SEA BANDIT™

for Atari® 400/800/1200XL Computer (16K)

by Dick Kalagher

GAME PLAY

You are on a mission to capture lost treasure at the bottom of the ocean. You try to capture as many jewels as possible within a limited time. Besides racing against time, you must avoid the mines that mysteriously rise from the ocean floor. By capturing the mines with your mine sweep you increase your remaining game time. At higher levels you have less time for each game.

The white treasure energizer must break through the waves in order to make contact with the jewels. Each jewel touched by the energizer is worth points. Use the green probe to guide the energizer. The energizer will be destroyed if it hits your mine sweep. You have five energizers per game. A game is over when all five energizers are destroyed, your time runs out, or you capture all 72 jewels. If the probe is hit by a mine it will be destroyed. Each time a probe is destroyed you will get another one until your game time is up.

TO START

Connect a joystick to controller jack #1 on your computer.

Diskette — Turn off your computer and remove all cartridges. Turn on the power to your video monitor and disk drive #1. Wait for the red "drive busy" light to turn off. Insert the diskette and close the drive door. Now turn on the computer.

Cassette — Turn off your computer and remove all cartridges. Insert the cassette into your tape player and press PLAY. (Note: rewind tape if previously played.) Hold down the START key (on computer) and turn on your computer. When you hear the "buzzer" press RETURN.

SELECT	skill level
START or joystick button	begin game

Joystick Control

To move the probe up, down, left, or right to guide the energizer, move the joystick in the corresponding directions. To move the red mine sweep back and forth across the top of the screen to capture mines, hold down the fire button while pushing the joystick to the right or left.

Other Keys

ESC	pause game. Press any key to resume play.
SYSTEM RESET	abort game, return to title page

SCORING

jewel	100
mine	3 seconds of time

BONUS — upon capturing all 72 jewels before time is up:

each wave left	500
each second remaining on time clock	50

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