SEA DRAGON

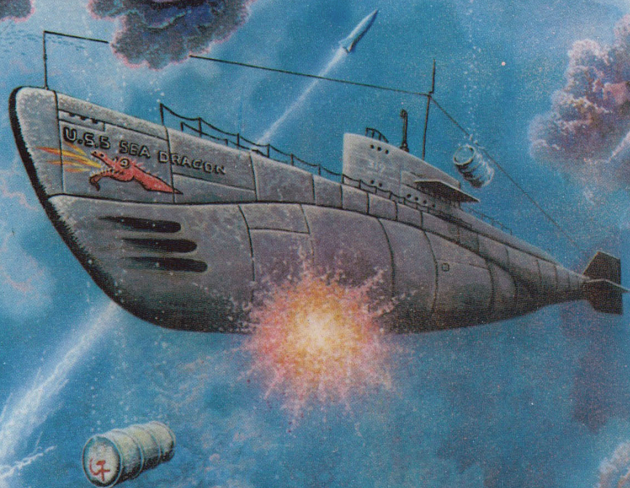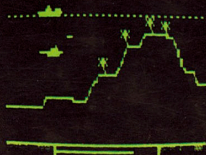**APPLE VERSION by John Anderson**
ATARI VERSION by Russ Wetmore for Star Systems Software, Inc.
TRS-80 VERSION by Wayne Westmoreland and Terry Gilman

SEA DRAGON

APPLE
VERSION
"TALKS"

TRS-80 VERSION
by
Wayne Westmoreland
and
Terry Gilman

APPLE VERSION
by John Anderson

ATARI VERSION
by Russ Wetmore for
Star Systems Software, Inc.

SEA DRAGON

The challenge of inner space — the fury of an enemy that seemingly will not die. This is SEA DRAGON — a battle to the death *under* the high seas! Slide into the Captain's chair, take the controls and prepare yourself for the most incredible non-stop action this side of Davy Jones' locker. SEA DRAGON puts you in control of a nuclear sub that's armed from stem to stern with enough firepower to take on King Neptune himself — and, you'll need every missile, every torpedo, and every scrap of skill you can muster to survive!

The object of SEA DRAGON is to successfully navigate your sub through an underwater course past mountains and through labyrinthine passageways while avoiding clusters of explosive mines that rise from the seabottom. But the danger doesn't stop there — overhead, surface destroyers lace the water with depth charges; below, deadly attack bases and arcing lasers cut a killing swath that could reduce your sub to bubbling slag. But even these potentially lethal perils are dwarfed by the awesome menace that awaits you at the course's end. (It may not be suicide but it comes mighty close!)

SEA DRAGON — every possible "extra" is here to ensure your playing pleasure: one or two player option, exciting sounds, disk high score save, machine language graphics and an eye-popping scrolling seascape that extends the equivalent of over two dozen screens placed end-to-end, providing a diverse and unique challenge that will not diminish after repeated playings.

Nothing you've ever seen on your micro could possibly prepare you for this! You are ready now, ready for the ultimate in undersea action with a pace that is absolutely relentless. SEA DRAGON — the arcade has finally come home!

PROGRAM PARAMETERS

LANGUAGE: . . . . Machine	SOUND? . . . . Yes
NUMBER OF PLAYERS (min/max): . 1/2 (1 on Apple)	MULTIPLE SKILL LEVELS? . . . . Yes
AVERAGE COMPLETION TIME . . . . 5 min.	GRAPHICS ORIENTED? . . . . Yes
SUGGESTED AGE GROUP: . . . . 10 to Adult	REAL TIME? . . . . Yes
RECOMMENDED FOR NOVICE? . . . . Yes	SPECIAL EQUIPMENT: . . . . Joystick req'd. on Atari
CLASSIFICATION: . . . . Arcade	Optional on TRS-80 & Apple

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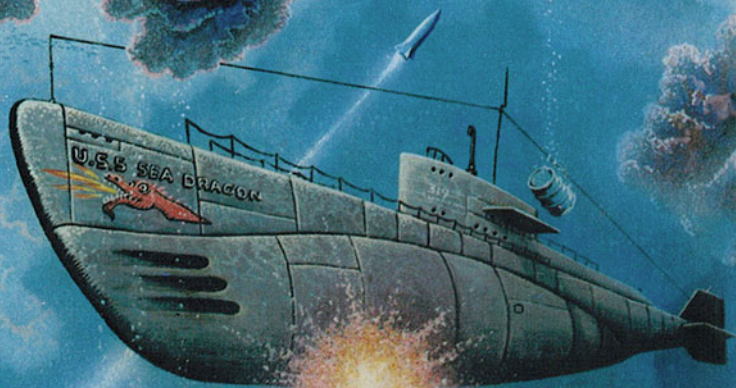
SEA DRAGON

For the ATARI(tm)400/800

By Russ Wetmore for
STAR SYSTEMS SOFTWARE, INC.

Developed from an original idea
conceived by Wayne Westmoreland and Terry Gilman.

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SECURE ALL HATCHES! PREPARE TO DIVE!....into a fantastic voyage along the ocean depths via your Atari computer and the latest of the greatest arcade games from Adventure International - SEA DRAGON!

The enemy has effectively cut off your fleet's supply lines with the most impenetrable mine field ever devised. Deep below any conventional sub's diving level lies the Master Mine that controls the entire field.

You are the commander of the nuclear sub, Sea Dragon - the only sub in the fleet with the speed, maneuverability and crew capable of destroying the Master Mine. You must, of course, travel through the mine field to reach your target. As you snake your way through treacherous underwater passages to reach your destination, you must avoid the hundreds of mines, depth charges, laser bases, and supershooters planted along the way that have been designed to keep you from accomplishing your mission. As if there weren't enough to worry about, the Sea Dragon's life-support systems are dependant upon a limited air supply that forces you to periodically resurface. Prepare for the ultimate sea voyage!

BEGINNING THE GAME

Number Of Players

After the program has been loaded (see Loading Instructions), you will see the title screen display. Sea Dragon can be played by either 1 or 2 persons using 1 or 2 joysticks. The available options will be seen at the bottom of the screen as you press the **OPTION** key on your keyboard to choose the appropriate number of players and joysticks. Connect the first joystick to port one and the second (if your have two) to port two. The joystick handle determines the direction of your sub and the button will fire your torpedoes. Note that while your supply of torpedoes is unlimited, only TWO torpedoes can appear on the screen at one time.

Level Of Difficulty

Press the **SELECT** key on your keyboard to choose the beginning level of difficulty. The background color across the top of the screen indicates the level at which you are playing (see the Skill Level Chart). Note that the basic points given for destroying an object are multiplied by the level at which you are playing. For example, a mine worth 50 points at level one is worth 100 points at level 2, 150 points at level 3, and so on. The following Skill Level Chart lists the various levels of difficulty and related information.

SKILL LEVEL	RANK	COLOR AT SCREEN TOP	POINT VALUES
Easy	1. Yeoman	Black	Point value as listed
Intermediate	2. Ensign	Red	Double point value
Difficult	3. Captain	Purple	Triple point value
Very Difficult	4. Admiral	Grey	Quadruple point value

When you have successfully completed your mission by destroying the Master Mine, you will be automatically advanced to the next level of difficulty. The colored area that indicates the level of play also shows the score and number of subs left (each player has 5 subs) for both players. This information is located on the left side of the screen for Player 1 and on the right side of the screen for Player 2. The current player's score will blink during his or her turn. The highest score made is shown at the top of the mid-screen area. Highest scores will be saved automatically on the disk version; therefore, you should NOT use a write-protect tab if you want the high scores saved. Tape version users will 'lose' their high scores once the computer is turned off.

Points

Points are obtained by destroying the following objects:

Tethered Mines   50 points x Skill level
(Watch out for those cables!)

Stationary Mines   50 points x Skill level
(You'll only know for sure that a mine is stationary if it DOESN'T rise, so...why take chances?)

Rising Mines   100 points x Skill Level
(The number of these will increase at higher skill levels.)

Depth Charges   200 points x Skill Level

Stalactites   150 points x Skill Level

Force Fields   10 points per each hit x Skill Level
(These will be encountered at the end of your voyage.)

Master Mine   5000 points x Skill Level

As you can see, the points are multiplied by the skill level at which you are playing.

You must avoid both the Laser Bases (which fire straight down) the Supershooters (which fire at an angle), and the Destroyers (which drop depth charges). The Sea Dragon is unable to launch torpedoes at any of these, so your only strategy is to outmaneuver them.

Air Gauge

After you have started the game (see the following section), a white horizontal bar appearing at the bottom of the screen will indicate your current supply of air. Maintaining an adequate supply of air is critical to the Sea Dragon's life-support systems, and failure to replenish it by periodically resurfacing can be fatal.

Holding The Action

To 'hold' the game (for refueling stops at the refrigerator, or whatever), press the **SPACE BAR**. To resume play, press the **SPACE BAR** again.

WARNING: PRESSING ANY OF THE CONTROL KEYS DURING PLAY WILL ABORT THE GAME.

PLAYING SEA DRAGON

To start the game, press the **START** key on your keyboard or the joystick button. The game begins with Player 1. When the first player's sub has been hit, crashes, or is otherwise destroyed, there will be a short pause and a Ready prompt for Player 2 will appear. If there is only one player, a new sub will immediately be issued. Each player begins with 1 sub and has 4 in reserve. The number of subs you have, including the sub on-screen, is indicated at the top of the screen next to the players' respective scores. When there are two players, the first player's sub will be grey and the second player's will be white.

Your journey (which will be over 30 screens long!) is divided into 6 distinct and increasingly difficult sections of passageways. When your sub has been hit, you will be returned to the beginning of the section you were in when hit.

Your final task is threefold. You must:
1. Torpedo through the force fields that protect the Master Mine.
2. Avoid the Supershooters' deadly onslaught.
3. Destroy the Master Mine.

Helpful Hints

Try to keep your sub towards the right side of the screen so that you'll have room to 'drop back' to avoid rising mines, depth charges, etc.

Watch that Air Gauge! In the more difficult sections the Sea Dragon will be underground a lot of the time so take advantage of any open water to replenish your air supply.

Learn to anticipate the firing range of the Supershooters and their firing patterns so that you can pace your sub's movement through their areas during a firing delay.

Atari Tape Loading Instructions

1. Your computer should be turned off.
2. Remove any cartridges from the computer such as BASIC, STAR RAIDERS, etc.
3. ALL peripherals such as disk drives, printers and expansion interfaces should be off. Turn on the TV monitor.
4. Insert the tape into the cassette player and rewind if necessary.
5. While holding the **START** button on the computer, turn the computer on. You should get a clear video display accompanied by a single tone.
6. Press PLAY on the cassette player.
7. Press **RETURN** on the computer.
8. The screen will display: LOADING SEA DRAGON, while the program loads. This should take about 5 minutes.
9. If the tape does not load properly, try repeating the entire procedure using the other side of the tape. You may also try cleaning the head of the cassette player using a cotton swab and standard rubbing alcohol.
10. If you see the message: BOOT ERROR or return to the MEMO PAD within a minute or so of loading, rewind the cassette and then place it into a standard cassette player. Turn up the volume, press PLAY and listen for the first long tone you hear. Remove the cassette, place it back into the Atari cassette player and begin the loading procedure again.

Atari Disk Loading Instructions

WARNING: DO NOT WRITE-PROTECT OR ATTEMPT TO PLACE A DOS ON THIS DISK.

1. Turn on the disk drive.
2. Wait until the busy light is off and then place your disk into the drive.
3. Remove all cartridges.
4. Turn the computer on.
5. The screen will display the following: LOADING SEA DRAGON. In a few moments the opening scrreen display will appear while the rest of the program loads, which will take about 15 seconds.

WARNING: THIS DISK IS COPY-PROTECTED. ANY ATTEMPT TO COPY IT WILL DAMAGE YOUR DISK AND VOID THE WARRANTY

SEA DRAGON was written using the following software development products:

THE NEXT STEP - On-Line Systems
MACRO-ASSEMBLER - Atari, Inc.
PROGRAM-TEXT EDITOR - Atari, Inc.
DISKEY - Adventure International
MICRO-PAINTER - DataSoft, Inc.
APPLE GRAPHICS TABLET SOFTWARE - Apple, Inc.

ai Adventure

INTERNATIONAL

BOOT IN DRIVE 1 UNLESS OTHERWISE INSTRUCTED

FOR
ATARI

SEA DRAGON