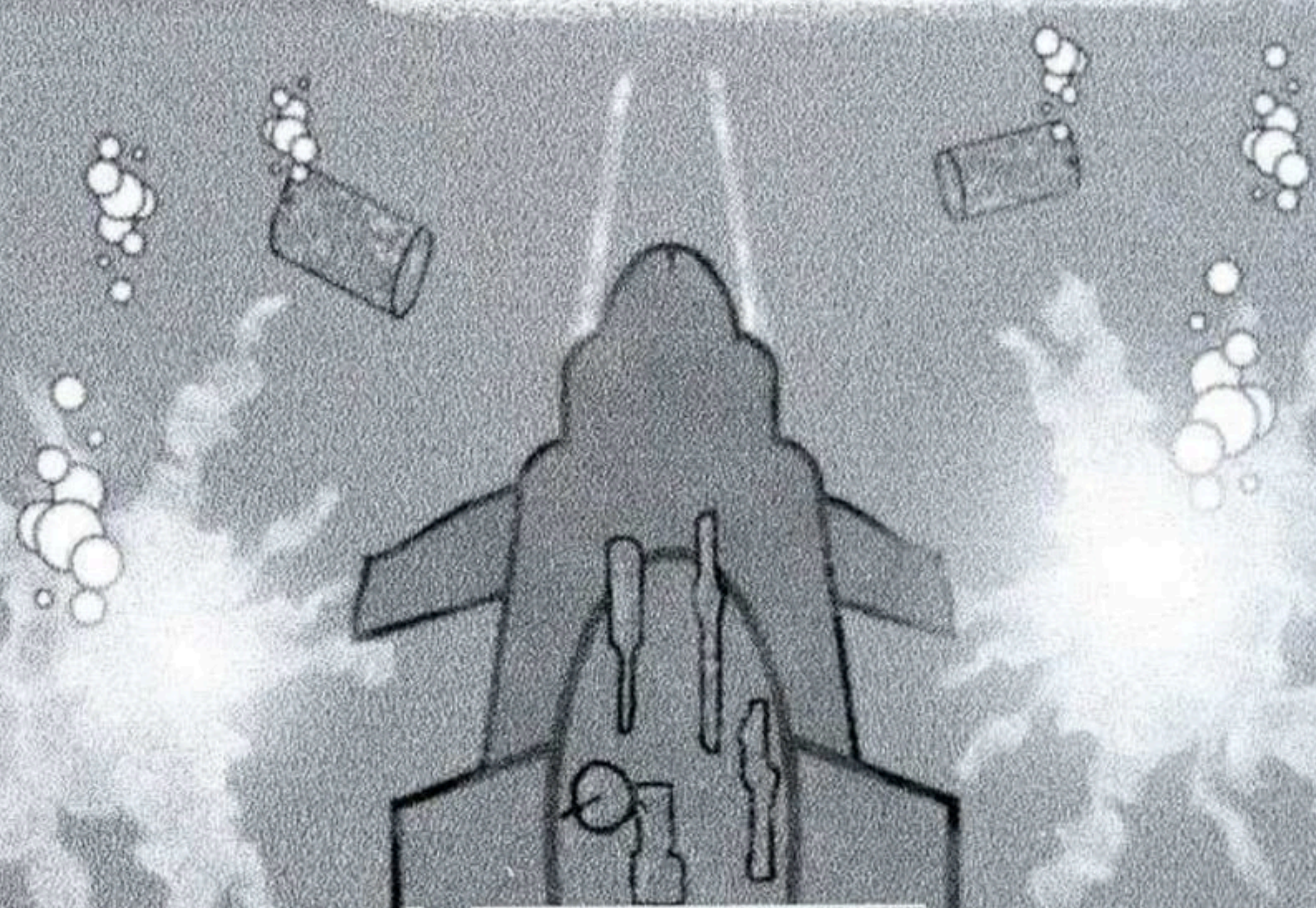


DEPTH CHARGE



VIDEO SOFT

THE WOLF IS LOOSE!

As a U-boat Commander, your orders are simple: Sail the cold Atlantic waters and engage in unrestricted warfare with Allied supply lines, firing torpedoes at anything that moves. But now you're separated from the wolf pack and running silent, surrounded by an enemy convoy carrying plenty of depth charges. Nobody gets medals for sneaking away...

This was originally planned as a pack-in cassette game for Amiga's Power Module peripheral. The game was billed as the 1st "machine-interactive video game" offering head-to-head play, with one player the submarine commander and the other the destroyer captain. Each player would have had their own screen display and set of commands. The Power Module was dropped in favor of the Power-Play carts, and the game's development only went as far as this version.

Gameplay is similar to Sea Wolf. In all games, you have a preset number of torpedoes, and the game ends when you run out of them, or the torpedo boat sinks you.

Press **SELECT** to choose from 6 different game variations, offering a choice of either fixed or guided torpedoes, as well as how many torpedoes you have to use (30, 60, or 90). The **Difficulty Switches** don't appear to be used.

Press **RESET** to start a game. Hold the **Fire** button down to bring up your targeting sight (indicated by a large cross), move the joystick left or right to aim, and release the button to fire a torpedo. If you're playing a guided torpedo version, move the joystick left or right after firing a torpedo to steer it. Direct hits will sink them, and are worth more points. You'll encounter 6 different types of ship, which are (from largest to smallest): aircraft carrier, battleship, cruiser, destroyer, hydrofoil, and torpedo boat.

The status section on the lower half of the screen gives you up-to-date information on your sub's current conditions. If you hold the fire button down, your score will be replaced by a 2-digit number - this indicates the number of torpedoes you have left in reserve. If none are left, you'll see "00" and hear a loud tone. The game is over at this point. You'll still be able to move your targeting sight around, but you're a sitting duck for the next torpedo boat that comes by.

The Video Soft DEPTH CHARGE cartridge is designed to operate with the ATARI® 2600™ Video Computer System™ console and all compatible machines.

NOTE: Always turn the console POWER switch OFF when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your cartridge and your ATARI® 2600™ VCS™.

The DEPTH CHARGE team:

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*Special thanks to Jerry Lawson,
for making this project possible.

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