COLECO VISION®

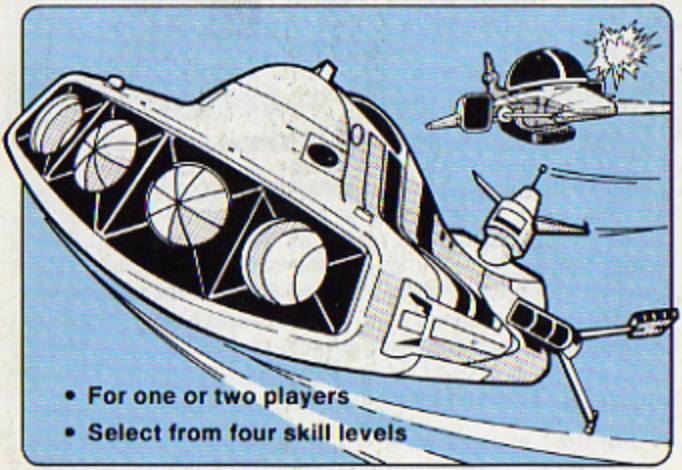
Guide No. 14334

CARTRIDGE INSTRUCTIONS

The Official

SUBROC™

by SEGA®



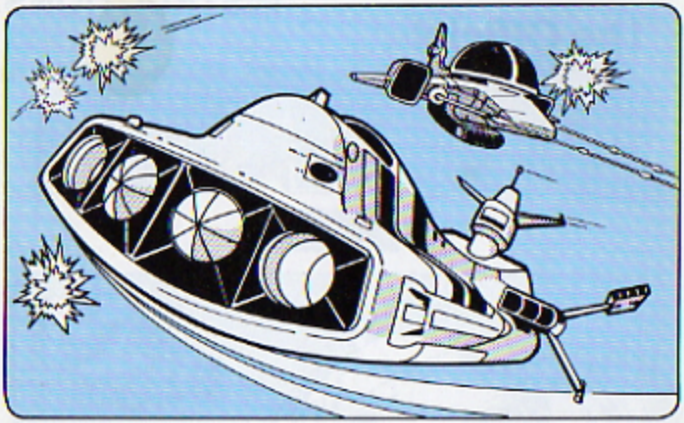
For Use With ColecoVision® or the ADAM™ Family Computer System!

Use your ColecoVision® hand controller or your Super Action™ controller with this game.

You're in the middle of the greatest sea and air battle ever fought. Line up your crosshair sights and fire at the battleships, mines and missiles zooming **RIGHT AT YOU!**

Plays like the SUBROC™ arcade game! COLECO

GAME DESCRIPTION



A fleet of hostile forces has assembled around your vessel. But this fleet is unlike any you've encountered. Flying saucers fire missiles and mines as they rush at you. Ships launch torpedoes. Line up your crosshair sight and shoot back! At the lowest altitude, your Subroc vessel fires torpedoes at the cruisers and drones. Raise your sight and unleash missiles at the flying attackers. Shift left and right to avoid enemy fire. Just when you think you've got control, the deadly command plane attacks!

GETTING READY TO PLAY

MAKE SURE THE COLECOVISION® CONSOLE IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

One-Player Game

Use the Port 1 controller.

Two-Player Game (Alternating Players)

Player 1 uses the Port 1 controller. Player 2 uses the Port 2 controller. Player 1 begins, and each turn lasts until the player's vessel is eliminated.

Choose your challenge.

Press the Reset Button. The Title Screen appears on your TV. Wait for the first Game Option screen to appear. Choose between a one- or two-player game. Then the Skill Selection screen appears. **Each player** selects his own skill level by pressing the corresponding number button on his controller keypad.

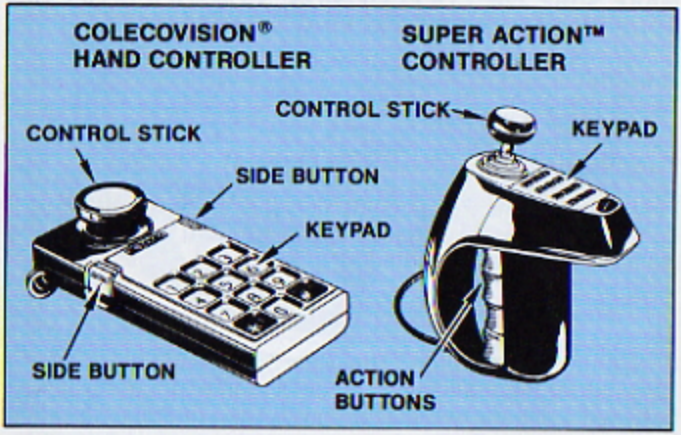
Skill 1 is the easiest game. Action is slow enough for the beginner. You get three Subroc vessels per game.

Skill 2 enemies move faster than enemies in Skill 1. There are more of them, too! You get three Subroc vessels per game.

Skill 3 is as difficult as the arcade game. You get three Subroc vessels per game.

Skill 4 presents the toughest Subroc challenge yet. If you thought Skill 3 was hard, try this! You get three vessels per game.

USING YOUR CONTROLS

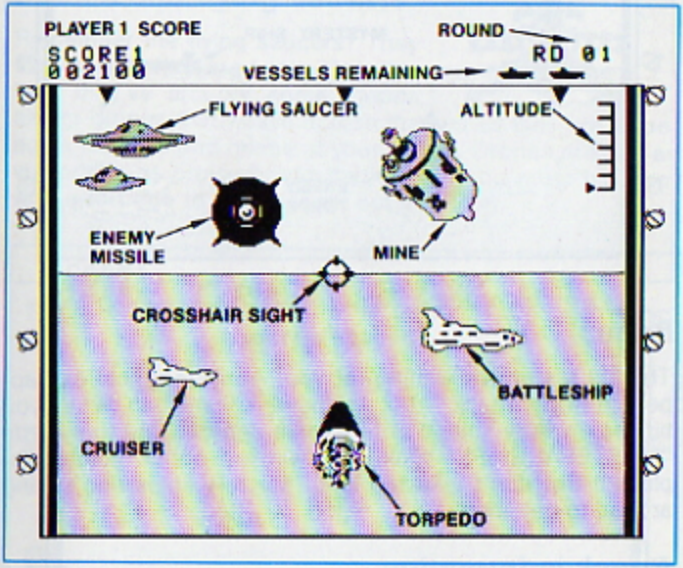


1. **Keypad:** Keypad Buttons 1-4 allow you to select the Game Options you want to play.
2. **Control Stick:** Press the Control Stick to change your view and to dodge enemy fire. The crosshair sight moves in any direction you press the Control Stick.
3. **Side Buttons (ColecoVision® Controller):** Press either Side Button to fire your weapons. At the lowest altitude, you fire torpedoes. At higher altitudes, you fire missiles.
4. **Action Buttons (Super Action™ Controller):** Press and release either the top (yellow) or second (orange) Action Button to make your Subroc vessel fire.

HERE'S HOW TO PLAY!

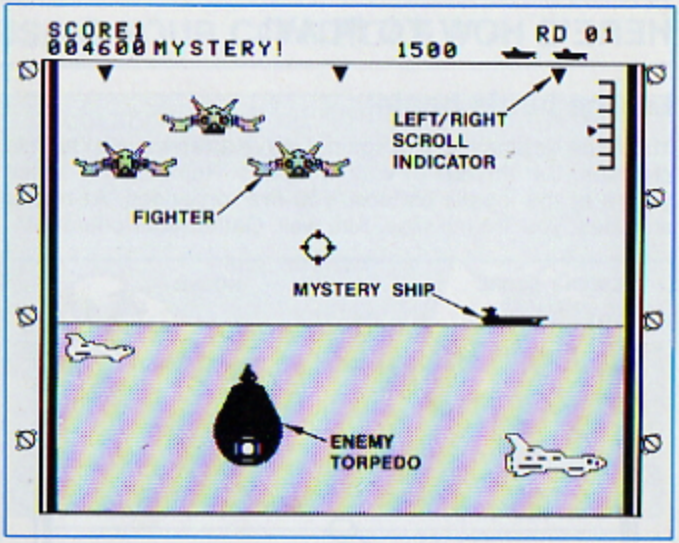
Let the battle begin!

You must defend the sea against wave after wave of hostile enemies. Get the feel of your weapons. Remember — when you're at the lowest altitude, you fire torpedoes. At higher altitudes, you fire missiles. Aim well. Gather your courage!



Slow boats and flying saucers.

Cruisers and battleships steam across the sea. You can eliminate them with your torpedoes. But don't concentrate on them alone! Flying saucers dash at you. Raise your sights and fire missiles at them. Look out! They shoot missiles and mines. Avoid their fire by shifting left or right or by dropping your sight. But now the cruisers and battleships launch torpedoes!



Bonus!

There's a surprise waiting for you. A mystery ship can appear in every attack — but you never know when. When you hit the mystery ship, a bonus value appears and the words "MYSTERY SHIP!" blink. You win the bonus points displayed! But don't take too long. Mystery ships don't hang around to get shot!

Attack in formation.

You've escaped the ships and saucers. But your Subroc vessel is not alone! Green fighters fly at you in close formation. Eliminate them all before the next attack and you earn bonus points. If you don't, they fire missiles at your ship.

Ships and Interceptors.

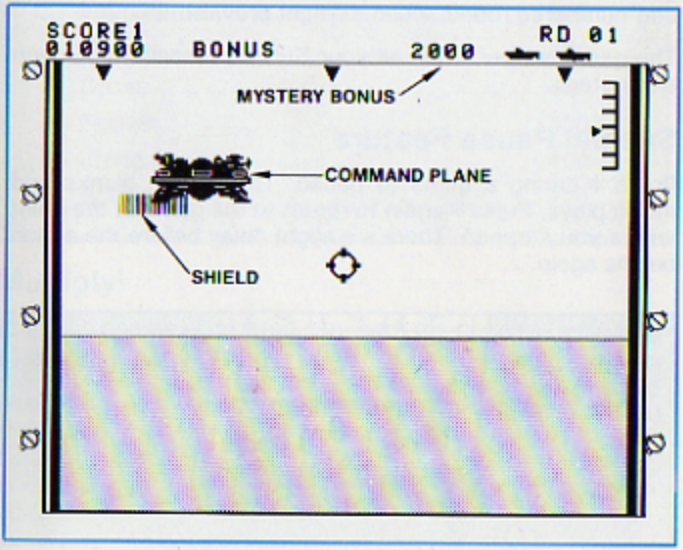


The boats have returned with interceptors to eliminate your Subroc vessel. Unlike fighters, interceptors fill the sky. They don't attack in formation. Keep your sight moving. When you sense an opening, fire! And don't forget: the mystery ship could appear at any time.

Drones and flying saucers.



Remember the flying saucers? They can't resist attacking again. Only this time they've brought some friends along: drones that weave across the sea as they fire torpedoes, missiles and mines at your vessel. Drones are just as vulnerable as cruisers and battleships. You must hit them with a torpedo to knock them out of action.



Blast the Command Plane!

The sea clears. A bonus value appears in the Mystery Bonus Indicator. Suddenly, the Command Plane swoops in from above. The bonus value starts to decrease. If you eliminate the Command Plane before the bonus value hits zero, you win the points in the Mystery Bonus Indicator.

The Command Plane is a tricky opponent. It fires missiles and hides behind a moving shield. If you hit the center of the shield, it vanishes for a split second and you earn points! Then fire your missile at the Command Plane.

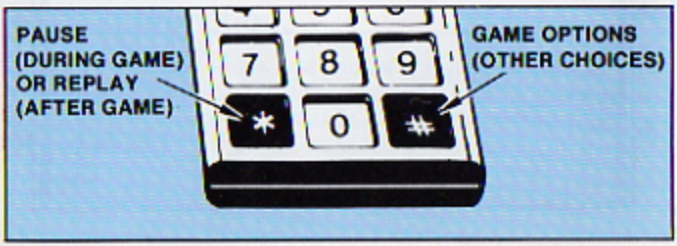
Daytime, nighttime, and in between.

In even-numbered rounds (Rounds 2, 4, 6, and so on), you start out battling during the day. When the sky turns from blue to orange, you're in twilight. Keep a sharp eye! Soon the sky turns to black. It's dead of night as the battle progresses! Time continues to shift until you reach the next odd-numbered round, when daylight prevails.

The game is over when all your Subroc vessels have been eliminated.

Special Pause Feature

Press * during a game to pause. The screen blanks and music plays. Press * again to return to the game at the point where you stopped. There's a slight delay before the action begins again.



Starting over.

Press * after a game to replay the SUBROC game option that you have just played. Press # to return to the first Game Option screen.

Reset

Pressing the Reset Button on the console stops the game and returns you to the Title Screen. Reset can be used to start a new game at any time, and can also be used in the event of a game malfunction.

SCORING

PLAYER ELIMINATES	POINTS:
Battleship	150
Interceptor	200
Cruiser	400
Drone	400
Fighter	400
Flying Saucer	400
Shield	400

Multiply!

For each enemy eliminated, you earn the points listed above **plus** 100 points times the number of the round you are playing. When you confront the Command Plane, the Mystery Bonus Indicator starts at 2000 points plus 1000 points times the number of the round you are playing. As time goes by, this value decreases. If the value hits zero before you eliminate the Command Plane, you earn no points for eliminating it.

Mystery Bonus!

Eliminate the Mystery Bonus ship and win the points displayed in the Mystery Bonus Indicator.

Bonus Vessels.

You win a bonus vessel when your score reaches 20,000 points. Win another vessel at 100,000 points and at every 100,000 points thereafter.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing SUBROC, but it is only the beginning! You will find that this cartridge is full of special features that make SUBROC exciting every time you play. Experiment with different techniques — and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

Any implied warranties arising out of the sale of the video game cartridges including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.



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