



REFERENCE CARD

Equipment You Need

1. TV or monitor
2. Atari 800® computer with 48K memory
3. Atari® disk drive
4. Joystick

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Disk Loading Instructions

1. Make sure that the Atari BASIC cartridge is NOT in your computer. (To check, carefully unlatch and lift the top of the computer, and look inside. If the Atari BASIC cartridge is plugged into one of the cartridge slots, unplug and remove it.)
2. Connect your joystick to controller jack number 1 on the front of the computer.
3. Turn the computer off.
4. Turn the power switch on the disk drive on.
5. There are two red lights on the disk drive. When the top “busy” light goes off, carefully slide the disk into the drive and close the door.
6. Turn on your computer, and turn on your TV or monitor. The disk drive will make some clicking and whirring sounds. In a few seconds, the program titles will run, and *Spelldiver* will appear on the screen.
7. For instructions on playing *Spelldiver*, see the other side of this Reference Card and the *Spelldiver* handbook.

Important Keys

SELECT—Press the SELECT key to choose between watching the demonstration or playing one of the three *Spelldiver* games.

START—After you’ve made your choice, press START to begin.

SYSTEM RESET—Pressing SYSTEM RESET will bring you back to the beginning of *Spelldiver*, so you can watch the demonstration or select a new game.

WARNING: Pressing SYSTEM RESET will end the game you are playing.

SPELL DIVER™

REFERENCE CARD

What You See



SCUBA DIVER—underwater swimmer.



SHARKS—sharp-toothed creatures that will bite your air hose.



LETTERMOSS—strange seaweed that grows on the underwater letters.



FLIPPER-NIPPER—playful fish that will bite and stun you.



OYSTERS—large shellfish that live on the ocean floor. The oysters that live underneath vowels contain pearls. **NOTE:** The letter “y” sometimes acts as a vowel and sometimes as a consonant, depending on its position in a word.



BOAT—where you return to make word guesses.



SONAR—a machine that allows you to see underwater objects. The *Spelldiver* sonar screen shows you the parts of letters that have been cleared of lettermoss.

How To Play

SWIM AND DIVE—move joystick.

UNCOVER LETTERS—swim over the lettermoss.

SEE SONAR—press joystick button. To leave the sonar screen, move the joystick.

OPEN AN OYSTER—swim behind it.

GET A PEARL—find an oyster underneath a vowel, open oyster, wait behind it.

MAKE A WORD GUESS—swim to the boat ladder, type in guess, and press **RETURN**.

EARN EXTRA GUESSES—bring pearls to the boat.

Scoring Points

Each correct letter—50 points

Each pearl you have left—15 points

Air left in tank—from 0 to 120 points

Bonus when you complete a level—200 points