

Mermaid © 2015 Tuatara Software

Objective

Guide your mermaid through the ocean.

Collect treasure and locate the queen's crown and the key to the castle.

Once you have the key and the crown, locate and enter the castle.

Search for the queen and return her crown before time expires!

Avoid the various sea creatures - contact with the shark, octopus, squid or fish

will send you back to the beginning of the level.

Controls



Top Buttons - bubble (protects mermaid from sea creatures)

Bottom Left Button – Magic Mer-Change (briefly change to another mermaid)

Bottom Right Button - speed boost (briefly allows mermaid to swim fast)

Keypad - select difficulty level (1-4) { 1=easy, 4=hard }

- select mermaid (1-5):

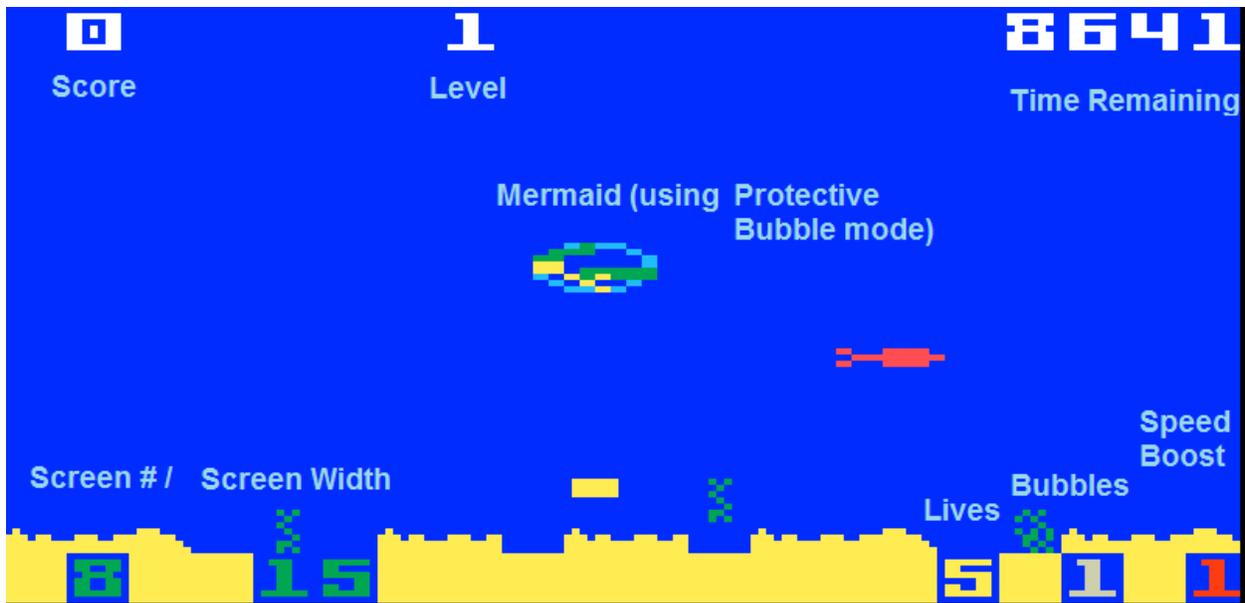
1=Maria

2=Taylor

3=Alexis

4=Diana

5=Sacelia



The ocean is 15 screens wide at the easiest level. As you achieve new levels, the screen width will increase up to a maximum of 90. Use your bubbles, speed boost and Magic Mer-Change wisely, as you might need them inside the castle.



The castles are arranged in 10x10 grids. You need to locate the queen and give her the crown before your time expires. If you return the crown in the allotted time, the queen will reward you.