



Model 73008
1 Players / Ages 8 and up
INSTRUCTION MANUAL

P/N 82370800 Rev.A

OBJECTIVE

There are a total of 10 missions to complete to win the sea battle. Beginning with the first mission, you will need to sink all 10 of the enemy ships to move on to the next mission. Try to avoid the randomly placed underwater mines and the exploding depth charges dropped by enemy ships. Fire your torpedoes to attempt sinking the enemy ships.

STARTING A NEW GAME

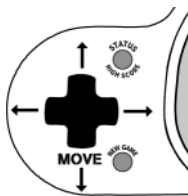
Press the button labeled ON/FIRE to wake the unit. The unit goes into sleep mode if the game has not been played for 2 minutes. To start a new game, press the NEW GAME button once. The game will start at the last mission level played. Hold down NEW GAME for 4 seconds to start the game at Mission #1.

At the start of a game, in the lower-left corner of the screen you will see the mission number, followed by the number of ships you need to sink on this mission. Next you will see a friendly ship (identified by the "+" symbol in the upper left portion of the LCD) and notice that your armor (shown by the thick vertical bars) is being replenished to maximum protection. Finally, your submarine is loaded with torpedoes – 24 total.

MOVING AROUND

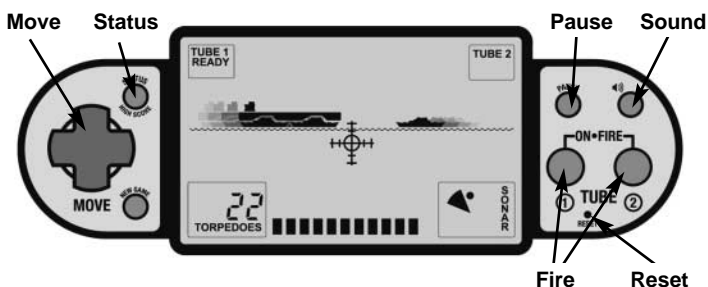
You cannot see your submarine on the LCD. You have a periscope view from your sub, looking at the passing ships. Use the MOVE button to move right, left, up or down.

When the water's surface is at the bottom of the screen, your sub is partially above the water line.



Game unit buttons: STATUS / HIGH SCORE

- Press to see the status of the current mission.
- Press and hold to see the highest score achieved on this unit (since the batteries were installed or the game reset). In the lower left corner, under the words "BEST MISSION", you will see the highest mission level reached followed by the number of ships sunk at that level.



FIRE

The left button fires torpedoes from your sub's left tube, and the right button fires torpedoes from the right tube. Check the upper left and right corners of the LCD to make sure the respective torpedo tube is ready.

RESET

Restarts the computer.

SOUND

Press to turn the sound on or off.

PAUSE

Press to pause the game. You will see the word "PAUSE" in the upper right corner. Press again to return to the battle.

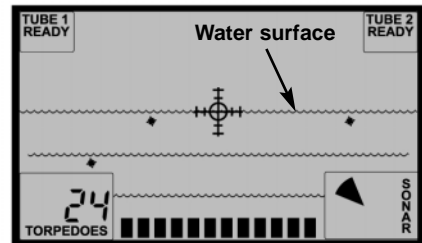
PAUSE

Press to pause the game. You will see the word "PAUSE" in the upper right corner. Press again to return to the battle.

MOVE

Press the top of the button to surface, the bottom to dive, and sides to move left or right. NEW GAME Press to begin a new game. The game will start at the mission level which was last played, with 0% complete. Hold this button down for 4 seconds to restart the game at Mission #1.

Press the MOVE button downward and you will see the water surface rise as your sub dives. Submerge until your cross-hairs are positioned on the water surface whenever you want to shoot at an enemy ship. Fire a torpedo by pressing one of the 2 FIRE buttons. A torpedo will only fire if the LCD shows that the LCD is "READY".



SONAR

The Sonar, in the lower right corner, detects the presence of approaching enemy ships. Fast-moving PT Boats can often speed across undetected.

ENEMY SHIPS

Enemy ships will travel across the screen, at the water line, in both directions. These ships include:



Aircraft Carrier
-Takes 3 torpedoes to sink



Cargo Ship
-Takes 1 torpedo to sink



Destroyer
-Takes 2 torpedoes to sink



PT Boat
-Takes 1 torpedo to sink

The Aircraft Carrier, Destroyer and PT Boat are all capable of dropping Depth Charges as they pass by.

Use the MOVE button to move your sub out of the way of the falling Depth Charges as often as possible.

As you move your sub around, you will also need to be aware of underwater mines which float at various levels under the surface of the water. If a mine becomes positioned immediately in front of you it will explode and damage your sub.

RECHARGING

During the game, the Depth Charges and Underwater Mines will take their toll on your armor, as you can tell by the dwindling number of bars on the bottom of the LCD. You will need to dock with a friendly cargo ship to restore your armor to full strength. If you see a friendly ship (identified by the "+" symbol), move your sub up to the surface level when the friendly ship is directly in front of you. Your ammo will automatically recharge. When you run out of torpedoes, your torpedo stock will automatically be restored. This operation will take several seconds and you will not be able to fire a torpedo while your stock is being restored. Each of your Tubes is stocked with 12 torpedoes. When a Tube is out of torpedoes, it will say "EMPTY" in the upper left or right corner.

GAME OVER

If you cannot restore your depleted ammo in time before the next attack, your sub will sink and the game will be over. You will see the water line rise off the screen and "GAME OVER" will flash in the lower-right corner of the LCD. Your score will flash in the lower-left corner of the LCD.

RESTARTING THE GAME

There are 2 ways you can restart:

1. Press NEW GAME to begin again on the mission level you last played and with 0% of the mission complete.
2. Hold NEW GAME down for 4 seconds to start the game over at the beginning of Mission #1.

REPLACING THE BATTERY

The automatic shutoff featured with this unit will help extend the life of the batteries. This game is powered by two (2) AA (LR6) size batteries. Install the batteries as follows:

1. Remove the screw on the battery compartment door. Slide the battery cover out. Remove the old batteries.
2. Insert 2 AA-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic.
3. Replace the battery compartment door. Do not over tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CAUTION:

- As with all small batteries, the batteries used with this product should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.
- Be sure you insert the battery correctly and always follow the product and battery manufacturer's instructions.
- Do not dispose of batteries in fire.
- Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.

MAINTENANCE:

- Handle this product carefully.
- Store this product away from dusty or dirty areas.
- Keep this product away from moisture or extreme temperature.
- Do not disassemble this product. If a problem occurs, press the RESET button, or remove and replace the batteries to reset the computer or try new batteries. If problems persist, consult the Warranty information located at the end of this Instruction Manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from this product.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica China Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica China Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or

replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid. Products returned after the 90-day period has expired will be repaired or replaced (at our option) for a service charge of US \$10.00. Payment must be made by check or money order. This extended service will only be available for one year from the date of purchase. **IMPORTANT:** Before returning the unit for repair, problem test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

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