

# Scuba Venture

Entertainment Series



**IBM**

Software  
for IBM Personal  
Computer

Explore treacherous  
underwater caverns and avoid  
perilous sea creatures as you  
search for buried treasure.



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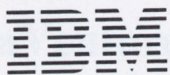
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*Personal Computer  
Entertainment Series*

## About the Game

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# Scuba Venture



**First Edition (May 1983)**

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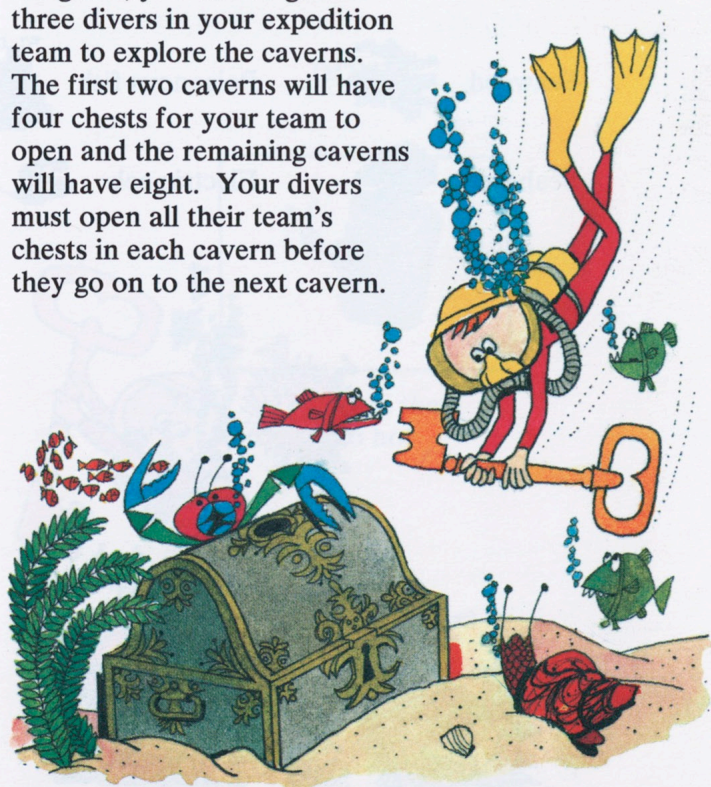
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# ScubaVenture

## About the Game

Welcome! You have just entered the underwater world of ScubaVenture! Here, you will help a diving team explore the jagged, rocky caverns in search of valuable treasures. While exploring, your divers will encounter rare, priceless fish to collect, dangerous creatures to avoid, and locked treasure chests to open.

The object of ScubaVenture is to score as many points as you can by collecting rare fish and by opening locked treasure chests with the keys that you can find lying on the ocean floor. At the start of the game, you will be given three divers in your expedition team to explore the caverns. The first two caverns will have four chests for your team to open and the remaining caverns will have eight. Your divers must open all their team's chests in each cavern before they go on to the next cavern.





## Obstacles

Your divers must be careful! Some of the fish are poisonous to the touch, and the electric eels have a fatal electrical charge between them. Beware of the seaweed, seahorses, and cavern walls. They can block your diver's way and cause your diver to be swept into the hungry jaws of the untiring, deadly fish that chases you on your journey.

When playing ScubaVenture with one expedition team, you will be accompanied by a lone, ghostly white diver. **WATCH OUT!** This diver has been known to steal rare fish and, at times, push other divers into dangerous situations. If you are playing with two expeditions, two divers at a time will compete for the same rare fish. Beware of competitors! They have been known to be quite greedy and can also push other divers into dangerous situations.

Seaweed



Poisonous fish



Seahorse



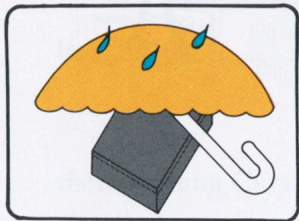
Electric eels



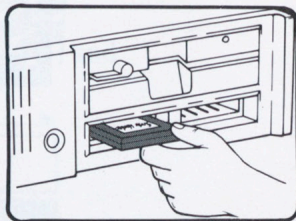
# Getting Started

## How to Handle Cartridges

DO

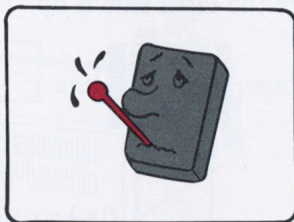


Keep them dry



Insert them with the label side up

DON'TS

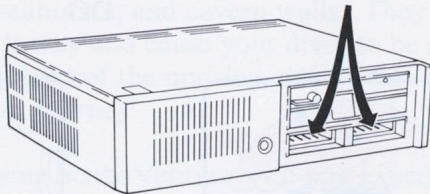


Don't get them too hot



## How to Insert and Remove a Cartridge

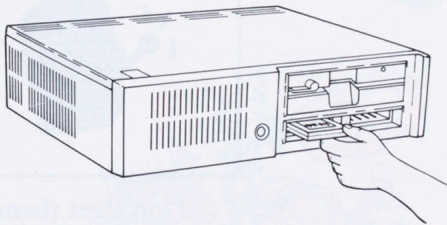
The cartridge slots on your IBM PCjr are shown below.



Switch on your IBM PCjr.

To insert your cartridge:

1. Hold your cartridge with the label side up so you can read it.
2. Firmly slide the cartridge into either slot until it snaps into place. If it doesn't snap into place, make sure the label side is up.



To remove your cartridge, slide it out of the slot.

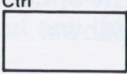
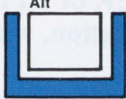
You may insert or remove a cartridge at any time while the power is on. When you insert or remove a cartridge, your IBM PCjr behaves as if you just switched the power on.




# Screen Display

## How to Shift the Screen Display

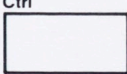
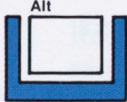
If the writing on your screen needs to be moved to the right, you can do this by pressing and


holding  and , and

then pressing Cursor Right .

Each time you press Cursor Right while holding Ctrl and Alt, the writing on the screen moves one space to the right.

If the writing on your screen needs to be moved to the left, you can do this by pressing and

holding  and , and

then pressing Cursor Left .

Each time you press Cursor Left while holding Ctrl and Alt, the writing on the screen moves one space to the left.

When the writing on the screen is centered, release all three keys.

## How to Read the Screen Display

As ScubaVenture starts, you see one diver exploring the undersea caverns, while followed by a ghostly diver. The information below tells you about the screen display in front of you. When you are ready to start playing ScubaVenture, press any key and then select the 1 PLAYER or 2 PLAYER option described in the "Controls" section, which follows.

The latest scores will be shown periodically as part of the rock walls. **Sc** stands for current scores, while **Hi** represents the highest score since the time the cartridge was inserted. Remember that the high score is lost when the cartridge is removed or when the computer is turned off.

For one player:

The scores appear on the right side of the screen.

For two players:

Player 1 - The scores appear on the right side.

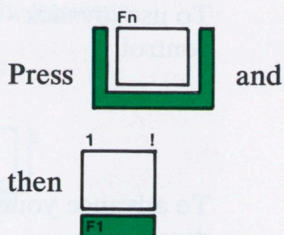
Player 2 - The scores appear on the left side.



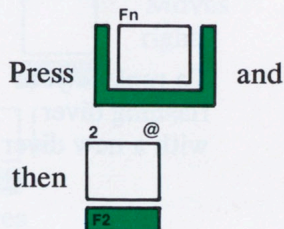
# Controls

## Game Options Control

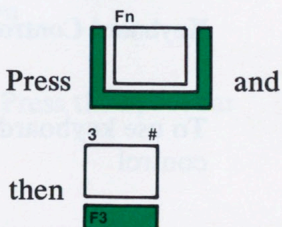
To select the  
1 PLAYER option  
and to stop/start  
a game at any time



To select the  
2 PLAYER option  
and to stop/start  
a game at any time

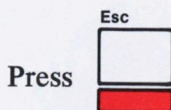


To adjust the color



Repeat this until you are  
satisfied with the color.

To pause a game




To continue a game

Press any key

## Joystick Control

To use joystick control

Press and hold Ctrl

then press 

To advance your diver

Move the joystick in the direction you want the diver to take


To replace your flashing diver with a new diver

Press the joystick button

## Keyboard Control

To use keyboard control

Press and hold Ctrl

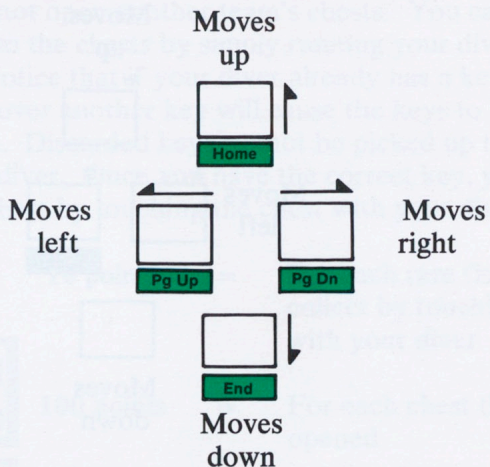
then press 



Player 1



To move your diver through the caverns:



To replace your flashing diver with a new diver

Press the Spacebar



Player 2



To move your diver through the caverns:

Moves  
up



Moves  
left



Moves  
right

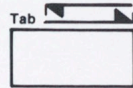
Sc Lock



Moves  
down

To replace your  
flashing diver  
with a new diver


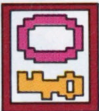
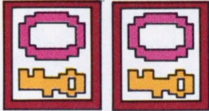
Press Tab key





## Scoring Points

The treasure chests will be color coded to each diving team, so each team has its own set of chests to open. You cannot open another team's chests. You can pick up keys to the chests by simply running your diver over them. Notice that if your diver already has a key, running over another key will cause the keys to be swapped. Discarded keys cannot be picked up by another diver. Once you have the correct key, you can open a chest by touching the chest with your diver.

	<b>10 points</b>	=	For each rare fish you collect by touching it with your diver
	<b>100 points</b>	=	For each chest that is opened
	<b>500 points</b>	=	For each successful opening of a chest containing the same treasure as the previous chest

## Extra Divers

You can receive an extra diver by successfully opening all of your team's chests in a given cavern.

## Helpful Hints

Should you lose a diver to any of the dangerous sea creatures, you will notice that the diver will begin to flash and lose sense of direction. This indicates the loss of one of the members of your expedition. Your flashing diver must be in the water to be replaced by a new diver. A flashing diver cannot be replaced from within a rock wall. At this time, press the new diver control described in the "Controls" section.



Remember! Whether you choose the 1 PLAYER or the 2 PLAYER option, your divers must open all of your team's chests in each cavern to be able to go on to the next cavern.

A good memory is important in this exciting treasure hunt. At the beginning of the game try to remember the treasures in each chest. Open in sequence the chests that have like pieces. Paired treasure pieces obtained in this manner will give you more points. Lastly, avoid at all times the dangerous sea creatures.

**GOOD LUCK!**





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Scuba Venture

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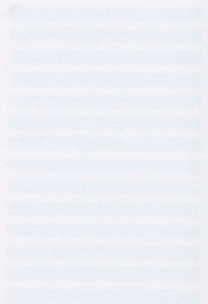
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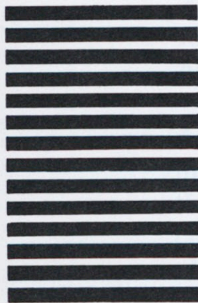
Tape

Please do not staple

Tape

4  
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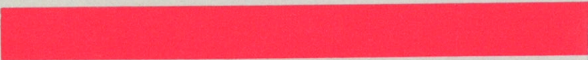
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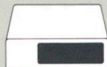
**System requirements:**

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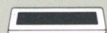
Video Display  
or Television  
(color preferred)

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IBM PCjr

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Keyboard

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**Optional**

1 or 2 Joysticks

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