacles, and you realize your oxygen supply is running low. Your partner, in the boat, keeps dropping you a line, and you better run over and fill up.

It is not going to be easy to hold on to your treasure now that you've found it, but we're sure you are not going to give it up without a fight.



Set-Up Instructions:

1. Connect the Atari® Video Computer System™ or Sears Video Arcade® following manufacturer's instructions.
2. Install left joystick for single player, or both joysticks for two player game.
3. Insert the cartridge—making sure the power is **OFF**.
4. Move the POWER switch to **ON**.
5. Select the game of your choice.
6. Difficulty switches: Position A = Normal difficulty
Position B = Greater difficulty

Controls:

- Move joystick right or left to move diver.
- Push fire button to fire at shark or descending tentacle of octopus. Hitting shark will cause him to return to the surface and start again. Hitting the piece of a tentacle closest to you causes that tentacle to retract.
- To get oxygen replenished, just swim under white oxygen line as it moves from the boat above.

Game Variations:

- Game 1** Single player, average skill level.
- Game 2** Two player, average skill level.
- Game 3** Single player, easy skill level.
- Game 4** Two player, easy skill level.
- Game 5** Single player, difficult skill level.
- Game 6** Two player, difficult skill level.

Scoring:

- Hit tentacle = 50 points
- Units of air taken in after tank is full = 10 points
- Hit shark at surface:
 - Level 7 = 10 points
 - Level 6 = 20 points
 - Level 5 = 30 points
 - Level 4 = 40 points
 - Level 3 = 50 points
 - Level 2 = 80 points
- Hit shark at deepest: Level 1 = 100 points
- You lose treasure when you run out of air, are bitten by a shark, or allow a tentacle from the octopus to touch the bottom surface.
- When the treasure is all gone, the game is over.

Playing Hints:

- During the early waves, concentrate on getting as many points as possible. Continuously fire at the descending tentacles while waiting for the shark to swim to deeper levels. (You get more points if he is deeper; but don't wait too long, or you're shark bait!) Keep an eye on your air supply (red bar at bottom

of screen); but at early levels, you can last longer on a recharge.

- Later waves (3-4) require more concentration on imminent dangers; for instance, the sharks are hungrier, and therefore, faster — especially approaching the diver's depth. Tentacles also descend more quickly, and air supply is depleted faster. Try to combine shooting of the tentacles and the shark in the same area of the water. This will save you time in moving about the sea floor.
- The advanced waves are rather frantic and involve concentration on one thing — saving your treasure. For those of you who can't walk and chew gum at the same time, these will prove to be very challenging levels. The most enduring strategy is to attempt shooting at the shark and tentacles at the same time, all the while trying to move with the boat to stay near your air supply line.
- Hang on to your snorkel; more trouble is on the way!

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