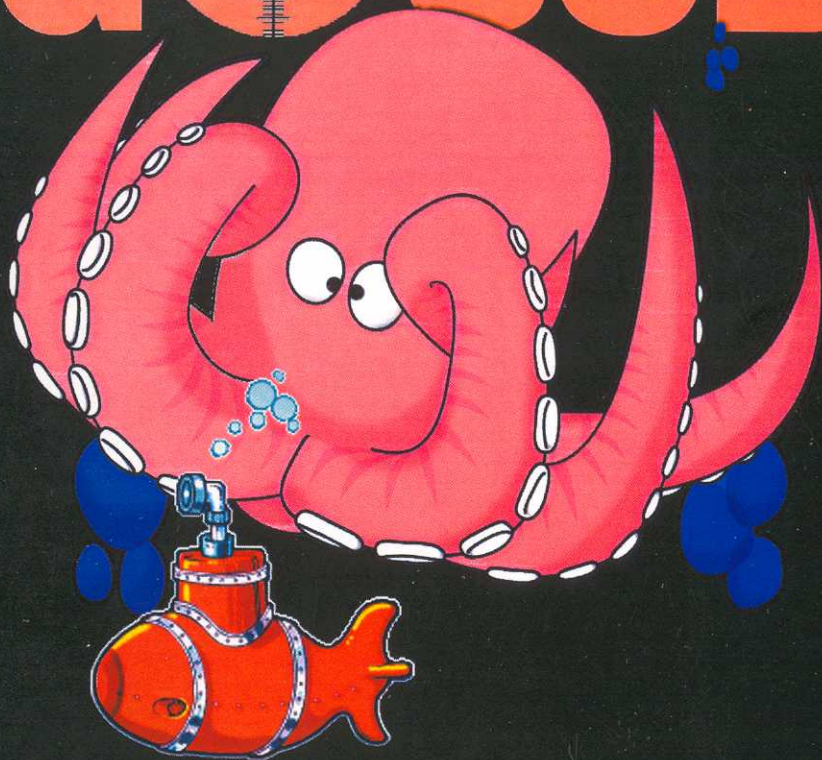# GOSUB

**Video Game Cartridge
For use with the Atari 2600
and compatible consoles**

GoSub Instructions

Story

You are a submarine driver in search of sunken treasure off the coast of Cape Chammawingiwakauguflidplitargoknotz. Your job: Get the treasure chests and be rich! But there are dangers: it seems the treasures are well protected because there's walls. Don't hit the walls!

Game Options

Left difficulty A - without octopus
Left difficulty B - with octopus
Color/b&w switch - choose between color or black & white
Game 1 - main game
Game 2 - GoSub 500 mini-game (choose with game select switch)

Controls

To begin a new game at the title screen, press fire.

- **In-Game**
  Joystick: move submarine.
  Fire Button: shock octopus.

How To Play

To begin moving the submarine at the start of a maze, simply move the joystick in the direction you want the submarine to go. The submarine moves automatically, so there is no need to keep pushing the joystick in the way you want it to move. Don't hit the walls. If you do, you'll lose a life. You get three of them at the beginning of each maze.

- **With octopus on**
  The octopus is invisible when it's not near your sub. When the octopus is near you, it will turn red. If you touch it, you only have about a second to get out of its grip before it squishes your sub into itty bitty pieces (you also lose a life).

  With the octopus on, you also have three shocks per maze. These shocks can only work if the octopus is touching your sub. To use a shock, press fire and the octopus will go to another part of the maze. If you press fire and the octopus isn't touching you, nothing happens, so if you feel like it, do it.

GoSub 500

GoSub 500 is a counter-clockwise race between two players using submarines. Player 1 uses the red sub and player 2 uses the green sub. The first one to finish nine laps is the winner, and the color of the sub that finishes first will be the color of the score once the game is finished. If a tie occurs, the word "TIE" will be in the center of the screen. To start the race, player 2 presses the fire button.

Credits

Concept - Chris Read
Main programming - Chris Read/Michael Rideout/Fred Quimby
Additional help/support - Michael Rideout
Level Design - Chris Read/Walter Lauer/Michael Rideout
'Atlantis' - written by Donovan Leitch - transcribed (poorly) by Chris Read
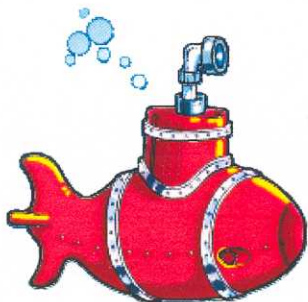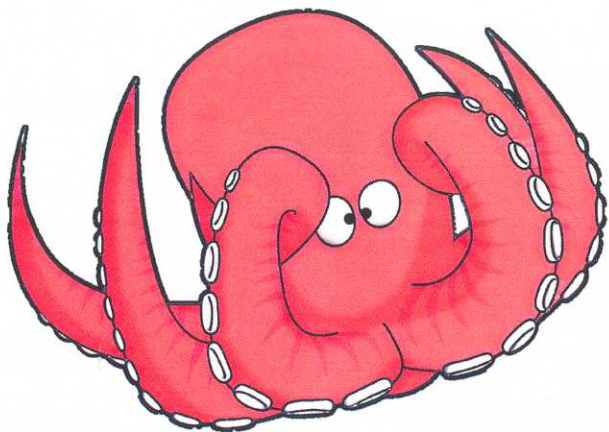Manual design - Tony Morse

Thanx to all my family, and thanx to everyone at AtariAge for making this game a reality. Special thanks go out to the mystery person who gave their Atari 2600 to the used video game store and thus began my fascination with it. This game was made in 2006-07 by Chris Read using Batari Basic. Thanks to Fred Quimby for making Batari Basic. This game is dedicated to Shirlee Kallenbach, my grandma, who was kind, nice, fun, and always believed in me.

Have any comments/questions?
e-mail: **chris.read01@netzero.net**

Keep on gaming, old-school style!