

SEA BATTLE
INSTRUCTIONS

YOU ARE THE CAPTAIN OF THE SHIP THAT IS ON THE TOP. THE OBJECT OF SEA BATTLE IS TO DESTROY AS MANY SUBS AS YOU CAN BEFORE YOU ARE DESTROYED.

YOU SET THE SPEED OF YOUR SHIP BY TURNING THE KNOB ON JOYSTICK 1. TO GO AT TOP SPEED TURN THE KNOB ALL THE WAY TO THE RIGHT(CLOCKWISE). TO GO AT SLOWEST SPEED TURN THE KNOB ALL THE WAY TO THE LEFT(COUNTER-CLOCKWISE). IN BETWEEN THESE TWO EXTREMES WILL GIVE YOU DIFFERENT SPEEDS.

WHEN THE SUB FIRES AT YOU, YOU WILL NOT BE ABLE TO MOVE AS FAST TO AVOID THE TORPEDOE, BUT YOU WILL HAVE A FEW TURNS TO MOVE BEFORE THE TORPEDOE REACHES YOU.

WHEN YOU WANT TO FIRE A DEPTH CHARGE AT THE SUB, YOU PULL THE TRIGGER AFTER THE SUB GETS DONE MOVING. AFTER YOU FIRE, IF THE SUB IS NOT DESTROYED, IT WILL RETURN FIRE.

AFTER A SUB IS DESTROYED, IN THE UPPER LEFT HAND CORNER OF THE SCREEN YOU WILL SEE THE SCORE. THEN THE SCREEN WILL CLEAR AND A NEW BATTLE WILL BEGIN!

IF YOU ARE HIT BY A TORPEDOE THE SOUND EFFECTS WILL STOP WHEN THE TORPEDOE IS TOUCHING YOU SHIP. IF YOUR SHIP HAS A DAMAGE GREATER THAN 10, YOUR ENGINES WILL BE DAMAGED FOR A RANDOM PERIOD OF TIME. DURING THIS TIME, THE SUB CAPTAIN(THAT'S THE BALLY) KNOWS HE HAS YOU WHERE HE WANTS YOU AND WILL CONTINUOUSLY FIRE HIS TORPEDOES. ONCE THIS HAPPENS YOU CAN CONSIDER YOURSELF LUCKY IF YOU GET YOUR ENGINES BACK BEFORE YOU ARE DESTROYED. ONCE YOUR DAMAGE EXCEEDS 20 YOUR SONAR IS CONSIDERED DAMAGED AND YOU WON'T BE ABLE TO SEE THE SUB FOR A RANDOM PERIOD OF TIME.(THE BALLY WILL INFORM YOU OF BOTH OF THESE CONDITIONS WHEN THEY ARISE)

WHEN THE BALLY DOESN'T HAVE THE WORD "SCORE" BEFORE THE NUMBER OF SUBS IT MEANS YOU HAVE BEEN DESTROYED.

NOTE: SOMETIMES A STRAY LINE WILL APPEAR ON THE SCREEN, BUT THIS DOESN'T INFLUENCE THE GAME ONE BIT AND WILL BE REMOVED ONCE A SUB IS DESTROYED.

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NOTE: *indicates multiplication

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01 NT=3;BC=8;FC=7
05 CLEAR
10 S=0;D=0;P=30;&(10)=180;N=35;I=0
11 H=0;J=0;E=1;K=1;Q=0;Z=0;F=12
20 A=RND(2)
23 IF A=1 L=-79;GOTO 27
25 L=79
27 M=-30
30 A=RND(2)
35 IF A=1 X=-62;W=1;GOTO 40
37 X=62;W=-1
40 Y=20;A=1;GOSUB 300;GOSUB 400
50 A=2;GOSUB 300
60 IF KN(1)>80 X=X+(20*W);GOTO 100
70 IF KN(1)>50 X=X+(10*W);GOTO 100
75 IF KN(1)>0 X=X+(5*W);GOTO 100
80 IF KN(1)>-50 X=X+(3*W);GOTO 100
90 X=X+(1*W)
100 IF I=1 I=0;A=1;GOSUB 300;GOTO 242
101 A=1;GOSUB 300
105 IF X<-62 A=2;GOSUB 300;X=62
107 IF X>62 A=2;GOSUB 300;X=-62
110 B=RND(P)-6
111 P=30
115 A=2;GOSUB 400
120 L=L+B;A=1
130 GOSUB 400
140 IF L<-62 A=2;GOSUB 400;L=62
150 IF L>62 A=2;GOSUB 400;L=-62
155 IF I=1 I=0;GOTO 610
165 IF (L>X+20)+(L<X-20)GOTO 510
170 B=RND(20)
180 IF (B=4)+(B=11)+(B=12)+(B=19)GOTO 200
190 GOTO 510
200 B=RND(9)-5
203 Z=L;Q=M+10
204 &(21)=14;&(19)=55;&(20)=199
205 FOR A=1TO 2
210 BOX Z,Q,2,6,3
215 NEXT A
216 BOX Z,Q,2,6,3
217 IF Z>X-10IF Z<X+20IF Q>Y-5IF Q<Y+5GOTO 250
218 IF Q>20BOX Z,Q,2,6,3;GOTO 510
220 Z=Z+B
230 Q=Q+8
240 A=2;GOSUB 300;I=1;IF H<1GOTO 75
242 A=1;GOSUB 300;BOX Z-B,Q-8,2,6,3;GOTO 204
250 BOX Z,Q,2,6,3
251 &(21)=0
252 N=N-RND(10)-2
254 IF N<1GOTO 720
260 D=D+RND(10)+2
265 IF D>20 CY=40;PRINT "SONAR IS OUT ";&(10)=70;J=J+RND(10)+2;
  - E=0;GOTO 534
270 IF D>10 CY=40;PRINT "ENGINES DAMAGED ";H=H+RND(3);K=0;GOTO 538

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(12) + 5

(15) + 2

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280 GOTO 531
300 LINE X,Y,4
310 LINE X-10,Y+4,A
320 LINE X+20,Y+4,A
340 LINE X+15,Y,A
350 LINE X,Y,A
360 LINE X,Y+4,0;LINE X-5,Y+6,A;LINE X+3,Y+4,0;LINE X-3,Y+8,A
370 BOX X+6,Y+7,4,5,A
380 LINE X+11,Y+4,0;LINE X+16,Y+8,A
385 LINE X+14,Y+4,0;LINE x+19,Y+8,A
390 RETURN
400 BOX L,M,20,4,A
410 LINE L-10,M+1,4
420 LINE L-15,M,A
430 LINE L-10,M-2,4
440 LINE L-15,M,A
450 LINE L+10,M+1,4
460 LINE L+17,M,A
470 LINE L+10,M-2,4
480 LINE L+17,M,A
490 BOX L,M+3,6,6,A
495 LINE L,M+6,0;LINE L,M+10,A
500 RETURN
510 &(21)=0
515 FOR U=1TO 30
520 IF TR(1)=1 GOTO 540
530 NEXT U
531 IF E=1 GOTO 534
532 J=J-1;IF J<1J=0;CY=40;PRINT "SONAR OPERATIONAL";&(10)=180;E=1
534 IF K=1GOTO 50
535 IF H<1H=0;CY=40;PRINT "ENGINES WORKING ";K=1;GOTO 50
537 H=H-1
538 I=0;GOTO 200
540 V=X;R=Y
545 &(19)=75;&(20)=55;&(21)=15
550 FOR A=1 TO 2
560 BOX V,R,3,5,3
565 IF A=2GOTO 570
567 FOR U=1TO 100;NEXT U
570 NEXT A
580 IF V>L-15IF V<L+15IF R>M-5IF R<M+5 &(21)=0;GOTO 650
590 IF R<-36 BOX V,R,3,5,3;GOTO 200
600 R=R-8
605 I=1;P=18;GOTO 110
610 I=0;GOTO 545
650 F=F-RND(10)
660 IF F<1S=S+1;GOTO 700
670 GOTO 200
700 CY=40;PRINT "SCORE:",#2,S," SUBS "
705 FOR U=1TO 999;NEXT U
710 A=2;CLEAR;GOTO 11
720 PRINT "SUBS",S
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