TRS-80 MODEL 1&3-32K
1 DISK DRIVE REQUIRED

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SEA DRAGON

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TRS-80 version by Wayne Westmoreland & Terry Gilman

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Mines! Depth Charges! Lasers! Treacherous undersea caves! They're all part of the undersea world of the SEA DRAGON, the most dynamic seagoing game to ever grace a micro.

OBJECT OF THE GAME — At the end of a winding, labyrithian course lies a deadly automated nuclear reactor. You must navigate your sub past underwater mountains, through narrow passageways, around webs of deadly explosive mines and destroy the reactor. Many additional dangers will be encountered, including depth charges lobbed from surface-going battleships; **EATS** (**E**nemy **AT**tack **S**tations) positioned along the route; explosive stalactites which fall from the cave roof; and the ever-present problem of having to surface to replenish a diminishing air supply.

PLAYING SEA DRAGON — Using the arrow keys, **SPACE BAR** and **ENTER**, you control the direction and firepower of your sub. Avoid contact with any object, including the mine cables. There is no limit to your supply of torps and missiles, but it will be necessary to resurface frequently to replenish air (as indicated by the horizontal "air gauge" located at the bottom of the screen). Failure to do so will result in the sub's destruction.

Once you've reached the end of the course, you will confront the focus of the game — the automated nuclear reactor. The approach to the reactor is lined with banks of automated lasers which fire randomly; avoid the beams. A second danger is the radioactive chunks

which spew upward from the ocean floor. The reactor is protected by a large neutronium shield that will require a number of torp hits to demolish it completely. Once the shield and reactor are destroyed, the course begins again.

GAME ELEMENTS

POINTS — Points are accrued by destroying the various obstacles and dangers. Points are assessed as follows:

MINE (Chained)	50
MINE (Breaker)	80
MINE (Rising Breaker)	150
STALACTITE (Stationary)	50
STALACTITE (Decending)	150
BATTLESHIP	250
LASER	500
REACTOR	5000
EATS	150

MINES — There are two types of mines: (1) Stationary, which are tethered to the ocean floor with long, straight cables; and (2) Breakers, which are attached with jagged cables. The latter type of mine will rise from the sea bottom as your sub approaches. Avoid coming into contact with the cables.

BATTLESHIPS — Battleships drop depth charges that will destroy your sub upon contact. A battleship can be destroyed either by surfacing and scoring a hit on it with a torp, or by launching a missile from under the ship.

EATS — **E**nemy **AT**tack **S**tations are small bases that will fire randomly at your passing sub. These can only be destroyed with a direct missile hit.

BEGINNING THE GAME

After selecting the number of players (1 or 2), you will be asked to select a skill level. The skill levels are as follows:

NOVICE — Slow speed. Point values are as listed on chart above.

EXPERT — Fast speed. All game elements are accelerated. Point values are double chart values.

Press 0 (zero) for NOVICE level or 1 for EXPERT. Two-player games provide the option of selecting separate skill levels for each player.

KEYBOARD OR JOYSTICK

SEA DRAGON may be played using either the keyboard, a joystick, or both (all keys are functional during joystick use). The key functions are as follows:

↑	SUBMARINE UP
↓	SUBMARINE DOWN
→	INCREASE SUB SPEED
←	DECREASE SUB SPEED
ENTER	FIRES MISSILES
SPACE BAR	FIRES TORPS
SHIFT S	FREEZES GAME
SHIFT BREAK	ABORTS GAME

HIGH SCORES

At the end of each game you will be able to list your name if you have a top ten score. Simply type your name (up to a maximum of 18 characters) and press ENTER. Your name and score will be saved onto your disk for a permanent record.

PLEASE NOTE: Non-disk drive owners will "lose" their high scores once the computer is turned off.

A FEW PLAYING TIPS — Learn to keep an eye on your air gauge; there are portions of the game where you will have to travel lengthy

distances with no opportunity to surface. Keep your sub towards the right-hand side of the screen as much as possible; this will give you room to "drop back" and maneuver when negotiating narrow vertical passageways. Finally, learn to distinguish Breaker Mines from Stationary ones — the former can be unexpectedly deadly and the latter a source of easy points.

LOADING INSTRUCTIONS

SEA DRAGON FOR THE TRS-80 MODELS I AND III - TAPE

1. Turn on your TRS-80.
2. Put the Sea Dragon tape in the player and rewind it. Model III only: Press **L** for low baud rate tape loading when requested.
3. Set volume control at 4-5.
4. Type **SYSTEM**.
5. Press **S**.
6. Sea Dragon should now load with a blinking "*" in the upper right corner of the video screen. If a "C" appears or the "*" does not appear, rewind the tape, turn up the tape player volume a bit, and repeat steps 2-5.
7. When *? appears at the bottom of the screen, press **/**.

SEA DRAGON FOR THE TRS-80 MODELS I AND III — DISK

Insert your diskette into drive 0 and press the reset button.

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SEA DRAGON

by Wayne Westmoreland & Terry Gilman
Atari version by Russ Wetmore
Apple version by John Anderson

Secure all hatches! Prepare to dive! The creative pros who brought you "The Eliminator" and "Armored Patrol" now do for submarines what "Armored Patrol" did for tanks! Sea Dragon is a slick, arcade-ish simulation that puts you in command of a nuclear sub that's armed to the hilt with deadly missiles and torpedoes. You guide your submarine past underwater mountains and through labyrinthine passages while avoiding webs of explosive mines that rise from the seabottom. Additional dangers include mine-dropping ships, enemy attack stations, falling stalactites, and deadly lasers — any of which could keep you from your ultimate goal: destruction of the incredibly powerful nuclear reactor at the end of the undersea course! Maneuver around these dangerous obstacles and surface to refuel your ever-diminishing air supply — if you can!

You want variety? You got it! Sea Dragon boasts a scrolling seabottom that extends the equivalent of over two dozen screens laid end-to-end. And two-player option, sounds and high score save feature go hand in hand with the kind of graphics you've come to expect from Westmoreland & Gilman.

Not for the faint-hearted, Sea Dragon is your best bet for underwater thrills and chills. Action-plus from Adventure International!

PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/2
AVERAGE COMPLETION TIME	5 min.
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade
SOUND?	Yes
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	Joystick (Atari) Optional Joystick (TRS-80) Optional Joystick (Apple)

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