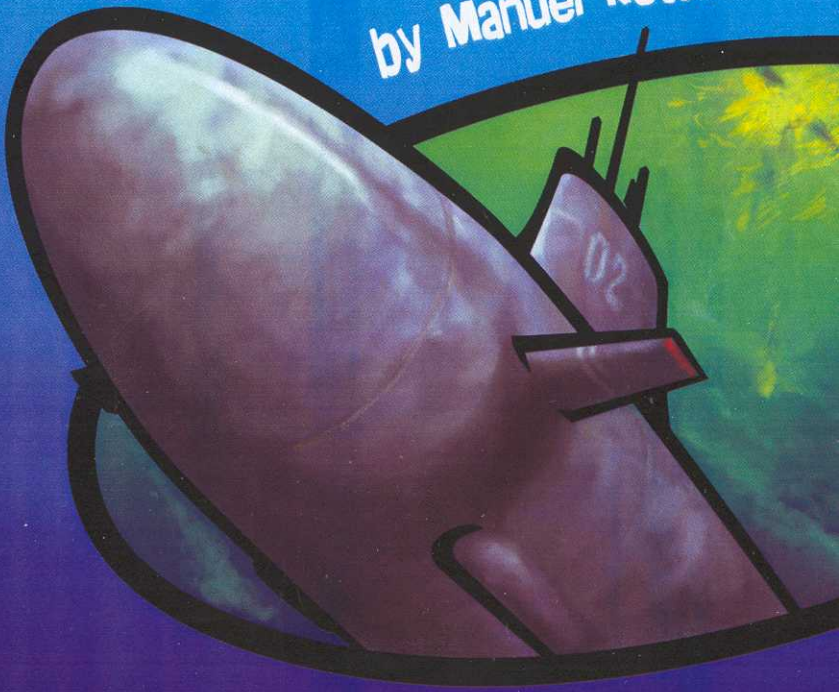
XYPE

SEAWOLF

by Manuel Rotschkar



BEARING - MARK!
RANGE - MARK!
TORPEDO!!

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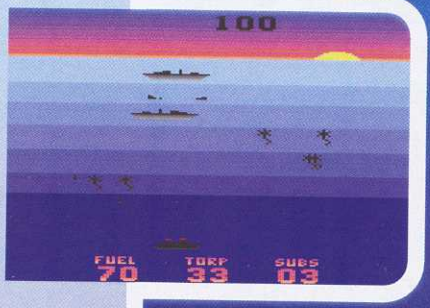
USING THE CONTROLLER

Seawolf uses the left joystick controller. Be sure it is plugged firmly into the controller jack at the back of your Atari Video Computer System.

Hold the joystick with the red button to your upper left, toward the television screen.

THE SCREEN

The display is vertically divided into several parts.



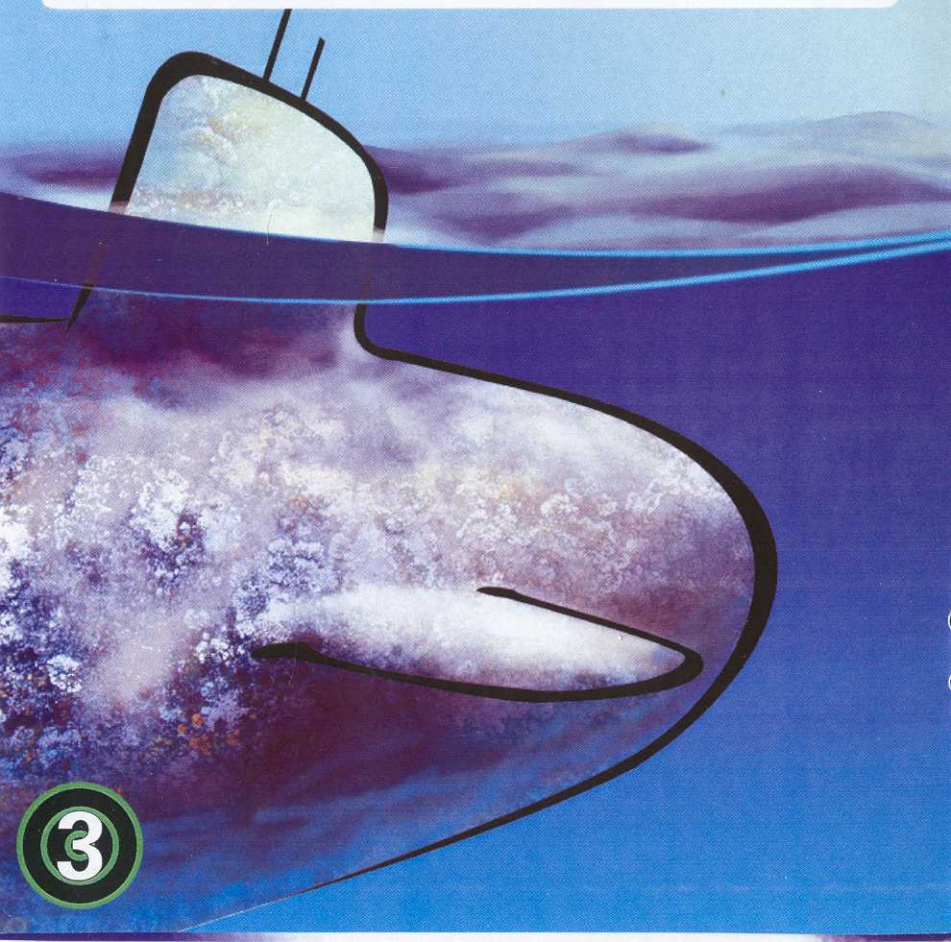
In the status area at the bottom, you'll find three pairs of digits. They show, from left to right:

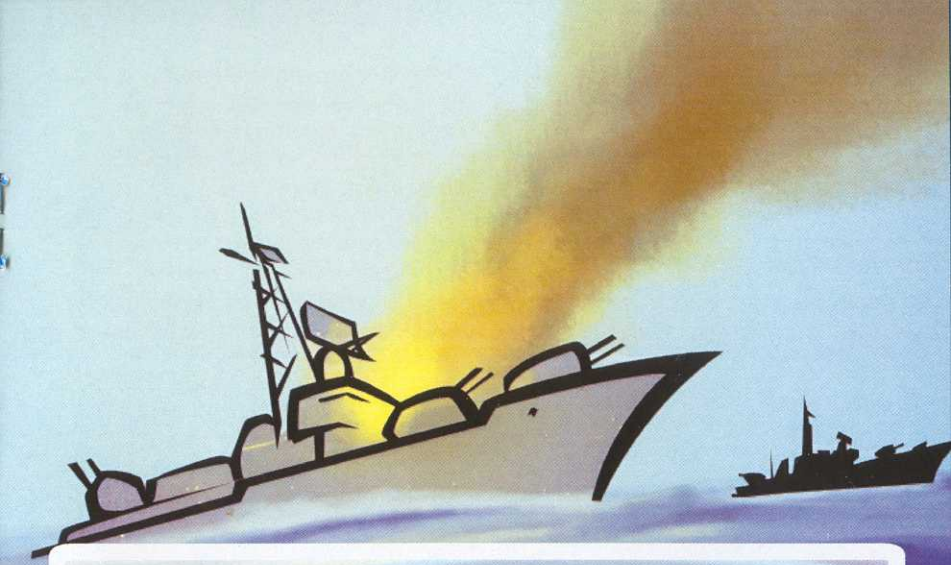
- The remaining fuel amount
- The remaining number of torpedoes
- The remaining number of submarines

CONFIGURATION SWITCHES

The LEFT DIFFICULTY SWITCH toggles the between "Ensign" in position B and "Captain" mode in position A. Ensign mode means "Hi-Tech" submarines face "Standard" destroyers. Captain mode means "Standard" submarines face "Hi-Tech" destroyers.

When the RIGHT DIFFICULTY SWITCH is in position B, you get new enemy ship types introduced slowly, one at a time. Set it to position A if you prefer a full action start. Both switches are only read at the start of each game. Altering them won't have any effect until you start the next game.





The score display is color coded according to your chosen difficulty settings like this:

LEFT SWITCH	RIGHT SWITCH	COLOR	DIFFICULTY
A	A		HIGHEST
A	B		
B	A		
B	B		LOWEST

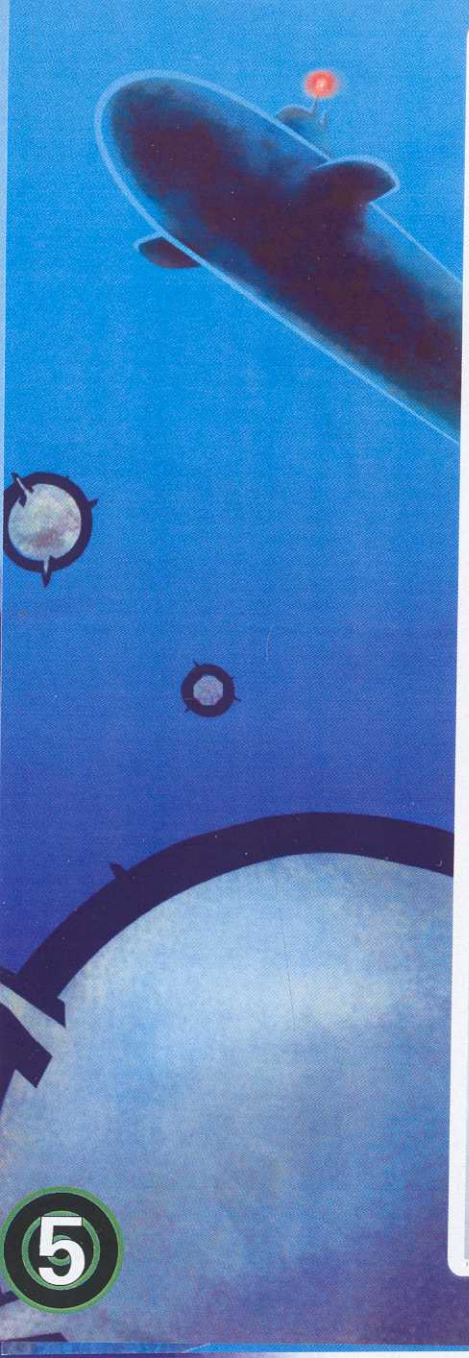
The COLOR/B&W switch in COLOR position enables auto-launch of your torpedoes. The B&W position disables it. This has an immediate effect.

STARTING THE GAME

Whenever the title tune is playing, you're in the attract mode. You can start a new game by pressing the fire button.

GAMEPLAY

Use your joystick to steer your submarine. Push your joystick to the left or right and your submarine will move in that direction.
Press the fire button to launch your torpedoes. You can launch 2 or three at a time, depending on whether you're playing the Ensign or the Captain mode. You'll start your game with a group of three submarines, each armed with 50 torpedoes and maximum fuel.



Once you've entered enemy territory, observe the convoy routes and the movement of the sea mines. When an enemy ship enters your range, maneuver your submarine into a good position to launch your torpedoes. There are several types of enemy ships, each behaving a little different to the others. Some are more dangerous, some are harder to hit, some will even drop depth charges! And shooting Red Cross ships can't be that wise, right?

Since you'll be rapidly depleting your supplies during combat, restocking pods will be sent your way at regular intervals. Keep an ear out for your sonar signals. Each time a pod is launched, it'll send a "Ping". Try cracking up the pod with a torpedo in order to get your submarine restocked.

ENDING THE GAME

Your game ends when all three ships in your group run out of fuel, run out of torpedoes or sink.

You can also end your game any time by pressing RESET.

FEEDBACK

I'd really like to read comments, reviews, love or hate mails regarding Seawolf. Send your mail to: *cybergoth@nexgo.de*

ACKNOWLEDGMENTS

This project wouldn't have been possible without the members of the Atari 2600 programmers mailing list:
http://www.biglist.com/lists/stella/stella.html

Thanks to all the input from the people on the list I have found the information and the support needed to complete this project. Some peoples' efforts deserve a special mention:

The 24 pixel wide sprite engine displaying the ships in Seawolf was inspired by Eckhard Stolberg's "Bigmove" demo. His superior groundwork demo was the first to recreate the technique which was used to display the huge dragons in "Dragonfire" and the big cars in "Grand Prix".

Thomas Jentzsch helped me optimize the torpedo code of the game. Additionally he's one of the top ranking idea contributors, playtesters and moral supporters.

David Exton created the label artwork and this manual.

The guys from VGWIZ *http://www.vgwiz.com* produce those wonderful crystal blue cartridge cases for Seawolf!

Many other people supported the project with feedback, encouragement, ideas, bug-reports or else. Names that pop into my mind are:

Nathan Strum, Albert Yarusso, Mike Stagney, Glenn Saunders, Dusty Reichwein
...and the whole Xype crew!

DISCLAIMER

No original cartridges have been harmed or cannibalized to create Seawolf!

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AtariAge