Operation Diva

Version 1.0 by Robert Chancellor and Thomas Chan
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Your name is Rork Sorril, a member of the strategic fighting unit for the Council of Planets. You have served the council for over twelve years, developing a reputation of a ruthless mercenary. You are now imprisoned for disobeying orders during a recent combat. You were told to pull out of the engagement, but continued to attack, knowing a defeat was near. You continued to pond the ship with your weapons, ultimately destroying it. Unfortunatly, you did not know the reason you were ordered to disengage was that one of the council's diplomats was discovered to be onboard the ship you were trying to destroy. Your trial was quick and painful.

About two days ago, you were visited in your cell by one of the council members. He told you how an alien race known as the Xoren, had broke into his home, and kidnapped his daughter Samantha. The Xoren are known for the cruel scientific experiments they perform, all focused around breeding new races.

The concilman informed you that he would pardon you of all previous crimes if you would rescue his beloved daughter. You are told that transport to the ship will be arranged if you decide to take the quest. realizing that you will probably be stuck in this prison for the better part of your life (if you refuse), you decide to take the councilman up on his offer.

As you prepare for the journey, the councilman informs you to watch out for droids. The majority of a Xoren's ship is run by droids. Their advanced droid technology will certainly make them one of the more dangerous enemies you have faced.

System Requirements
Operation Dive requires at least System 6.0.7, 32-bit QuickDraw, and 8-bit color to run. You must have at least 2MB of RAM for the game to operate.

The Goal
The goal is simple. Make your way through the levels of the Xoren ship to Samantha. The task will not be easy since many deadly droids and Xoren await your arrival.

Things You Need To Know

Below are a list of some common items you may run into on the ship. For a complete visual guide, select the "Item..." option from the game's "Help" menu.

First Aid Kit

The first aid kit will allow you character to fully heal all damage taken from the enemy or lasers. First aid kits can be found throughout the ship.

Body Armor

Body armor absorbs some of the damage done by the ship's lasers. Unfortunately, the enemies lasers use a different technology and the armor provides no protection against these. The amount of resistance offered by the armor can be seen in the "Electrical Resistance" field shown on the main window.

Energy Armor

Energy armor works much like body armor but provides greater protection.

Key Cards

Key cards are required to enter deeper into the next level. These cards can be obtained at various locations, depending on the level you are on. Key cards are only needed to advance to a greater level, not to ascend back up to the previous one.

Teleporters

Teleporter are ways of quickly getting from one location to another. Most teleporters either take you to a hidden room or a previous level. Not many will transport you to a deeper level. Use these devices with caution.

Game Controls

For movement, you have a choice of two control sets. If your keyboard has directional arrow keys, these keys can be used to move up, down, left and right. If your keyboard does not have these arrow keys, the following key sequences may be used:

I=Up   H=Left   L=Right   ,=Down

In addition to the movement keys, the space bar is used for firing your weapons, and the U and D keys may be used to go up or down the stairs. Simply move onto the stair icon and press "U" for up, or "D" for down.

The Weapons

The weapons you pick up on the various levels become more powerful as you advance in levels. As a general rule, always use the most powerful weapon you own. You have an endless supply of energy for each weapon.

Strategies

Each level requires a slightly different strategy to solve. With some, the simple "blow away

everything" approach will work, while other require more stealth to avoid the massive troops awaiting you. You must analyze your surrounding in an attempt to maximize your chances. Remember, you need not kill everything on every level. The goal of the game is to rescue the girl. More often, the greedy get burned.

Note that movement can make all the difference in the world. The droids all use the same method of tracking you, learn the medthod and use it against them. Walking into their line of fire is dangerous since you must still often turn to face them to fire your weapon. If you can approach them from a distance (out of range) and them come into their range already facing them, your chances of success are greater.

Note From The Author
I have kept the game simple so that even younger kids might enjoy it. However, a great deal of strategy is requires for some of the advanced levels. Be sure and save the game often to avoid the unwanted surprise situations. Have fun.