SEA DEVIL

astrocade

The game starts with 5 ships. Use joy stick #1 to control your
ship. Pressing any key in the left hand row will allow you to
take an intermission, to resume play press again.

You must destroy the hoard of poachers as quickly as possible
because each bit of food (the white abalone on the bottom) they
get will cost you bonus score at the end of the screen. Beware,
the poachers are releasing under sea mines to destroy you, avoid
them by evasive action. Each contact your craft makes will cost
you 1 ship.

Level 1 pits you against octopi & android divers. For each level
that is cleared a new one will appear and the game speed will in-
crease. Periodically Zardos will put additional kinds of his
creatures in your path.

This occurrs at level 2 with star fish added to the playfield,
level 3 with jelly fish and level 5 with mechanical crabs. At
level 7 Zardos' sub will appear and begin firing cluster bombs
at you.

Additional levels will provide increased speed and more attrac-
tion between you and your opponents.

For a replay squeeze trigger.

Score points:

Octopi - 150 pts.
Divers - 250 pts.
Starfish - 250 pts.
Jellyfish - 500 pts.
Mechanical crabs - 700 pts.
Subs - 1000 pts.
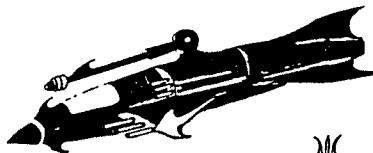
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