COLLECTOR
VISION
Games

Guide No. 099249

CARTRIDGE
INSTRUCTIONS

# SUBROC

## SUPER GAME

As the pilot of the Subroc sea-to-air attack vehicle, you were hailed as a national hero after single-handidly repelling the enemy army which was trying to gain control of the commercial sea shipping lines. But this victory only served to strengthen the enemy's resolve, and now they are back with a vengeance! Luckily, you are now in command of the SubRoc Mark-II, which is fully submersible, making it a force to be reckoned with on the high seas.

Thank you for selecting the SubRoc Super Game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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# AN OCEAN AS A BATTLEFIELD

The medal you received from your president a few years ago was the proudest moment of your military career. And you had certainly earned it. Lost in the middle of the ocean, the enemy came at you like hordes of demons from all directions, but they were beaten back by your SubRoc, a prototype military vehicle capable of both marine travel and low-altitude flight. Even the enemy's mightiest airborn fortress was no match for the SubRoc's enhanced maneuverability and firepower, and so they were forced to retreat back to their sovereign territory. Your single-handed victory became legendary practically overnight, and you were widely recognized as a national hero.

The commercial marine trade routes were restored to secure status, and following such a grandiose success story, the SubRoc program received ample military funding over the following years. You were of course attached to the ongoing project as the most experienced SubRoc gunner available.

Today, the enemy has returned. After years of preparation, the enemy fleet of saucers, drone boats and war ships has been rebuilt, along with a new fleet of high-speed submarines. Even worse, intelligence reports state that the enemy has developed its own ultimate weapon, code-named Mecha-Octopus.

Fortunately, the SubRoc Mark-II is ready. This new model can not only navigate on the ocean surface and fly several meters above water, it can also dive to take out underwater targets. Yet history seems poised to repeat itself, as the enemy has already destroyed most of the existing fleet of SubRoc Mark-Is, and there are only a few Mark-IIs in operation, still awaiting military certification.

The bulk of the enemy forces is converging on the location of the SubRoc development laboratory, as they seem determined to crush the SubRoc program before taking over the oceans. So it falls to you once again to prove your country's military superiority, by facing the enemy fleet alone and destroying the Mecha-Octopus weapon, at the helm of the SubRoc Mark-II.
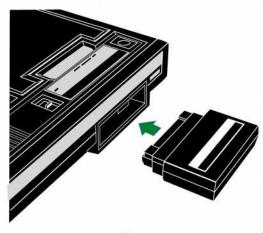
Get ready, gunner!

# GAME SETUP

Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

If you are playing this game on a ColecoVision console, you must first insert the Coleco Super Game Module into the front expansion port, as described by the image below. If you are playing this game on an ADAM computer, the Super Game Module is NOT required.

This is a game for one player only, so plug a compatible hand controller into joystick port #1. Any compatible controller should normally function with SubRoc Super Game, but if you use a third-party controller without a numeric keypad, you will not be able to select a skill level, pause the game during play, or select an option at the 'game over' screen.

Insert the SubRoc Super Game cartridge firmly into the cartridge port, with the label facing you. Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. **(Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)**

# USING THE CONTROLLER

After the initial title screens, the skill selection screen will be displayed. Use the controller's keypad to select your preferred skill level: Skill 1 is the easiest and best-suited for beginners, Skill 2 is more difficult, Skill 3 provides arcade-worthy action, and Skill 4 is for experts only. Select the desired skill level by pressing the corresponding number on the keypad to start the game.

During the game, your SubRoc vehicle has three piloting modes: air, water surface and underwater. In all those modes, you can move the joystick left or right to steer your vehicle in either directions.

**Air**: If you move the joystick up while you are airborn, you gain altitude. If you move the joystick down, you will lose altitude until you land on the water surface.

**Water surface**: Move the joystick up to become airborn. Holding the joystick down will allow you to dive underwater. See page 7 for details about diving.

**Underwater**: Press up on the joystick to rise towards the surface. Keep pushing up to surface into open air. This works only under certain conditions, see page 7. Moving the joystick down will make your vehicle dive deeper.

Press either trigger buttons to fire your weaponry. If you are airborn, you will fire missiles. If you are on the water surface, you will fire torpedoes. Underwater, you will fire high-speed torpedoes that have the same general characteristics as the missiles you fire while airborn.

Press the [*] key on the keypad at any time to pause the game. Press [*] again to resume playing. This works on Player 1's controller only.

Once you've lost your last SubRoc, a "GAME OVER" message will be displayed. From that point, you can press [*] to start a new game at the same skill level, or press [#] to go back to the skill level selection screen. You can also press [0] to receive a ranking and access the Hall of Fame screen, and if you've beaten any high score recorded in the Hall of Fame, you will be taken to the name-entry screen. See page 9 for more information.

# HOW TO PLAY

Your main mission is to locate and destroy the enemy's ultimate weapon, code-named Mecha-Octopus. But first, you must face an onslaught of enemy attackers of all shapes and sizes. You start the game with three SubRoc vehicles, and a single direct hit by any enemy missile, torpedo, fireball, depth charge, mine or kamikaze fighter will destroy your vehicle. Once all your vehicles have been eliminated, the game is over.

You start each round of the game underwater. It will not take long for enemy submarines to zero-in on your position, and they even planted chained mines to block your way. Your ammo supply is unlimited, so avoid getting entangled in the chains and blast the mines, along with the enemy submarines! Watch out for torpedoes and depth charges, which you can take out with your own weaponry if you're quick enough. You can also move left and right to evade the enemy's weaponry, but this doesn't always work!
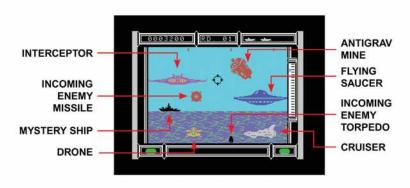


PLAYER SCORE — ROUND NUMBER — SUBROCS IN RESERVE — PLAYER'S CROSSHAIRS — CHAINED MINE — DEPTH CHARGE — ALTIMETER — ENEMY TORPEDO — MESSAGE BAR — ENEMY SUBMARINE

# HOW TO PLAY (continued)

Your SubRoc vehicle is equipped with an advanced computer that keeps you informed of your altitude via the altimeter on the right side of the screen. The mid-point is the water surface, and you cannot go higher in the air or deeper underwater than the top and bottom marks on this meter.

The message bar at the bottom of the screen shows information provided by the onboard computer. This information is often vital to your continued survival, so whatever you do, do not ignore it.

The computer also automates the complicated procedure of emergency surfacing and diving. If there is no debris blocking your way to the surface, you can initiate a surfacing maneuver any time you want by holding the joystick up. Your onboard computer will automatically engage the surface maneuver, which takes a few seconds, but you can abort this maneuver by letting go of the joystick or pressing the joystick in a different direction. Likewise, while you are on the water surface, you can initiate a diving maneuver any time you want by holding the joystick down. This too can be aborted.



INTERCEPTOR

INCOMING
ENEMY
MISSILE

MYSTERY SHIP

DRONE

ANTIGRAV
MINE

FLYING
SAUCER

INCOMING
ENEMY
TORPEDO

CRUISER

**NEVER LET YOUR GUARD DOWN**

While you are on the surface, you are exposed to attack from drone ships and cruisers that launch torpedoes at you. You can evade these torpedoes by gaining altitude, but you must also contend with saucers and interceptor jets that fly by and fire missiles and airborn mines at your position. Surface-to-air missiles will also be launched from enemy submarines. Evade or destroy enemy projectiles before they hit you! Also watch for warnings from your onboard computer! Sometimes the enemy will throw a barrage of missiles at you, and the only way to avoid destruction is to dive immediately!

**NIGHT AND DAY**

Even-numbered rounds feature enemy encounters during dusk, nighttime and dawn. No matter the time of day, the enemy keeps coming at you relentlessly!

**BOSS ENCOUNTERS**

At regular intervals, enemies will clear off to make way for special bosses. Defeat them to earn mystery points!

**Green Harriers**: They come in trios, and they fire not only regular missiles but also indestructible fireballs that you must evade.

**Air Fortress**: It is protected by an energy shield as it flies around. Aim for the red gap in the shield to destroy it.

**Aircraft Carrier**: It keep its distance on the horizon and green kamikaze jets are launched from it, in addition to torpedoes.

**Mecha-Octopus**: Shoot the tentacles and then the main body. Don't let the black ink cloud it projects distract you! Destroy it and move on to the next round!

**MYSTERY SHIPS**

Sometimes a mystery vessel will appear on the distant horizon, such as a black battleship or a green Yankee clipper. Shot these mystery ships with a torpedo for bonus mystery points!

# FINAL RANKING AND HALL OF FAME

When the game ends, you can access the Hall of Fame by pressing [0] on the keypad. If you do this, you will first receive a rank based on your final score.

| | |
|---|---|
| **SKILL LEVEL 1** | Ensign: 0 to 99,999 points<br>Lieutenant: 100,000 to 199,999 points<br>Lieutenant Commander: 200,000 points and above |
| **SKILL LEVEL 2** | Ensign: 0 to 149,999 points<br>Commander: 150,000 to 199,999 points<br>Captain: 200,000 points and above |
| **SKILL LEVEL 3** | Ensign: 0 to 124,999 points<br>Commodore: 125,000 to 224,999 points<br>Rear Admiral: 225,000 points and above |
| **SKILL LEVEL 4** | Ensign: 0 to 124,999 points<br>Vice-admiral: 125,000 to 224,999 points<br>Admiral: 225,000 points and above |

If you're one of the game's high scorers, you can record your performance in the Hall of Fame. To enter your name, move the crosshair "cursor" in front of the character of your choice, and press the left trigger button to input that character.

You can edit recorded characters in the name box by holding down the right trigger button, and moving the joystick left or right. This moves the small cursor inside the name box. Release the right trigger button once the cursor is on the character you wish to edit, and then select another character. When done, hold right trigger button and press right on the joystick to move the cursor under the word "DONE?", then press the left trigger button to confirm. The Hall of Fame will be displayed, press [*] to replay the game at the same skill level, or press [#] to select another skill level. Note that the contents of the Hall of Fame are lost when you reset or turn off your ColecoVision console or ADAM computer.

# SCORING

**Air:**

| | |
|---|---|
| Blue Flying Saucer | 400 points |
| Purple Interceptor | 200 points |
| Green Harrier | 400 points |
| Green Harriers (trio) | Mystery points |
| Air Fortress | Mystery points |

**Water Surface:**

| | |
|---|---|
| Grey Cruiser (long range) | 200 points |
| Grey Cruiser (close range) | 400 points |
| Yellow Drones | 400 points |
| Aircraft Carrier | Mystery points |
| Battleship | Mystery points |
| Yankee Clipper | Mystery points |

**Underwater:**

| | |
|---|---|
| Submarine | 800 points |
| Mecha-Octopus | Mystery points |

The round number acts as a score multiplier. You earn the points listed above, plus 100 points multiplied by the round number. For example, by destroying a blue flying saucer during round 2, you earn 400 + (2 x 100) points, for a total of 600 points.

Mystery points are awarded according to the number of seconds you take to destroy a boss or mystery target. The longer you take to destroy a target, the fewer mystery points you will earn.

You earn a bonus vehicle at 50,000, 100,000 and every 100,000 points afterwards.

## TIPS AND HINTS

After diving underwater, you cannot immediately resurface. Destroy a few enemy subs and mines while you wait for your onboard computer to reset its maneuver parameters for resurfacing.

If one of the depth charges detonates too close to your SubRoc vehicle, the explosion will cause damage followed by a reduction in speed and maneuverability. A message will be displayed in the message bar when such an incident occurs. The damage will be repaired automatically when you resurface.

Destroy the Aircraft Carrier using torpedoes or missiles fired at a low altitude.

If you don't see any action underwater aside from chained mines after a while, try surfacing. Likewise, if there are no more enemies on the surface, this means that the enemy is currently waiting for you underwater.

To rack up points fastest, play on the water surface and in the air. Points are not as easily accumulated underwater.

## TEAM PARTICIPANTS

- Mystery Man: Software conversion and beta-testing
- Luc Miron: Game manual, software beta-testing
- Vincent Godefroy: Box and label
- Jim Notini: Software beta-testing
- Dale Crum / Doc4: Game manual layout (doc4design.com)
- Eduardo Mello: MegaCart PCB design and electronic sourcing
- Toby Saint-Aubin: Electronic sourcing and assemblies

SPECIAL THANKS: Reinhard Traunmüller, Dan Michaels, Christian Martin, Kendal Mertens, Jim Notini, Tommy Boyer, Andrew Welburn, Albert Yarusso, and all AtariAge forum members.

Team Pixelboy COLLECTION

*by*

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