

SUB MISSION



A Matter of Life and Death

by Tom Snyco **潛艇任務**

A submarine adventure game with high stakes.

SUB MISSION

A Matter of Life and Death

!! 嚴重警告 !!

在你尚未瞭解各項操作程序時，請勿自恃“功力深厚”而冒然行事。否則，一著之失將使磁片中的人物一去不返。

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潛艇任務

SUB MISSION

引言

這是一場生死之爭。別以為在本說明書開頭所提出的“警告”是宣傳噱頭。事實上，在磁片中存放了兩位你的戰友，也是你必須營救的人質。如果你操縱不當，導致他們意外死亡，那麼他們便會在磁片上被洗掉——死了！所以，請務必仔細閱讀下面各節的說明。

在遊戲中，你是名船長，而你的對手名字叫Warlord（好戰爵士），Warlord和你同是“太空飛航軍官學校”的同學。但他未畢業就消失了，一直到最近才得到消息——他一個人控制著一個荒涼的小行星，並抓到兩個地球人作人質，指名向你挑戰。

Warlord非常聰明，但情緒很不穩定。其實他也不算個壞人，只是一個人悶得慌，所以難免有些行事魯莽。據最新的情報傳真照片（照片1）顯示，Warlord最近的髮型改成時髦流行的龐克頭，照片中便是他要向你挑戰的競賽——SUB MISSION。



照片 1

Warlord 最近留個龐克髮型。別看他似乎很笨拙，但他將是個最可怕的敵人——快速、敏捷又精明。

所有的遊戲規則都由他決定，除非你勝過他，否則你絕無法帶出人質。但請千萬小心，在潛艇戰中你把人質帶入潛艇後，如果在潛航途中空氣用光，那麼人質便因缺乏空氣而死亡，然後便在磁片上消失……。

利用聲納，探測水雷和特製的“水雷曳引砲”，你要比Warload 先測出目標的深海水雷位置才算獲勝。當然，除了智慧之外，你還需要一些運氣。

一、事件的開端

Warlord 是個偏激份子，在官校時代，便處處顯示了他的才智和極不穩定的情緒，和其最擅長的潛航戰術。每次潛航戰術演習訓練中，他總是能出奇致勝。在全學年 49 次的戰術模擬中，只敗給你一場。現在，他又在一個偶然的機會裏，俘擄了太空艦隊指揮官山福。史萊的女兒席格妮（ Sigourny ），和另一名去救她的船長彼德（ Peter ）。

Warlord 在他的行星上，也設計了一套完整的“水雷獵殺計劃”。他利用以前的潛艇訓練課程加以改進，重新設計一套更複雜的模擬訓練，並設計了一些機器人和他對抗。但機器人總是比人——尤其是像 Warlord 那樣精明的人——差了一截。所以，不久後他就很厭煩了，也想找個真正的高手較量一番。在你登上太空船後，會有另一份指令給你，會詳細的告訴你整個事情的前因後果。另外，對於 Warlord 所訂出之潛艇“水雷獵殺計劃”如何操作，也作一番說明。現在，先轉達一份指揮官的命令和一份任務簡報給你。



太空指揮隊 官方備忘錄

案件：Sub Mission

代碼：Warlorod 作業

除了這份命令外，尚有一份任務簡報。（另外尚有一捲錄音帶），及其他的資料，將在登上太空船後告訴你。請仔細閱讀。

咱們就別客套了，船長。在這次行動中，你所面臨的是場緊張，又需要各種戰略技巧的戰鬥。你的敵人是個不可捉摸又極端危險的人物。說他不可捉摸，是因為他個性詭異又不穩；說他危險，則是因為他手中尚有兩名人質——席格妮·史萊和彼德·福雷。他揚言道：除非有人能擊敗他，否則他絕不釋放人質。

請記住，席格妮和彼德的命運，全掌握在你手中了。我對此項任務十分關切，因為席格妮是我唯一的女兒。由於我的工作繁重，不能常陪著她。我虧欠她已太多了！我希望你盡力救出她和彼德。

指揮部明瞭此行任務十分艱難，但也深信你的聰明才智足以成功地完成任務。

祝你好運，船長！別忘了隨時浮出水面補充空氣。

山福·史萊
艦隊長

二、任務簡報

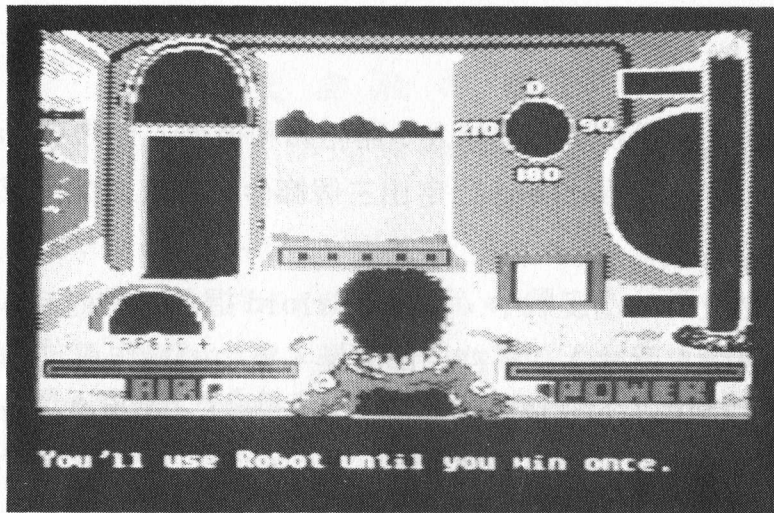
(一) 任務說明：

你的任務是去拯救兩名地球人：席格妮和彼德。他們被Warlord拘禁在一個特別的行星上。Warlord已定出三個條件，如果你能達成，便可救出人質：

1. 你必須在他設計的潛艇戰中，擊敗Warlord這個可怕的敵人。你在岸上的潛艇模擬艙中（照片2.）搖控一部潛艇。艇中的操作員可為機器人、彼德及席格妮。而Warlord操縱另一艘相同的潛艇。在你贏Warlord一次以前，你必須使用機器人控制潛艇。
2. 潛航區中藏有一顆深海水雷，你必須比Warlord先找到，才算獲勝。
3. 在你先勝一場後，只要你將席格妮和彼德帶上潛艇，再引導他們逃出潛航區便完成任務。逃亡路徑，必須靠席格妮和彼德的資料。

(二) 特別的危險：

別忘了，席格妮和彼德都是活生生的地球人。當你搖控潛艇，由他們替你操縱水底作業時，請記得他們也需要空氣，如果他們死了，將自磁片上消失，而你要為他們的死，負完全責任！



照片 2

這就是模擬艙。你由此搖控和Warlord 爭鬥的潛艇。艇中的乘員可能有機器人 (Robot)、彼德 (Peter) 及席格妮 (Sigourny)。圖中那個頭髮亂亂的人，就是你！

(三)緊急處置：

如果因你不小心，導致席格妮或彼德不幸死亡，而被從磁片上洗掉時，你可以用“緊急救生法”將他們救回一次。記住！只能救回一次！如果你還是不小心而又把席格妮和彼德都困死在潛艇內，那麼你只好用本說明書末尾

的“申請書”向精訊電腦的“太空艦隊指揮分部”申請重新救活那兩人，但申請書只能使用一次。所以，在你沒有十足把握之前，先用機器人操縱潛艇。

(四)情報：

下面這些情報資料，對你的任務或許有些幫助。

- 1.如果你很客氣地對待Warlord，他也會以禮相待。比方說在你捕獲一枚水雷時，你最好先通知他離開危險區後再引爆。要不然若他的潛艇仍在危險區，而你引爆水雷，固然可以使他的潛艇暫時無法動彈，但在他恢復時，他可能會很生氣。一旦Warlord很生氣時，他就會很難纏且詭異。
- 2.如果你很急躁且粗暴地進行任務，則Warlord也會採相同的手段。比方說，你在他未脫離危險區時便引爆水雷，或用“曳引砲”攻擊他（這些都會使他暫時無法動彈）都會激起他作同樣的反擊。
- 3.只有席格妮和彼德才能提供你逃亡的線索。而且只有在他們登上潛艇後才可開始逃亡。
- 4.除了深海水雷（最終目標）外，其他的水雷均在25潯的深度左右。如果你逼進水雷10潯的範圍內，它可能會引爆而使你暫時無法動作。

5. 每次遊戲，深海水雷的位置均會改變。
6. Warlord 不喜歡留在潛航區的南方（下方），所以你可以利用這區域喘口氣或補充空氣。
7. 在燃料用完以前，一定要設法找到⊕符號，以補充能源。另在空氣用光前，必須浮出水面（至 1 滄的位置）。



三、遊戲配備

APPLE 1. APPLE II 系列機種，64 K 主記憶容量。

2. 磁碟機一部。

3. 單色 / 彩色監視器或電視，以彩色效果較佳。

4. 搖桿。(非必要)。

IBM PC 1. IBM PC, XT 或 PC jr ; 256 K 主記憶容量。

2. 磁碟機一部或兩部。

3. MS DOS 或 PC DOS 2.0 以上版本的系統磁片。

4. RGB 卡及 RGB 監視器。

5. 或是最新版本的小型單色高解析度卡及單色監視器。

四 載入遊戲

APPLE

1. 將潛艇任務遊戲磁片標籤朝上放入磁碟機中。
2. 打開電腦及監視器或電視的電源開關。
3. 遊戲即自動載入，一會兒螢幕上可以看到 SUB MISSION 的標題幕。
4. 按下 **SPACE BAR** 便可開始本遊戲，首先出現在螢幕上的是 Warlord 及他的控制室。控制室內並可以看到席格妮在小監視器上（如照片 1）。

註：本遊戲亦可適用於 Apple II GS，但必須在執行前先將主機板設在 Normal 的位置。

IBM PC

1. 由於 PC 版本的潛艇任務遊戲磁片沒有植入 DOS，因此，必須先用 DOS 系統磁片 2.0 或更高版本來開機。
2. 連按兩下 **ENTER** 鍵，直到游標 A > 出現。
3. 取出 DOS 磁片，將潛艇任務遊戲磁片放入磁碟機 A。
4. 輸入 AUTOEXEC，按下 **ENTER** 鍵，遊戲即自動載入。
5. 或是你也可以將 2.0 以上版本的 DOS 直接植入（Install）SUB MISSION 遊戲磁片。

①單磁碟機：

- 以DOS 系統磁片開機
- 連按兩下 **ENTER** 鍵
- 取出DOS 系統磁片
- 將SUB MISSION 磁片放入DRIVE A
- 在A>游標下輸入INSTALL 1 再按下 **ENTER** 鍵
- 隨著螢幕上的指示，要你放入DRIVE B時，便將DOS 系統磁片放入；DRIVE A指的是SUB MISSION 遊戲磁片。

②雙磁碟機：

- 以DOS 系統磁片開機
- 連按兩下 **ENTER** 鍵
- 取出DOS 系統磁片，放入DRIVE B 再將SUB MISSION
- 再將SUB MISSION 遊戲磁片放入DRIVE A
- 在A>游標上輸入INSTALL 2 再按下 **ENTER** 鍵
- 數十秒後便大功告成

五控制方式

(-)鍵盤：以下的控制鍵均需處於大寫狀態

1 方向：：將潛艇右轉 5 度

：將潛艇左轉 5 度

：將潛艇朝向東方 (90 °)

：將潛艇朝向西方 (180 °)

：將潛艇朝向南方 (270 °)

：將潛艇朝向北方 (0 °)

n₁ n₂ n₃ ：將潛艇朝向 n₁ n₂ n₃ ° 之方位，注意 n₁ n₂ n₃ 必須用鍵盤上方之數字鍵輸入。輸入後按 鍵 (或)。例如： 180°

：將潛艇掉頭 (轉 180 °)

2. 深度： n₁ n₂ ：設定潛入深度至 n₁ n₂ 呎 (6 呎)。

- ：將壓載艙裝滿以急速潛至海底 (只能使用一次)
(Apple II 系列)

：將壓載艙裝滿以急速潛至海底 (只能使用一次)
(IBM PC)

3.速度：**F** n_1 n_2 RETURN：設定潛艇速度為 n_1 n_2 節（浬／小時）
向前航行

B n_1 n_2 RETURN：設定以 n_1 n_2 速度節倒車後退

K：急速剎車，使速度變成 0

4.曳引砲控制：**Z**：將瞄準線向左移


C：將瞄準線向右移

X：發射曳引砲（必須停數秒才可再發射）

5.通訊：**A**：表示“已脫離危險區，你可以引爆水雷”

P：表示“請稍候，我仍在危險區內”

6.其他控制：**M**：施放艇上所攜帶五枚水雷中之一枚

DELETE：消去椅背上之指令（Apple II 為  鍵）

L：竊聽 Warlord 潛艇之動向（Apple 系列）

E：竊聽 Warlord 潛艇之動向（IBM PC）

I：引爆水雷

U：整理潛航區地圖

R：使用預備電力（只有一次機會）

SPACE BAR：暫停遊戲（IBM PC），並將潛航區放大以供你判斷深海水雷位置（Apple II 系列）

7. IBM PC 版本特殊控制鍵：只限於 IBM PC 上使用

設定深度

F1 : 0 潯

F3 : 10 潯

F5 : 20 潯

F7 : 30 潯

F9 : 40 潯

例如：假如你按下 **F5** 及 **F6** 鍵，則你的潛艇將以每小時 15 海涅的速度在 20 潯的深度向前航行。

設定前進速度

F2 : 5 海涅

F4 : 10 海涅

F6 : 15 海涅

F8 : 20 海涅

F10 : 25 海涅

(二)搖桿：只適用於 Apple 系列

1. 利用搖桿上、下、左、右扳動，可控制潛艇朝向所欲前往的方位移動，當潛艇朝向預定的方位時，壓住搖桿的 0 號按鈕不放即可鎖定方向。
2. 按著搖桿的 0 號按鈕，再將搖桿向前（後）扳，可加速（倒車）。
3. 按搖桿的 1 號按鈕可發射曳引砲。

註：本遊戲最好利用鍵盤控制。

六輔助說明

本遊戲的設計，文字部份的資料僅至於此。另外附上一卷錄音帶，模擬你進入太空艙後，前往 Warlord 所在星球的途中，電腦對你進行任務背景的說明，及如何操縱 Warlord 潛艇的方法。原聲帶效果奇佳，但為顧及各位玩家的英文聽力能力及減輕一般消費者的負擔，我們決定另外發行。如有需要，請逕洽本公司。其實，即使聽力不佳，但若在進行本程式時，透過你的 Walkman 隨身聽播放原音效帶，會將你的感覺提升至以前遊戲從未有的境界。且本公司已經在書後的附錄中將音效帶的原文刊出，作為練習聽力的參考。以下便是原聲帶的翻譯內容，希望你仔細推敲內容，瞭解故事的背景。尤其第二部份的操作指引，更要完全明瞭。因為，偶一失誤，可能就使席格妮和彼德自磁片上消失了！

(一)在太空船上……

“ 嗯 ………，Warlord 作業。指揮部一直到我踏進這太空船之前，一點兒也不告訴我任務的詳情。唉！現在太空船已發射，想改變主意也不行了。好吧，看看任務說明。 ”

Warlord 作業，RESCOM LX 1506，日期：21 / 25 / 8 / 16

船長！你的任務是前往位於坐標 T65729414，△ 19 的未開化行星，並和 Warlord 對抗。請開啓艙內電腦，將有進一步說明。

“ 沒錯！我是認得 Warlord 這傢伙。他是我在官校時期的室友。哇！這該是好多年前的事了。在那時候，他就顯得有些神經質，性情也不穩，但他真是夠精明的。也難怪指揮官派我進行這項任務。因為我是在官校進行各種戰鬥模擬時，唯一能擊敗他的人。不過，在四年級時，我想他大概是承受不了壓力，而離開了官校，然後就再也沒有人聽到他的消息。我還正奇怪他跑那兒去了。好吧！再看看任務怎麼說…… ”

由於你對Warlord 及他作戰的方式，有充份的瞭解，所以指派你執行此項救援任務，和Warlord 對抗。現在請開啓電腦。

“救援任務？好吧！看電腦怎麼說。”

Computer：船長，您好！你的老同學Warlord 利用幾個機器人的協助，在T657 行星上建了一個基地。他又花了好幾年的時間，發展出一套極為複雜的潛艇戰爭遊戲。其中使用的潛艇，可用人工或機器人操作……

“原來Warlord 跑到那兒去了。但這和 RESCOM 有啥關聯呢？聽起來好像沒啥關係嘛！”

Computer：本來Warlord 也一直很安份。直到一年前，有組太空探險隊在航行途中，經過T657 行星附近。結果被一種不知名的太空菌侵襲。其中指揮官的女兒席格妮·史萊也在船上。大夥兒為了保護她的安全，立刻讓她乘登陸艇迫降在T657 行星上。那艘探險隊的太空船，在向地球傳回這個消息後，便全無音訊了。這使得船長原本打算在病菌消滅後便將席格妮接回的計畫落空了。指揮官盡力說服官校，請他們派一位學員彼德·福雷擔任搜巡和營救席格妮的工作。彼德在T 657 行星上順利著陸，

但在一、兩個小時後便音訊中斷。所以指揮官研判，Warlord和這兩個人失蹤的事件，一定有關。

“你是說Warlord不讓這兩個人和指揮官通訊？”

Computer：比這更糟！Warlord把他們兩人分別監禁。因為Warlord恐怕席格妮身上可能還有病菌，所以把她關在一個隔離氣泡內，關了快一年。大概就在彼德登陸且被俘擄的時候，Warlord認為她尚健康，才將她釋放出來。而彼德和席格妮也只有在經過Warlord的醫務室時，才彼此見過一次面。

“但Warlord為什麼要羈押這兩個人？我想他應該很樂於將他們釋回才對。”

Computer：因為Warlord沈迷於他所設計的潛艇戰爭遊戲。但這些年來，只有機器人和他對抗。機器人總不如Warlord精明。慢慢的，他也感到厭煩了。

“ 難怪，在這時候彼德和席格妮的出現，對他有特別的意義。”

Computer：沒錯。雖然他們兩人也不是Warlord的對手，但至少他們是人，有智慧，且富變化。所以Warlord強迫他們和他比賽。

“ 現在我知道為什麼這項任務一定要派我去了。據我所知，到目前為止，在戰爭遊戲對抗中，能打敗Warlord的只有我。不過那是許多年以前的事了。這些年來，我也疏於練習。我要怎麼幫彼德和席格妮呢？”

Computer：首先，你必須先登陸，然後假裝被Warlord俘擄。他若知道你又可以和他較技，又能磨練他的戰鬥技巧，必定會雀躍三尺。據太空指揮部研究的結果，Warlord的遊戲規則很簡單。在遊戲中有個潛航區。區中散佈著不同的水雷。你和Warlord各遙控指揮一艘潛艇。你們必須比對方先找出一顆深埋的水雷，而又不致被敵人利用震爆困住。在潛艇上需要一名駕駛。你可以利用一個機器人，也可以用席格妮或彼德來駕

駛潛艇。如果你用機器人當駕駛，則你可以精鍊你的技巧而不必耽心駕駛員會死掉。如果你用席格妮和彼德作駕駛，那你便要特別小心，因為有條人命正握在你手中。你必須隨時注意空氣的存量，以免駕駛員因空氣不足而死亡。

“等等！我和Warlord對抗，不需要這兩個小鬼插手。我為什麼要冒這個使他們可能死亡的風險？”

Computer：因為，席格妮和彼德受到很嚴密的看管。他們唯一和你接觸談話的機會，就是在潛艇上替你操縱的時候。他們能提供你逃出潛艇區的線索。只要你將任一個人放在潛艇上而逃出去，則他便不再受Warlord控制了。只要你能將席格妮和彼德成功地解救出來，你便自由了。同時你的任務便算完成了。

“這聽起來似乎可行，但為什麼要這麼麻煩？把彼德和席格妮帶上潛艇，直接逃走不就好了？”

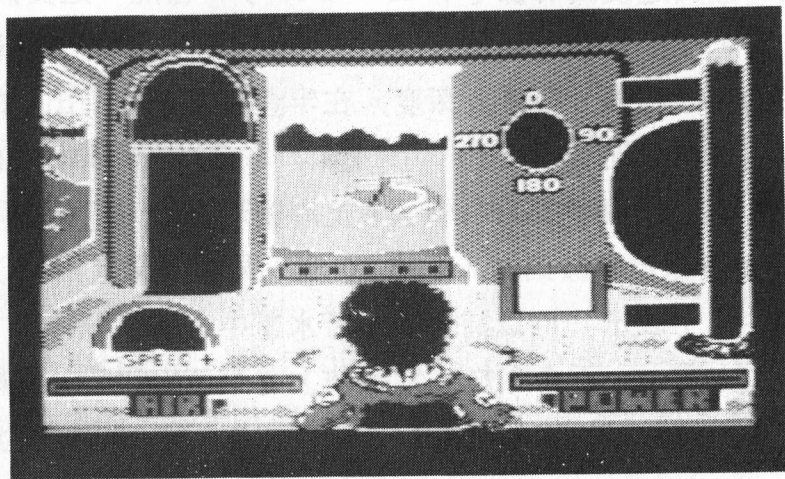
Computer：別忘了，Warlord已沈迷於這個遊戲了，船長。如果你不先贏他一次，他是不會准你將彼德和席格妮帶上潛艇的。如果你不能比他先找到深海水雷，他便不准你利用真人操作，則你就無法探知逃亡的線索了。所以，船長！你要救他們，就必須和Warlord鬥智。在你贏了幾場，而得到足以支援你逃亡的資料後，你便可以不理會那些水雷，專心找出脫逃的路徑。以上便是全部指令，請切斷電源！

“現在我知道該怎麼作了，我必須向Warlord挑戰，這也正是我所期待的。我能在幾年前打敗他，我現在也一樣可以。哦！要著陸了，開始著陸程序……。”




(二)操作指引：

在你拿到磁片後，請參照以下指引做動作，我會帶著你做一套完整的操作練習。在練習的過程中，Warlord 不會來打擾你。但這學習的程序將只教你一遍。因為在你通過這學習課程後，深海水雷，能源補充區及你的起始位置均會任意分佈，你就不能再依此程序練習了。但這些作法，在你日後操作有問題時，仍能作為極有價值的參考。

首先，載入程式，等到你的操作艙出現，並通知你要使用機器人，直到你勝一次止。按下 **RETURN** 鍵，則可見到你的潛艇從中央螢幕上緩緩出發（照片 3）。



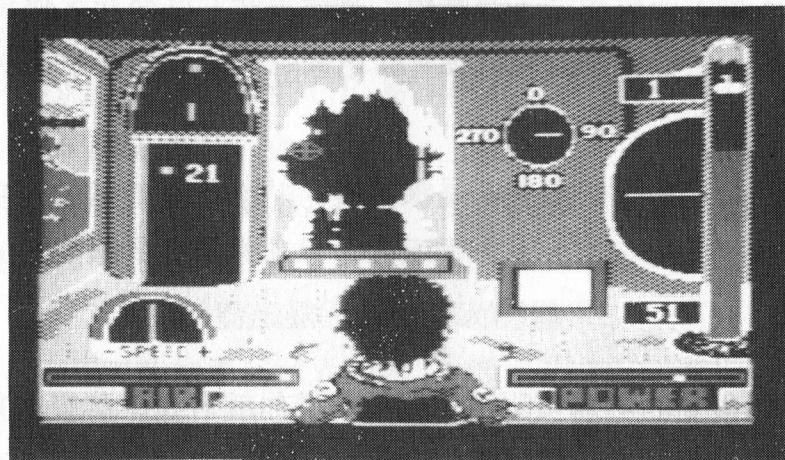
照片 3

1. 現在我們必須先認識儀表：在右下角的“電瓶指示”，告訴你還有多少電量。現在，指標上的小泡泡告訴你，尚有 $\frac{2}{3}$ 的電力。一旦電力不足，潛艇便不能移動。所以你必須時時尋找能源補給站補充能源。緊急時則使用預備電力。（用 **R** 鍵，現在別按，只能使用一次）。
2. 在左下角，有個類似的“空氣指標”告訴你潛艇中的空氣存量。如果你在水面（1 潯）的位置，空氣會自動補足；但若你在水下，則空氣會逐漸減少。記得在空氣用完前先浮出水面。現在氣泡在最右方，顯示空氣充足。
3. 在空氣指標上方，是半圓形的“速度計”，顯示潛艇的速度。現在指標在中央，表示潛艇在靜止狀態。指標右方“+”表示向前的速度；左方“-”表向後。最大速度為45節（F 45，B 45），當然，這要消耗許多能量。
4. 在螢幕左方，你可看到一個長方形，上面有個半圓形的“聲納”。它會告訴你前方的目標種類，距離及深度。在半圓形聲納上，出現的是你前方的目標。這些目標分別有水雷（），Warlord 的潛艇（），能源補給站（+），及岸壁岩石（— — —）。其水中若水雷、Warlord 潛艇及能源站進入距你 10 潯（見右方深度指示）內，則會由紫色變為白色，表示“可以捕捉”。若水雷中央有一橫桿（），則表水雷尚在充電中，不會爆炸。當聲納上有東西出現時，聲納下面的長方形區域上會出現該目的物的深度。只有在和你相距 10 潯內的水雷才對你構

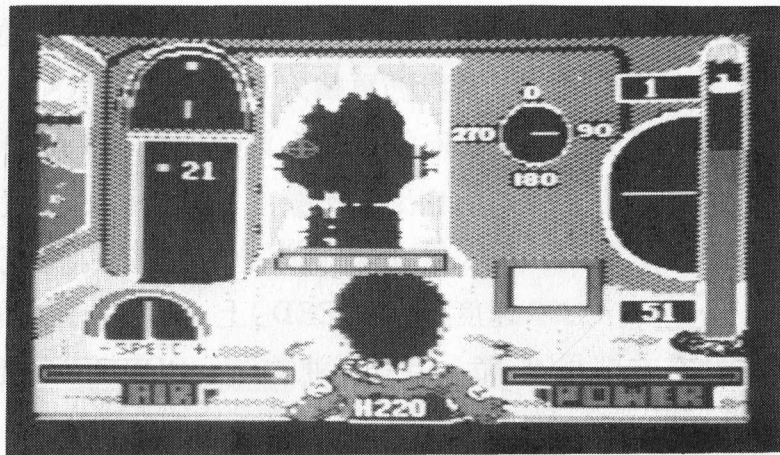
成威脅。一般水雷都在 21 滯至 28 滯的深度內。所以，你在接近 11 ~ 18 滯深度，或 31 ~ 38 滯時，應特別小心。

5. 在螢幕中央，是個“電子顯示幕”，它會顯示整個潛航區的狀況，並對引爆水雷作記錄。按 **[SPACE BAR]** 可將它放大並暫停程式。（IBM PC 版則只能暫停遊戲）。
6. 電子顯示幕右方有個類似時鐘形狀的羅盤，上面標示 0° ~ 270° 的刻劃。按 **[N]** (0°)，**[E]** (90°)，**[S]** (180°)，**[W]** (270°) 可迅速定向。
7. 羅盤下方，是個小監視器，每當你的潛艇駕駛（席格妮、彼德或機器人）和你說話時，他們會在上面出現。而把要說的訊息以文字出現在螢幕下方。
8. 最右方的一套長條形的設備，是深度計。其中比較重要的兩項是其左上與左下兩個方框內的數字。上方顯示的是目前你潛艇的深度(1)，下方則為此處的水深（51）。如果潛得太深使會因觸礁而結束。
9. 在瞭解各個儀表的功能後，現在開始引導你練習操作潛艇去找尋第一顆深海水雷。開始行動前，請先記住各儀表功能，並隨時檢查。在遊戲進行當中，將說明書的“控制”部份翻開以備隨時查考各鍵。請確實按下列步驟進行，如果中間有些步驟沒有跟好，那你就必須靠自己玩下去了。

- ①先看著儀表板上的羅盤。然後按 \rightarrow \leftarrow 鍵，可見羅盤上的“方向指標”會依順或反時針的方向移動。在潛艇改變方位時，你在聲納上也看見不同方向上，是否有其他的物體。例如，你可以看見一個閃爍的小方塊“■”，表示該方向有水雷。但因你現在位於水深“1 罈”的位置，離水雷太遠（你可以看到它的深度是 21 罈）所以它是紫色，你無法捕捉。
- ②現在按 T 鍵。則你可以在羅盤上看到指針，在現有位置上倒轉 180° 。按 E 鍵，則指針指向 90° ，潛艇朝向東方。



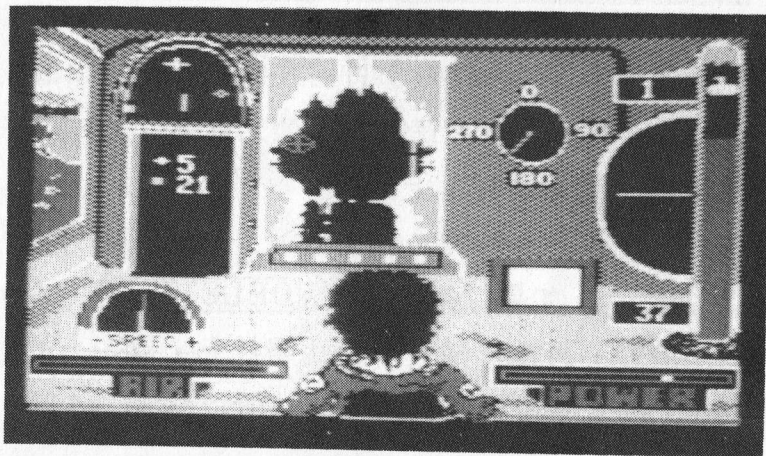
照片 4



照片 5

- ③我們的能量指標（見照片 4）目前大概是在 $\frac{2}{3}$ 的位置，所以我們要
先朝向能源補充站（ \oplus 所在位置）補充能量。它的位置，大概是在
220°的位置，我們用鍵盤上的鍵（不是數字盤）輸入 H 220，則在
你的椅背上會顯示出 H 220（照片 5），然後按 **RETURN** 鍵或
ENTER 鍵）。如果打錯了，用 **DELETE** 鍵（Apple II 用 \square
鍵）將字消去，再重新輸入。在此照片上，儀表上的速度為（指針
在中央），因水深在 1 滄（水面），所以空氣（AIR）仍是滿的。
電子顯示幕上的 \oplus 是我們的目標，前方 21 滄深處有個水雷。在 \oplus 號
上方之小方塊是潛艇所在位置。

④按下 **RETURN** 鍵後，羅盤上顯示，我們的潛艇已航向方位 220° ，但仍要給它速度才能前進。於是我們再輸入 F 3 **RETURN**，則潛艇以 3 節（每小時 3 浬）的速度航向能源站（見照片 6）。保持此航向和速率，在接近能源站時，聲納上會出現十號（在 5 浬深的位置）。照片中，聲納上還顯示左方右一顆水雷在 21 浬深處（你無法捕捉），右方有一岩礁（ ）。速度計（SPEED）上，指針向十方向稍作偏移，表示前進。最右方則為 45 節，但愈高速前進，POWER 消耗愈快。



照片 6



照片 7

- ⑤小心調整航向，在你撞上⊕號，且深度和它相距 10 滯內（十為白色），則一撞上，能量使自動充滿，且⊕號會自動移往他處，下方為你潛艇上的駕駛（電子顯示幕旁之小監視器上的 Robot ），他會向你報告 “We refueled and move the marker”（我們已充滿燃料，並移開能源站）（照片 7）。在真正競賽時，你和 Warlord 均使用此能源站，所以你必须隨時注意 POWER 剩下多少。若無 POWER，則潛艇便無法移動。

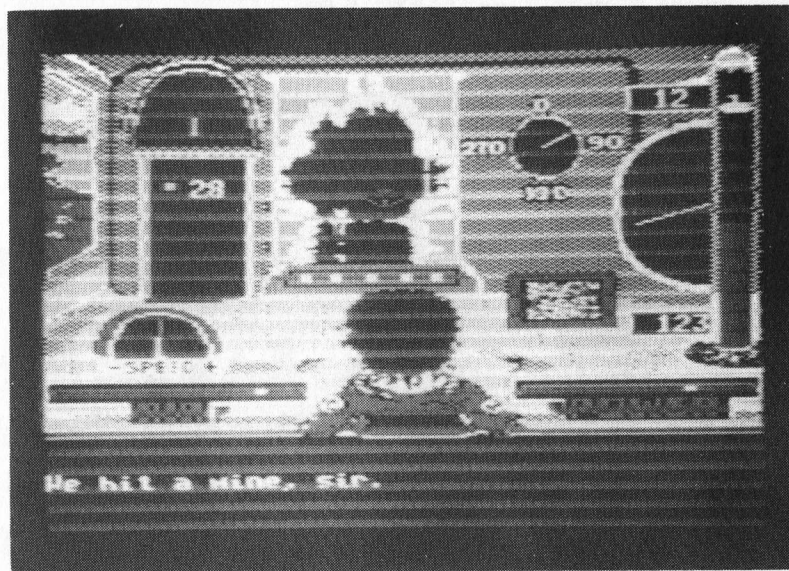
- ⑥為尋找下一目標，先停止前進（按 **K** 鍵），則速度針上指針仍指向中央。在任何速度下，均可用 **K** 鍵作立即剎車。
- ⑦現在我們要設法找一些水雷，並將它引爆，再利用爆震定深海水雷的位置。我們向東航行，試試運氣。按 **H** 鍵，則潛艇自方位 220° 轉向 90°。
- ⑧所有的水雷（除了深海水雷外）均在 25 潏深左右。而你現在仍在水面（1 潏），所以你應該下潛。先設定預定深度。首先我們定 25 潏，按 **D 25 RETURN**，則右方深度計之指針會隨著移動。
- ⑨雖然已設定深度，但潛艇並不會自己潛下去，你必須利用推進器，使潛艇逐步下潛至預定深度。現在你可能在聲納上看得見，也可能看不見前方 21 潏深處有個水雷。如果你要捕捉一顆水雷，必須潛至它上，下，左，右十潏的範圍內。但也不能太近，否則會引發水雷，使你暫時無法動作。現在我們開始下潛，用 2 節的速度在 **F 2 RETURN**。
- ⑩這時你可以看見右上方的深度指示數字緩緩增加，在聲納上會出現一顆水雷。到 12 潏時，按 **K** 鍵剎車。因為和水雷的距離已在 10 潏內，所以水雷會變成白色。然後按 **Z** 和 **C** 鍵左右調整聲納內的瞄準器，使它正對水雷。然後按下 **K** 鍵，發射曳引砲。發射後，有個白色的“—”形指標，會朝向前方射去，聲納下方並顯示它的深度。如果它在水雷

深度的 10 尋距離內通過，即可捕獲水雷。



照片 8

⑪捕獲水雷後（照片 8），會有尖銳的“嗶”聲，你的駕駛會告訴你Got call“no problem”（I = ignite）（沒問題，用I鍵可引爆。）同時在中央的電子顯示幕上會出現紫色圓形的危險區。在危險區內引爆水雷，對自己沒有影響，但若Warlord的潛艇也在裏面，他會被暫時困住。同樣的在遊戲中，如果你在危險區內，Warlord引爆水雷，則你的潛艇也會受困（照片 8—1）。照片中顯示你撞上水雷而被炸了。



照片 8 — 1

⑫按 **I** 鍵引爆水雷。若危險區內有深海水雷，則原先紫色區會變成白色的標環（照片 9），然後你的駕駛會出現，告訴你 **I heard the Deep Mine in ignited area**（在爆炸區中發現有深海水雷），如此你便可縮小搜索範圍。現在按下 **SPACE BAR**，你便可以看到電子幕的放大圖（只限於 Apple II 版本）。如果爆炸區中沒有接觸深海水雷，則爆炸區不會變色。



照片 9

⑬為精確定出深海水雷，你應多找出幾個有效的水雷。按 **[SPACE BAR]** 使遊戲繼續。航向 145° 左右 (H 145 **[RETURN]** , F 3 **[RETURN]**) 則潛艇會繼續下潛 (我們已將深度定在 25 滷) ，不久後便可看見另一顆水雷 (照片 10) 。照片中是我們在 18 滷的深度，捕獲另一枚水雷的電



照片 10

這是張潛航區的放大圖（以 **SPACE BAR** 控制，可使程式暫停），區域中藏有許多普通水雷及一顆深海水雷。你必須用聲納探測各地區深度，並利用引爆水雷的震波測出深海水雷位置，加以捕捉而獲勝。⊕形符號為能源補給站。

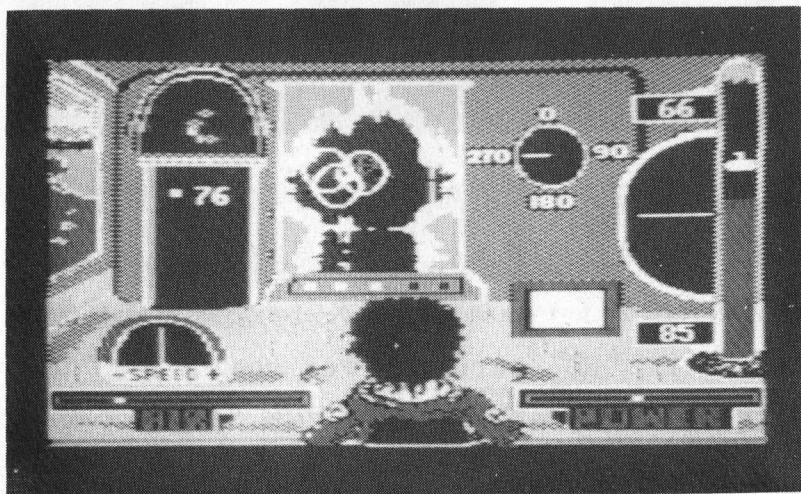
子顯示幕放大圖。你可以按 **SPACE BAR** 返回本遊戲，再按 **I** 鍵引爆。最後按 **SPACE BAR**，則可見（照片 11）電子顯示幕上有兩個圈，均顯示“圈中藏有一深海水雷”。它就位於兩圓相交集的部份。



照片 11

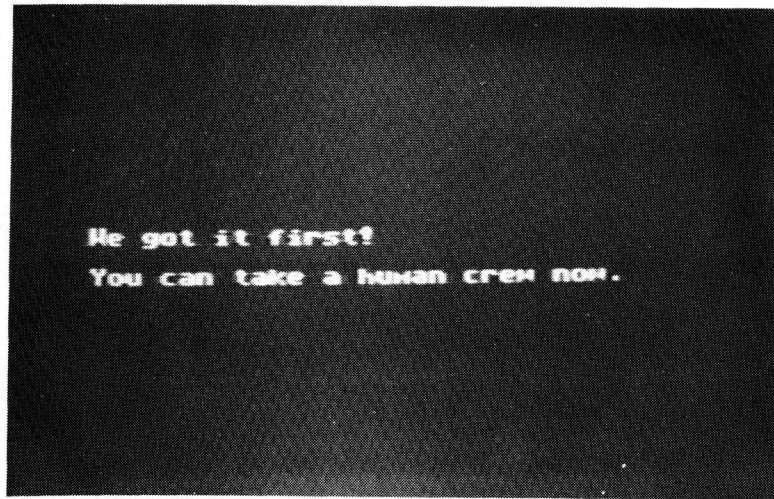
⑭此刻，你可以開始潛入更深的海底，去交集區尋找目標。但在著手前，你應先檢查 POWER 及 AIR。你可以看見 POWER 及 AIR 均不停地消耗。如果空氣快用完了，必須先浮出水面。駕駛會先警告你 “We need air, sir “或” series power need, sir” 等字樣。要浮出水面，用 D1 **[RETURN]**，F 20 **[RETURN]** 先設定 1 潯的深度，然後用快速（20 節）浮出水面。如果 POWER 不足，必須設法走到 ⊕ 號區補充。在緊急時，可按 **[R]** 鍵（POWER 上會出現 R 字）表示使用緊急電源，能提供你 $\frac{1}{3}$ 的能量，但只能使用一次。

⑮為精確定位，你可多找幾顆水雷，但這樣比較費時間。你可以用自備的小型水雷（有五顆），雖然範圍較小，但可更精密測出。先走到交集區，按 **[M]** 鍵，則可施放大雷，圖上顯示較小的危險區，也同時發出“嗶！”聲。按 **[I]** 鍵也可以引爆（照片 12）。照片中是我們引爆了三顆水雷，定出深海水雷的位置。中央電子顯示幕下方有一排點（三白二黑）顯示我們已使用了二顆水雷，尚剩下三顆。因為我們已知概略位置



照片 12

，所以我們可潛深些。在此處，水深為 86 滄。我們潛至 66 滄深度時，發現在左前方76.滄深處，就是我們的目標——深海水雷。它恰好在射程內（轉為白色），我們可用 [Z] ， [C] 兩鍵左右瞄準，再按 [X] 鍵發射。要潛入深處有兩個方法：(i) 利用 D 80 [RETURN] ， F 10 [RETURN] 。然後在目標區繞，以逐漸下沉或，(ii) 利用 [V] 鍵（[SHIFT] - [V] ）。當你確定水雷在正下方時，按 [V] 鍵則潛艇會將壓載艙裝滿水垂直下潛。用（ i ）的方法較費事，但若位置不對，尚可補救；若用（ ii ） ，則在下潛途中遇見深海水雷時，必須立即捕捉，否則，一潛入底便觸礁而中止遊戲了。



照片 13

- ⑯一旦你順利捕獲深海水雷，則裁定你贏了。電腦上顯示We got it first ! You can take a human crew now 。(照片 13)，表示你已經可以使用“真人”來操作潛艇。
- ⑰在你擊敗Warlord 一次後，你便有三種駕駛員的選擇(照片 14)，**R**為機器人，**S**為席格妮，**P**為彼德。一次只能選擇一個。但若你的技巧不熟練，最好還是從**R**開始。



照片 14



照片 15

- ⑱ (照片 15) 如果你選 S = 席格妮，則她將替你操作潛艇，並隨時告訴你一些逃亡的資料。在照片中，小監視器上的女人便是席格妮，她正告訴你她是個女人，並開始感覺，或者告訴你她曾被關在無菌泡泡 (Immu Bubble) 中一年……等。這些資料均有助於你逃脫。



照片 16

- ⑱ (照片 16) 在照片中右方的小監視器顯示你的駕駛是個太空戰士— P : 彼德。他也會提供你許多資料，比方說他一開始可能告訴你，他沒有碰過席格妮，但逃出去後一定要……。照片中，他偵測到Warlord已設定一個危險區，並警告你，他要引爆水雷了。如果你在危險區內按 **[P]** 鍵

，通知Warlord “Please Wait!”，他們便不會立刻引爆，我們隨即迅速脫離。如果你在危險區外，可以不理他，或按 [A] 鍵，表示“沒問題，你可引爆”。

⑩如果你的電子顯示幕上，除了有用的白環外，尚餘許多無效的紫色區，可用 [U] 鍵做清理的工作。

⑪最後，如果你的空氣或能量快耗盡，而又來不及浮出水面，眼看著駕駛即將死亡時，可用 [V] ([SHIFT] - [V] [CTRL] - [V]) 立即下沈，故意觸礁，使遊戲終止。重新開始時，人仍可以操作。一旦空氣耗盡，則人便死亡，而從此自磁片上消失！這是“救命絕招”，不可不學！如果Warlord先找到深海水雷或用水雷炸你，你的駕駛並不會因此死亡。但若在水底，空氣耗盡便回天乏術了。

七急救站

萬一人不幸死了。是不是真的就“沒救了”？爲了挽救有些人可能粗心大意，一時失手便使席格妮或彼德死亡。我們在磁片上加裝了一個小型急救站，但只能用一次。如果他們再度死亡，那就只好請你填上文末的申請書，連同磁片及處理費用交回本公司處理。急救的程序如下：

1 Apple II 系列：

(1) 載入程式直到進入你的控制艙中（如照片 14）。

(2) 按 **CTRL** - **S** 可救回席格妮，**CTRL** - **P** 可救回彼德。

2 IBM PC 系列：

(1) 載入程式

(2) 一會兒，你可以看見 Sub Mission 抬頭頁。

(3) 在抬頭頁上，如果救席格妮，輸入 SIG；如要救彼德，輸入 PETE。

(4) 重新再載入程式時，他們便被救回，但仍在 Warlord 的控制之下。

八 補充說明

1. 如果你很客氣的對待 Warlord（比方說等他離開危險區才引爆……等），他也會以禮相待。如果你故意整他，他也會不客氣地還以顏色。
2. 水雷除了有探測功能外，也可用來遲滯 Warlord 的行動。
3. 如果空氣快耗盡了，即時浮出水面，要不然使用“救命絕招”。反正，留得青山在……。
4. 在你通過第一次的模擬操作後，磁片的內容便被改寫，而且每次遊戲，深海水雷和能源站的位置均會自動改變，不可能讓你有投機的機會。
5. Warlord 的確精明，所以至目前為止，尚沒有人能帶著席格妮和彼德大逃亡。希望你的智慧能勝過 Warlord，並將你的心得和成果記下來，寄到本公司，我們將在“精訊電腦”雜誌上發表——很拉風的唷！
6. 如果聽力不錯，可購置原版音效帶，能有更高一層享受。

精訊資訊有限公司

曾逸群

1987. 1. 15.

Tape Transcript: Introduction

Hmmm. Operation Warlord. They never want to tell you what the mission is about until you're strapped into the rescue ship, shooting through deep space. Oh well, it's too late to change my mind now. Let's see the orders.

Operation Warlord. RESCOM Directive LX 1506, dated 21/25/8/16. And it reads: "Captain, your mission is to proceed to the uncolonized planet located at grid coordinates T65729414 Delta 19 and confront the Warlord. (Refer to on-board computer.)"

Yep, I remember the Warlord. He was my roommate back at the Military Space Academy. Boy, that was years ago. And even then he was mentally unstable. But smart. No wonder they asked me to fly this mission. I was the only one that could beat him at those war games we played. And then of course in our senior year his mind snapped from the pressure, I guess, and he left the academy; disappeared. I wondered what had happened to him. Well, let's see what the brief says:

"Because of your familiarity with the Warlord and his style, you have been chosen to confront him as the first stage of this rescue mission. (Please refer to on-board reference computer.)"

Rescue? Hmm. OK, on-board computer, let's find out what's going on.

"Hello, Captain. The person known to you as the Warlord has established a base on planet T657 with the help of several robots. He has spent many years developing a sophisticated war game scenario which uses submarines that can be piloted by robots or humans."

So that's where he's disappeared to! But why is RESCOM worried about the Warlord? It sounds like a harmless situation...

"It was harmless until over a year ago when the crew of a spaceship near the planet T657 came down with a deadly virus. On board was the Space Commissioner's daughter, Sigourny Slye. To protect her from the virus, she was sent down to the surface of the planet in a landing craft. The Captain radioed a call for help along with an explanation of what had happened to Sigourny. He intended to pick her up again later when the sickness had passed. His ship hasn't been heard from since. The Space Commissioner was able to convince the Academy to send a young cadet named Peter Frey on a mission to find and rescue his daughter. Peter landed on the planet, but within hours all contact with him was lost. It was at this point that the Space Commissioner realized the probable connection between the Warlord and the two missing people."

You mean that the Warlord has kept these two people from communicating with the Commissioner?

"Worse than that—he has kept them apart from each other. Sigourny was held in an isolation bubble for almost a year because the Warlord was afraid that she had been infected with the deadly space virus. He discovered that she was healthy at about the same time that Peter landed and was captured. Peter and Sigourny have only seen each other once: across the room at the Warlord's infirmary."

But what does the Warlord want with those two? I would think that he'd be glad to send them back.

"The Warlord is obsessed with playing his strategic war games. For years his robots had been his only competition. And since he's far craftier than a robot, he had gotten bored."

I see—until Peter and Sigourny showed up.

“Yes. Although they are no match for him, they are human, and therefore unpredictable. So he forces them to compete with him in these underwater strategic maneuvers.”

I’m beginning to see why I’ve been chosen for this mission. As far as I know, I’m the only one who has ever beaten the Warlord in these games. But that was years ago, and I’m badly out of practice. How am I going to help Sigourny and Peter?

“First, you must land and let yourself be captured by the Warlord. He will jump at the chance to play against the one person who is a real challenge to his skill. The Space Commissioner has discovered the Warlord’s rules of play. In this game, mines have been placed underwater in a bank. Both you and the Warlord have a remote-controlled submarine. You must find the one deep mine and neutralize it without being stunned by the opposing submarine. The way that you control your sub is through an on-board pilot. You can choose to use a robot, or you can choose to use Peter or Sigourny as your pilot. If you choose the robot, then you can play the game and sharpen your skills without risking any human lives. If you use Sigourny or Peter then you must keep careful track of how much air is left in the sub. If a human is on board and you run out of air, he dies.”

Wait a minute! I don’t need those two kids to help me beat the Warlord! Why should I risk their lives when I can pilot through a remote robot?

“Sigourny and Peter are held under very tight security. The only opportunity they have to talk to you is when one or the other is on your sub. Then they will be able to give you clues to help you find the one escape route out of the bay. If you find it with one of them on board your sub, then that person is free from the Warlord’s control. When you have found the way out of the bay for both Sigourny and Peter, then you will all be free and your mission will be complete.”

Well, it sounds possible, but explain one thing: Why play the war game at all? Why not just put Sigourny or Peter in the sub and go looking for the escape route?

"The Warlord is obsessed, Captain. More than anything else he wants to be challenged by a worthy opponent. If you don't make the attempt to win games by being the first to find and harpoon the deep mine, then the Warlord won't let you put Sigourney or Peter on your sub. If that happens, then you can't get any clues to help you find the escape route. So you see, Captain, to save them, you have to play the game, and play to win! After you have won several games and you feel that you have enough information to find the escape route, then you can ignore the mine search and try to make your escape."

OK. That's all for now. Power off.

"Always glad to..." (power goes off)

I see how it works. I must challenge the Warlord. But you know, I'm looking forward to it. I could beat him years ago, and I think I can beat him again.

Oh! There's the landing alarm. Ten minutes to touchdown. I'll run through the checklist. Reverse thrusters, gyro...

Tape Transcript: Tutorial

You and Sigourny and Peter are prisoners of a Warlord who entertains himself by inviting you to play a game with him. You play the game with the Warlord in hopes of finding some way of escaping during a game. You, the pilot, sit here on the shore controlling a sub while your crew member, inside the sub, drives around the bay, avoids mines scattered just under the surface, and looks for one special mine that has been sent to the bottom of the bay. If you and your crew find this special deep mine before the Warlord finds this deep mine, you will win.

Today, the one-person crew who will actually be inside the sub will be a robot. Later, if you become more skilled, you will be allowed to send either of your friends, Sigourny or Peter, as a crew member. But there are, of course, dangers for a human aboard the sub. Because you care for your friends, you don't want to take chances with them until you are a skilled pilot. Also, for today's exercise, the Warlord's sub will not bother you. Not this time.

Hit the "ENTER" key, now. ("Return" on some computers.)

The small video monitor on the control panel will show you a picture of your crew, who happens to be the robot this time. Any time your crew speaks to you during the game, you will see their face on the video monitor. You will then see your sub moving out into the bay. And the game has begun.

I will start by describing the meters in front of you which give you information about your sub and crew. Let's start with the battery power meter in the bottom right corner of the control panel. The meter is a long thin tube with a bubble in it that indicates that your sub now has about two-thirds of the battery power that it can hold. The battery is used to drive your sub forward or backward.

In the bottom left corner is a similar meter that measures the amount of air in your sub. The bubble in the air meter tube is now at the far right, indicating that the air tank is full. If the sub were to dive beneath the surface, as we shall do in a short while, the air would begin to run out. You would then have to return to the surface where the air tank would automatically refill itself.

Above the air meter is a speed meter that tells you how fast your sub is moving forward or backward. Right now, the needle on the speed meter indicates that your sub is not moving at all. The fastest that your sub can move is 45 knots. At that speed, the needle would be lying right down on its side. At that speed, you would consume a huge amount of your battery's power.

In the top left-hand corner you will find the sonar-scope that looks like a half-circle on top of a vertical, rectangular box. This sonar-scope will display any objects that are in front of your sub, and it will also tell you how far that object is from the surface. Right now, for example, the scope shows that there is a mine, shown as a blinking, square symbol in front of your sub. It also shows that the mine is 21 fathoms below the surface. Other types of objects that the sonar-scope might show you are rocks, the Warlord's sub, etc.

In the top middle of the screen is the electronic chart of the bay, which displays the coastline, peninsulas, etc. The blinking dot on the chart shows where your sub is located. To the south and west of your position is a power marker that looks like a circle with a cross inside. That marker is where you must go to replenish your battery's power. It will move around the bay as the game progresses.

To the right of the chart is a compass that tells you the direction in which your sub is heading. The compass now shows that your sub is facing to the east, or 90 degrees.

Finally, on the right side of the control panel is the depth meter, which I shall describe later in detail when we dive below the surface. For now, simply notice that the top of the depth meter shows that your sub, shown as a white diamond shape, is sitting at the surface at a depth of one fathom, and the bottom of the bay is 51 fathoms from the surface.

We will now try using some of the controls that move the sub. Once you begin to move the sub, you must follow my instructions very carefully. If you don't keep up with me, you will be sailing around the bay on your own.

Find the left-right arrow keys. On some computers the left-right arrows are found on the number pad. Press either of those keys now while watching the compass. You will see that you can change the heading of your sub. You will also notice on the sonar-scope on the top left-hand corner of the screen that the blinking mine symbol moves when you turn the sub. Experiment with the left-right arrows to see their effect on the compass and on the display of the sonar-scope.

Now, press the key "T," which tells your sub to turn around and face in the opposite direction. While watching the compass, press the key "E" now. You will notice that the sub will spin to face the east. The final way to give your sub a new direction is to give a special number command. To type numbers, use the upper number keys, not the keypad keys on the right.

Type "H220" now, using the upper number keys. You will see the letters and numbers "H220" printed on the back of the pilot's chair. If you make a mistake, hitting the Delete key once will erase the entire command. If you have typed correctly, you will see H220 on the back of the pilot's chair. Press Enter now to enter this command. The command will disappear from the back of the chair. This command has told the sub to head in the direction of 220 degrees. Notice on the chart that moving 220 degrees points our sub directly toward the power marker, the circle with the cross in it.

Now you will tell the sub to start moving forward at a speed of three knots. Press the Delete key once to make certain that the number command on the back of the chair is clear, and then type "F3," then Enter. The needle on the speed meter should move to the right a bit to show that you are moving forward slowly. As the sub starts to move through the water, the depth meter on the right side of the control panel will show the bottom of the bay changing depth.

On the sonar-scope on the upper left-hand corner of your panel, you will see echos of land, since we are passing very close to the shore. The land shows up as clusters of small dim shapes. The sonar-scope also indicates a mine in front of you and below you. A mine shows up as a blinking square. Since your sub is now at a depth of only one fathom, any mines you might see will be too deep to be of concern. Notice on the chart that your sub, the blinking dot, is slowly approaching the power marker. Soon you should be able to see the actual power marker showing up on the sonar-scope since it will be directly in front of your sub. It will look like a cross or a large white plus sign.

When you see the symbol of the power marker, stop your sub immediately by pressing "K." "K" instantly kills any speed. Notice that the needle on the speed meter shows that you have stopped. In order to get the benefit of the power marker, you will take your sub right up to the marker. If the sonar-scope does not show the marker directly in front of your sub, that is, the middle of your sonar-scope dial, you should use the left and right arrow keys on the keypad to point your sub right at the marker. Your sub is pointing directly at the marker when the marker is in the middle of the sonar-scope. Use the left-right arrow keys now to point your sub at the marker on the sonar-scope.

When the sub is pointed at the marker, give it some forward speed by typing "F5" and Enter. When the sub touches the power marker, you will notice that your battery power meter shows more electricity. A report will also scroll in from your crew telling you that you have hit the marker. As soon as the message scrolls out from the bottom of your screen telling you that your sub has refueled, you should kill any forward speed by pressing "K."

At this time, your sub should be refueled and stopped. Turn your sub in an easterly direction by typing "E." The compass will spin as your sub turns to face the east. We will now prepare to dive below the surface so that we can get down to the depth of the mines. The mines are all at a depth of about 25 fathoms. All the mines except for the deep one, that is.

We must first take a look at the depth meter at the right of the control panel. At the top of the tube, the white diamond shape represents your sub's depth of 1 fathom. The bottom of the tube shows that the bottom of the bay is currently many fathoms below the surface. The needle on the left of the tube indicates that your sub is perfectly level in the water:

You will now tell the sub to point down at a depth of 25 fathoms. Type "D25," and if the command looks correct at the back of the chair, press Enter.

The needle on the depth meter shows that the sub is pointing downward. But also notice that the diamond shape shows that the sub is not yet actually getting deeper in the water. The sub will not descend into the water until it is moving forward. It will not just drop down into the water; it must be driven down into the water by its pro-

pellers. You may or may not be able to see a mine ahead of you on the sonar-scope, but I know for a fact that it's out there not too far away. It's at 21 fathoms and we're going to dive down closer to it so we can fire one of our harpoons at it. We have to be within 10 fathoms of a mine, above or below, to have our harpoon hit the mine.

We will run our sub more slowly than usual now since this is a test run and pretty much of a tricky maneuver. What we're trying to do is to get down close to the depth of the mine without getting so close to it that it stuns us before we can harpoon it.

Follow these instructions closely. Type "F2" and then Enter now to send your sub forward and down. This is a very slow speed. You will notice on the depth meter on the right side of the screen that the diamond shaped sub indicator is beginning to drop. When your sub's depth gets to 12 fathoms, press "K" immediately to kill the forward motion.

Since your sub is not within 10 fathoms of the mine on your sonar scope, you will be within range to hit it with a harpoon. And also within range to be stunned by the mine. You will now learn the final and most important lesson on the sub. We will fire a harpoon at the mine.

Firing a harpoon at the mine will do two things for you. It will deactivate the mine for a short while so that it will not be dangerous to your sub, and it will release a huge warning area around the mine. You will see the warning area on the chart when you harpoon a mine. Before I explain the reason for this warning area, we should harpoon the mine.

Place the fingers of your left hand on the "Z," "X," and "C" keys. Hit the "Z" key several times, and you will see the harpoon cannon on the sonar-scope turn to the left. Hit the "C" key several times, and the cannon will turn to the right. When the cannon is pointing directly at a mine, hit "X" to fire the harpoon. You will see the harpoon travel from your sub toward the mine. You may shoot more than once if your aim was too far off.

If the harpoon hits a mine, several things will happen. A huge warning area will show up around the mine on your chart. You will hear a continuous beeping sound telling you that you are consuming a lot of power to keep that warning area up. The warning is for the Warlord's sub, which will try quickly and desperately to get out of the warning area before you decide to ignite that warning area. Press "I," which will ignite the warning area. The beeping sound will stop and the warning area will ignite bright white for an instant, and then it will disappear. Your sub has just poured a lot of energy into that area. You may actually have just stunned the Warlord's sub if it was inside the area you just ignited.

Now press the space bar once. This pauses the game. You will see the word "pause" on the bottom of your chart of the bay. We paused here so that we can discuss what we did without having to worry about our air supply, which you can see is getting low. Why did we ignite this area? We harpooned a mine to ignite the area as a way of locating the deep mine that we are looking for. Since the deep mine was in the area we just ignited, you were told of its presence by your crew, who heard its echo.

Notice also that there is now an outline of the area on your overhead chart. By finding several of these overlapping circles that contain the deep mine, you will pinpoint it. Notice that the square symbol for a mine on the sonar-scope has changed to a square with a line through it. This symbol now indicates a mine whose charge has

been used up. This mine will start recharging and could become active again at any time. You should now drive your sub to the surface to refresh your air tank.

Press the space bar now to start the game again. Type "D1" and Enter now to point your sub to a depth of 1 fathom. Now type "F20" and Enter to move quickly to the surface. When your sub gets to a depth of 1 fathom, as you can tell from the depth meter on the right, press "K" to kill your speed. The air tank will refill itself automatically at a depth of 1 fathom.

Your sub should now be stopped on the surface. Find the five lighted indicators along the side of your chart. They tell you that your sub is carrying its own supply of 5 on-board mines that behave just like regular mines. You would use one of these on-board mines if you were beginning to zero in on the deep mine and wanted to check out a few small areas.

Press "M" to activate one of your on-board mines. There are now only 4 indicators lit. You will see a small warning area around your boat on the chart, and you will hear the continuous beeping that you heard before when you put up a warning area by hitting a mine with a harpoon. Press "I" to ignite that area now. If the deep mine is within that lighted area, you will again be told by your crew and you will see the outline of that small area drawn on your chart of the bay. In fact, this time the deep mine was not within that area.

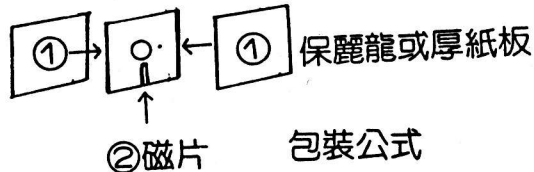
Anytime you feel your chart is becoming cluttered with old or useless information, you can use the "U" button to update the chart. Press "U" now. If you had exactly located the deep mine with several large overlapping circles, and perhaps with a small circle from your on-board mines too, you would be ready to go to the bottom to find that deep mine and win the game. The easiest way to get your sub to the bottom, when you know where the deep mine is, is to position your sub not quite directly over the mine, so you don't land right on top of it, and then blow the sub's ballast tanks to make your sub heavier than water. Don't do it now, but you would push upper-case "V," or "Shift" "V," which stands for "venting" the ballast tanks. Your sub would begin to drop. You would see nothing for many fathoms. Then hopefully, as your sonar-scope came into range of the deep mine that you hope will be there, you would see the mine on the scope. Hit the mine with a harpoon, and you have won the game. You could then take a human crew out the next time. If the Warlord's sub harpoons the deep mine before you, he has won the game.

Finally, I will teach you how to concede a game to save the life of your crew. Imagine this situation: your sub is many fathoms below the surface. Your crew is a human. Your sub is nearly out of air. Your crew will die unless you get air. You drive toward the surface to get air, but your batteries are low and you might get stuck underwater. It's time to concede. You will do it now to practice this vital lesson, even though today you are not really in danger. While watching the battery meter, press the key "R." You will see the battery level jump, and an "R" will appear above the meter telling you that you have been given your reserve power. You will get no more reserve power during this game. Use this reserve electricity to drive yourself to the surface where in fact your sub already is now, and then head for the shore. In other words, type "W" to head your sub to the west where the shore is closest now. Then type "F20" and then Enter to move your sub forward to the shore. When you are within sonar range of the shore, you will begin to see many shore echos on the sonar-scope. When you hit the shore, you will automatically concede the game. You could also dive down to hit the bottom as a way of conceding the game. Any rock that you hit, any part of the shore that you hit, will concede the game and save your crew.

This maneuver might be the only way to save a human crew. If a crew member dies for lack of air aboard your sub, you will obviously never hear the end of their story. You will never hear their ideas about escape from the bay. And incidentally, their memory will be erased from your diskette. Don't play a game with humans if these stakes seem too high. That's what robots are for.

如果你磁片上的席格妮和彼德均死了，請剪下救援申請單，
(影本恕不受理)，附掛號郵資 15 元及處理費 20 元(請用郵票)
)及原磁片逕寄精訊資訊有限公司"Sub Mission 救援隊"收。
如自行洽本公司，則免收掛號郵資。但請仍附上處理費 20 元
及救援申請單。

*請將您的磁片做如下包裝
寄來本公司：



包裝公式
①+②+①=OK

救 援 申 請 單

Re : Sub Mission

申請人：

日期： 年 月 日

地 址：

電 話：

報告指揮官：

本人因一時 _____ (疏忽、不小心、愚蠢……) 而致使
_____ (席格妮、彼得、兩人) 均葬身海底而使磁片上的
人物消失。

在此任務失敗，萬念俱灰之際，請指揮官給我一次將功贖罪
的機會。請指揮部將他們救活，以後自當不再魯莽行事，必要謹
慎完成任務。

船長

簽章

潛艇任務

一場生死存亡的挑戰



好戰爵士，一位曾經是你少時玩伴也是海軍官校的同窗，現在却變成一個貧脊星球的領袖，一位冷酷難纏的敵手。由於手中握有的兩名地球的俘擄，好戰爵士向你挑戰一場潛艇遊戲，賭注是俘擄的自由和死亡；條件是依他的規則；地點則是在他的水域內。如果你應戰，切記一點：在潛艇任務中不幸喪生的囚犯，將永遠自你的磁片上消失。

特色：

- 戰略：搶先好戰爵士一步，使用聲納、潛艇裏的水雷、和特製魚叉去搜尋深水雷。
- 競爭：與詭計多端的好戰爵士在潛艇戰中一決勝負。
- 浪漫：用潛水望遠鏡眺望受囚的俘擄，是非常愉悅的。