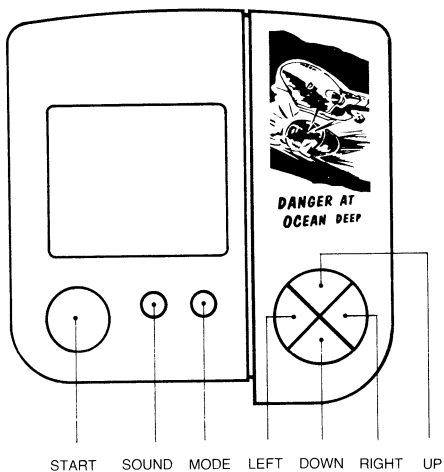# DANGER AT OCEAN DEEP

START   SOUND   MODE   LEFT   DOWN   RIGHT   UP

SOUND EFFECTS: You may choose between having sound effects or not by pressing the 'SOUND' button at Game Start mode...symbol will light up if sound effects are selected.

LEVELS   : With 2 selective levels.

BATTERY   : Require one button cell. Your game has one free battery included. Please ask an adult to change the battery when it needs replacing.

GAME PLAY

- To enter the Game mode from demonstration mode press 'MODE' button once.

- Press 'MODE' button twice to enter Super Game.

- Press 'START' button to start the game.

- The screen is divided into 7 rows with different references and challenges:

    * ROW 1 Start position   BACKGROUND: Dook of a
    * ROW 2 Explosive area   cargo ship
    * ROW 3 Chemical cloud area
    * ROW 4 Safe area   BACKGROUND: Sea
    * ROW 5 Thunderbird 1 for direction
    * ROW 6 Thunderbird 3 for direction
    * ROW 7 Island with 4 landing positions   BACKGROUND: Island

- The object of this game is to control Thunderbird 2 to rescue and land 4 crew members in sequence from left to right onto the 4 landing positions.

SCORING

- Once the score exceeds 1000 points extra obstacles appear on screen; explosions on ROW 2 and chemical clouds on ROW 3. Avoid touching these when they appear. Each time you do touch them you will register one MISS.

- Next to the deck of cargo ship, there is a safe area (ROW 4) where Thunderbird 2 is free from danger. You should control Thunderbird 2 to cross the sea by following the flight of Thunderbird 1 and Thunderbird 3 which fly at Row 5 and Row 6 respectively. Press the 'UP' button when one appears at the top of Thunderbird 2. Fail to catch these two Thunderbirds and you will drop into the sea and one miss will be registered.

- Land the crew member on the island (from ROW 6 to ROW 7) in sequence from left to right onto the 4 landing position.

- Each rescue must be finished within a time limit. If a member of the crew is landed within the given time, bonus points will be added. Otherwise, one MISS will also be registered.

- The game will be over if 3 misses are registered.

- After all the crew members captains have been landed, a stage bonus will be added. A new stage, with shorter given time and faster speed, will be started with all the landing position cleared.

- Scoring scheme
    * Land a member of the crew - Gain 200 points
    * Time bonus   - Time left x 10 points
    * Stage bonus   - 1,000 points

(Maximum score - 29,990 points)

Enjoy your game and try one of the other exciting Thunderbirds LCD games from Grandstand.

Brink of Disaster
Pit of Peril
Danger at Ocean Deep
Blast into Outer Space