



LCD SOLAR POWER

SUB ATTACK

Save your submarine
and attack the warship!

INSTRUCTIONS

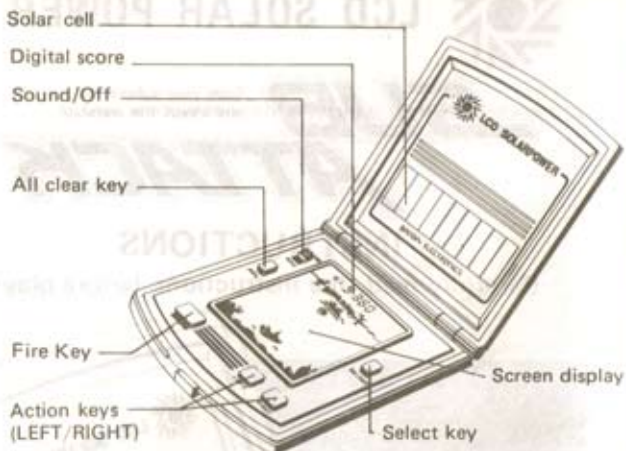
Carefully read the instructions before playing



The game is divided into two patterns:
One taking place inside the submarine, the other one the sea fight.

The game starts in the submarine (Sub) which is hit by depth charges dropped by destroyer. Seamen have to stop the water coming in through cracks. Outside, escape from depth charges dropped by destroyer on to the Sub, you can attack the destroyer by torpedoes.

DESCRIPTION



1. NAMES OF THE PARTS – HOW THEY WORK



ACL

● All clear key (ACL)

Before starting playing, be sure to press this button to get the screen into animation.

Warning: The screen works on solar battery and depends on light; therefore the display does not appear immediately.



SELECT

● SELECT key

This key permits to select either "Game 1" or "Game 2". Each time you press this key, the display repeats: display game 1, game 2, display game 1 . . .

● Action keys LEFT, RIGHT 2 functions

1. To start playing

Press left or right key once you selected game level.

2. Used in Game 1, to move seamen from right to left.

Used in Game 2, to move Sub from right to left.

Pattern 1: move seamen to stop leaks and prevent water coming into submarine.

Pattern 2: move Sub from right to left.



LEFT

RIGHT



FIRE

● FIRE key

You can use this key only in "pattern 2", to attack the enemy destroyer by torpedos.



OFF

● SOUND/OFF

Sound: play with sound

Off: play without sound

● Numerical display of the score

To choose the game, press the SELECT key: the type of game is indicated by G1 for Game 1 and G2 for Game 2.

Warning: Since the machine works on solar battery, the best scores are not put in memory.

2. HOW TO PLAY

● GAME 1

- 1 When you lift up the lid of the case, the image appears on the screen. Once this image has become very clear, press the ACL key, then select game 1 with the SELECT key.
- 2 To start the game, press either key (L) (left) or key (R) (right). The alarm is then heard and the game starts.

3 Pattern 1:

Move seamen to stop water coming into Sub through cracks.

4 Pattern 2:

Move Sub from right to left and shoot torpedos at destroyer but watch out for more depth charges.

- 5 Sub sinks when hit by depth charges dropped by destroyer

- 6 If seamen do not manage to stop water filling submarine then 1 life is lost. Beware – you only have three lives.

End of game: When water fills the submarine 3 times.



← Missmark

7 Re-Play

Press select key until G1 appears on screen display, then press right or left keys.

Press select key if you wish to give up while playing.



● GAME 2

Compared to game 1, the whole process is speeded up and you play the game at a "professional" level. The rules of the game are the same as the six rules of game 1.

Warning: If you want to stop the game while playing, press the SELECT key and you will get the display of the game.

Score:

Pattern 1: Inside the submarine.

- 10 points each time seamen catches water filling inside of Sub. When 500 points is reached it turns to Pattern 2 (sea fight).



Pattern 2: Sea fight.

- 20 points when you hit the destroyer with torpedos.
- When 500 points are scored, you get 500 points bonus.
- Once you get the bonus, screen turns back to Pattern 1
- Maximum score: 19990.
- When score reaches 19990, it turns back automatically to 0.

3. ABOUT THE SOLAR BATTERY

The case contains the cells of the solar battery and can be used in the sunlight or with artificial lighting. When you play, you have to watch out for the following things:

Sunlight

You can choose to play by a window where the sunlight comes through.

Warning: Do not play in a place where the sun is too strong.



Artificial lamps

Under a lamp of 60 Watts exceeding 200 LUX, you have to keep a distance of about 150 cm (60 inches).



Neons

For neons of 30 Watts exceeding 400 LUX, keep a distance of about 85 cm (34 inches), and 125 cm (50 inches) for neons of 60 Watts.

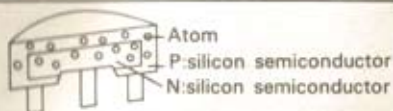


How do the solar batteries work?

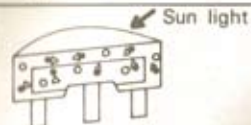
A solar battery gives electricity by converting the light energy into electrical energy.

The light strikes the face of the solar battery; thanks to this energy, the atoms inside the semiconductor separate into positive and negative ions, and move towards the positive and the negative poles. If the poles are linked by a line, the electrons \ominus move towards pole \oplus , and this produces electric current. As long as there is light, it produces \oplus and \ominus and there is electric current circulating.

- 1) When there is no light; there is no electricity.



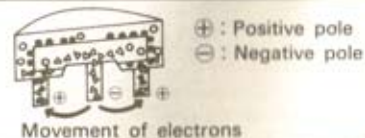
- 2) When the light is perceived; it produces atoms which start moving.



- 3) Energy transformation: the atoms separate into \oplus and \ominus .



- 4) Electric current: the electrons \ominus move towards pole \oplus and produce energy.



4. PRECAUTIONS

The case contains the electronic components; therefore it is a very minute and fragile item. To avoid any breakdown, watch out for the following things:

- If the solar battery is dirty, it may not work as well.
- Do not give any shock to the machine by hitting or dropping it.
- Do not expose to heat, humidity or water.
- Never take it to pieces for any reason.
- When you put the machine in your pocket, be careful not to crush it when sitting, getting up or falling.

