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DATA AGE



## *Deep Sea Survival Basics*



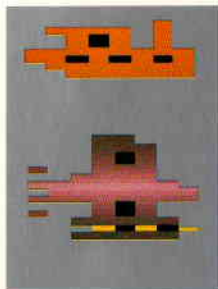
In a mysterious body of water near the Atlantic Seacoast, known as the Bermuda Triangle, an unusual number of planes and ships have vanished under very bizarre circumstances. To this day the Bermuda Triangle remains an unsolved mystery . . . or is it?

In your mini-sub you discover a spectacular city at the bottom of the ocean. Its machinery still churns, yet there are no signs of intelligent life. Suddenly you spot several odd looking artifacts. Could they hold the key to the Bermuda Triangle mystery? Maybe. But one thing is certain, they must be extremely val-

***A Data Age™ Video Game.***

uable. But watch out! From out of nowhere, deadly laser beams rip past your vessel. Survive them and you will still have to face giant squid, man-eating sharks, explosive mines and aquatic drones, all determined to prevent you from removing these treasures.

**Deep Sea Expedition Objectives** You must guide your mini-sub to the mysterious underwater city and collect as many priceless artifacts as you can, then deliver them to your research ship waiting on the surface before your mini-sub is destroyed.



### Research Ship

Your research ship is counting on you to deliver the valuable treasures from the bottom of the ocean.

### Mini-Sub

An advanced one-man submarine equipped with a special energy pod which can release a powerful tractor beam on command. With this tractor beam you can capture the undersea treasures.

## Valuable Artifacts



### Tachyon Modulator Unit

These appear to be some form of communication device, yet at this time it is only a guess. They may be found at several locations within the underwater city.

### Water Dissociation Module

These are also scattered about the city and were apparently used at one time to separate water into hydrogen and oxygen gas. The gasses in turn were most likely directed to fuel cells to generate electricity.

### Korbinian Cube

Although these strange objects can be found throughout the city, their purpose is still a mystery.

## Objects to Avoid



### Giant Squid

These creatures thrive in the warm waters above the city. Contact them and you will be temporarily immobilized and you will lose the valuables you have just collected.

### Man-Eating Shark

Contact with a shark will also result in temporary immobilization and loss of valuable cargo.

### Aquatic Drones

Remote controlled saucer-shaped objects that patrol the underwater city. To save your cargo, you must also avoid these objects.

### Explosive Mines

Armed with sensitive contact fuses, these devices must be avoided at all cost. Contact one of these and your mini-sub will be vaporized.

### Bermuda Bomb

This device can only be found within the city. Its purpose is still unknown but don't try to pick it up. It is equipped with an anti-tamper fuse that will trigger an explosion if disturbed.

### Enemy Ship

On the surface is an unidentified enemy ship that will steal your cargo and destroy your mini-sub if you get too close.



## ***How to Plan Your Bermuda Triangle Expedition***

1. Hook up your video game system according to the manufacturer's instructions.
2. With game console power OFF, firmly plug in your BERMUDA TRIANGLE™ game cartridge.
3. Turn game console power ON. If no picture appears, check to make sure your game unit is hooked up correctly to your TV, then try steps 1-3 again.
4. Adjust the "Brightness" control on your TV for best contrast.
5. Plug your joystick controllers into the left receptacle of your game console. For two players, use both joystick controllers. Player 1 uses the left controller and Player 2 uses the right controller.
6. Select the game variation you want by depressing the "Game Select" switch on your game console. There are 4 variations of Bermuda Triangle:  
Game 1—Single player, laser beam comes into play after 10,000 points.  
Game 2—Two players, laser beam comes into play after 10,000 points.  
Game 3—Single player, laser beam comes into play at beginning of game.  
Game 4—Two players, laser beam comes into play at beginning of game.
7. Select the level of difficulty for one or two players by positioning the **left** difficulty switch to "B" for beginners or "A" for advanced. Note: The **right** difficulty switch will have no effect.
8. Depress the reset switch then press the red fire control button to start game play.
9. When a player loses a mini-sub, his turn will be over. To launch a second mini-sub, press the red Fire Control Button on your joystick. If there are two players, Player Two must press the red Fire Control Button on his joystick controller to start his turn. Once Player Two's turn is over, Player One must press the red Fire Control Button to start his second turn; and so on.
10. Once the player loses all three of his mini-sub, the game will be over. Push down the "RESET" switch to start a new game.





## Scoring



Use your joystick controller to propel your mini-sub through the treacherous waters of the Bermuda Triangle, then use your fire control button to launch your rocket powered projectiles at the dangerous obstacles in your path.

Score **50 points** every time you knock out a killer shark, giant squid or aquatic drone. Each time you destroy an explosive mine you will score **200 points**.

You will score a special bonus of **600 points** each time you collect an artifact from the underwater city and deliver it to your research vessel. To accomplish this, you must first take your mini-sub to the maximum depth (as far as it will descend on your TV screen). Attempting to descend further will release a powerful tractor beam, shown as a column of light, from the mini-sub's energy pod. At the same time you will hear a deep bass tone. You must use this tractor beam to collect the valuable artifacts. A rapid series of tones will let you know that the cargo is in your possession.

Now you must deliver your valuable cargo to the research ship waiting on the surface. Hit any obstacle on the way up and you will not only lose your cargo but also **100 points** will be deducted from your score. If you make your delivery, the research ship will blink twice indicating that it has received the cargo, however, you will receive the 600 points only after the research ship safely crosses the screen.

For each 10,000 points you have scored, you will gain an additional mini-sub. The maximum number of mini-sub's a player may have at any given time is 3.

### ***Additional Undersea Dive Strategies***

Since the obstacles in Bermuda Triangle can attack from both directions, you should avoid the extreme right or left sides of the screen. This will give you more time to respond.

In game #1 or #2, when you reach a score of 10,000 points, an intrusion detection system will activate and the underwater city will become ablaze with multicolored lights. At the same time the city's laser defense system will turn on and an occasional laser beam will vaporize one of the ships that wait on the surface. If you happen to be in the laser's path you will also be destroyed.

To reduce your chances of getting hit by the laser, you should avoid being directly below any of the surface ships.