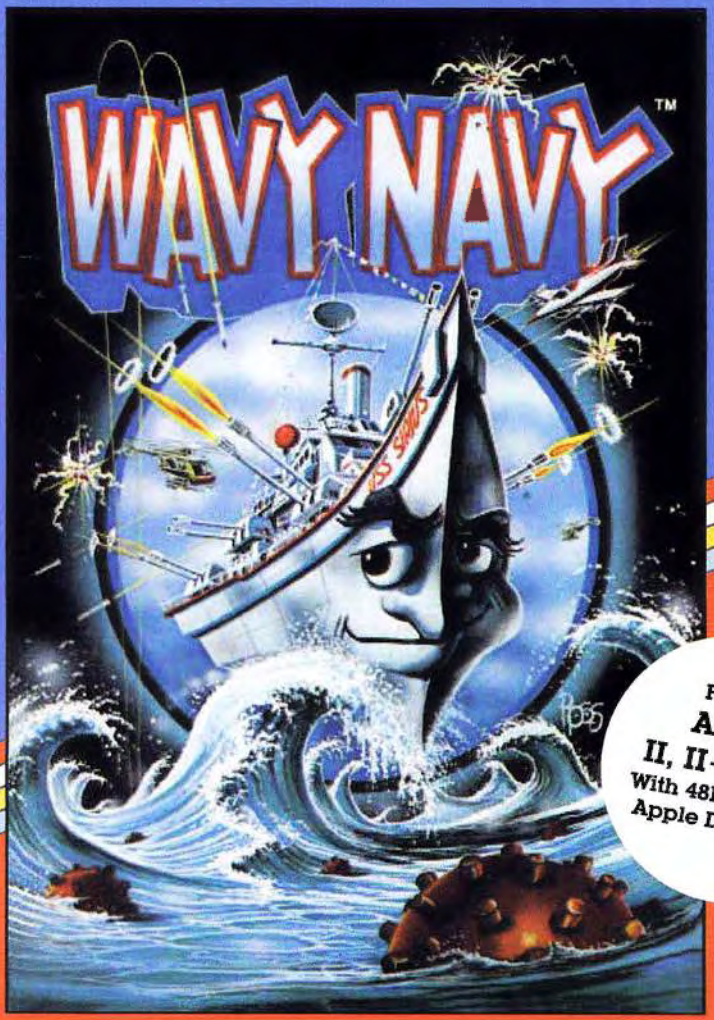
Sirius™
presents



For The
APPLE
II, II+ or IIe
With 48K And One
Apple Disk Drive

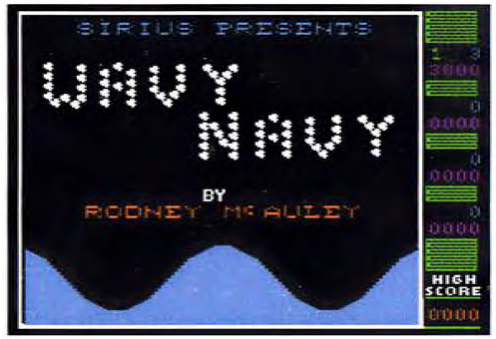
FAST ACTION!

For 1 to 4 players

WAVY NAVY™

APPLE II+/IIe/IIc INSTRUCTIONS

TO SET UP:



Boot the Wavy Navy disk in drive #1. After the title page appears, press the SPACE BAR to go to the selection menu. You may skip over any or all of the menu sections if the pre-set choices, shown by the white cursor, are those you wish to use. (You must still press the S key and then the Fire button or SPACE BAR to begin the game.)

NUMBER OF PLAYERS:

Choose the number of players waiting to head for the high seas. If more than one person volunteers, each player will continue to play until he or she advances a level or until he or she loses all of their P.T. Boats.

Key	Option
1	1 player
2	2 players
3	3 players
4	4 players

DIFFICULTY LEVELS:

The intensity of the Wavy Navy battle increases with each level. In addition, each level is made up of several, progressively more challenging rounds. You begin as a Galley Slave in round 1 and have the opportunity to work your way up in the ranks. If you play as a beginner, the highest rank you can achieve is Admiral in round 8. Advanced players can advance 9 rounds to Defense Chief. Only Expert players are allowed to fight in round 10 and become President! To choose a difficulty level, press one of the following keys.

Key	Option	Highest Rank Possible
5	Beginner	Admiral
6	Advanced	Defense Chief
7	Expert	President

SOUND:

You can choose whether the sound should be played through the Apple Speaker or through the Cassette Port (for listening with an earpiece).

Key	Option
8	Apple Speaker
9	Cassette Port

CONTROLS:

Next you must choose a game controller. You may use a joystick, paddles or the keyboard.

Key	Option
X	Paddle 0
Y	Paddle 1
Z	Joyport
K	Keyboard

Turn the paddle knob, tilt the joystick, or use the left and right arrow keys to navigate your P.T. Boat across the screen. Press the controller button or the keyboard SPACE BAR to fire at the enemy.

TO START:

You may wish to take a quick look at the game demonstration before you go to battle by pressing the D key. After you have done so, press the SPACE BAR to return to the menu and then press the S key. When "Player 1" flashes on the screen, press your controller button, or if in the keyboard mode, the SPACE BAR to start Wavy Navy.

Key	Option
D	Demonstration
S (followed by the fire control)	Start Wavy Navy

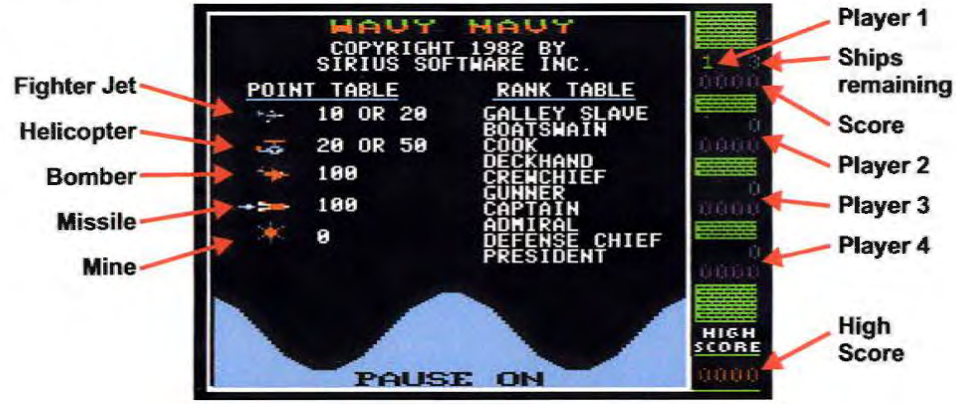
CONVENIENCE FEATURES (DURING THE GAME):

ESC: Pauses the game until the ESC key is pressed again. The "PAUSE ON" message will appear at the bottom of the screen when this feature is in effect.

CONTROL-S: Toggles the sound on and off.

CONTROL-R: Ends the game and returns to the selection menu.

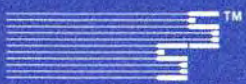
POINT TABLE, RANK TABLE AND SCREEN LAYOUT:



WAVY NAVY™

"Why me?" I thought as I staggered to the deck. My P.T. Boat was being tossed about the ocean by 30-foot waves. The sky was filled with a squadron of enemy bombers and Kamikaze fighters. They were backed by helicopters with blazing machine guns. I raced to the gun and started blasting. I was scoring some impressive hits and beginning to feel in control when I noticed that the sea around me was loaded with mines. "Oh, great!" And what was that screaming toward me on the horizon? An Exocet missile! My heart was pounding as I tried to decide how to get out of this fix. I had to act quickly! Immediately I jerked the joystick to the starboard while keeping my hand on the fire button. "Ah ha! You missed me!"

"Phew, that was close!" I took a deep breath, wiped my brow and thought to myself, "Wow, sometimes it's hard to believe Wavy Navy is just a video game."



Game design by Rodney McAuley
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The two voice music in this package was created using the Electric Duet package by Paul Lutus. For information contact Insoft, Inc.