

TYPHOON THOMPSON™

It was a warm day in February 2124 when the small inter-galactic passenger transport known as Flight 396 was lost. Its last known position: the uncharted ocean planet of Aguar of Omega sector. When last heard from it was plunging head long into the sparkling tropical seas of that remote and hostile planet. Survivors? Highly unlikely.

And yet . . . a faint signal persists.

But that was already two months ago. Since then, three search parties from Earth have met their doom at the hands of the Sea Sprites that live in Aguar's island clusters. But as long as we receive that feeble signal we suspect that one human child has survived, doubtless adopted by the wily Sprites.

GETTING STARTED

Insert the disk into the drive and start up your computer. The game will load automatically.

A title screen will appear followed by a self running demo of the

program. Press a mouse button or the F3 key to quit the demo and begin the game.

THE GAME

You start the game at the Home Island where the Spirit Guardians dwell. From the Spirits you receive one extra life, three extra Jet-Sleds (from the previous rescue teams), and instructions to retrieve a magical artifact—one of four you will need to complete your mission. Each of these items is held within a white Treasury Dome located at the centre of an island village somewhere across the dancing seas. Follow your Finder and be ready for action!

Fighting the Flyers for the Dagger

You must defeat all the Flyers the Sea Sprites use to defend the white Treasury Dome and then capture all the Sprites before you can retrieve the item you seek. Force the Flyers from their island hiding places with a shot from your Laser Cannon or a bump from your Jet-Sled. To eliminate the Flyers, destroy them with your Laser Cannon.

When the stunned Sprite drops into the water, swoop by to scoop him up in your sack (a close pass will do the trick). If you wait too long, the Sprite will revive, swim back to his island and come after you again with another Flyer. But before he gets there, as he dives dolphin-like through the waves, you have a second chance to capture him. Just stun him again with your Laser Cannon, speed by, and scoop him up. When you've collected the Sprites from all seven islands within a village, manoeuvre your craft to one of the glimmering lights that will appear by the Treasury Dome and you'll receive the item you seek in exchange for your captured Sprites.

Returning the Dagger

Head back to the isles of the Spirit Guardians. Your finder will lock onto them—just follow its guide.

When you arrive, manoeuvre your Jet-Sled onto the glimmer that shines between the Spirits to return the Dagger and obtain your next mission.

Advanced Missions

Advanced missions are no kids' stuff. Each adventure at a new island village presents new and more difficult challenges—deadly Flyers swarming at you in ever greater numbers, flown by an increasing number of Sprites. For each more difficult mission (except the last), Spirit Guardians will arm you with additional, more powerful weapons to defeat the flyers and capture the elusive Sprites.

You'll have to master each new weapon as you get it and you'll need them all to succeed!

Rescuing the Child

At last success is in sight! Once you've retrieved all four artifacts, you have only to find and rescue the child. The Spirit Guardians will be a great help in this final endeavour.

SEARCH FOR THE SEA CHILD

ABOUT Brøderbund SOFTWARE

The Brøderbund story is a classic one of software success. Started by two brothers, Doug and Gary Carlston, in a garage in California, they began a business that was to make them millionaires.

Brøderbund (which means brotherhood) is now a major international software publisher with offices all over the world. Doug and Gary head a team of more than two hundred people, and they are considered to be the finest software producers in America.

The Company has retained a unique "family" atmosphere at their hi-tech offices based near the Napa Valley wine region outside San Francisco.

A visitor might find Gary Carlston play testing the latest piece of software, or in a high level meeting discussing multi-million dollar budgets. It's this attitude that has made them so successful in bringing out products of the highest quality, and now they are available to you.

Keep an eye out for Brøderbund products, and ask your favourite store to keep you informed on new releases. If you have any questions or want to find out more, send a stamped addressed envelope to the following address giving details of the type of computer you own and your age:

Brøderbund Software
c/o Domark Limited
Ferry House
51-57 Lacy Road
London SW15 1PR

This product is published and distributed by Domark. Ask your local store about all our games.

CONTROLS

Manoeuvring

The mouse controls your Jet-Sled's movements and shoots the weapons given to you by the helpful Spirit Guardians. The high-powered craft responds very quickly to the slightest movements of the mouse. Try it out, without using the button controls, to get the feel of it. The Jet-Sled will lean and move with a very fluid motion in whatever direction you move the mouse.

The right mouse button controls the Jet-Sled's thrusters. The thrusters are used to increase your speed or make the Jet-Sled dive into the sea. Using the thruster while the Jet-Sled is leaning to one side will cause it to turn around in a circle in the direction of the lean.

To dive, move the mouse forward as you press the thruster. You can move around underwater the same way you can above. To resurface, pull back on the mouse with the thruster jets on, or just press the left-hand button to pop up.

Shooting

You have unlimited ammunition, but use it carefully: stray shots may draw the attention of additional Flyers. The range of shots can be controlled by tilting the sled with a forward or backward movement of the mouse. You will always have a Laser Cannon available to you as well as one additional weapon granted on each mission. Weapons fire as follows:

Weapon	How To Fire	What It Does
Laser Cannon	Press left button	Destroys Flyers and dumps Sprites into water
Scatter Bomb	Press and hold down left button; press right button when you want the bomb to go off.	Scatters Flyers in range.
Sprite Magnet (can be used under water)	Hold down right button then press left button.	Attracts Sprites in water.
Freeze Bomb (can be used under water)	Use space bar	Neutralizes nearby Flyers.

SPECIAL KEYS

Esc	Pause and unpause game	F4	In demo, show high scores
F1	Begin demo	F5	In demo, clear high scores
F2	How to fire weapons	F6	Swap mouse buttons
F3	New Game	F10	Quit

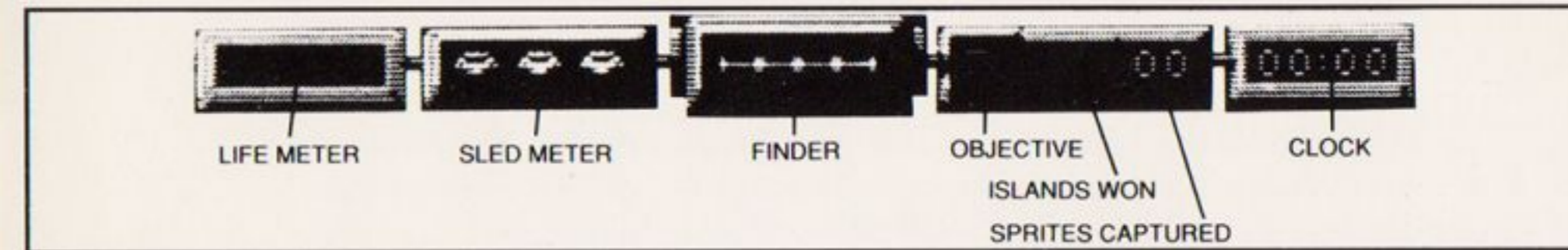
HIGH SCORES

High scores are based on the number of tasks you complete, the number of islands won, the number of Sprites captured, and the amount of time it took you to complete them.

If you achieve a new high score, the high score roster will appear on the screen at the game's end. You can then enter up to six characters next to your score. Press RETURN to save your high score to disk.

CONTROL PANEL

At the bottom of the screen you will see the Jet-Sled's control panel.



Life Meter

Indicates how many extra lives you have (maximum 5).

Sled Meter

Indicates how many Jet-Sleds remain for your use. No Sled, no mission. (You get 4 to start).

Finder

Helps you find the correct heading for your Jet-Sled. When you see the white cross at the centre, your objective, either the Sprite Islands or the Spirit Guardians, lie straight ahead. The Spirit Guardians set the Jet-Sled's directional heading before each part of your mission. The Finder arrows tell you in which direction to turn if you have drifted off course.

Objective

Shows the current mission objective—the artifact you're seeking or, in the final stage, the baby itself.

Islands Won

Indicates the number of islands from which you have captured all of the resident Sea Sprites. The light that glimmers over each island (within the current island village) will be extinguished whenever the island is vacant.








Sprites Captured

Tallies the number of Sprites captured from the current island village.

Clock

Shows elapsed time in your adventure.

DESCRIPTION OF FLYERS

-  **Bumper**
Fast and loud, this little guy is always trying to push you around.
-  **Whomper**
Watch out. Its powerful piston punch may prove to be a shattering experience for your Jet-Sled.
-  **Forcer**
Its strong repeller rays make approach almost impossible—depending on how low you're willing to sink.
-  **Sucker**
You may be more attracted to this one's graceful green funnel than you'd like. Can you swim?
-  **Bubbler**
What could be more harmless than a few bubbles floating over the sea?
-  **Spitter**
Its explosive bullets seem to know where to find you.
-  **Zapper**
The most dangerous of them all. One touch and you are vaporized in a flash.