RamCharged Software

PRESENTS

by: Chris Bodenmiller

WAR ON THE SEA

War on the Sea is a great new one player game for the TI. This game is based slightly on a World War II timeline, and is made to be a shooting gallery type of game. Each level is secretly timed, and you must destroy enough enemies each round to advance to the next level. You will receive medals for bravery as you advance.

To move ←↓↑→, simply use the #1 joystick. The best strategy is to move your crosshair only up and down. This should help your aim. Also, remember that the cannonballs you shoot will always drop slightly, so instead of aiming low, aim a little higher.

This game uses an optional Speech Synthesizer, and it requires a disk system, 32k Memory, Extended Basic, and a joystick.

To begin the game, simply insert the game disk into drive #1, and select extended basic from your computers title screen. You will then be presented with the BC title screen, followed by the War on the Sea intro. After you press a key, the computer will ask you if the Speech Synthesizer is connected. Be sure to place the Alpha Lock up. The game's main screen will then appear with a picture of the world in the left corner. The specific mission area will then be displayed on the right. After pressing a key, you will begin level 1. There are four levels, with two bonus rounds. When your score increases, you will be promoted in rank during the mission screen. You can ultimately reach the position of Admiral, but only if you're a really good player. Good Luck! I have a feeling you'll need it.

NOTICE: Because this game is constantly saving data, DO NOT cover the write protect notch.