SEAFOX

APPLE INSTRUCTIONS

You will start the game with three submarines. Press button Ø for joystick or paddle control or press the space bar for keyboard control.

In joystick and paddle mode, button Ø fires torpedoes up and button 1 fires torpedoes forward. Submarine movement is controlled by the joystick or by the paddle dials. In paddle mode, paddle dial 1 controls the up and down movement and paddle dial Ø controls movement forward and backward.

In keyboard mode, sub movement is controlled by the following keys:

[Y] up left	[U] up	[I] up right
[H] left	[J] stop	[K] right
[N] down left	[M] down	[,] down right
[D] fire up	[F] fire forward	

Keyboard controls may be changed by pressing CTRL-C and then entering the keys of your choice.

Objective:

As the submarine captain, you must destroy all of the merchant ships (the top row of ships) in order to move on to your next mission. Try not to hit hospital ships. It's a violation of international law to do so, and the negative consequences can be pretty immediate. Skillful maneuvering will be necessary on advanced missions in order to survive exploding depth charges, torpedo fire, and magnetic mines. Bonus points will be awarded for successfully completing each mission.

Your sub has a limited supply of fuel and torpedoes which must be replenished frequently. A supply sub will pass by occasionally near the ocean bottom and release a trained dolphin carrying fuel and torpedoes. You must make contact with the dolphin's supply pack in order to resupply your vessel. If your sub harms the dolphin, watch out! He has many friends in these waters and they won't take too kindly to it. Giant clams may interfere with refueling so it's best to get to the supplies in a hurry.

Scoring:

Enemy submarines — 100 points
Merchant ships — 200 points. Point value increases by 100 points per level. (300 for level two, etc.)
Destroyers — 150 points
Depth charges — 20 points
Enemy torpedoes — 50 points
Magnetic mines — 50 points
Giant clams — 50 points
Bonus — 2000 points on level one. Point value increases by 1000 points per level. (3000 for level two, etc.)

(more)

Special keys:

CTRL-S: Toggles sound on and off [when off, sound will be routed through cassette output port]
CTRL-V: Switches vertical axis on joystick
CTRL-H: Switches horizontal axis on joystick
CTRL-B: Switches both vertical and horizontal axes on joystick
CTRL-C: Configure keys for keyboard play
ESC: Pause and resume play