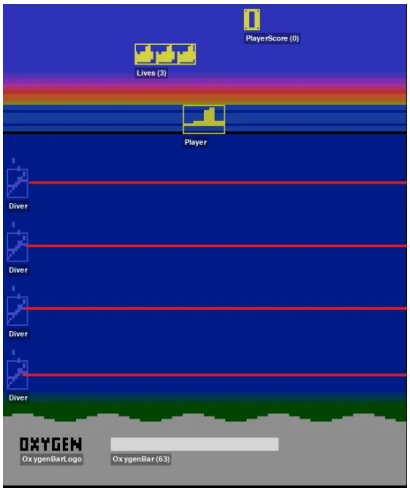
Seaquest Spawn Pattern

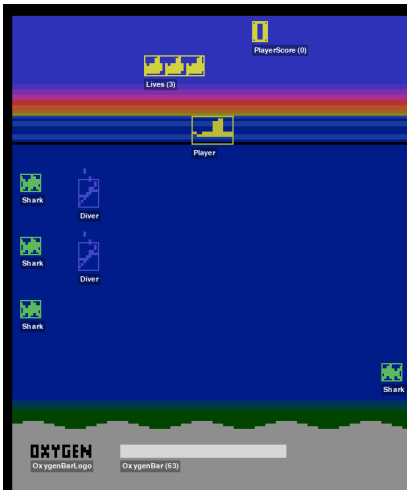
- There are 4 lanes on which enemies can spawn



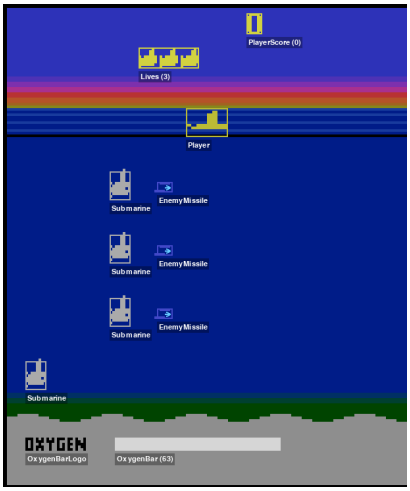
When do the enemies spawn?

When player is not moving:

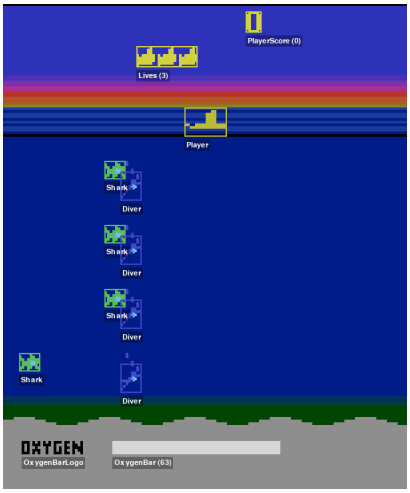
1. Two **divers** (friendly) spawn from the left on lane 1 and 2 → Shortly after 4 **sharks** (enemies) spawn (three from left on lane 1,2,3; one from right on lane 4)



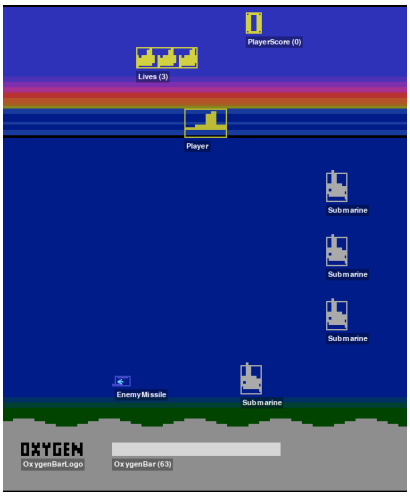
2. When letting divers and sharks disappear → 3 **Submarines** (enemies) spawn from the left (lane 1,2,3) and 1 or 2 seconds after the fourth submarine spawns on lane 4



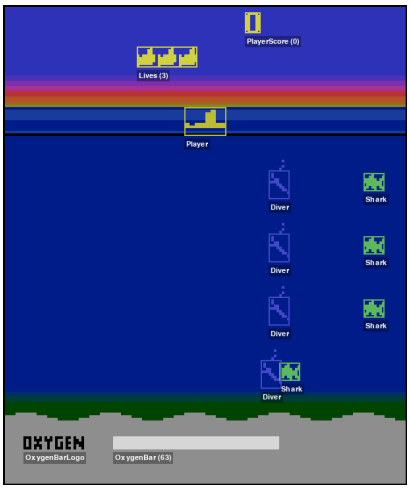
3. Next up when the subs are gone, 4 divers spawn followed by 3 sharks from left 1,2,3 with the fourth shark again being 1-2 seconds delayed



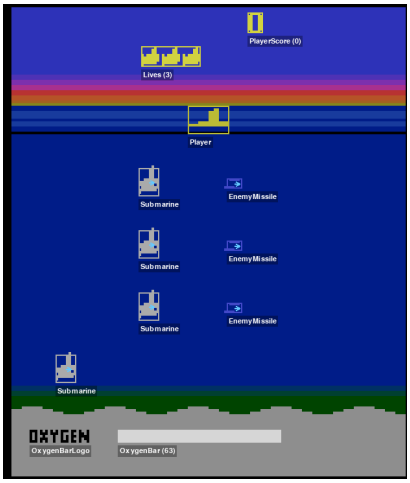
4. Afterwards 4 subs spawn from right 1,2,3 with 4 being delayed again



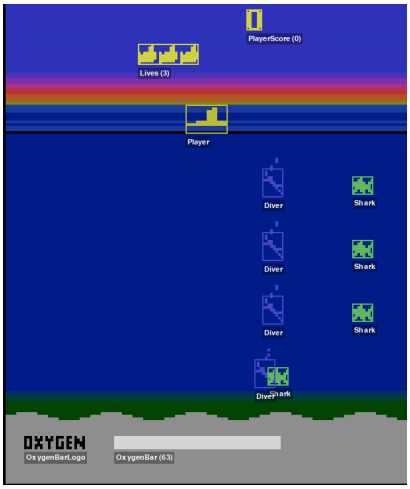
5. 4 Divers spawn with 4 sharks from right 4, and 3,2,1 delayed



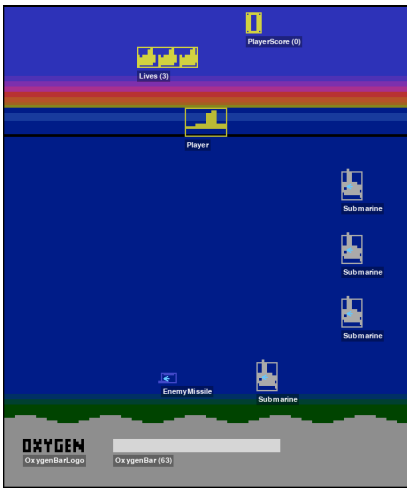
6. 4 Subs from left 1,2,3 and 4 being delayed



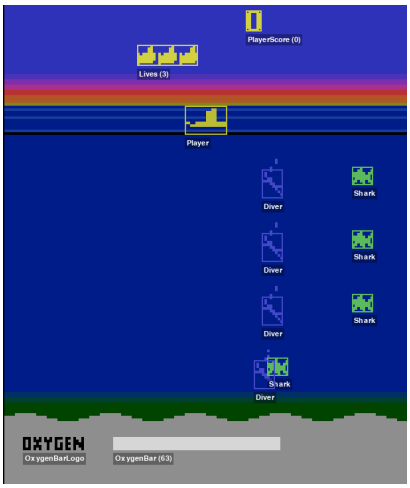
7. 4 Divers + Four sharks from right on 1,2,3 and 4 being delayed (upfront)



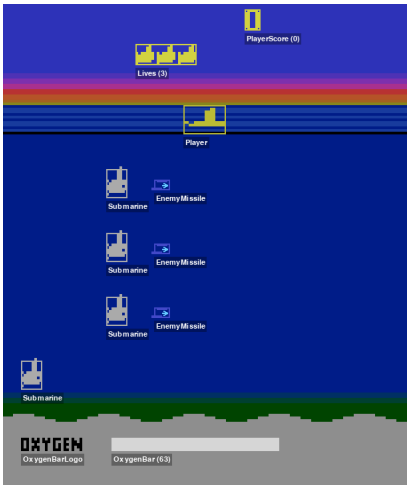
8. 4 Subs from right on 1,2,3 with 4 being upfront



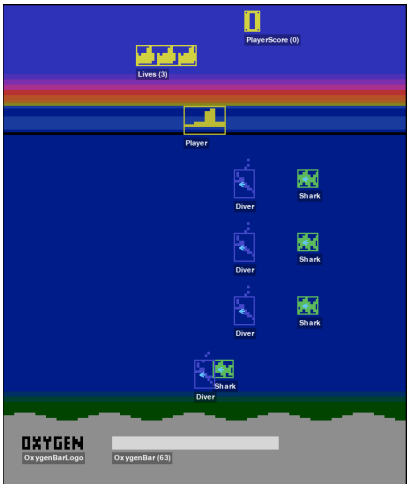
9. 4 Divers + 4 Sharks from right on 1,2,3 with 4 being upfront

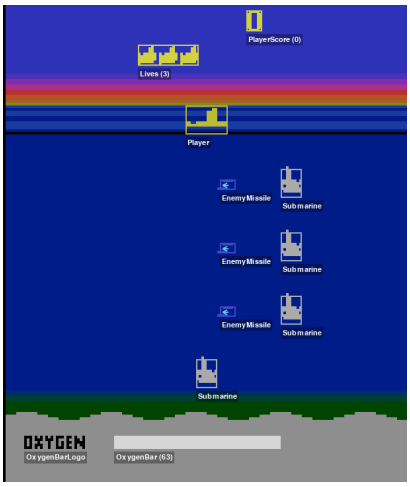


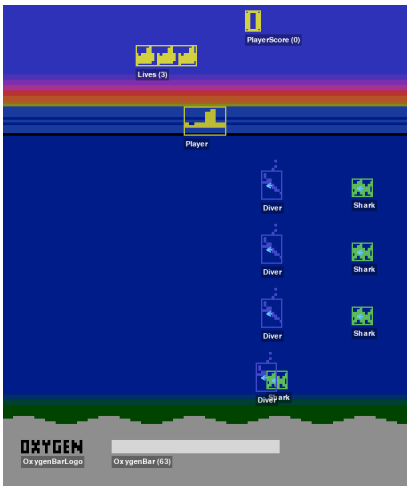
10. 4 Subs from left on 1,2,3 with 4 being delayed

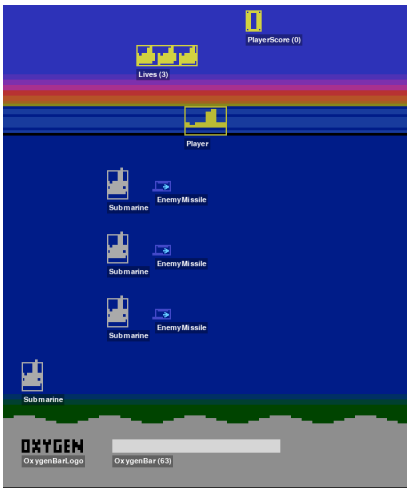


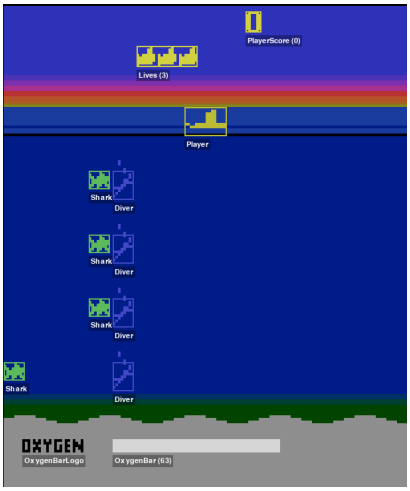
11. Maybe repeating from now? → fuck doch nich

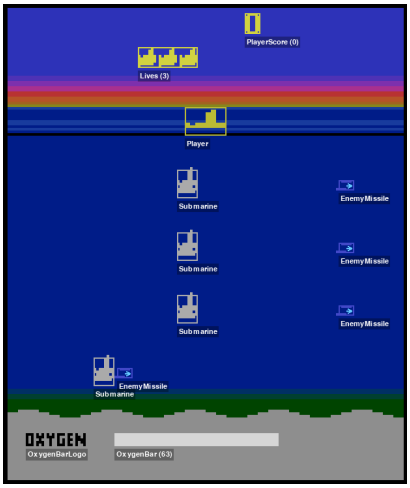

PlayerScore (0)
Lives (3)
Player
Diver
Shark
Diver
Shark
Diver
Shark
Shark
Diver
OXYGEN
OxygenBarLogo
OxygenBar (63)

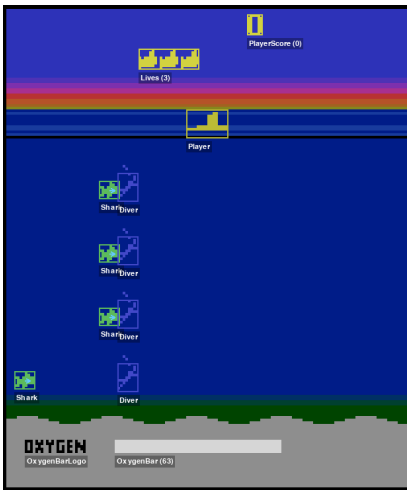

PlayerScore (0)
Lives (3)
Player
EnemyMissile
Submarine
EnemyMissile
Submarine
EnemyMissile
Submarine
Submarine
OXYGEN
OxygenBarLogo
OxygenBar (63)

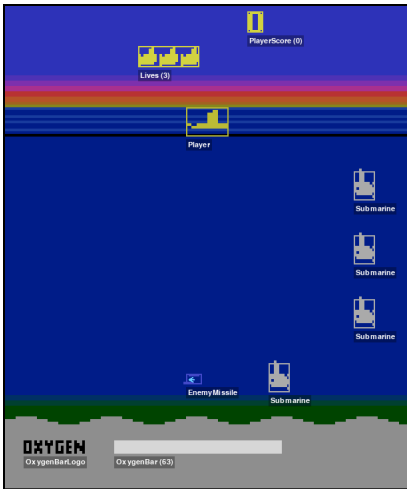

PlayerScore (0)
Lives (3)
Player
Diver
Shark
Diver
Shark
Diver
Shark
Diver
OXYGEN
OxygenBarLogo
OxygenBar (63)

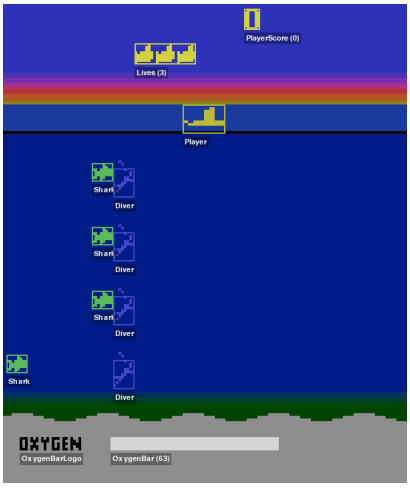

0
PlayerScore (0)
Lives (3)
Player
Submarine
EnemyMissile
Submarine
EnemyMissile
Submarine
EnemyMissile
Submarine
OXYGEN
OxygenBarLogo
OxygenBar (63)

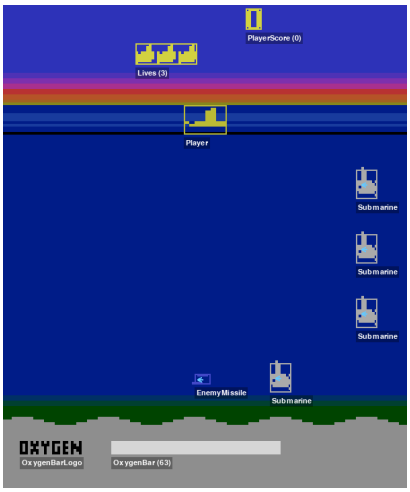

0
PlayerScore (0)
Lives (3)
Player
Shark
Diver
Shark
Diver
Shark
Diver
Shark
Diver
OXYGEN
OxygenBarLogo
OxygenBar (63)

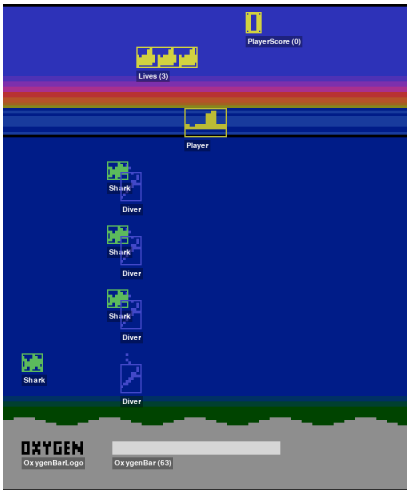

0
PlayerScore (0)
Lives (3)
Player
Submarine
EnemyMissile
Submarine
EnemyMissile
Submarine
EnemyMissile
Submarine
EnemyMissile
OXYGEN
OxygenBarLogo
OxygenBar (63)

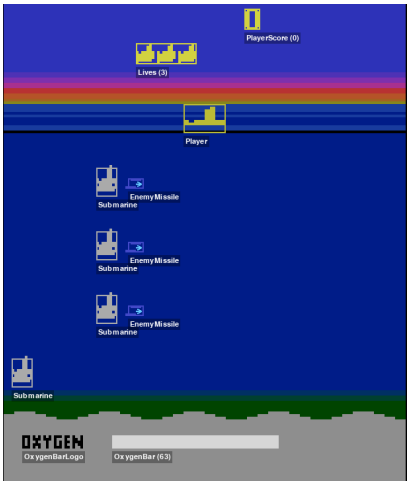

PlayerScore (0)
Lives (3)
Player
Shark
Diver
Shark
Diver
Shark
Diver
Shark
Diver
OXYGEN
OxygenBarLogo
OxygenBar (63)


PlayerScore (0)
Lives (3)
Player
Submarine
Submarine
Submarine
EnemyMissile
Submarine
OXYGEN
OxygenBarLogo
OxygenBar (63)


PlayerScore (0)
Lives (3)
Player
Shark
Diver
Shark
Diver
Shark
Diver
Shark
Diver
OXYGEN
OxygenBarLogo
OxygenBar (63)







...

Findings (when player is passive)

- The waves **alternate** between **sharks** and **subs**

- Lane 1,2,3 always spawn simultaneously and lane 4 spawns:
  - delayed when coming from the left
  - upfront when coming from the right
  - Special case: first wave → lane 4 comes from opposite direction
- There is a fixed pattern for the direction of the waves which repeats every 21 waves
  - L L L R R L R R R L R R R L L L L R L R L
- The divers appear in every 2nd wave and always from the direction the enemies spawn