

NEPTUNE'S DAUGHTERS

NEPTUNE'S DAUGHTERS

by Mark J. Taylor

Game concept and design: Ralph Frumlin

ENGLISH SOFTWARE'S 1st multi-screen arcade adventure takes you beneath the ocean's waves in search of **NEPTUNE'S DAUGHTERS**, kept captive by the evil Sea Serpent! Unique action and original graphics put you to the **ULTIMATE TEST!**

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INSTRUCTIONS FOR COMMODORE 64 VERSION:

LOADING: Cassette:

Either 1) Type load and **RETURN**.

2) Type load "**NEPTUNE**" **RETURN**.

3) Type **SHIFT** and **RUN/STOP** together.

TO BEGIN: NEPTUNE'S DAUGHTERS is a one player game using joystick port 2. Push button to commence play.

Description:

Deep beneath the ocean's waves, not far from **NEPTUNE'S PALACE**, dwells the evil Sea Serpent whose staple diet is that of lovely, tasty sea horses! From time to time, the evil Sea Serpent tires of his own slimy company and ventures into **NEPTUNE'S PALACE** to try his luck with the daughters of **NEPTUNE**, the magical, mysterious one. Having lived beneath the waves for centuries, **NEPTUNE** has managed to create a host of beautiful daughters whose only desire is to carry forward the name of **NEPTUNE** into all eternity!

But the evil Sea Serpent knows that by keeping the daughters captive, he will eventually bring an end to the reign of the magical one. So he seizes the daughters in his slimy embrace and carries them off to his secret lair ... But all is not lost ... our intrepid aquaman, absorbing oxygen through the gills on the side of his neck comes to the rescue (he fancies his chances, as well!) Travelling through underwater caverns and braving the hazards of the deep, he seeks his favourite female with only the aid of his trusty harpoon.

His mission:

To destroy the deadly **SUCKER PLANTS** to ensure safe passage ...

Do battle with the sinister **OCTOPUS** which seems to live forever ...

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Decimate the converging **AMOEBAS** and collect the oxygen as they die ...
Harpoon the **MONSTER CRABS** and carry them forth through the ruins of the lost city to feed the greedy serpent ...
Rescue **NEPTUNE'S DAUGHTER** and lead her back to the safety of the **PALACE** ...

CONTROL:

NEPTUNE'S DAUGHTER is controlled by the joystick in port 2.

UP, DOWN and **LEFT, RIGHT** movements control the direction of your aquaman. The button will fire the harpoons, which are unlimited in number. On reaching the **SEA SERPENT'S** lair, once positioned above the flipping tongue of the evil snake, push the button to release the **MONSTER CRAB** to feed the creature ... Feed the creature with 5 **MONSTER CRABS** to put him to sleep, then you will be able to lead his beautiful captive to safety.

PROGRESSIVE SKILL LEVELS:

After the successful rescue of your beautiful captive, enter your name in the **NEPTUNE'S DAUGHTERS HALL OF FAME** and proceed once more to seek and rescue the next poor maiden held captive by the evil serpent. Your journey will be tougher, with less oxygen, more deadly attacking creatures ... but the promise of reward and riches beyond imagination spurs you onward and onward.

SCORING:

POINTS are scored for:

Hitting the **SUCKER PLANTS**

Hitting the **OCTOPUS**

Killing the **AMOEBAS**

Collecting the oxygen bubbles

Killing the crabs

Feeding the crabs to the serpent

Saving unused oxygen

FUNCTION KEYS:

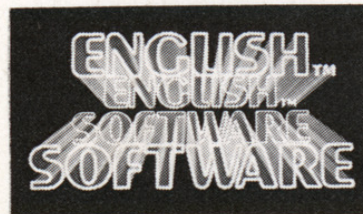
F1 Freezes the action

F7 Re-starts the game

EXTRA LIVES:

ONE EXTRA LIFE is earned on the rescue of each maiden. Play commences with 5 lives, with a maximum of 9 lives possible.

All ENGLISH SOFTWARE programs are sold according to the ENGLISH SOFTWARE terms of trading. Copies of which are available on request.



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