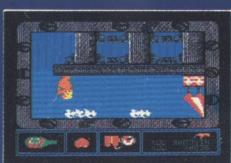
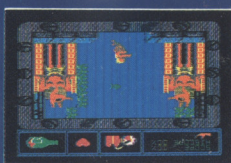


In this arcade comedy a mild-mannered diver Gormless Gordon is set upon by buxom bulging Myrtle, the Mermaid with a face that sank a thousand ships. Thrill to the music, quake at the terrors of the deep, boldly go where no man has gone before, and discover hidden wonders that will make your knees quake and have you reaching for your scuba gear.

COMMODORE 64 SCREENS



CREATED BY SOFT DESIGN
MANUFACTURED IN THE UNITED KINGDOM
FABRIQUE EN GRANDE BRETAGNE
© ELECTRIC DREAMS SOFTWARE 1986
ELECTRIC DREAMS SOFTWARE, 31 CARLTON CRESCENT
SOUTHAMPTON SO1 2EW, TEL (0703) 229694



SOFTWARE
Electric Dreams

UDK-608/IN1

MERMAID MADNESS

MERMAID MADNESS

... have you ever seen
... an arcade adventure in
which the hero
has to drink stout ...?

Zzap 64



COMMODORE 64

Electric Dreams
SOFTWARE

COMING SOON

HIJACK

ON
48K SPECTRUM
COMMODORE 64
CASSETTE & DISC
ALSO AMSTRAD
CASSETTE & DISC

"Head of the Hijack Division seemed like a secure post when I took it but how was I to know that I would have the President on my back, the army screaming at me for resources, politicians queuing up to offer advice, the press crying out for stories and now the FBI and the CIA have moved into the basement."



MERMAID

Programmed by Richard Kay
Graphics by Wayne Blake
Music by Fred Gray
Produced by Richard Chapelle

LOADING INSTRUCTIONS

COMMODORE 64 CASSETTE:-

Press 'SHIFT' and 'RUN/STOP' keys simultaneously and press 'PLAY' on your cassette recorder.

COMMODORE 64 DISC:-

Type LOAD "*", 8, 1 and then press 'RETURN'.

SPECTRUM 48K CASSETTE:-

Type LOAD " " and then press 'ENTER'.

This program supports the Kempston joystick interface or use the following keys:

A = Left

S = Right

· = Down

Space = Collect or Drop Objects. Drink Bottles of Stout.

AMSTRAD/SCHNEIDER CASSETTE:-

CASSETTE BASED COMPUTER (ie CPC-464) - Press 'CTRL' and the small 'ENTER' keys simultaneously.

DISC BASED COMPUTER WITH ADDITIONAL CASSETTE PLAYER (ie CPC-6128)

- Type 'TAPE' and press 'RETURN' then press 'CTRL' and the small 'ENTER' keys simultaneously.

AMSTRAD/SCHNEIDER DISC:-

CASSETTE BASED COMPUTER WITH ADDITIONAL DISC DRIVE (ie CPC-464)

- Type DISC and press 'RETURN' then type RUN "DISC and press 'RETURN'.

DISC BASED COMPUTER (ie CPC-6128)

- Type RUN "DISC and press 'RETURN'.

All programs will RUN automatically after LOADING is complete.

In case of LOADING difficulties please refer to the chapter on LOADING and SAVING programs in your computer's User Manual.

CONTROLS

This program supports the Kempston joystick interface or use the following keys:

A = Left

S = Right

· = Down

Space = Collect or Drop Objects. Drink Bottles of Stout.

GAMEPLAY

Swim Myrtle down to rescue Gormless Gordon. You will need to avoid sea creatures that attack you if you touch them. You will need to drink stout to keep up your energy. There are also some useful objects which will need to be collected and used.

At the top of the screen going from left to right there are:

- 1) Score and High Score. Beneath these the object you are currently carrying is listed.
- 2) Gordons air bottles. The meter is slowly ticking down. You have to rescue Gordon before the needle reaches the red zone.
- 3) Myrtles heart which pulses faster the closer she is to Gordon.
- 4) A bottle of stout which shows how much energy Myrtle has.

SEA DREAMS

"I want a man," cries Myrtle, "a husband, a fellow; someone to eat oysters with while the sun sinks down over the heaving sea." Myrtle watches from the Candy Stall on the pier and consumes another two sticks of rock (simultaneously), she burps and the echoes shake the counter as a wet flip flapping sound flops up to her stall.

The flip flapping is Gormless Gordon, a diver of little repute and even littler brain (you could count his active brain cells

on your fingers and toes). Gordons vacant stare washes across the toothless grin of the ancient Myrtle (112 years old to be exact).

"Good God," shouts Gordon in shocked surprise, for Myrtles comely features (as comely as any 112 year old who spent half her life soaking in salt water and the other half pulling ugly faces in a side show for a living) have struck him to the core and now he is going to be sick. "Oooaaahh, help urgle urgle," gargles Gordon as he tumbles over the end of the pier and into the briny deep.

Myrtles heart swells on seeing Gordon and beats with a ferocity unequalled since the home coming of the troops in 1918 when she wooed the gallant lads with a belly dance she had learned from a squid.

"My love, my dear, my darling," she coos with a voice like a fog horn, you must be mine to have, to hold, to hold and to have until the end of our days. Wait, wait don't be coy I'm coming," and with awhoop she leaps over the Candy counter throwing off her clothes with gay abandon as she charges after Gordon like a romantic hippo after a mate; her golden locks streaming out behind her as she plummets towards the sea, which seems to cringe away from the imminent impact.

On entering the water Myrtles legs metamorphose into a handy fish tale which she uses to propel herself into the rippling depths in search of her hearts desire (the rest of her body is pretty keen on Gordon too). Meanwhile Gordon has remembered that he has to breath bottled air when he is under water and is now secreting himself in a tangle of metal within a wreck.

"Mmmmmmmmmmmnnn," he sings to himself to calm his nerves (the mouth piece inhibiting his pronunciation a little). Calmer now he looks around and finds he cannot move for he has corkscrewed himself clockwise into an anticlockwise tangle and is well and truly trapped. Fortunately Gormless Gordon forgets that he cannot breath under water and settles down for a snooze, waiting for Myrtle to go away, oblivious of the danger he is in. His air supply starts to slip down, bubble by bubble by bubble, Gordons in serious trouble.

Myrtle heads for the rescue powered by bottles of stout fortuitously scattered about the sea bed during an ocean liner wreck (women, children and stout first over the side). With the stout coursing round her blood stream she swims to the bottom and as she nears her man that undefinable magic that is love causes her heart to beat faster.

"I'm coming my dear, do not fear, do not be afraid, I'm not in the tragical history trade. We'll have a happy ending quite soon, if I can get you before I swoon." She swigs at another bottle of the brown nectar while dodging a rock lobster...

In the unlikely event of a faulty product, please return it to the original place of purchase.

ARE YOU THE BRIGHT SPARK WE ARE LOOKING FOR?

If you have written any software in Assembler/Machine Code which is of a high commercial standard then please contact Dave for an informal discussion on Southampton (0703) 229694.

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Cover written by Mark Eyles.

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