

USER'S MANUAL

MUTANTS

· FROM THE DEEP ·



MSX

RetroWorks

THE GAME

Mutants From The Deep is designed for a single player, but you can choose between **two characters** at the start of the game. When the game begins, you will have to dive into the sea and fight your way with your automatic harpoon. Depending on the creatures or items you destroy, you can find weapons, oxygen, health or coins to use in the store. Here is a description of these objects:

WEAPONS



Harpoon: normal and fast shot



Wave: it passes through solid surfaces



Spread: several projectiles at once



Bombs: slow but powerful detonation

ITEMS



Crate: container capsules of the Company. Shoot to open them



Air: full oxygen recovery



Coin:
1 unit



Heart: little health recovery



Big coin:
5 units

STORE



Increase max air:
increases total oxygen capacity



Points:
500 points



Increase fire power:
increases damage by 25%



Increase max Health:
raises total life capacity



x2 bonus: doubles the game score



Increase speed:
to move faster

"There is something out there that worries me. I have a feeling that a enormous force stirs our waters and it is not my wish allow them to threaten everything we love. I leave towards the place of the green lights, where I have seen strange beings. Take care of each other until I return."



INFORMATION

CONTROLS: You can use the keyboard (using the cursors and the space bar) or a compatible controller to play *Mutants From The Deep*. During the game, use the arrow keys or the controller stick to move in the 8 directions. Use the space bar or the button 1 on the controller to fire your harpoon, choose options or buy items in the shop. Press F1 on the keyboard or button 2 on the controller to pause the game. Press GRAPH key or Button 2 on the controller to jump to the exit (only in stores).

DANGERS: Into the sea there are many dangers: lack of oxygen, animals defending themselves, labyrinthine structures, hostile enemies... Avoid at all costs being trapped between reefs and rocks or you will die.



1. Player
2. Enemy
3. Projectile
4. Item
5. Container
6. Health
7. Oxygen level
8. Score
9. Equipment
10. Coins
11. Hidden Diamonds



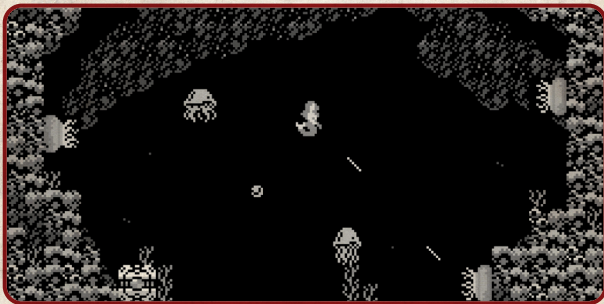
The curiosity of the human being knows no limits. It must not know them. The ocean is a place full of secrets, a cloack that offers us shelter from the great catastrophes that will hit the surface.

Ignoring its call is for fools.

- Heinrich Von Keller -

TIPS AND TRICKS

- In order to dodge dangers, **do not shoot**. You will move faster.
- It is better to **aim accurately** than to shoot wildly.
- Adjust your resources and decide well what to buy in the store.
- Explore the terrain and you will get more rewards.
- With some **practice** you will be able to go further and further.
- Choose very well which weapon is the most **suitable** in each area.
- Do not allow them to besiege you, kill the enemies asap.



CREDITS

Locomalito

Original idea, graphics
and Windows version

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Music and sound
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Illustrations in cover
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Conversion to MSX

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Conversion to MSX

MSX Cartridge Shop

Cartridge edition

Retroworks

Physical editing
and distribution

Thanks to

Our families and the
entire retro community
for supporting us
during all these years
of video games.

More information

locomalito.com
gr87.com
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