

Surfer's Paradise

but **Danger** below!



VIDEO GAME INSTRUCTIONS

PLAYING

To start the game press the button on the joystick (or the game start switch on the console). By moving the joystick as shown, try to keep the surfer as close to the top of the wave as possible.

Shark Attack — At various times the shark will swim towards the surfer. Just before the shark comes in contact with the surfer, press the button on the joystick to jump the surfer over the shark. He will then go away (for a while). If the shark strikes the surfer, the surfer will be thrown into the water and the TV picture will change to an underwater scene.

When the surfer is underwater you must move the figure through the sunken galleon while avoiding an attacking octopus and position the figure close to the surfboard which is floating and moving on the water on the top right side of the scene. Beware of the jellyfish that is located under the surfboard. If the figure comes in contact with any underwater creature you will lose a turn. The number of turns you have left is the number at the right of the score which becomes active once the game starts. You can also lose a turn by being underwater too long. If you lose a turn while underwater, or you successfully return to the surfboard, the surfer will then appear riding the wave again. There are two different shaped ships under the water. Their shapes will change every other time the surfer enters the water.

SCORING

The scoring timer will cycle only when the surfer is riding the wave. The higher the number, the more skillful the player.

Bonus – You will receive an extra turn for every 1,000 points scored.

Proficiency Ratings:

Scoring	Rating
1,500	poor
2,500	good
3,000	excellent
3,500	great

HELPFUL HINTS

The wave and underwater creatures will move faster as your score increases.

When underwater you may find it easier to enter and go through the sunken ship by waiting at the ship's entrance until the first octopus leaves the ship. Be careful – the surfer can only stay underwater for a limited time.

Have fun, good luck and look for other challenging VIDEO GEMS games.

WARRANTY

In lieu of any other expressed warranty by distributors or retailers Video Gems warrants to the original consumer purchaser of this Video Gems game cartridge that it will be free from defects in materials and workmanship for 90 days from the date of purchase. If this cartridge is discovered to be defective within the warranty period, Video Gems, at its option, will repair or replace this cartridge free of charge, upon receipt of the cartridge, postage prepaid, with proof of date of purchase, at the following location:

VIDEO GEMS:

G.P.O. Box 13014, Hong Kong.

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through, or the cartridge shows signs of, misuse, excessive wear, modifications, or tampering.

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**Surfer's
Paradise**

Surf Magazine Series 1



**3000 Points
Qualified**

**Surfer's
Paradise**

Surf Magazine Series 1



**5000 Points
Qualified**

GAME SCENARIO

Surf's Up and you're ready to go. But wait there's a Shark warning. The only thing to do is jump each time the Shark makes his move. Not easy when you're riding on top of a wild, pulsating wave. Any mistake and into the water you go.

Under the thundering surf you find an old sunken Galleon between you and your surfboard. You only have a few seconds of air to negotiate the distance. The Galleon is protected by a fast moving Octopus. The walls of the Galleon can change shape and just in case you're not too busy, there's a Jellyfish standing guard by your surfboard. Make it back on time and get another ride on the Wild Surf.

The action gets faster and faster. You test every skill you know plus invent a few new ones, but ride the Wild Surf you will

SETTING UP

Always insert cartridge with console power off.

Securely connect left joystick. Hold joystick with "Jump" ("Fire") button on your upper left hand corner as shown.

When power to the game console is turned on, the first scene of the game will be displayed on the TV screen. Two numbers will appear on the upper left hand corner. The left number, which will be zero at the start of play, is the scoring clock. As long as the surfer is successfully riding the wave, this number will increase. The right number,

which starts at one, tells the player which game level will be played.

Game Select Switch

The player can select any one of four starting levels by depressing game select switch. If the game select switch is depressed and held down, the level selection will cycle automatically. The higher the level, the more difficult the game.

Left Difficulty Switch

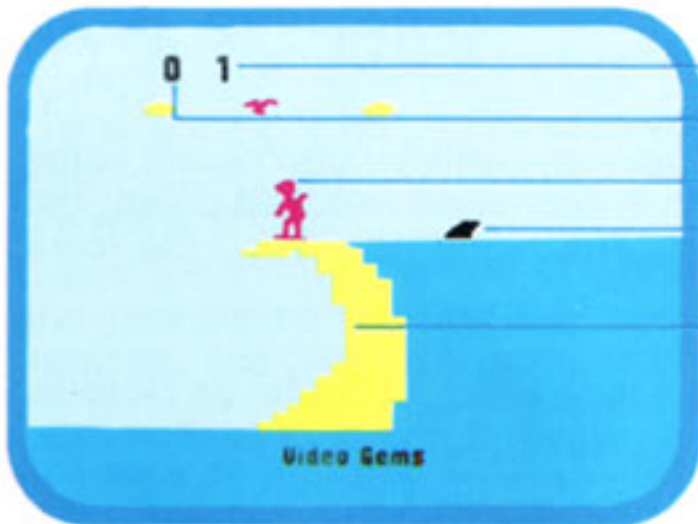
The object of the first part of the game is to keep the surfer as close as possible to the top (crest) of the moving wave. Some error is allowable. With the left difficulty switch in the "A" (or novice) position, this error is greater than in the "B" (or expert) position so the game is easier in the "A" position.

Right Difficulty Switch

The game is normally played in the "A" (or novice) position. In the "B" (or expert) position the shape of the ship will change while the surfer is underwater. Be careful for this is very tricky and difficult to get through successfully.

TV Type Switch

This switch can be used to stop the game (time out) at any time by placing it in the B-W (black and white) position. To continue game play return the switch to the color position. (The game will always play in color on a color TV set)



Difficulty Level

Score

Surfer

Shark

Wild Wave

Figure to upper
part of screen

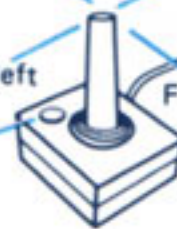
Figure to right

Figure to left

To TV

Jump

Figure to bottom
of screen



Lives Left

Score

Jellyfish

Octopus

Surfer

Left Difficulty

Right Difficulty

TV Type

Game Select



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