

ocean

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PLOTTING

It all seems so easy, but can you beat the micro or your partner, at this hideously mind boggling game. Special blocks will give you extra lives... GREAT!...but believe me, you'll need to take every advantage of this software's hardware! Plot your move, take aim and block 'em out!... It's that simple... as simple as grilling ice cubes!

LOADING

SPECTRUM CASSETTE

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum+ then load as follows:- Type "LOAD"" (ENTER). (Note there is no space between the quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.



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SPECTRUM

48 / 128 / +2 / +3

CONTROLS

The game may be controlled by Keyboard, Sinclair or Kempston Joysticks.

Usual joystick options for moving the player UP and DOWN. Press fire button to throw your block.

KEYBOARD CONTROLS:

Second row to move up

Third row to go down

Bottom row to fire block

5 - pause

Q - quit (whilst game is paused)

1 - All sound off

2 - All sound on

3 - Tune only

4 - Fx only

PLEASE NOTE THERE ARE NO MUSIC OR SOUND EFFECTS IN THE 48K VERSION.

GAMEPLAY

The object of the game is to reduce the number of blocks on screen to less than a target number within a preset time limit. This target number starts at nine, and will decrease as you progress through the different levels.

A block can be eliminated by hitting it with the same type of block, either from the front or from above. When you eliminate a block, the next block in the same direction will

be thrown out. If you hit a line of the same type of block, then all those blocks will be eliminated. When the game starts, you will have a 'Zapper' block. This allows you to eliminate any type of block.

DIFFERENT BLOCKS



RED BLOCK



GREEN BLOCK



BLACK BLOCK



BLUE BLOCK

SPECIAL BLOCKS



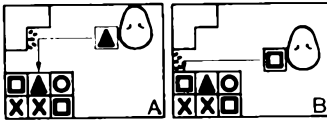
OBSTRUCT PIPE - This pipe can be passed through from the top, but not the side.



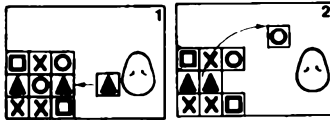
'ZAPPER' BLOCK - This eliminates any other block.

HOW TO ELIMINATE BLOCKS

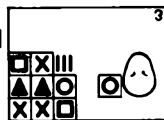
(a) To eliminate a block you must hit it with the same type of block from the side or from above, as shown in pictures A, B, and 1.



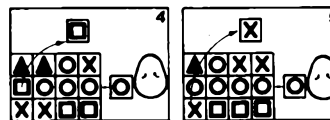
(b) The block you hit will be eliminated, and the block you have thrown will replace the next block in the row, which will be thrown back to you, as indicated in pictures 1 and 2.



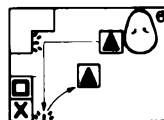
(c) If there is a gap below a block, then gravity will pull the block down into the hole (Picture 3).



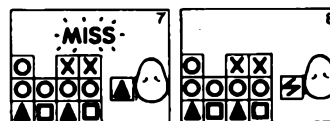
(d) If you hit a line of the same type of blocks, then all of those blocks will be eliminated, as seen in pictures 4 and 5.



(e) If you throw a block and miss, or hit a different type, then the block you have thrown will be returned. (Picture 6)

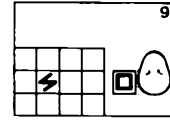


(f) If there are no blocks to hit of the same type that you are throwing then

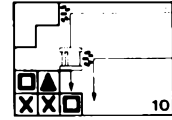


you will lose one life, and you will be given a 'zapper' block, as in pictures 7 and 8.

(g) In some of the stages you will find the 'zapper' block in between the normal blocks. If you hit it, then you will gain an extra life (Picture 9).



(h) A block can only pass through a pipe from the top. It will act as a wall if it is hit from the side, and deflect the moving block down (Picture 10).



SCORING

One Block eliminated - 100 points

Two Blocks eliminated at the same time - 400 points

Three Blocks eliminated at the same time - 900 points

Four Blocks eliminated at the same time - 1600 points

Five Blocks eliminated at the same time - 2500 points

Bonus Points

For each block under the clear condition - 1000 points.

You can gain an extra life every 1500 points.

HINTS AND TIPS

1. Plan your moves carefully.
2. Try to build up as many sets of the same block as possible.
3. Use the freeplay blocks wisely.
4. Try to learn the block formations to help you progress further each time.

PLOTTING

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If for any reason you have difficulty in running the program you may contact our Ocean Helpline direct by telephoning 0626 332533. However if you believe that the product is defective, please return it direct to: Mr. Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS. Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does affect your statutory rights.

CREDITS

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