SLAY THE NEREIS™

CAT. NO.
26-3086

Radio Shack TRS-80 COLOR COMPUTER™

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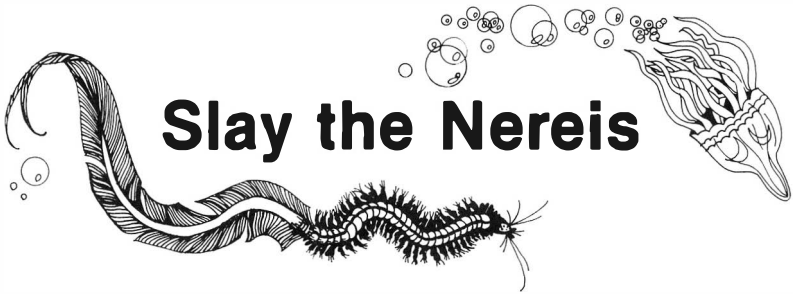

Slay the Nereis

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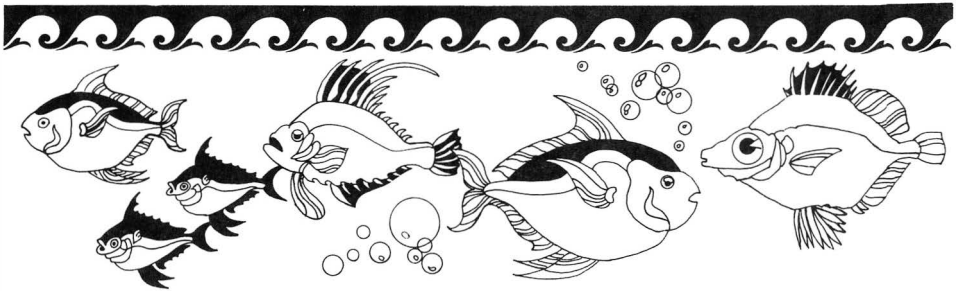


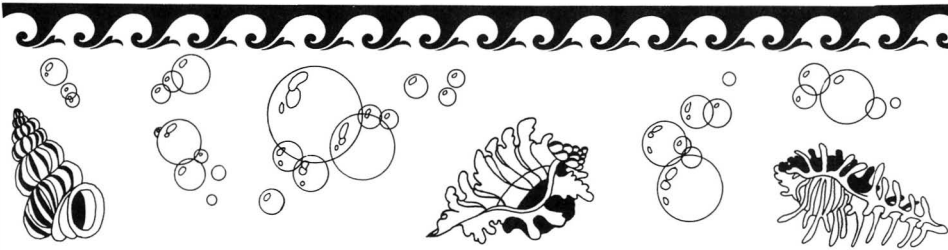
Introduction

You are the commander in charge of three mini-subs. During your mission, you soon discover that the area you were sent to scout is a dangerous one, teeming with several innocent-looking creatures—schools of fish, manta rays, starfish, jellyfish, and an occasional "Nereis," a marine creature which excretes a paralyzing poison. In addition to these native aquatic creatures, there is an enemy navy destroyer which fires depth charges with your submarine as its target.

It is difficult to maneuver in these murky waters filled with gaseous bubbles. You and your crew must use all your skills to navigate the mini-subs around these bubbles and learn how to effectively fire the missiles. The one and only fact you must never forget is to destroy or be destroyed.

Required Equipment

- Standard Television (Color Recommended)
- Color Computer equipped with at least 16K memory
- Joysticks



Setting Up

First, make sure that the right joystick is properly connected to the computer. Turn on the TV and turn the volume up slightly. Make sure that the Color Computer is turned off before you insert or remove the program pak. Insert the "Slay the Nereis" Program Pak™ with the label side up in the slot on the right side of the computer.

You have a choice of three background colors for the ocean: black, buff, or green. Simply turn on the computer for a black background. Hold down the (CLEAR) key while turning on the computer for a buff background. For a green background, hold down the (SHIFT) key while turning on the computer. After you turn on the computer, the title screen appears.

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SLAY THE NEREIS
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WHAT'S YOUR NAME?
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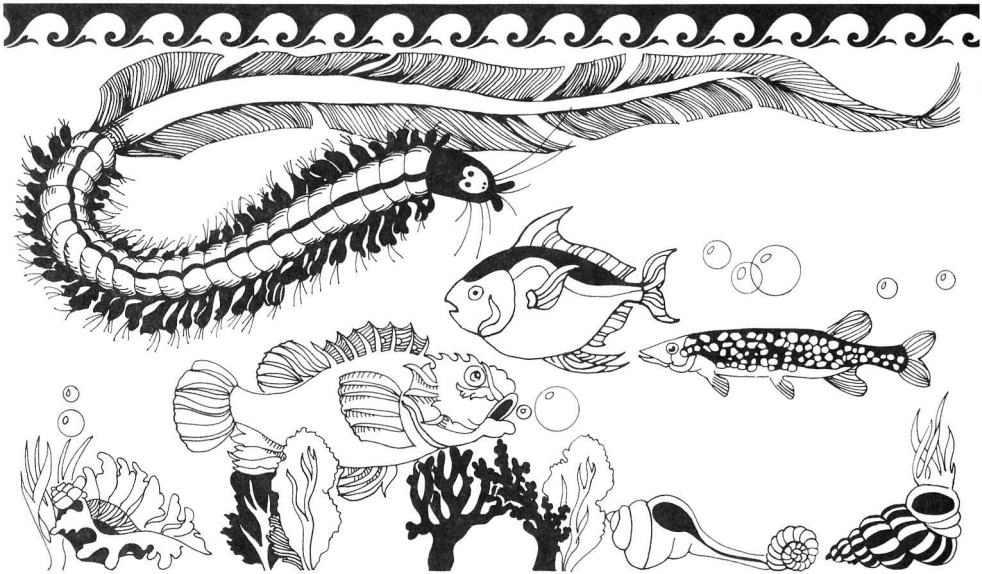
Type your name (up to 14 letters) and press (ENTER). If you use 14 letters, the next prompt appears automatically without pressing (ENTER).



Next the screen shows:

ENTER SKILL LEVEL (Ø – 15)

Level Ø is the easiest while Level 15 is the hardest. At Level Ø, the pace of the game is the slowest, and it is much easier to hit the fish, manta rays, and other targets. You may want to start at Level Ø and gradually work up to Level 15 after you have become experienced with the joystick.

Type the number of the skill level at which you want to play and press ENTER. (You do not have to press ENTER for Levels 1Ø – 15.)

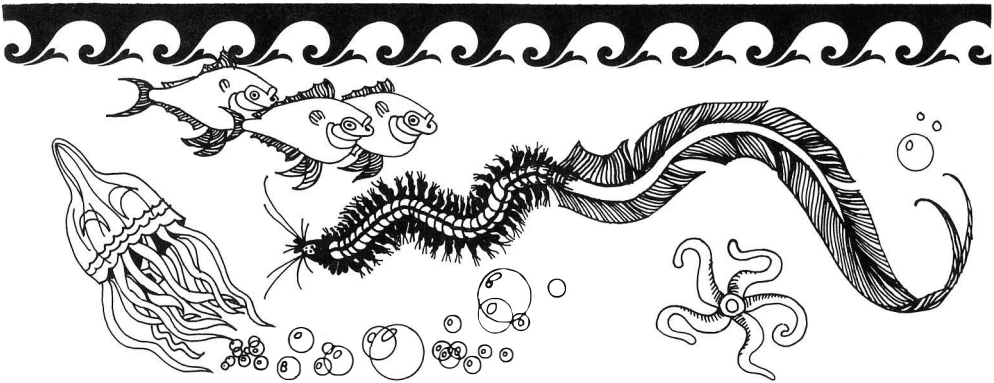
Maneuvering the Mini-Subs and Firing Missiles

After you enter the skill level, you are taken to your mini-sub which is underwater and near the bottom of the ocean floor. In the upper left corner, you see two reserve mini-subs above the surface of the water. These reserve subs are called into action one at a time when the submarine you are currently commanding is destroyed. (The game is over when all submarines have been destroyed.)

Note: After you lose a submarine and return to the ocean (after the scoreboard has been displayed), you can hold down the BREAK key to stop all action. To resume play, hold down the SHIFT key and then press CLEAR. This can be done only one time per sub.

The ocean is full of bubbles. Although these bubbles are harmless, you must maneuver the sub around them by using the joystick. Hold the joystick with the red fire button farthest away from you. Then, move the joystick in the direction you want to go—up, down, left, or right.

To shoot an object, use the joystick to move the sub under the object and then press the red fire button to discharge a missile. The fire button makes a shooting noise when pressed. (Any object except a bubble can destroy a sub if you do not hit it first or stay out of its way.) If you destroy a bubble, you receive one point. It takes between two and four shots depending on the location of the bubble. There are some hidden plants on the ocean floor that release new bubbles from time to time.

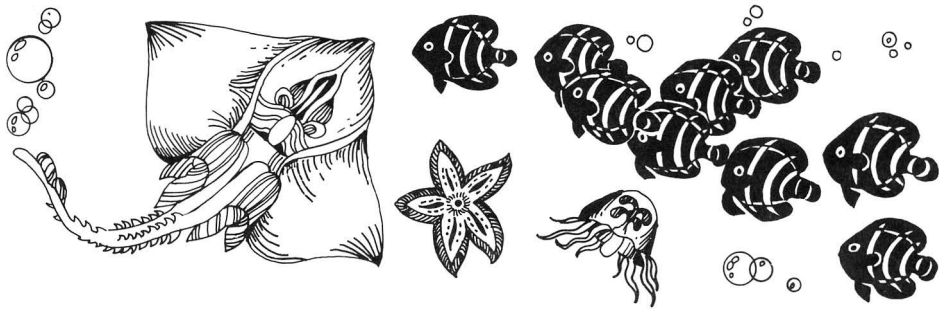


The Creatures of the Sea

A school of fish swims through the water back and forth across the screen and from the surface to the bottom. When a fish strikes a bubble, it reverses direction and once a fish reaches the ocean floor, it works its way partially up the screen.

When you hit a school of fish, it breaks up into two or more groups. You receive 10 points the first time you hit a fish and then the fish surfaces to the top of the ocean. The second time you hit a fish you receive 50 points and the fish is destroyed. If you shoot all the fish on the screen, a new school of fish appears at the top of the screen.

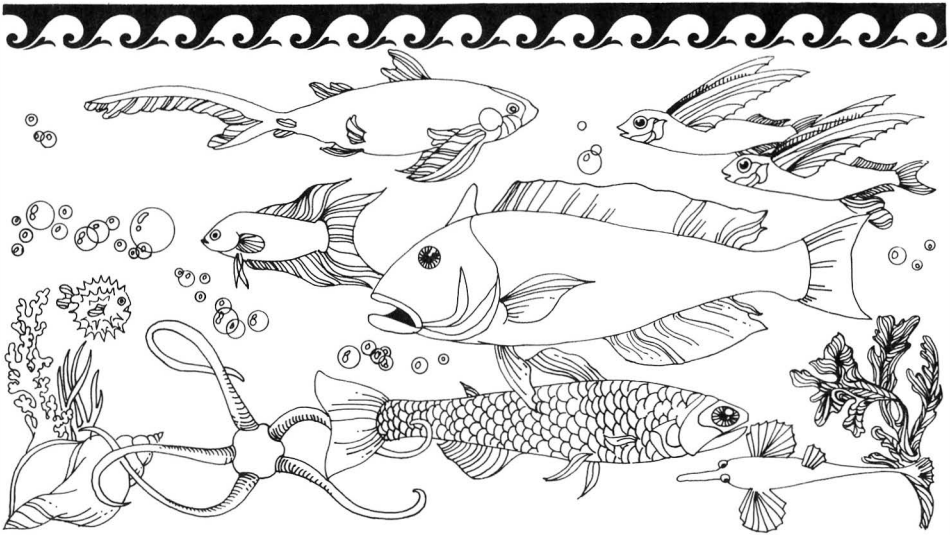
Occasionally, a depth charge sinks straight from the top of the screen to the bottom and leaves a trail of new bubbles in its wake. Remember—a depth charge can explode your sub, so either destroy it first or stay out of its way. You receive 100 points for destroying a depth charge.



Starfish, manta rays, and jellyfish bounce on the ocean floor moving across the screen. (When one of these creatures reaches a side of the screen, it disappears temporarily but then reappears at a different place in a few seconds.) Since bubbles do not block a starfish, manta ray, or jellyfish, you can't hide behind a bubble to avoid them. If you kill one of these ocean-floor creatures, you receive 100 - 800 points. The closer the creatures is when you kill it, the more points you receive.

The last mysterious sea creature which you may see is the dreaded Nereis. It is readily distinguished from the other creatures not only by its appearance but also by the unique sound it makes. Be on the lookout for the crafty Nereis for it may appear and disappear at any moment. You receive 500 points for each Nereis you kill.

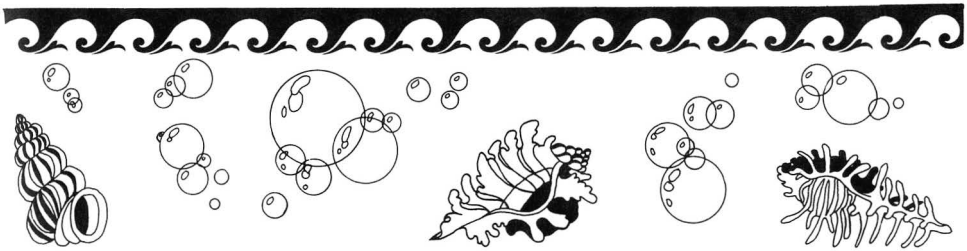
If poison from the Nereis pollutes a bubble, any fish (or school of fish) coming in contact with the toxic bubble is immediately paralyzed and plunges to the ocean floor. Once a paralyzed fish (or school of fish) reaches the bottom, it is revived and can once again destroy your sub.



Scoring

Your total score is displayed above the water in the upper right corner of the screen. The cumulated score for all depth charges, manta rays, starfish, jellyfish, and Nereises (hit by a single sub) is displayed in the middle of the screen above the water. When a sub is destroyed, you can hear the explosion, and a reserve sub is soon launched and appears near the bottom of the screen. The bubbles float up one line toward the top of the screen and you're ready for action again.

You receive an additional sub for each 10,000 points you score. You may have up to four submarines at any one time.



End of a Game

When every submarine has been destroyed, all actiðn stops and the screen clears in a few seconds to display the scoreboard.

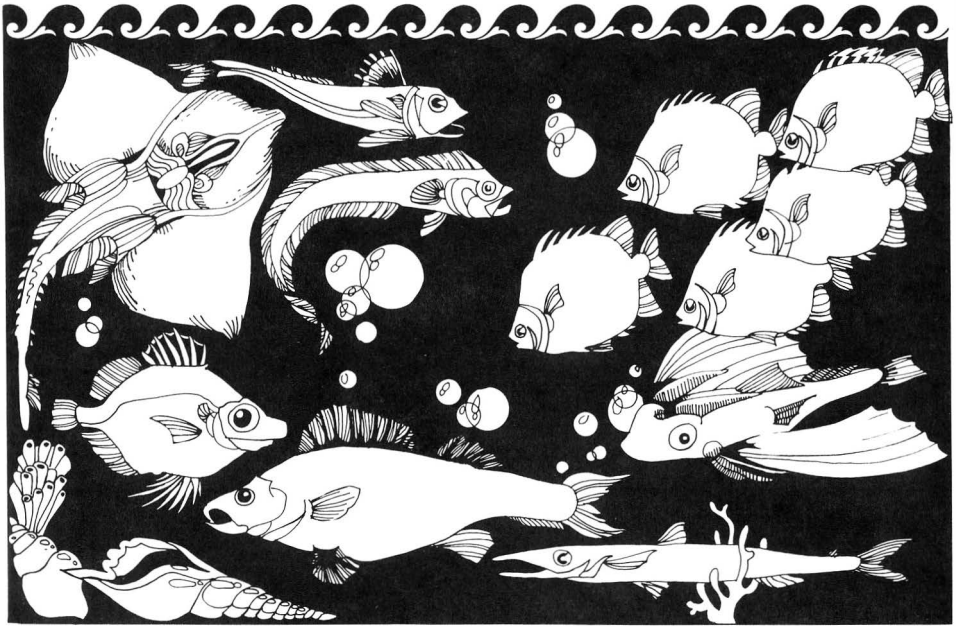
The scoreboard can display up to nine games. For each game listed, the player's name, score, and skill level is shown. (If more than nine games are played, only the top nine scores are displayed.) The scores are shown in descending order.

At the bottom of the screen, the computer asks you:

NEW GAME (Y OR N)?

To play a new game at the same level, press (Y) or the fire button. The screen changes to the ocean scene and you have three new submarines with which to start over.

To play a new game at a different skill level, press (N). The title screen reappears for you to re-enter your name (or another player's) and the skill level at which you want to play.

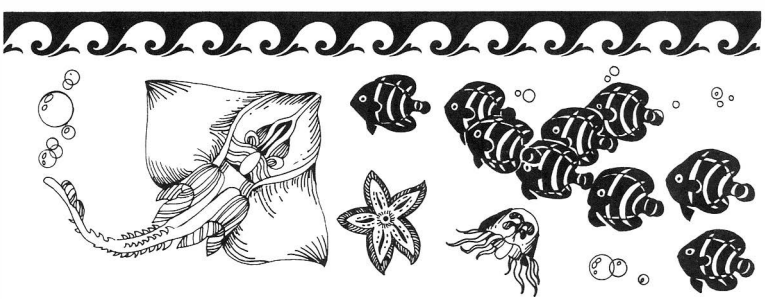


Note: If you do not press a key to indicate whether you want to play a new game within a few minutes, the screen clears and then the computer takes over and plays for you. You can just sit back, relax, and watch the computer in action. Since there is an unlimited supply of submarines for the computer, the game does not end until you press the reset button or turn the computer off. If you press the reset button, the title screen reappears.

When you are finished playing, turn off the television and the Color Computer. Remove the "Slay the Nereis" cartridge and store it in a safe place.

Scoring Table

Object	Points
Bubble	1
Fish (hit the first time)	10
Fish (destroyed the second time)	50
Depth Charge	100
Starfish, Manta Ray, Jellyfish	100-800 (the closer the creature, the higher the points)
Nereis	500



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