

THE MASTERS COLLECTION™

EPYX®

SUB BATTLE

SIMULATOR

for the Apple® Macintosh® II

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800K

SUB BATTLE SIMULATOR™

Addendum Sheet for the Macintosh II

Read the Sub Battle Simulator instruction manual for loading and general game-play instructions. Read this addendum sheet for variations from the manual for the Macintosh II version of the game.

After you insert your Sub Battle Simulator disk into the disk drive, a submarine icon appears on your screen. Move the mouse to place the cursor over the icon and double-click the mouse button (press it twice quickly). After the program loads, it defaults to the Target Practice mode.

To embark on a combat mission, type **⌘ N** or select New Game from the File menu. Next choose either a Single Mission or a full Wartime Command and select your Level of Play.

General Operations

The Navigator is available in all levels of play.

The Hall of Fame lists the ten best Captains and their combat achievements. To qualify for the Hall of Fame, you must participate in one mission of a Wartime Command and be one of the top ten Captains.

To save your Single Mission or Wartime Command to another disk, you must select the Save Game option from the File menu.

Inside the Game Screen

The Special Features menu offers an additional option called Advanced Features. Selecting Advanced Features lets you choose one of the following options:

TDC Distances Displays Target Data Computer distances. Choose feet or yards.

Lines on Sonar Toggles the lines on the sonar scope on and off. These lines radiate from the center of the sonar scope to any ships you are tracking.

Sonar/Radar Reference Places ships in an actual or relative position on the screen. Actual positioning uses North, South, East, West references with North at the top of the screen. Relative positioning uses your submarine as a reference. For example, ships that are in front of your bow are placed at the top of the screen.

Circular Torpedo Run For added realism, this feature causes a random percentage of your torpedoes to be defective, circling around and hitting your submarine.

The Control Panel

The mine switch and its indicator are located on the control panel just below the deck gun. The mine indicator shows the number of mines you have left.

Select the Per Depth option, located just below Crash Dive on the control panel, to take your submarine to periscope depth.

Help References

- Press **~** to display the depth of water your submarine is in.
- Press **Tab** to release debris from your submarine.
- Press **I** to set the View display 180 degrees from the Heading display.
- Press **;** to lock the Target Data Computer on the enemy ship. This assists you in aiming the deck gun or torpedoes on a moving target.

Sub Battle Simulator was designed by Digital Illusions. Sub Battle Simulator uses Sound Driver from Bogus Productions. Sound Driver © 1987, 1988 Bogus Productions.

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Keyboard Commands

for the Macintosh II

Screen Controls

Right Window	Left Window
1 (Periscope View) 2 (Binocular View) 3 (Tower View)	6 (Map Display) 7 (Side Display)
4 (Sonar Screen) 5 (Radar Screen)	8 (Status Readout)

Time Compression Controls

Q (Slower)
W (Faster)

E Diesel/Elec Toggle

R American: Radar On/Off
German: Releases Bubbles

View Controls

H (Scroll Left) through Right Window
K (Scroll Right)
U (Match View to Heading)
J (Match Heading to View)
I Displays View 180° from Heading

Periscope Controls

O (Lower)
P (Raise)

Depth Controls

9 (Periscope Depth)
0 (Trim Depth)
+ (Depth Up)
- (Depth Down)

return
Crash Dive/
Surface Toggle

Engine Speed Controls

[(Speed Up)
] (Slow Down)



tab
Releases Debris

Zoom Controls

Z (Zoom In)
X (Zoom Out)

~ Depth of Water

S Silent Running

C Side Display Toggle (Left/Right)

M Deploy Mine

B Charge Batteries

V X7 Power Toggle

Heading Controls

< (Heading Left)
> (Heading Right)

? Show Coordinates

; Locks TDC on Ships

Weapon Controls

T (Fire Forward Torpedo)
Y (Fire AFT Torpedo)
G (Fire Anti-Aircraft Gun)
F (Fire Deck Gun)

Note:

Additional ⌘ ⌘ key options shown on pull-down menus

Level of Play

There are four levels available to allow for an increasing degree of difficulty.

You'll note that these are in ascending order of difficulty where certain advantages are removed in higher levels, while certain disadvantages are added.

Description	1	2	3	4	
enemy convoys shown on maps	✓				Functions Enabled by Level
<u>Torpedo</u> range maximized	✓				
<u>Damage</u> to sub in single steps	✓				
periscope toggles up/down	✓	✓			
enemy ships shown on maps	✓	✓			
<u>Airplanes</u> shown on maps	✓	✓			
<u>Torpedo</u> shown on maps	✓	✓			
<u>Shore Party</u> destination on maps	✓	✓	✓	✓	
<u>Weather Effects</u> active		✓	✓	✓	
enhanced ability of <u>Airplanes</u>		✓	✓	✓	
<u>Airplanes</u> drop <u>Depth Charges</u>		✓	✓	✓	
<u>Sea State Effects</u> active			✓	✓	Misc
periscope increments in feet			✓	✓	
reload <u>Deck Gun</u> & <u>Torpedos</u> (secs.)	15	17	19	21	
<u>Torpedo</u> range comparison	2x	1.6x	1.3x	1x	% of NORMAL
' <u>Days on Station</u> ' accuracy	±2°	±2°	±1°	±1°	
<u>Crash Dive</u> time required	25	50	75	100	
bombing accuracy of <u>Airplanes</u>	25	50	75	100	
<u>Dud Munitions</u>	25	50	75	100	
degree of <u>Damage</u> sustained	25	50	75	100	
<u>Damage</u> repair times	30	60	90	100	
enemy <u>Ramming</u> intensity	70	80	90	100	
overall <u>Ability of Enemy</u>	70	80	90	100	

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