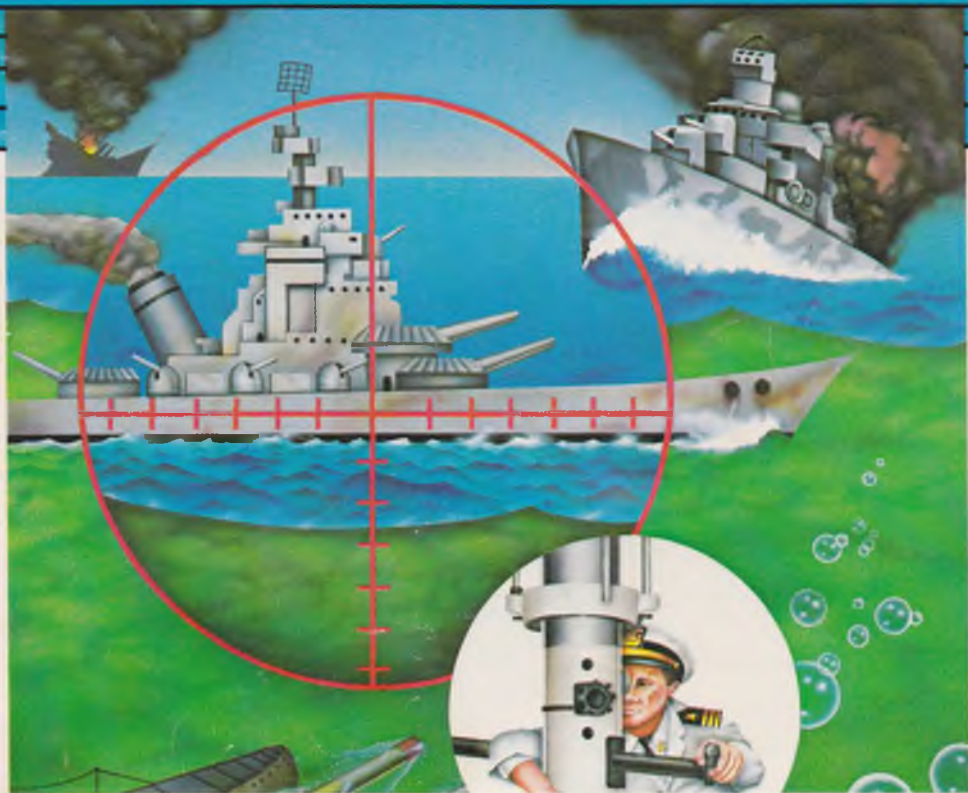


SEA WOLF

A special home version of the *Bally*/MIDWAY Arcade Game

 **commodore**  **64**



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INSTRUCTIONS FOR USE

SEAWOLF

Loading the Cartridge and Starting the Game.

1. Turn your C-64 OFF before inserting or removing the cartridge.
2. Insert the cartridge (label side up) into the wide expansion port on the back of the computer.
3. Turn the C-64 ON. After a second or two, the opening title should appear on the screen. (If the title doesn't appear, turn your C-64 off then back on.)

STRATEGY

You are the commander...and SEAWOLF puts you in charge of sinking and destroying all enemy ships. You are armed with 4 torpedoes which will reload after you fire. Your primary targets are the small P.T. Boats which travel quickly through the water. You can choose the length of your playing time. Game times vary from 1 to 9 minutes in 1 minute intervals. Depress the appropriate tan function key on the right side of your C-64 to set the clock.

F1	Standard Time
F3	Increase Time
F5	Decrease Time

SEAWOLF SCORING

- 1) You can play SEAWOLF using the game paddles with 1 or 2 players. To start the game hit the F1 key.
- 2) To fire torpedoes press the RED FIRE button on your paddle.

SCORING

Freighters	200 Points
Cruisers	500 Points
P.T. Boats	1000 Points

NOTE: Plug paddle into Port 1.



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