

IntelliVision[®] Intelligent Television

GOSUB[™]

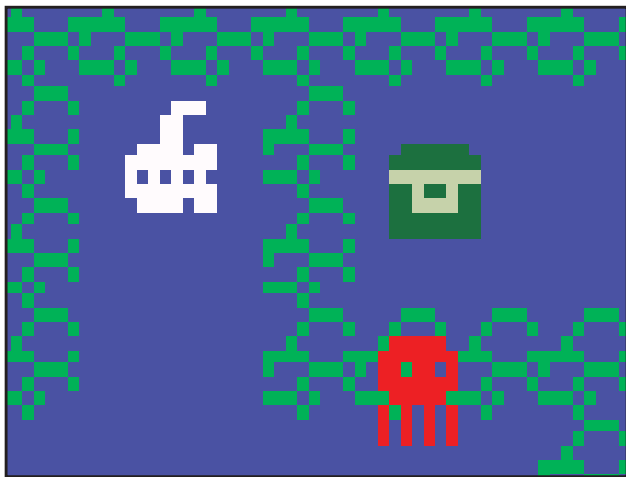
**CARTRIDGE INSTRUCTIONS
(FOR 1 PLAYER)**



FOR COLOR TV VIEWING ONLY

THE SITUATION: You are a submarine pilot in the middle of the ocean. Your job: search for sunken treasure, collect it, and be rich! There are dangers, however. The treasure chests are protected by deadly walls of seaweed that can wreck your sub if touched.

As if that were not enough, be on the lookout for a monster octopus that is determined to crush your submarine with its mighty grip!



OBJECT OF THE GAME

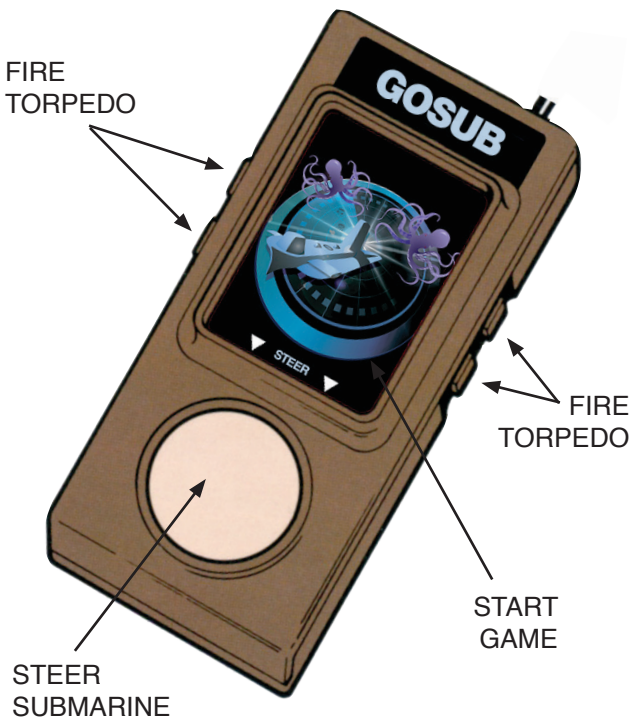
Navigate your submarine through 39 increasingly difficult mazes, evading or eliminating any octopuses in your way, and grab all of the treasure.

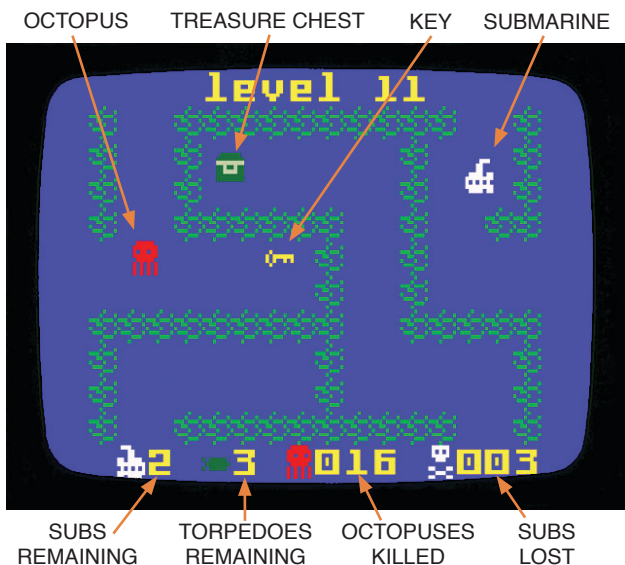


GET READY...

Insert the game firmly in the Intellivision console cartridge slot. Slide the GOSUB overlays into the Hand Controller frames so they cover the keypad.

Press ENTER to start the game.





FULL SPEED AHEAD!

The action starts when you press the Disc to send your sub on its course through a maze of seaweed. Once it's in motion, your sub can't stop, but you can control its direction by steering with the Disc.

As you navigate the maze, watch out for the walls of seaweed. They're deadly! Your periscope may safely contact the seaweed, but if any other part of the sub does, it will be destroyed. You have three subs for each level of the game. Lose all three and the game is over. The counter in the lower-left of the screen shows how many subs you have left.



THE MONSTER LURKS!

A giant octopus is lurking nearby, and once he sees your sub, he'll pursue it relentlessly. Unlike your sub, he can pass through the walls of seaweed as he closes in on you.

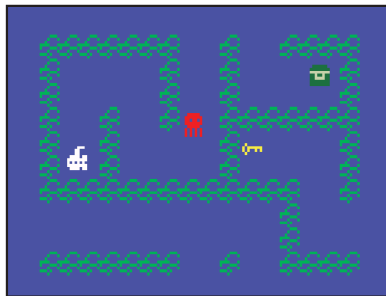


Luckily, you're faster than the octopus. Use a combination of evasive maneuvers and torpedoes to defeat him. Your sub can shoot only in the direction it's headed, so at times you may need to turn and attack. If you kill one octopus, another will immediately take his place.

Your three subs are each armed with three torpedoes. Once they're gone, you have only your piloting skills to rely on. If an octopus touches your sub, it's destroyed.

A MAZE OF SEAWEED

The seaweed mazes start out simple but quickly get more difficult. Before long, you'll need to exit



the maze and re-enter on the opposite side, often multiple times, in order to reach the treasure chest. Touch the chest with your submarine to claim it.



KEYS TO THE TREASURE

Each time you successfully claim a treasure chest, you advance to the next level. Besides becoming more complex as the game progresses, the mazes will also contain a new objective: a key.



Starting with level five, you'll need to pick up this key before grabbing the treasure. If you try to claim the treasure chest before getting the key, your sub will pass over it, putting you in danger of contacting a wall.

Plan your route carefully, as the keys are usually located at dead ends in the maze. Skillful piloting is needed to reverse course and avoid hitting a wall of seaweed after securing a key.

SCORING

Each time you kill an octopus, a counter in the center of the screen records the kill. Highest possible is 117.

The total number of subs lost during the game is recorded in the lower-right. See if you can complete all 39 mazes without losing a sub!



TIPS TO SAFE NAVIGATION

- Once you're underway, you can't bring your submarine to a stop. Plan your route through the maze before starting out.
- Octopuses usually head for your sub at an angle. Because your sub always travels in a straight line, you may need to reverse course several times to lure the octopus into position before firing a torpedo.
- Torpedoes pass right through seaweed, allowing you to shoot an octopus from across the maze.
- New octopuses always enter the maze at a corner of the screen.
- Caution! Some openings in later mazes will be barely wide enough for your submarine!

PLAY AGAIN!

To play again, press any button or key on the Hand Controller and the game will return to the title screen.



Then press Enter to start a new game.



IntelliVision®

Intelligent Television

GOSUB programmed by Chris Read
Manual by Mark Thompson

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