

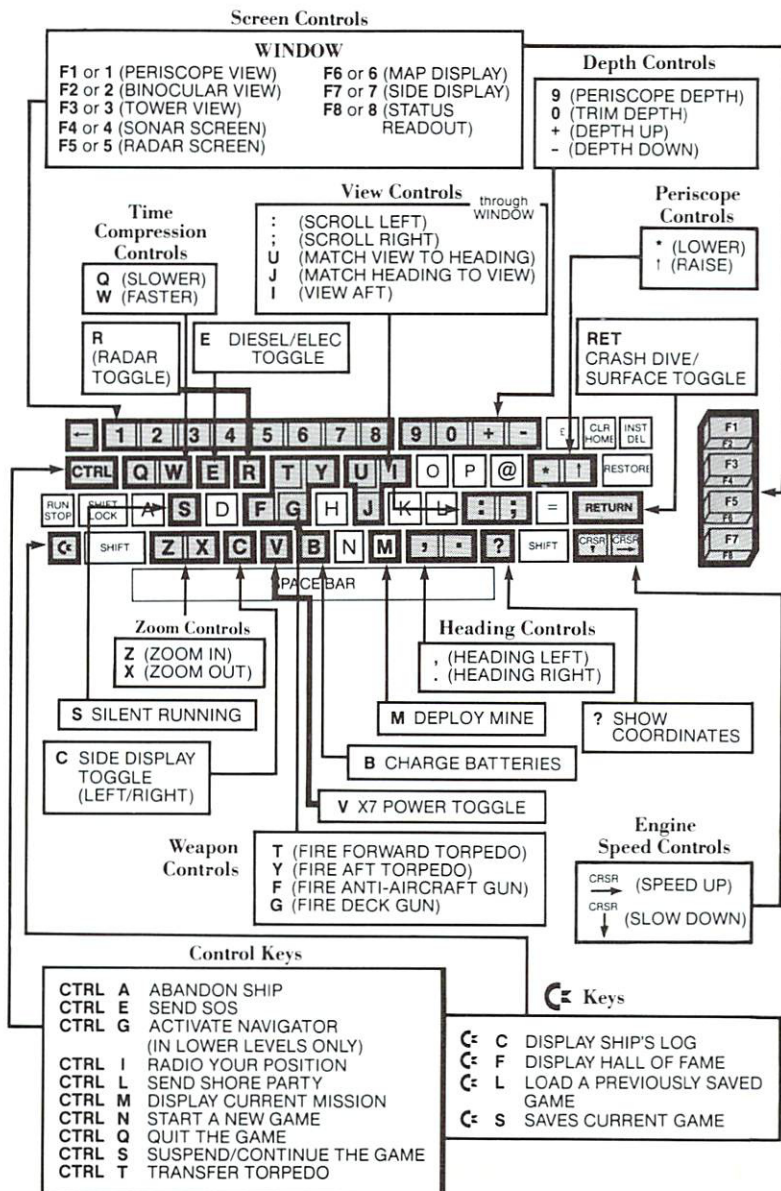


SUB BATTLE

SIMULATOR™

(For Commodore 64*/128* Computers)

Keyboard Commands (a quick reference)



Level of Play (degree of difficulty)

There are four levels available to allow for an increasing degree of difficulty.

You'll note that these are in ascending order of difficulty where certain advantages are removed in higher levels, while certain disadvantages are added.

Description	1	2	3	4	
enemy convoys shown on maps	✓				Functions Enabled by Level
<u>Torpedo</u> range maximized	✓				
<u>Damage</u> to sub in single steps	✓				
periscope toggles up/down	✓	✓			
enemy ships shown on maps	✓	✓			
<u>Airplanes</u> shown on maps	✓	✓			
<u>Torpedo</u> shown on maps	✓	✓			
<u>Shore Party</u> destination on maps	✓	✓	✓	✓	
<u>Weather Effects</u> active		✓	✓	✓	
enhanced ability of <u>Airplanes</u>		✓	✓	✓	
<u>Airplanes</u> drop <u>Depth Charges</u>		✓	✓	✓	
<u>Sea State Effects</u> active			✓	✓	
periscope increments in feet			✓	✓	
reload <u>Deck Gun</u> & <u>Torpedos</u> (secs.)	15	17	19	21	Misc
<u>Torpedo</u> range comparison	2x	1.6x	1.3x	1x	
'Days on Station' accuracy	±2°	±2°	±1°	±1°	
<u>Crash Dive</u> time required	25	50	75	100	% of NORMAL
bombing accuracy of <u>Airplanes</u>	25	50	75	100	
<u>Dud Munitions</u>	25	50	75	100	
degree of <u>Damage</u> sustained	25	50	75	100	
<u>Damage</u> repair times	30	60	90	100	
enemy <u>Ramming</u> intensity	70	80	90	100	
overall <u>Ability of Enemy</u>	70	80	90	100	

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