

SUPER SUB-ROC - INSTRUCTIONS

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This program contains some of the best 3D graphics you will ever see - play and enjoy a top quality game on your ADAM !!

LOADING THE PROGRAM: Insert the tape or disk and pull the COMPUTER reset button.

NOTE: Make a backup copy of this tape/ disk before running the program.

USING YOUR CONTROLS:

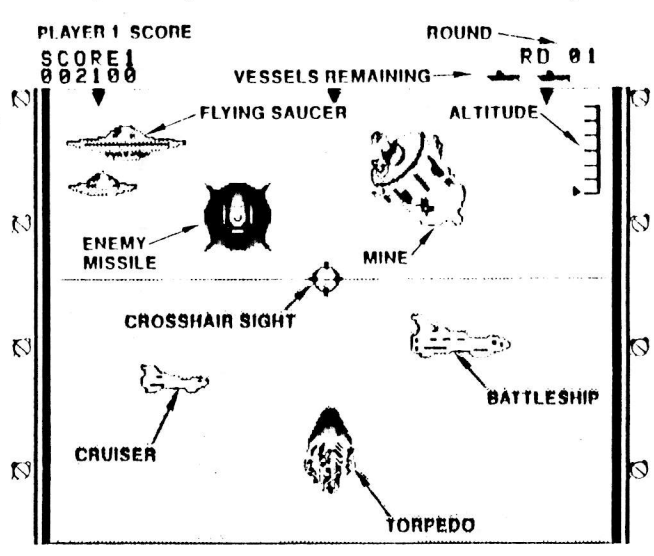
1. Keypad buttons 1-4 allow you to select the Game Options you want to play.
2. Control stick - Press the Control Stick to change your view and dodge enemy fire. The crosshair sight moves in any direction you press the control stick. Push the Control Stick up to surface and down to dive.
3. Side buttons (or top 2 buttons on Super Action controllers) are used to fire your weapons. Your weapons under the sea are missiles only. Your weapons above the sea are torpedoes at LOW altitudes and missiles at HIGH altitudes.

GAME PLAY

You start the game under the sea in the "SUB" portion of your vehicle. You must dodge or shoot torpedoes, other submarines and floating mines. You can not surface until you go under the submarine net. If your altitude is too high (watch the indicator on the right of the screen) you will run into the net and lose one of your ships. After you pass under the net you will be in field of attached mines which you must dodge or shoot. You can surface now if you like or go through the mine field and then surface to continue play.

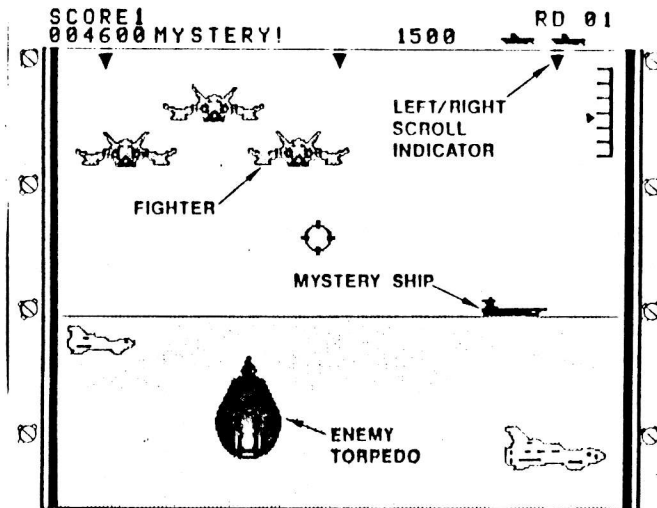
SURFACE

Once you surface you must defend the sea against wave after wave of enemy ships. At the lowest altitude you fire torpedoes and at the highest you fire missiles. Your enemies include cruisers and battleships on the sea (you destroy with torpedoes) and flying saucers in the air. These enemies will also shoot missiles, torpedoes and mines at you!!

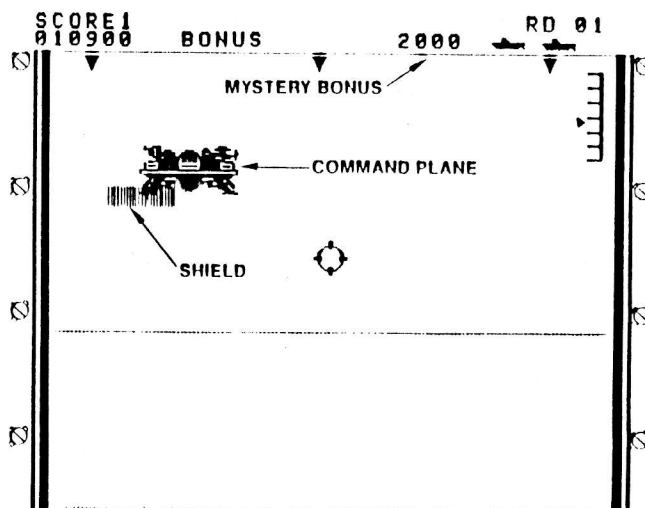


MYSTERY SHIP - Watch for this ship to appear on the horizon (looks like an Aircraft Carrier) and hit it with your torpedoes, but watch out for a barrage of fighter planes from the carrier that will dive right into your ship - when you see the whites of the pilots eyes you have had it! If you succeed at hitting the Mystery ship you will receive a bonus score, but beware you may encounter a barrage of missiles as well (indicated in your message area at the bottom of the screen). It is advisable to dive to escape this barrage.

You will also encounter additional enemy ships - interceptors and drones attack with more missiles, torpedoes and mines. A new weapon, the FIREBALLS come at you - you can not blow them up with your missiles, steer right or left to dodge them or you have had it.



COMMAND SHIP - The sea will clear of other enemies and a bonus value appears in the Mystery Bonus indicator. The Command Ship comes down in view and the bonus value begins to decrease. You must quickly eliminate the Command Ship to get the bonus points by hitting his moving force field and then immediately hitting him again before the force field comes back.



DIVE

In order to advance to the next round you must first destroy the Command Ship and then dive to face the MECHANICAL OCTOPUS!! This creature is evasive and must be destroyed by shooting off all his legs. Watch out for his clouds of ink that will block your vision!

DAY AND NIGHT ACTION

In the even numbered rounds (2, 4, 6, etc.) your air battles will shift from day to twilight to nighttime.

PAUSE FEATURE

Press the * key on your controller to pause the game at any time. Press the * key again to resume the game where you left off.

STARTING A GAME OVER

Press the * key after a game to replay the same game. Press the # key to choose another game option.

BONUS VESSELS

You win another ship for yourself at 20,000 points, 100,000 points and every 100,000 thereafter.

DISCOVER ON YOUR OWN:

There are many unique variations in this complex game that you will encounter as you play - good luck and have fun !!