

BY

XAVIER ORION GAMES

THANK YOU FOR YOUR PURCHASE!

Hello there my name is Jason Barna the man behind everything that is Xavier Orion Games. Let me take this moment to personally thank you for purchasing my first game release “Booty Diver”.

This game has been in development for about 2 years ,and has finally released despite personal turmoil that occurred during the course of development of this game. Your purchase not only supports the game/company thus allowing me to continue to make more games (which are in development) ,but also shows me that despite my darkest hours during development it was all worth it.

So as you play remember you have my deepest gratitude for your purchase ,and I hope you truly enjoy your experience in “Booty Diver”.

Remember this isn't my only game either as we go from out of the deep ocean depths into adventures with mice & knights. ;)

Keep It Old School~
Jason Barna
Xavier Orion Games

ABOUT THE GAME

Booty Diver is an arcade/action/adventure game in vein of NES/Atari 2600 style games. You will play through 30 levels of deep sea diving and booty snatching. Every 6th level is a boss battle against a vicious sea creature who holds their own booty.

MEET THE DIVER



Not much is known about the Diver except that Diver loves diving for Booty.
It's not even known if the Diver is male or female let alone anything else.
No one knows what the Diver needs all that Booty for either.
The Diver carries an air pack ,and a trusty harpoon gun for the deep sea dives.

The Diver's harpoon gun only shots 3 harpoons at a time ,and the air pack is typically limited to about 90 seconds of air at a time between dives. Although sometimes it is possible to squeeze
a little extra out of it.

WHAT IS THE DIVER AFTER?



BOOTY! That's what ,and lots of it. During every dive there is a chest full of Booty somewhere in the depths below. Now although the Diver is pretty strong the weight of the Booty can still slow the Diver down therefore once the Booty is collected Diver swims a bit slower. If the Diver should take damage while carrying the Booty the Diver will drop it. Once the Booty is collected your pals on the surface will throw you an Anchor to exit the ocean depths.

Although keep in mind no Booty...No Exit!

GET A GRIP ON THE CONTROLS!

Booty Diver is playable with just your keyboard, and USB Controllers. Although the game has only been tested with Wired Xbox 360 Controllers so those are recommended for best compatibility.

XBOX 360/USB CONTROLLERS:

• D-PAD	Movement/Menu Navigation
• A Button	Shoot/Menu Selection
• X Button	Swim Dash
• Y Button	Diver's Knife
• LT	Compass
• Start	Pause

KEYBOARD:

• Arrow Keys/WASD	Movement/Menu Navigation
• Spacebar	Shoot/Menu Selection
• N	Swim Dash
• B	Diver's Knife
• Shift	Compass
• P	Pause

***ALT+ENTER: TOGGLE FULLSCREEN**
***ALT+F4: QUIT**

HOW HARD IS IT?

THAT'S WHAT SHE SAID!



DIFFICULTY MODES:

1. EASY:

In this mode you are given 5 hearts which replenish every level if below 5 ,and you have 120 seconds of air to complete a level.

2. NORMAL:

In this mode you are given 3 hearts which replenish every level if below 3 ,and you have 90 seconds of air to complete a level.

3. HARD:

In this mode you are given 3 hearts NEVER replenish between levels ,and you have 90 seconds of air to complete a level.

**Press LEFT when selecting HARD MODE to play HARDMODE same rules as HARD MODE except only ONE HEART PER LEVEL! This mode in unlocked after completing HARD MODE*

WHAT'S ON MY SCREEN!?



1. HEARTS

This is your health system. You are allowed a max of **6** in the game. You can replenish hearts by collecting a power-up (covered later), or collecting a 100 coins. Once you lose all your hearts you can only take one more hit before you are sleeping with the fishes.

2. SCORE

As the name implies this is where your score goes.
If every enemy is eliminated from a level you will get 5,000 bonus points ,and 25 seconds worth of air.

Every 25,000 points will net you an extra RETRY.

3. AIR

The aptly named AIR does just as it says ,and tells you how much air you have left

before you drown. Most modes you can only max at 100 seconds worth of air although some modes give you more as well as bonus air for killing all the enemies in a level.

Also, you get a 10x multiplier bonus to your score depending how much air you complete a level with. EXAMPLE: complete a level with 45 seconds worth of air ,and get 450 points added to your score.

4.LEVEL

See I must think you guys are really dumb huh? This tells you what level you are currently on DUH.

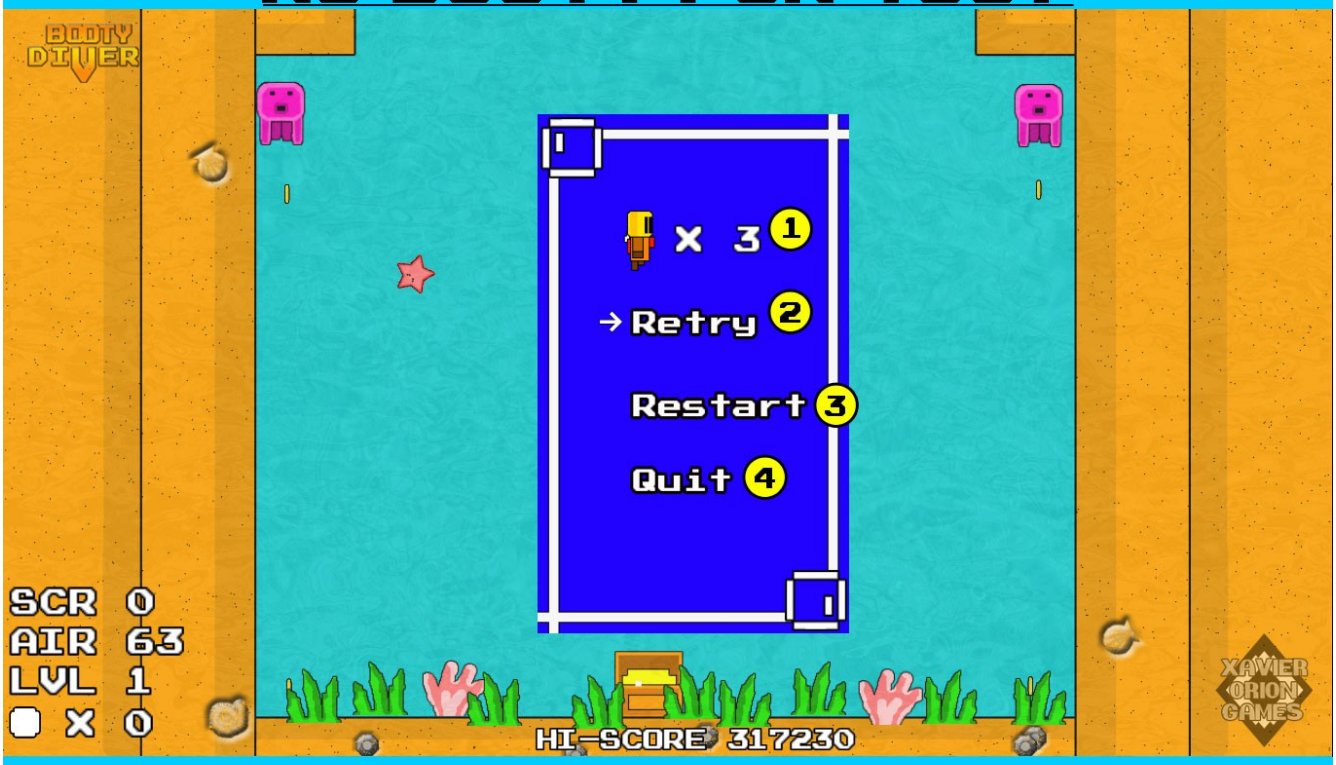
5.COIN COUNT

This tells you how many coins you snagged so far. Also, a wise man in a red cap once told me that if you collect a 100 of these you will get an extra heart. Although in his world hearts are like 1ups.

6.HIGH SCORE

There I go again assuming how dumb you all are....No this isn't what you get by getting some on 4.20. Every time you die your highest score will be kept.

NO BOOTY FOR YOU!



1. RETRY COUNTER

This tells you how many dive attempts you have left before you really do sleep with the fishes. You can get more retries on every 25,000 points as well as finding/collecting a special power up.

2. RETRY

Selecting this option allows you to retry the level you are currently on with with a fresh batch of hearts/air as well as retaining current score/coins. Although once you are out of retries there is no choice ,but to restart...unless you just want to give up....
Also each retry attempt penalizes you by 250 points.

3. RESTART

Selecting this option allows you to restart the game from the last checkpoint. The game checkpoints after completing each boss battle. EXAMPLE: die in level 9 and restart in level 6

4. QUIT

Closes the game.

TREASURES OTHER THAN BOOTY



PANACEA'S GEM

Feeling a bit weak? Collect one of these to pick yourself right back up by adding a heart back your health.



RELIC OF POWER

This ancient relic gives one the ability to swim into enemies unharmed while destroying them in your wake



SIREN'S BELL

It is said the call from this bell brings a Siren's blessing allowing your rewards to be two folds.



*This will be displayed in the lower right hand corner of the screen when Siren's Bell multiplier is in effect.



AIR BUBBLE

Breathe 10 seconds longer with this guy.



COINS

Meh...it's a coin what else to say. Not like you haven't seen them in a game with a plumber before. Collect a 100 of these bad boys to get an extra heart. Quite the concept huh



GOLDEN DIVER'S IDOL

Find one of these hidden in each level to gain another chance at life if you drown. These guys only reveal themselves once they are shot twice.

ELEMENTS OF THE OCEAN



ANCIENT KEYS

Carry these to locked doors to unlock them. Wouldn't of guessed huh?



SWITCHES

These come in black and/or white varieties. Shooting these will cause different things to happen depending on the level.



AIR POCKET

These guys spawn Air Bubbles everything 10 seconds.



SUPPLY CRATES

Blow these guys apart to find hidden treasures!



BOOM CRATES

Shoot these guys ,and run because they could blow any minute as they are full of explosives.



ICE SPIKES

Touching these guys will really cool you off ,and drop you like a rock. Watch some of these guys like to fall when you get close to them.



MINES

These guys aren't safe weather you shoot them ,or touch them as they will blow up in your face.



WATER CURRENTS

Water Current's will push you in the direction they are flowing ,but you can not swim against them.



DIVER'S ANCHOR

Once the treasure is collected your partner on the boat will drop anchor in to pull you back to the surface. Although no treasure no exit so make sure you hold it.



SPIKES

As with any game touch these guys ,and its instant death.

BEASTS OF THE DEEP!



CHTAPODA

Chtapoda stay stationary shooting ink at Diver causing reduced temporary movement speed. Touching these guys causes more damage than normal.



ASTERA

Astera are unpredictable as they bounce all over the level.



PSARIA

A common enemy you will find in the waters you explore. So cute almost feel bad...keyword almost.



KARCHA

If these guys sense Diver even in the slightest they will charge.



MEDOUSA

Medousa is typically non-aggressive and will generally stay put sparking off a temporary paralyzing shock wave to keep away predators Although research shows some Medousa will become aggressive for no reason. Touching will stationary does more damage than moving.



IREMIA

Iremia can only be hit when he exposes his insides yet when his insides are exposed he will also shoot pearls out in 3 directions.



PHUSIO

Phusio looks like a regular fish until he puffs up ,and shoots barbs at you. Note that once he is puffed he cannot be damaged.



KAMPOI

Kampoi will shoot a fireball-like projectile towards what it perceives as a predator.



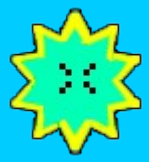
FANTASMA

Fantasmas are the souls of Diver's past whole failed to recover the treasures of deep. These guys can NOT be harmed without a relic of power. When they sense Diver they will give chase.



KALAMA

These little squirts randomly dash around the waters shooting ink at their predators.



ALLOIO ASTERA

This mutated form of Astera will split into two smaller faster forms once damaged.



ACHINO

Achinos can NOT be damaged without a relic of power. These monsters aimlessly bounce back and forth off the walls.



KIDEMONA

These guys will fire darts at random times to kill those who try to leave with the treasure.

THE TREASURE GUARDIANS



These 5 Guardians protect the final treasures of their perspective domains.
Each defeated guardian is considered a checkpoint so if you die in the next levels leading up to the next guardian you won't have to start back from level 1.

DIVER'S NOTES

- Some levels have multiple locations on where the treasure could be. If you are ever lost on where to look pressing the Compass button will bring up an arrow over Diver to show you the general direction of the treasure.

- There are levels where you only have the light of your attached flashlight. Shooting harpoons ahead of yourself into the dark is a good way to not only take out foes awaiting in the darkness as well as to see where there is a wall before you swim there.

- Switches have different functions depending on the level some may open up doors, turn on lights, deactivate Kidemona statues, and etc. Some of these functions may also require a certain number of these switches to be triggered before the function happens.

- Speaking of Kidemona; their darts can be destroyed with a harpoon just as well as Iremia's pearl projectiles.

- Some levels have false walls that will allow you pass through them for shortcuts through the level.

- Just because you start a level with 90-120 seconds of air doesn't mean you need to panic. Take your time and be patient as you can collect more air via air pockets scattered throughout the levels as well as some beasts leave air behind.

- You can only shoot 3 harpoons at any given time once they are destroyed then you can shoot more so plan your shots out well so you are not left vulnerable.

- Shooting Achino will not damage him ,but it will stop him briefly.

- Some switches have a timer in which they deactivate their function ,and need to be triggered again.

- The treasure chest can sometimes be used as a shield to protect you from certain enemies and/or projectiles.

REACH OUT TO ME!

To report bugs/issues with the game contact me at
xavieroriongames@gmail.com

For the latest information on Booty Diver ,and my upcoming games checkout my site
http://xavieroriongames.wix.com/home
or connect with me on Twitter via
@XavierOrionGame

BOOTY DIVER

DEVELOPED BY

XAVIER ORION GAMES

WITH

- **Scirra Construct 2-** programming
- **Adobe Photoshop-** graphics
- **Famitracker-** chiptune soundtrack
- **BFXR-** sound effects

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