UP PERISCOPE

Copyright 1982 by PEWTERWARE

PROGRAM LANGUAGE: TI-EXTENDED BASIC

REQUIRED EQUIPMENT:

—TI-99/4 or TI-99/4(A) computer.
—Cassette tape device and cable
—Extended Basic Command Module.

HOW TO LOAD THE PROGRAM:

Enter "OLD CS1" and follow the prompts in the normal manner. If a disk drive is connected to the console, enter "CALL FILES(1)" then "NEW" prior to entering "OLD CS1."

PROGRAM INSTRUCTIONS:

Object of the Game: To sink as much enemy shipping as possible with 12 or 24 torpedoes.

Number of Players: This game is for one player.

Play: After selecting the level of difficulty and the torpedo load, the screen will display submarine COURSE (000 degrees), DEPTH (100 feet), and SPEED (4 knots), and the SONAR SCOPE will display enemy contacts. The TRUE BEARING in degrees and RANGE in yards of enemy contacts will be displayed under TARGET and/or ESCORT. Your objective is to make a torpedo approach on the TARGET, sink it with 1 to 3 torpedoes, and evade the DEPTH CHARGE attack of the ESCORT.

Your inputs on the KEYBOARD are as follows: (In each case, hold down the appropriate key until the computer acknowledges you.)

    C—Allows you to change submarine COURSE. Any COURSE from 000 to 359 degrees can be selected. After selection, the COURSE will change 30 degrees at a time until within 30 degrees of the new COURSE. Then it will change 5 degrees as a time.

    D—Allows you to change submarine DEPTH. Any DEPTH from 60 to 500 in 10 foot increments can be selected. When coming up to 60 feet, the periscope will come up automatically, and when diving below 60 feet it will lower automatically.

    S—Allows you to change submarine SPEED. Any SPEED from 0 to 8 knots can be selected. The maximum SPEED of 8 knots will be reduced when FLOODING occurs.

    P—Allows you to RAISE or LOWER the PERISCOPE when the submarine is at PERISCOPE DEPTH (60 feet). The PERISCOPE will automatically TRACK either the TARGET or ESCORT.

    T—Sets the PERISCOPE to automatically TRACK the TARGET when the PERISCOPE is RAISED.

    E—Sets the PERISCOPE to TRACK the ESCORT. A screen indicator shows which ENEMY is being TRACKED.

    1, 2, or 3—Fires 1, 2, or 3 torpedoes at the ENEMY being TRACKED. After firing, the chance of sinking the ENEMY (from 0% to 100%) will be displayed below the PERISCOPE display. The PERISCOPE must be RAISED to fire torpedoes. Naturally, your chances of success will be best when firing 3 torpedoes at close RANGE.

Winning: Steer a COURSE to intercept the TARGET ahead of its anticipated track. BE CAREFUL NOT TO HAVE THE PERISCOPE RAISED WHEN YOU ARE AT A SPEED OF MORE THAN 4 KNOTS AND WITHIN 4000 YARDS OF THE ENEMY TO AVOID DETECTION! Prior to firing your torpedoes turn toward the TARGET so the torpedoes will not have to change course to hit it. After you fire your torpedoes, the ESCORT will commence a DEPTH CHARGE attack. NOTE: It is possible to sink the ESCORT, but EXTREMELY DIFFICULT—they are fast and sneaky.

Losing: You lose if the ESCORT sinks you. A close DEPTH CHARGE at PERISCOPE DEPTH will sink you. A direct hit at a DEPTH of less than 100 feet will sink you. Close DEPTH CHARGES will cause the submarine to start flooding in water. The amount of water will be displayed under "FLOODING." The deeper the submarine, the faster the flooding rate. If flooding exceeds 1000, the submarine will sink, so reduce DEPTH to reduce flooding.

Enemy SONAR: During a DEPTH CHARGE attack, the ESCORT will be able to detect you at a DEPTH of 150 feet or less (200 or less for DIFFICULT GAME; 250 or less for IMPOSSIBLE GAME). This means that the ESCORT will constantly be changing its course toward you if you are at a shallow DEPTH and are within 4000 yards of the ESCORT during a DEPTH CHARGE attack.

Hint: You do not have enough SPEED to catch an ENEMY. You must intercept ahead of their TRACK to make a successful attack.

Send your comments and suggestions to:

Pewterware

Computer Software

Post Office Box 503 • Gulf Breeze, FL 32561

Send for FREE brochures describing other quality PEWTERWARE programs.