THUNDER
MOUNTAIN

SEA DRAGON
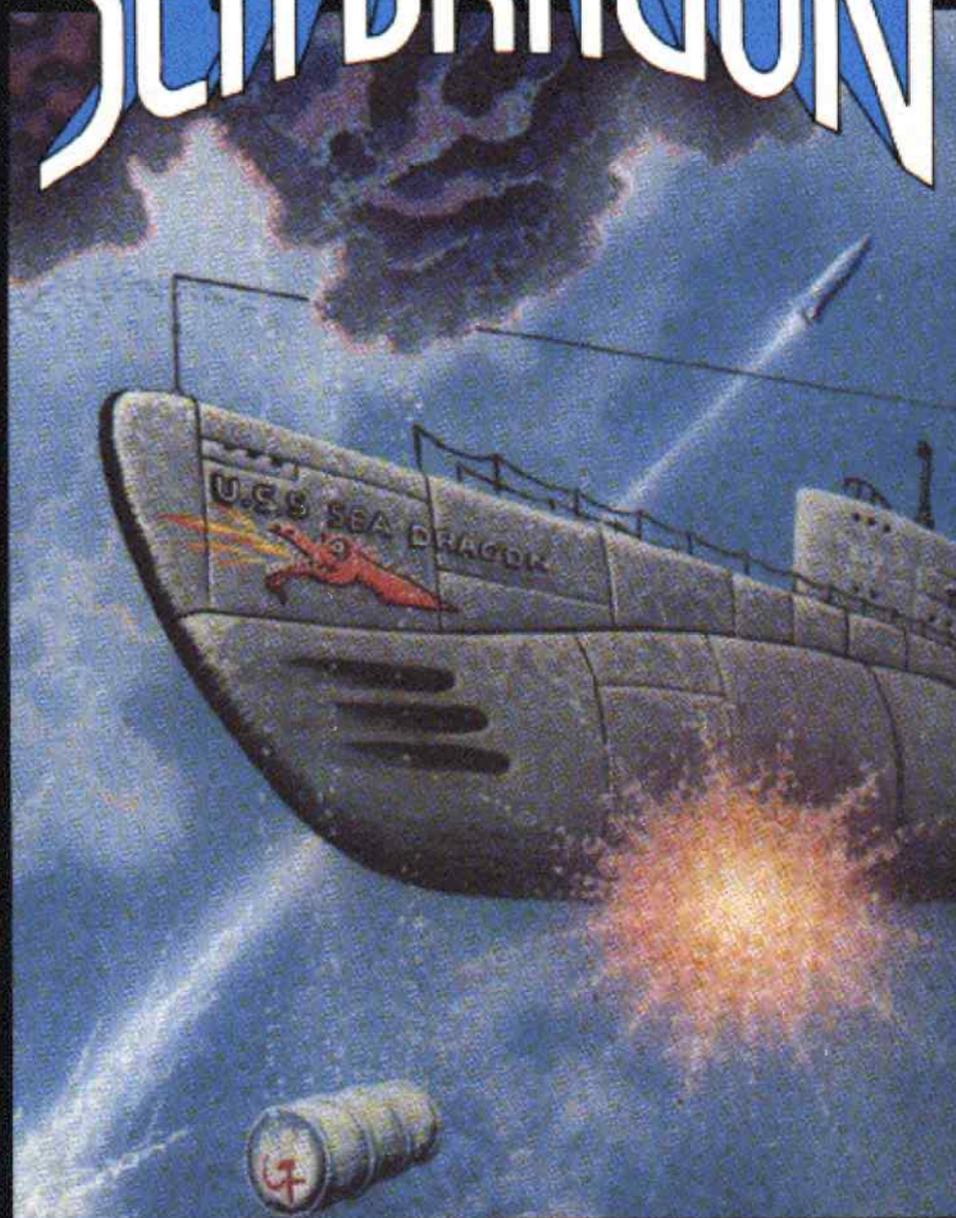
U.S.S SEA DRAGON

Apple® II
family, 64K
Joystick optional

SEA DRAGON

For The Apple® II

By John Anderson
Special Thanks to Wayne Westmoreland and Terry Gilman,
Whose Original Concepts Provided Inspiration

SECURE ALL HATCHES! PREPARE TO DIVE! . . . into a fantastic voyage along the ocean depths via your Apple II computer and the latest of the greatest arcade games from Adventure International—SEA DRAGON! Before you dive in, read on to prepare yourself for the grueling expedition ahead.

As you attempt to navigate your sub through a labyrinthian underwater passage (over 40 screens long!) to reach the cave where the imprisoned Sea Dragon lies sleeping, menacing mines, electrifying eels, and lethal laser beams await at every turn, each of which is more than capable of ending your naval career inside of Davy Jones' locker. True, you are well-armed with both an unlimited supply of torpedoes and the annihilating Sonic Deflector, but you have the additional adversary of time. Your air supply is crucial to your survival and using the Sonic Deflector requires 500 units of air that you may not have to spare. When you reach the final stage of your quest, the dragon's den, you must torpedo through the lasers to shoot out every brick in the scrolling wall that imprisons the dragon before your air supply is depleted. The amount of air you have left will determine the number of bricks you will have to shoot in the scrolling wall. In other words, the more air left, the more bricks to shoot—the less air left, the fewer bricks to shoot. If you succeed in freeing the dragon, your air supply will be completely replenished for your next voyage. You are also faced with the challenge of the nearly impossible advanced mode, in which you'll remain until the dragon is freed. The game will continue to toggle between the regular mode and the advanced mode each time you free the dragon. If you wish to continue in the advanced mode, press **CTRL T** when the title screen is displayed, and then the proper keyboard or joystick command. See the following section for game commands.

BEGINNING THE GAME

After loading the program (see Loading Instructions) the title screen will be displayed. SEA DRAGON can be played using either your computer keyboard or joystick. Both Atari-type or Apple-compatible joysticks can be used. For a breakdown of keyboard and joystick commands see the section below.

Commands For Keyboard Play

To Start Game From Title Screen In Regular Mode	=	`K`
Practice Mode	=	`CTRL K`
Advanced Mode	=	`CTRL T`, Then `K` To Start
Move Up	=	`A`
Move Down	=	`Z`
Slow Down Sub	=	`←`
Speed Up Sub	=	`→`
Fire Torpedo	=	`SPACE BAR`
Sonic Deflector	=	`RETURN`

Commands For Apple-compatible Joystick

To Start Game From Title Screen In Regular Mode	=	`J`
Practice Mode	=	`CTRL J`
Advanced Mode	=	`CTRL T`, Then `J` To Start
Maneuver Sub	=	Joystick Handle
Fire Torpedo	=	Button 0
Sonic Deflector	=	Button 1

Commands For Atari-type Joystick (used in conjunction with the Sirius™ Joyport)

To Start Game From Title Screen In Regular Mode	=	`P`
Practice Mode	=	`CTRL P`
Advanced Mode	=	`CTRL T`, Then `P` To Start
Maneuver Sub	=	Joystick Handle
Fire Torpedo	=	Joystick Button
Sonic Deflector	=	`RETURN`

Convenience Keys

The following keys can be utilized by BOTH keyboard and joystick users.

Pause	=	`ESC`
Resume Play	=	Any Key
Sound On/Off	=	`S`
Voice On/Off	=	`V`
Restart Game	=	`CTRL` `S`
Clear High Score	=	`CTRL` `R`

Practice Mode And Sonic Deflector—Reaching your goal requires more than a trusty vessel and being a stout-hearted sailor, it takes PRACTICE! Therefore, we have thoughtfully provided a practice mode to develop your navigational skills. The practice mode (which can be accessed by pressing `CTRL` `K` for the keyboard or `CTRL` `J` or `P` for joystick use) will enable you to practice navigating your sub through the often very tricky underwater passages. The practice mode does NOT slow the action down, it simply allocates an additional 3999 units of air so that you can use the Sonic Deflector (which uses a whopping 500 units of air!) to obliterate any and all enemy objects appearing on-screen. Because this is an "easy kill" no points are awarded for enemies destroyed using the deflector. With the enemy effectively out of the way, you have the opportunity to become familiar with the twisting underwater tunnels which indeed are as treacherous as enemy fire. If you do make it through to the dragon's den and attempt to free the dragon, you will only score 25 points per brick hit in the scrolling wall. After all, this is just practice.

GAME ELEMENTS

When you have started the game (see "Beginning The Game"), you'll see the sub's "instrument panel" located at the top of the screen which displays your **SCORE, AIR** supply (in units), and DAMAGE (**DMG**) indicator. A map of the route showing your present location appears to the right of this information. These elements are explained in detail below.

Score Saving And Points—If you wish to have your high scores automatically saved to disk, do NOT place a write-protect tab on your program disk. There is room for up to 10 high scores. If your score qualifies for the Hall of Fame, type in your name (up to 14 characters) when the "WELCOME TO THE SEA DRAGON HALL OF FAME" prompt appears at the end of the game. Points are given for destroying the following objects:

Mines=75 Points—All mines (which are tethered to the ocean floor) are capable of being released but, depending on your position and speed, they may or may not. The computer will test for your sub's horizontal position. The shorter the horizontal distance between your sub and the mine, the more likely it is to release. You can use this information as strategy to fish out those mines situated in impossible attack positions by pulling forward and then stopping short. You can then shoot the mine as it rises.

Shooters=100 Points—Shooters (attached to the passage ceiling) fire diagonally. If their position is such that you cannot attack, your strategy should be to anticipate their fire, which occurs at regular intervals. With practice you will be able to time the right moment to cruise past their deadly aim.

Seaweed=50 Points   Eels=50 Points—Besides being capable of inflicting damage to your sub, the seaweed conceals the deadly electric eels. Shooting the seaweed will flush the slippery devils and net you some extra points besides.

Laser Beams=No points—Since laser beams (which are almost certain to get you on your first encounter) can be destroyed ONLY by the Sonic Deflector, no points are given. The best defense in this case is to learn how to avoid these lethal rays. Watch the beams very closely. You'll see that they are shot down at regular left-to-right intervals, that is, the first beam on then off—the second beam on then off, and so on till they begin again at the left. This happens very quickly, so let the laser cycle several times so you can see the pattern. When you think you've developed the proper timing, move along cautiously. As each beam turns off, be careful to move past before the beams' left-to-right cycle repeats. Be patient; this will take some practice. (No one said this was going to be easy!)

Stalactites=150 Points—The stalactites will test your position (much like the mines) before dropping from the passage ceiling. You will find that your developed strategy for flushing mines will prove useful here.

Sea Fleas=200 Points—These highly intelligent and equally deadly pests attach themselves to the passage walls and wait for your sub to pass. Heat seeking, the sea fleas will relentlessly pursue your craft unless you do unto them before they can do unto you. A useful evasionary tactic is to hide in tunnel crevices. The fleas are not too adept at navigating close to the passage walls.

Bricks=250 Points (25 points if in practice mode)—The scrolling wall that imprisons the Sea Dragon is made of bricks. You must shoot through the orange laser in front of it to torpedo the bricks. Remember, the more air you have left, the more bricks you will have to shoot. Every brick must be shot (hopefully without claiming the dragon as a casualty) to liberate the serpent.

Sea Dragon=1000 Points Per Hit—Hitting the dragon by shooting an empty space instead of a brick will result in a huge 1000 points-per-hit **penalty**. So you want to aim VERY carefully at those bricks! If more points are deducted than you have accrued, your effort has been in vain. The game will end with no dragon, no air, and NO points.

Air—When the game begins you have 6000 units of air—sufficient amount to reach the dragon's den if you are a skillful sailor. Using your Sonic Deflector drains 500 units of air, so it's very likely that using your deflector more than two or three times in the regular playing mode will deplete your air before you can even reach the dragon's den. Frequent crashes will take a toll on your air supply. Also remember that the number of bricks you have to shoot in the scrolling wall will be determined by the amount of air you have left. More bricks = more points, so try to keep up that air supply.

Damage (DMG)—Navigating your sub into tunnel walls will result in 10% damage to your vessel. Mines, eels, shooters, etc., effect 15% damage. Reaching 100% damage will destroy your sub and end the game.

Map—A graphic map of your course appears at the top right-hand area of your screen. The cross hair indicates your present position. Your journey, which is 44 screens long, will take you through 7 increasingly difficult sections. Entrance to the next section is marked by a verbal "checkpoint" warning. If you have the voice function turned off, a ringing bell will alert you. If your sub is hit, you will be returned to the beginning of the section you were in when hit.

Additional Hints

1. The cave walls will scroll vertically at various points along the passages. Using your practice mode will familiarize you with when and where this occurs.

2. Buy a joystick! While we appreciate your determination, using the keyboard is apt to leave you in a state of severe frustration. Modestly speaking, we think that buying a joystick to increase your enjoyment of our spectacular game will be well worth the cost.

Loading Instructions for the Apple II Disk
THIS PROGRAM REQUIRES AN APPLE II FAMILY COMPUTER
WITH 48K AND DOS 3.3

1. Your computer should be turned off.
2. Insert your copy of SEA DRAGON in Drive 1.
3. Turn your computer on. The on/off switch is located on the rear panel of the computer.
4. The title screen will appear. See "Beginning The Game" for the appropriate keyboard or joystick command to start the game. Note that loading instructions also appear in scrolling text to the right of the dragon on the title screen.

Enhanced Sound From Your Monitor
If you are an electronics hobbyist, you may be interested in the following instructions for wiring your video monitor to your Apple computer for improved sound.

WARNING, DO NOT ATTEMPT THIS PROCEDURE UNLESS YOU ARE FAMILIAR WITH THE INTERNAL WORKINGS OF YOUR APPLE COMPUTER! This procedure is done at your own risk and we assume no responsibility if you damage your computer and void its warranty.
1. This modification will work only with a monitor that has an audio input jack.
2. Remove the top of the computer console. Facing the keyboard and looking down into the computer, locate the point where the speaker wires connect to the printed circuit board at the right corner closest to you.
3. Connect one wire from the speaker jack pin (this is the pin closest to the rear of the computer) to the center pin (positive) of the monitor input jack. DO NOT CONNECT THE GROUND WIRE! A ground connection is already made through the video cable.

This procedure as outlined is meant to serve as a guide for those individuals who possess certain knowledge of electronics and the workings of their Apple computer.

Adventure Game — Teens/Adults

Sea Dragon

By John Anderson, Wayne Westmoreland,
Russ Wetmore, and Terry Gilmore

Slide into the Captain's chair, take over the
controls, and prepare for the most exciting
non-stop action this side of Davy Jones' locker.
Sea Dragon puts you in charge of a nuclear sub that's armed from stem to stern with
missiles and torpedoes—all you provide is the skill. Your task? Navigate your sub
through myriad undersea obstacles while avoiding clusters of explosive mines. Count-
less dangers plague you from above and below as you make your way to an awesome
menace at the end of the course. Keep a cool head—your relentless enemy has no
mercy if you falter. Sea Dragon is a battle to the death *under* the high seas.

Features

- Formats for one or two players
- Exciting sounds and graphics
- Diverse scrolling seascape that provides repeated challenges
- Unique, non-stop action

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