

SUB BATTLE

SIMULATOR™ Command Card for use with Apple® IIGs™

Introduction

Please refer to the Atari ST manual for objectives, playing instructions, glossary and weapons information. This command card will provide you with loading instructions, and note the differences between the manual and the Apple IIGS version of the game.

Loading Instructions

- Set up your Apple IIGs as shown in the owner's manual.
- Connect your mouse as shown in the owner's manual. Otherwise, follow the key controls on the Keyboard Command Card.
- Insert your **SUB BATTLE SIMULATOR** disk into a disk drive, label side up.
- Turn on the computer.
- Your WWII submarine simulation will automatically load and default to the **Target Practice** mode.

Note: Throughout the manual, wherever the **CTRL** key is mentioned, use the ⌘ key (**OPEN APPLE**) instead. For example, if the manual tells you to press **CTRL N**, press the ⌘ key and **N** instead. The **CTRL** key first appears on page 2 under *Starting Simulation* and is mentioned many times throughout the **Help References** section (pages 20-28).

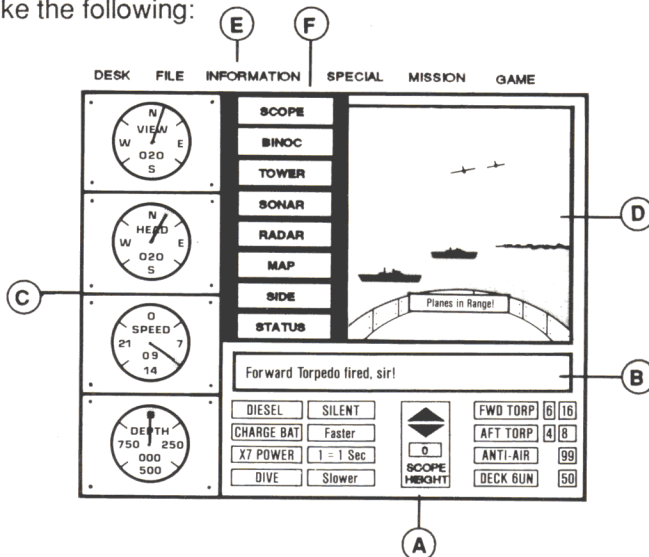
Wherever the Function Keys, **F1-F8**, are mentioned use the number keys (**1-8**) at the top of the keyboard instead. (Both the number keys and clicking on the view buttons change your view.)

Page 7:

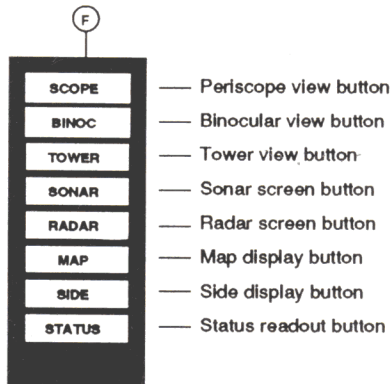
- To Save a **Single Mission** or **Wartime Command** to another diskette, you need to select **Save Game** from the File menu (you don't press ⌘ S). Be sure to have a formatted diskette handy for saving your simulation.
- Selecting **Quit Game** for the File menu will end the game. It will not, however, eject the diskette from the internal drive and restart the system as stated in the manual.

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The main screen looks like the following:



Please see the manual (pages 12-18) for more detailed descriptions of A-E. See below for more information on View Buttons (F).



Page 19:

The **Special** menu contains an additional selection - **Advanced**. Select **Advanced** to bring up a menu of special features. Change these features to make the game even more realistic and challenging.

PRODUCT
#14813D

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Part Number 14813D-63

EPYX

PROOF-OF-PURCHASE

EPYX

SUB BATTLE

SIMULATOR™

For the Apple® IIGS™

Keyboard Commands (a quick reference)

Screen Controls

- 1 (PERISCOPE VIEW)
- 2 (BINOCULAR VIEW)
- 3 (TOWER VIEW)
- 4 (SONAR SCREEN)
- 5 (RADAR SCREEN)
- 6 (MAP DISPLAY)
- 7 (SIDE DISPLAY)
- 8 (STATUS READOUT)

Depth Controls

- 9 (PERISCOPE DEPTH)
- 0 (TRIM DEPTH)
- + (DEPTH UP)
- (DEPTH DOWN)

Time Compression Controls

- Q (SLOWER)
- W (FASTER)

View Controls

- H (SCROLL LEFT) through WINDOW
- K (SCROLL RIGHT)
- U (MATCH VIEW TO HEADING)
- J (MATCH HEADING TO VIEW)
- I (VIEW AFT)

CRASH DIVE/
SURFACE TOGGLE

Engine Speed Controls

- [(SPEED UP)
-] (SLOW DOWN)

E DIESEL/ELEC
TOGGLE

R RADAR
TOGGLE

Periscope Controls

- O (LOWER)
- P (RAISE)

esc 1 2 3 4 5 6 7 8 9 0 - + ~ bksp

Tab Q W E R T Y U I O P []

Ctrl A S D F G H J K L ; " ←

↑ Z X C V B N M < > ? ↑

caps lock

option

⌘

⌘

⌘

SPACE BAR

↵

←

→

↓

↑

TAB
RELEASE DEBRIS

Zoom Controls

- Z (ZOOM IN)
- X (ZOOM OUT)

M DEPLOY MINE

? SHOW COORDINATES

B CHARGE BATTERIES

; TDC LOCKON

V X7 POWER TOGGLE

Weapon Controls

- T (FIRE FORWARD TORPEDO)
- Y (FIRE AFT TORPEDO)
- G (FIRE ANTI-AIRCRAFT GUN)
- F (FIRE DECK GUN)

~ DEPTH BELOW KEEL

S SILENT RUNNING

C SIDE DISPLAY TOGGLE
(LEFT/RIGHT)

Heading Controls

- < (HEADING LEFT)
- > (HEADING RIGHT)

- ⌘ A ABANDON SHIP
- ⌘ E SEND SOS
- ⌘ G ACTIVATE NAVIGATOR (LOWER LEVELS ONLY)
- ⌘ I RADIO POSITION
- ⌘ L SHORE PARTY
- ⌘ M DISPLAY CURRENT MISSION
- ⌘ N START A NEW GAME
- ⌘ O TRANSFER TORPEDO
- ⌘ S SUSPEND/CONTINUE GAME
- ⌘ T ACTIVATE TIME COMPRESSION

⌘ Keys

(OPEN APPLE)

Level of Play (degree of difficulty)

There are four levels available to allow for an increasing degree of difficulty.

You'll note that these are in ascending order of difficulty where certain advantages are removed in higher levels, while certain disadvantages are added.

Description	1	2	3	4	
enemy convoys shown on maps	✓				Functions Enabled by Level
<u>Torpedo</u> range maximized	✓				
<u>Damage</u> to sub in single steps	✓				
periscope toggles up/down	✓	✓			
enemy ships shown on maps	✓	✓			
<u>Airplanes</u> shown on maps	✓	✓			
<u>Torpedo</u> shown on maps	✓	✓			
<u>Shore Party</u> destination on maps	✓	✓	✓	✓	
<u>Weather Effects</u> active		✓	✓	✓	
enhanced ability of <u>Airplanes</u>		✓	✓	✓	
<u>Airplanes</u> drop <u>Depth Charges</u>		✓	✓	✓	
<u>Sea State Effects</u> active			✓	✓	
periscope increments in feet			✓	✓	
reload <u>Deck Gun & Torpedos</u> (secs.)	15	17	19	21	Misc
<u>Torpedo</u> range comparison	2x	1.6x	1.3x	1x	
' <u>Days on Station</u> ' accuracy	±2°	±2°	±1°	±1°	
<u>Crash Dive</u> time required	25	50	75	100	% of NORMAL
bombing accuracy of <u>Airplanes</u>	25	50	75	100	
<u>Dud Munitions</u>	25	50	75	100	
degree of <u>Damage</u> sustained	25	50	75	100	
<u>Damage</u> repair times	30	60	90	100	
enemy <u>Ramming</u> intensity	70	80	90	100	
overall <u>Ability of Enemy</u>	70	80	90	100	

SUB BATTLE SIMULATOR™

Apple® II GS™
Addendum

If you boot your system with the Sub Battle Simulator disk as explained in the command card, the Launcher comes up first. You then must open the file “SUB” by double-clicking on it or by selecting it and then using the **Open** button.

If you want to boot with another system disk, copy the file “SUBFONT.9” from the Sub Battle disk’s /SYSTEM/FONTS folder to your system disk’s /SYSTEM/FONTS folder.

If you have a hard disk, you may copy the contents of your original Sub Battle disk to it and run “SUB” from there. Do the following :

1. Create a new folder (like /SUB).
2. Copy the files “SUB”, “ALL.RES”, “SUB.DATA”, “SHIPPOLY.DATA”, and “MISSION.TEXT” into the new folder.
3. Copy “SUBFONT.9” to your /SYSTEM/FONTS folder.