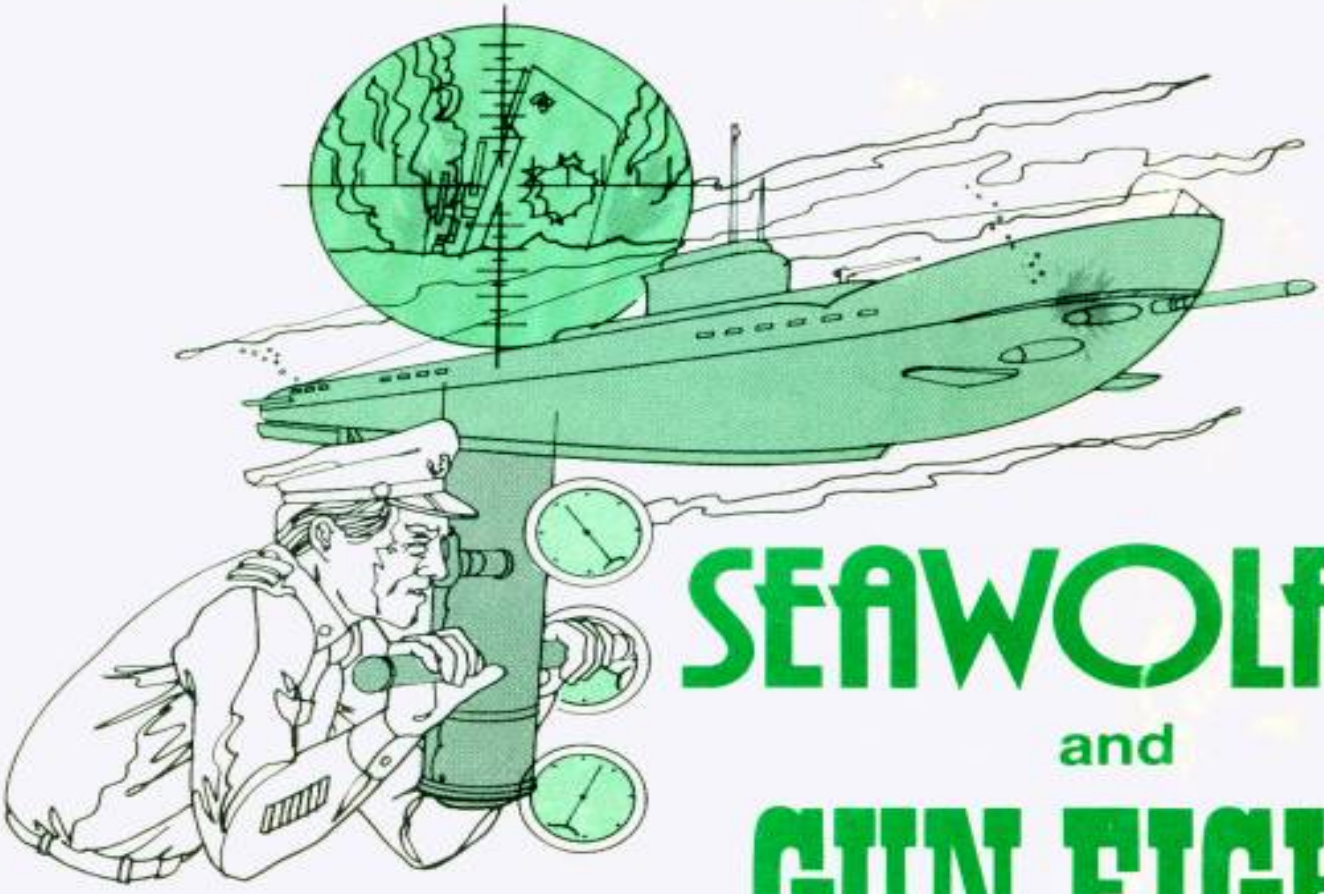
EPYX
COMPUTER SOFTWARE

Arcade Classics from Bally/Midway.™

INSTRUCTION MANUAL
for the ATARI® home computer.



SEAWOLF II
and
GUN FIGHT™



SEAWOLF II™



Imagine yourself—the Seawolf submarine commander on patrol. Suddenly the enemy convoy is in your periscope! PT boats, freighters, warships and the dreaded SuperSub! You hear them all on sonar. Can you torpedo them all, and score a clean sweep? You get bearing and range: Fire one! Fire two! Fire three! Four! Torpedoes *whoosh!* from the tubes, speed through a minefield. *Boom!* one explodes harmlessly. Now the convoy is closer, you hear the engines, the diving alarm as the SuperSub submerges—*Boom! Boom! Boom!* You see the ships blow up as the salvo strikes home! Now, a tense wait as your torpedoes are reloaded while you stalk another convoy. There they are, "FIRE TORPEDOES."

GUN FIGHT™



Two cowboys alone face each other with six-shooters on a dusty western street—a duel to the finish! Which of you can draw faster, aim truer, shoot quicker? And not be distracted by the obstacles? *Get Ready. Draw! Pow! Pow!* The shots ring out, you dodge a hail of bullets that ricochet and bounce off trees, cactuses and covered wagons. Move and shoot, until you squeeze off a shot that nails your opponent, and he flops backwards into the dirt. *Got Me!* he cries. Carve yourself another notch on your pistol handle!

GETTING READY TO PLAY

Disk:

1. Remove any cartridges from computer; remove any disks from drive.
2. Turn computer off; turn disk drive on.
3. Plug joystick into port #1 for one player, ports #1 and #2 for two players.
4. Insert disk into drive with label facing up, slotted section pointed toward back.
5. When menu appears press **SELECT** to play Gun Fight™; press **OPTION** to play Seawolf II™.
6. Press **SELECT** to choose number of players (1 or 2).
7. Press **OPTION** key to select skill levels:
   Seawolf II™: Ensign (easy) or Admiral (hard).
   Gun Fight™: Deputy (easy) or Sheriff (hard).
8. Once game is over, press **START** to play the same game over, or press **SYSTEM RESET** to change games.

Cassette:

1. Turn computer off; remove any cartridges.
2. Place cassette in recorder with label for game you wish to play facing up; make sure tape is rewound.
3. Press Play button on recorder.
4. Turn computer on while pressing the **START** and **RETURN** keys.
5. Press **SELECT** to choose number of players (1 or 2).

SEAWOLF II™

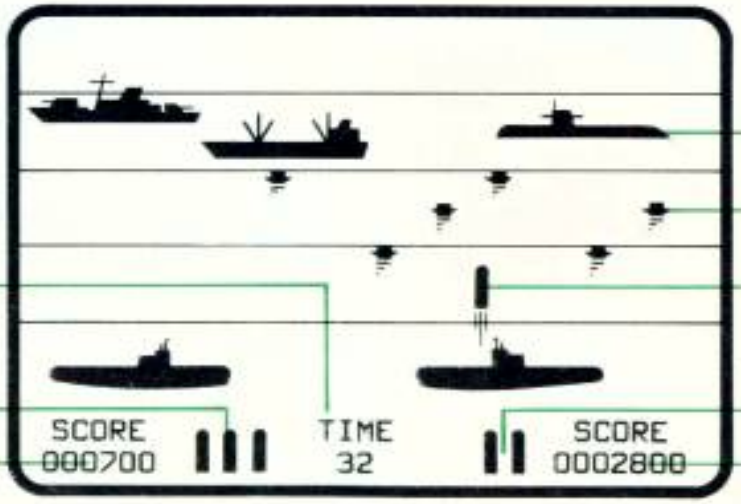
OBJECTIVE

As Seawolf you must destroy as many enemy ships as you can in the time you have on patrol. The more hits, the higher your score. Try to get as many hits as possible and earn bonus patrol time.

SCORING

Grey Ship	100 Pts.
Brown Ship	300 Pts.
Yellow Speedboat	500 Pts.
SuperSub	1000 Pts.

The player(s) score for the current game is shown on the bottom of the screen, along with the number of torpedoes left in the sub and the time left in the game. Extended patrols are given as a bonus to the player who goes above the set bonus levels after the clock runs down on patrol (5000 points or more required to achieve the first bonus).



Super Sub
Mine field
Time remaining
Moving torpedo
Torpedoes left—Player 1
Torpedoes left—Player 2
Score-Player 1
Score-Player 2

CONTROL

- Aim by moving joystick to the left or the right. Line your sub up with the ships on the surface.
- Torpedoes are fired by pressing the red button on the joystick (hold button down for rapid fire).

HOW TO WIN

1. On Ensign level there are less mines and faster torpedoes.
2. Watch out for mines—they will spoil a sure shot!
3. Don't always wait in one spot; a true Seawolf often anticipates a convoy's movement.
4. Shoot in salvos of two or four torpedoes. This gives you time to reload while waiting for the next convoy.



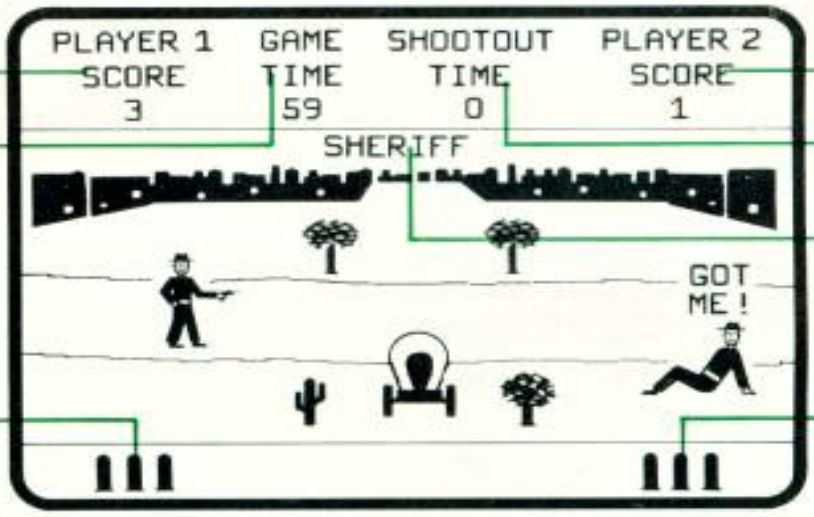
GUN FIGHT™

OBJECTIVE

As a gunfighter you aim and shoot to hit your opponen before he gets you. The player to score the most hits i the allotted time wins the fight. Shoot straight shots or tr ricochet shots off trees, cactuses, or even covered wagons

SCORING

One point is awarded each time you hit your opponent The score for both gunfighters is shown at the top of th screen along with the time left to play and shootout time Each cowboy begins with six bullets and can continu playing until one is hit, all bullets are fired, or time runs out If you run out of bullets, you have ten seconds of shootou time. During this time you must either dodge bullets unti shootout time ends, or run and pick up your new gun.



CONTROL

- Move your gunfighter in any direction by using you joystick.
- To aim, press and hold the red button while moving th joystick up or down.
- Fire pistol by releasing red trigger button, once for eac bullet.

HOW TO WIN

1. Deputy is an easier level than Sheriff.
2. Let your opponent shoot first; you concentrate o dodging bullets—let them make the mistakes!
3. Be careful not to shoot when standing too close to a tre or cactus—if a ricochet hits you, even in the foot, you'r done for!
4. When you have a clear shot—shoot! Don't wait! Lear this lesson and you won't end up on Boot Hill.

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Part No

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