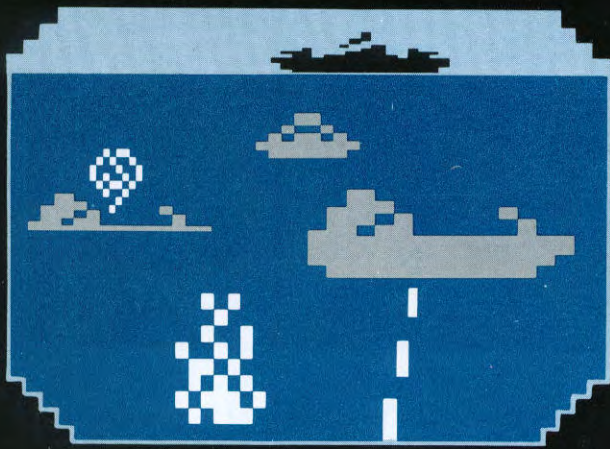
MATTEL ELECTRONICS

INTELLIVISION Intelligent Television

SUB HUNT™

CARTRIDGE INSTRUCTIONS (FOR 1 OR 2 PLAYERS)



(FOR COLOR TV VIEWING ONLY)

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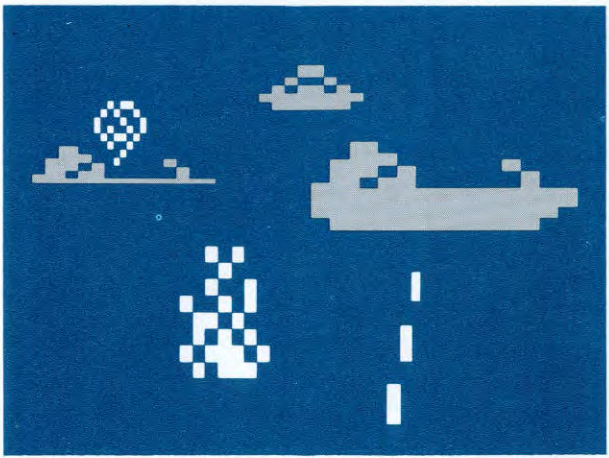
3408-0920

TO SUB SQUADRON: ENEMY CONVOYS APPROACHING...ALL HAVE DESTROYER ESCORTS..STATION SUBS AT SEA...STALK YOUR TARGETS...FIRE TORPEDOES...EVADE SURFACE GUNNERY AND DEPTH CHARGES... SINK ALL SHIPS...GOOD HUNTING!



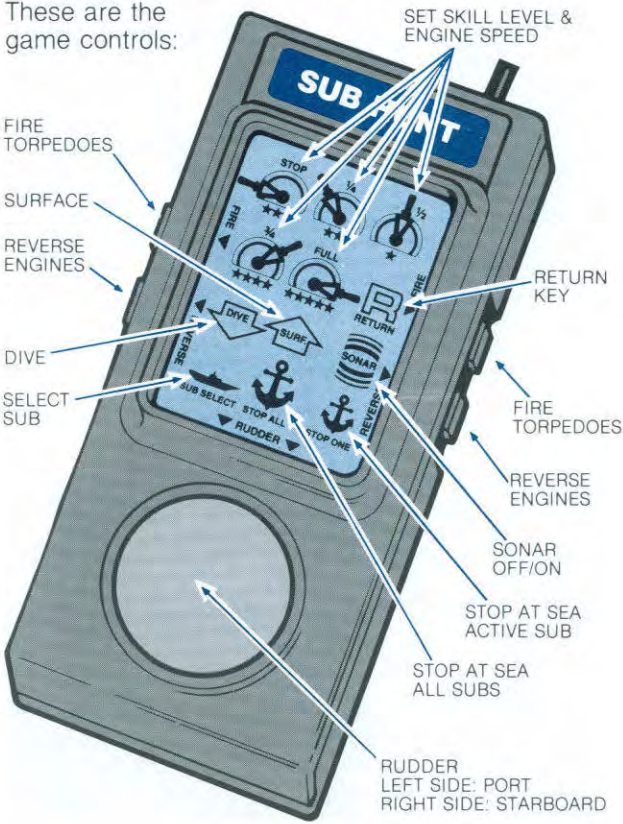
OBJECT OF THE GAME

You control 4 submarines, one at a time. Your targets: 6 convoys, which are crossing the open sea. Navigate to them, sight ships through the periscope, then fire your ready torpedoes. Take evasive action to escape hits from deck guns and depth charges. Sink the ships before they can reach a safe harbor and form an almost-unstoppable invasion force to attack your home base.

CHECK YOUR CONTROLS

Slide SUB HUNT overlays into Hand Controller frames, so they cover the keypads. Insert game in computer console cartridge slot (see owner's instructions for equipment connection details).

These are the game controls:



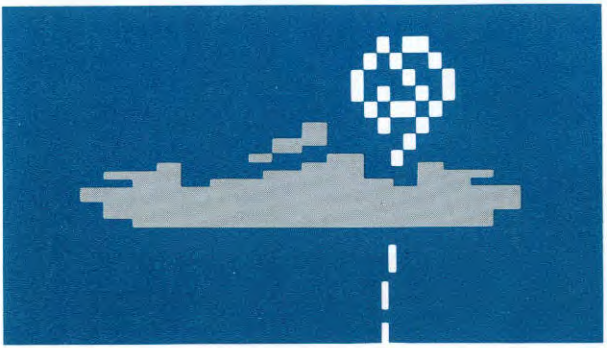
GET READY...

- Press RESET. You see the SUB HUNT Title Screen.

- Set the game skill level:

Press	★	for the LIEUTENANT'S GAME (easiest level)
Press	★★	or the Disc for the LT. COMMANDER'S GAME
Press	★★★	for the COMMANDER'S GAME
Press	★★★★	for the CAPTAIN'S GAME
Press	★★★★★	for the ADMIRAL'S GAME (hardest level)

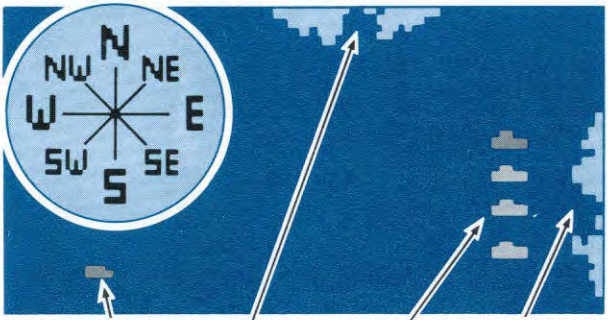
NOTE: FOR MORE INFO ABOUT SKILL LEVELS, SEE PAGE 11.



HOW TO PLAY SUB HUNT

PHASE ONE: DEPLOY SUBMARINES

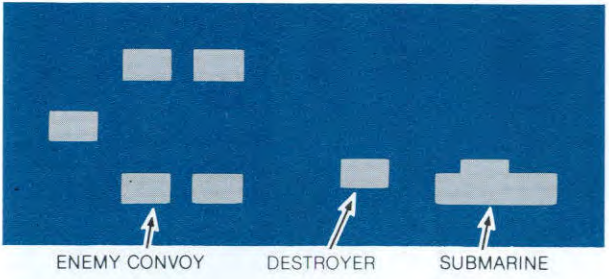
When you select the Skill Level (see page 2), this scene appears:



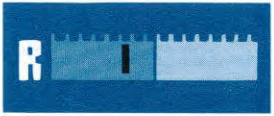
(COMPASS NOT ACTUALLY SHOWN ON SCREEN)

In a few seconds, the first of six enemy convoys appears at the west edge of this ocean Map, heading eastward. Press SELECT to activate a sub. Touch the left side of the Disc to start it moving toward the convoy. Then send out your remaining subs. Press SELECT to turn a vessel dark, then deploy it toward the area between the convoy and its staging harbor destination. All subs stop when the first battle begins. SELECT sub nearest the convoy. Guide it by touching the Disc edge (press top to go North, bottom to head South, etc.) Intercept the gray ship figure as fast as you can. When you contact the enemy, both ships start flashing, and it is time to start...

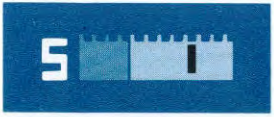
PHASE TWO: GENERAL QUARTERS!



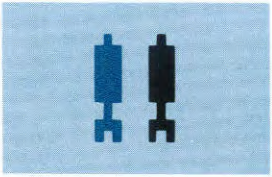
DEPTH. In 20' increments. At far left, fully submerged. At far right, fully surfaced.



RUDDER. Shows rudder position relative to present heading. At far left, hard to port. At far right, hard to starboard.

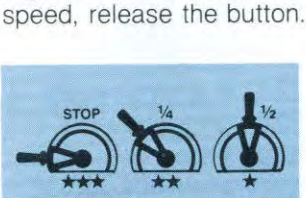


SPEED. Shows current sub speed. At far left, sub is in reverse. At far right, full speed ahead.



TORPEDOES. Show current status. Green means armed, ready to fire. Red means torpedo tube not yet reloaded.

The screen now shows the situation on your "sonar map". You are still east of the approaching convoy. YOU MUST SELECT AN ENGINE SPEED TO START MOVING TOWARD YOUR TARGETS. At long range, press [FULL] to move at Full Speed. When you close in, and during your attack on the convoy, you should proceed at a slower speed. When you touch an engine room Telegraph symbol, you start to move at that speed. To go into reverse, keep pressing either lower action button. To resume forward speed, release the button.

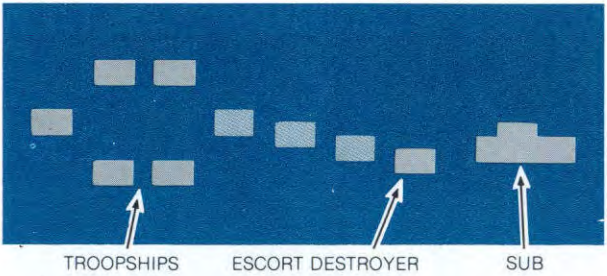


NOTE: SURFACE SPEED IS ABOUT 25% FASTER THAN SUBMERGED SPEED.

NOTE: YOUR RUDDER IS MORE RESPONSIVE AT EVERY HIGHER SPEED. WHEN YOU ARE STOPPED, THE RUDDER DOES NOT CHANGE SUB'S DIRECTION AT ALL.

ATTACK STRATEGY

When you get near the convoy, your sub flashes more slowly. You are now almost within visual sighting range. Submerge to periscope level at this point, by pressing [DIVE] ONE TIME. Every time you press this key you dive 20 feet deeper. The sky color darkens slightly when you go from the surface to periscope depth. Destroyers can also detect your



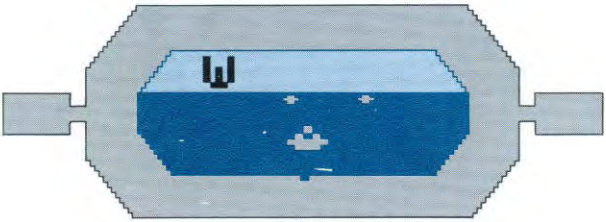
location at this range if your sonar is on. Turn your sonar OFF if you want to mount a sneak attack!

A destroyer always leads the formation. At the 3 highest Skill Levels, each convoy includes two destroyers. If you're sighted, the escort ship leaves the convoy and chases you, firing its deck guns if you are surfaced, and dropping depth charges if you are submerged. The Destroyer tends to stay behind you, and you cannot outrun it. Try to torpedo the destroyer as it approaches you. If you miss, dive as deep as you can, stop the engine and turn off the sonar (because either of them give away your position). After a while, the destroyer may give up the hunt and return to escort position. Depth charge sounds get fainter. When your sub starts flashing at a faster rate, press RETURN to circle around in front of the convoy. When you see the ocean map again you can start another attack.

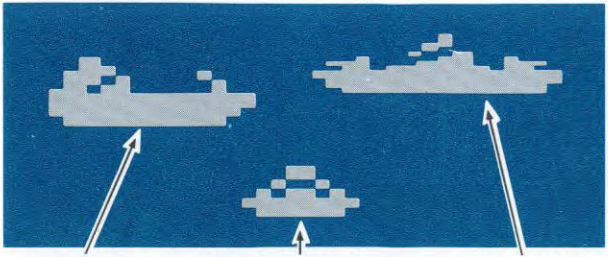
NOTE: YOU CANNOT USE RETURN TO ESCAPE WHEN YOU'RE IN CLOSE-RANGE BATTLE POSITION. YOU MUST BE FAR ENOUGH FROM THE CONVOY SO YOUR SUB IS FLASHING AT THE FAST, LONG-RANGE RATE.

WHAT YOU CAN SEE

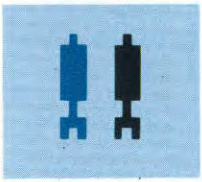
When you're near the convoy, you can see the ships through the periscope. You also see their positions on the sonar map, as dots that are dimmer and smaller than your flashing sub figure. With some practice, you can relate these sonar blips to the periscope images, so you can maneuver to attack each ship in turn.



You see the ships either from the side or head-on, depending on the approach direction. If a ship looms very large on the periscope, then disappears, it means you passed it. Press either lower Action Button to go into Reverse. The target ship will probably reappear.



TORPEDO ATTACK!



When either of these symbols is green, you can fire one torpedo:

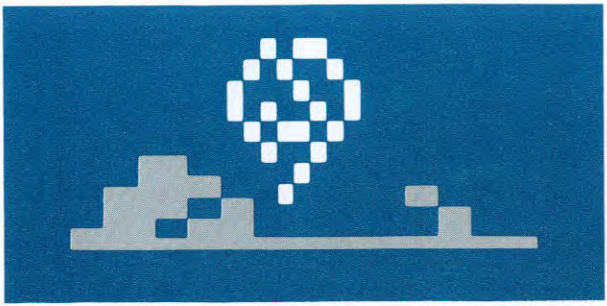
It takes a few seconds to reload the empty torpedo tube. During that reload time, the torpedo indicator turns red. There is no limit to the number of times torpedo tubes will be reloaded.

TO FIRE A TORPEDO, PRESS EITHER TOP ACTION BUTTON.

Your maximum range is about halfway to the horizon, seen through the periscope.

The torpedo direction is set at the center notch of the periscope view when you press a "Fire" button.

You MUST be on the surface or at periscope level to fire torpedoes.



GAME OUTCOME

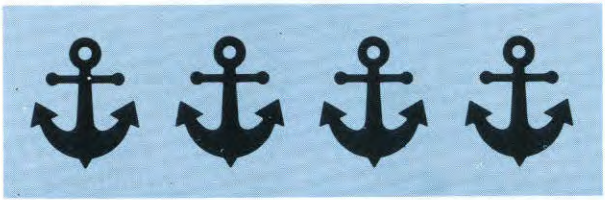
If you sink 36 ships you win the game. The count of sinkings is shown to the left of the periscope view. When you win, you get a spirited victory salute — you're a naval hero! You can also win by sinking so many enemy ships that they cannot form an invasion force to attack you.

The convoys' primary destination is the STAGING HARBOR. Although you can't see them, 3 destroyers are waiting there. As soon as enough surviving ships arrive, an invasion fleet forms, consisting of 3 destroyers and 3 troopships. If there are not enough convoy ships arriving to make up this invasion force, they will just be held in the harbor until enough survivors get past your subs. The invasion fleet appears as a dark shape, then moves out of the staging harbor, heading for your home base.

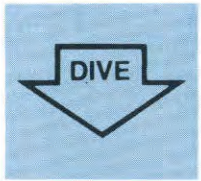
You MUST sink all ships in this fleet before they arrive at your home base. It will be very hard to sink 3 destroyers, but this is your last chance to avoid defeat. If the invasion force reaches your home base, the land mass changes color, and the game is over.

MORE ABOUT SKILL LEVELS

The skill level you select at the start of the game affects the play a great deal. At higher skill levels (3, 4 and 5), the destroyer escorts are much tougher in battle. There are two of them in every convoy. Their deck guns and depth charges are more accurate, and they are able to find you more often, even when you dive deep. Also, the convoys appear more frequently and move faster!



DEFENSIVE MANEUVERS



If the destroyer spots you, it will leave the convoy to attack your sub with its deck guns and depth charges. Don't try to fight the destroyer on the surface! Dive to maximum depth by pressing DIVE repeatedly, until your depth gauge needle is all the way to the left side. You hear the depth charges and see the picture jiggle from the concussion. You can't outrun the destroyer, especially under water.

A good strategy is to shut off your engine AND your sonar. You'll be motionless under the sea, and without the sonar blips that show you where the surface vessels are — but this will deprive the destroyer of noise-making clues that give your position away. If depth charges persist, and seem to be very close, start up the engine at full speed for a short time, then stop again. Keep the sonar off until depth charges stop. Wait a few seconds, then press SONAR to see where your enemy is located. If you restart sonar and engines too soon, the destroyer will come back and renew its attack, and you might have to dive and hide again.

When the convoy moves a long distance away from you, your sub figure starts flashing faster. Press RETURN to go back to the big map. Now you can start another attack. REMEMBER, YOU CAN'T USE THE RETURN KEY WHILE YOU'RE WITHIN ATTACK RANGE!

SUMMARY OF CONTROLS & WHEN THEY ARE USED

1 PREPARATION FOR GAME — GAME TITLE ON SCREEN

- Select easiest Skill Level . . . . . Press ★
- Select Skill Level 2 . . . . . Press ★★
  or DISC
- Select Skill Level 3 . . . . . Press ★★★
- Select Skill Level 4 . . . . . Press ★★★★
- Select hardest Skill Level . . . . . Press ★★★★★

2 DEPLOYMENT PHASE — LARGE MAP ON SCREEN

- Select active (dark) sub . . . Press SELECT
- Steer active sub . . . . . Press DISC edge at desired direction
- Stop all moving subs . . . . . Press STOP ALL
- Stop active sub . . . . . Press STOP ONE

3 BATTLE PHASE — SONAR MAP AND PERISCOPE ON SCREEN

- Stop engine . . . . . Press STOP
- Go ahead 1/4 speed . . . . . Press 1/4
- Go ahead 1/2 speed . . . . . Press 1/2
- Go ahead 3/4 speed . . . . . Press 3/4
- Go Full Speed ahead . . . . . Press FULL
- Reverse engine . . . . . **Keep pressing** either LOWER ACTION BUTTON
- Steer sub . . . . . Press DISC: Left side to PORT; Right side to STARBOARD
- Submerge 20 feet . . . . . Press DIVE
- Rise 20 feet . . . . . Press SURFACE
- Turn Sonar ON or OFF . . . . Press SONAR
- Return to big map for new attack . . . . . Press RETURN
- Fire torpedo . . . . . Press either TOP ACTION BUTTON

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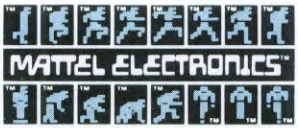

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Look for them!