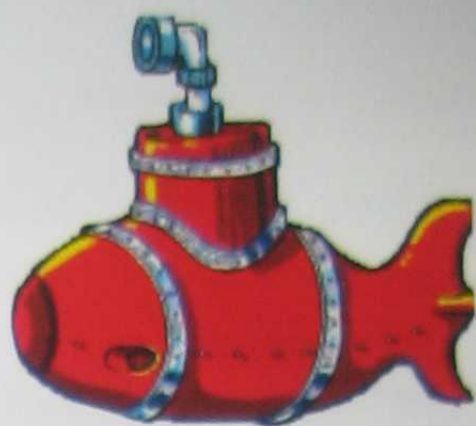


GO SUB II



GAME INSTRUCTION MANUAL

FOR USE WITH ATARI 2600 AND
COMPATIBLE CONSOLES

MORE TREASURE!

After hearing about more treasure on a nearby coast, you hop in your trusty submarine and take off. The treasures are still located in caverns so you'll have to be careful in 25 Levels of undersea action! You must take control of your sub as you travel through the caverns in search of the exit. You seem to have attracted the attention of one of the local denizens. A giant octopus pursues you from level to level. Your weapons are way too small to kill the octopus but it will drive him off for a short while. Can you make your way to safety? Or will you find your final resting place under the sea?



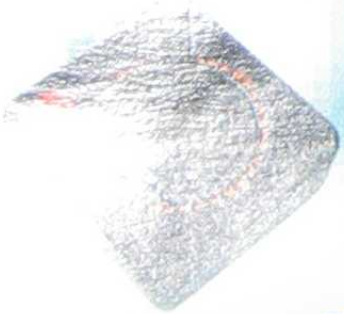
GAME OPTIONS

left difficulty B
left difficulty A
right difficulty B
right difficulty A
color/b&w switch

octopus is present
no octopus
no sonar ping
sonar ping is present
toggle between
color or black & white display

CONTROL CONTROLS

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



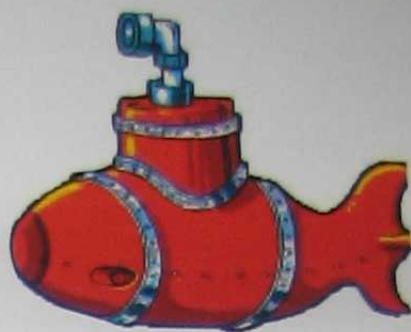
IN-GAME CONTROLS

joystick: move submarine
fire: fire torpedo



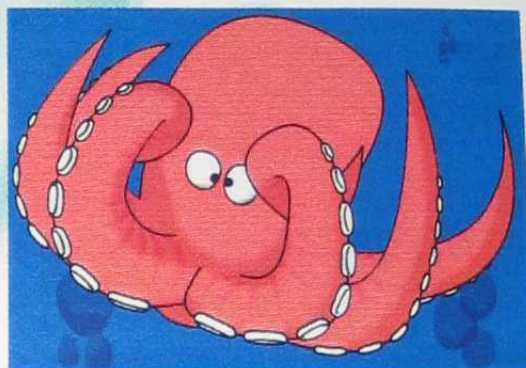
HOW TO PLAY

To begin moving the sub at the start of a caverns, move the joystick in the direction you want to go. The submarine moves automatically, so there's no need to keep pushing in the direction you want it to move unless you want to change its direction. The walls are deadly, If you touch one you lose a sub. You have three subs at the start of each new cavern. The life counter indicates how many subs are remaining. After you lose a sub, you'll start back at the beginning of the cavern. Lose all three and it's game over - you'll return to the title screen.



WITH OCTOPUS PRESENT

The octopus moves randomly around the caverns, but most of the time, it'll probably cross your path. To shoot a torpedo at it, press FIRE. The torpedo will move in the direction the submarine is going. The torpedo will stop if it touches the octopus or a wall. Watch out for it because if you touch it you'll lose a sub. When you shoot the octopus, you get ten points and it will disappear for a little bit and will reappear from the side to go in the maze. If you are at the left end of the maze, the octopus will come in from the right, and vice versa. Don't worry about running out of torpedos, you have an unlimited supply of them (whew!)



CREDITS

Concept and Programming - Chris Read
'In the Navy' composed by Belolo/Morali/Willis;
arranged by Chris Read
Produced by Scott Dayton (NEO Games)



Produced by AtariAge · www.AtariAge.com