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Program Description

Name: Sea Wolf   (Version 1.0)

Description:
Sea Wolf is a battleship-oriented game which lets you steer your ship around the sea, destroying the enemy sub which will come at you from all directions.   You can destroy the Sea Wolf sub by depth-charging him.

There are also mines which block your way, and damage your ship if you crash into them.   If you depth-charge them, however, they will blow up and give you some points.

After a few minutes, if you don't replenish your fuel supply, you run out of fuel and the game ends.   To get more fuel, go to your home port, stop on the box labeled "Gas Zone", and click on the gas pump or, if you're using a joystick, click button 2 till "Pump gas" is highlighted on your control panel and click button 1.

Sea Wolf is available from Computer Research Associates 9814 Indian Queen Point Road, Fort Washington, MD   20744, 301-839-8040.   The cost is $12.00 plus $2.50 shipping and handling.

The shareware version of Sea Wolf is available on Compuserve Action Games Forum (GO ACTION).   You can get the full version by typing GO SWREG.

Requirements:
- System operating Windows 3.1, Windows 3.11, Windows NT or Windows 95
- Windows compatible sound card and speakers (or synthesizer)
- 5 MB hard disk space (or less depending on what support files you already have)

Features:
- Full motion control
- Seeker submarine that can kill ship
- Depth charges
- Active gauges & dials:
- Animated motion and explosions
- SoundBlaster sound: Explosions; fuel pump; fog horn; voice
- Works at all resolutions
- Supports joy stick
- Settings for customizing the play
- Hall of fame with fireworks
- Runs under Win95

Movement

Movement
If you are using a joy stick, its orientation controls the direction, and the amount of deflection from center controls the speed.   The speed and direction are displayed on your gauges.   If you are using a mouse, then scroll bars under the speedometer and compass control the speed and direction.

The instrument panel shows the amount of fuel remaining.   If it ever runs out, then the game is over.   You can fill up on gas when you are in the Home Port.

Settings

The Settings menu allows you to set the number of mines, the maximum damage you can sustain before the game is over, and the number of depth charges.   It also allows you to select whether or not to use a joystick.   The number of depth charges remaining is always displayed in the instrument panel.

Depth Charges

Depth charges are released by selecting **Fore DC** or **AFT DC**.   Clicking on one of these buttons releases the depth charge when you are not using the Joy Stick.   If you are using the Joy Stick, then the trigger fires the selected depth charge.   Button 2 selects between **Fore DC**, **AFT DC**, and **Pump Gas**.   The number of depth charges remaining is always displayed in the instrument panel.

Scoring Points

As you move around the ocean, you score points based on how far you go and how fast you go.   You do not score any points for sitting still, or staying in the home port.   You get extra points for killing submarines and destroying mines, and you loose points for getting hit by submarines or mines.   When the game is over, if you are a high scoring player you get to enter your name into the hall of fame which has fireworks.

	Points for destroying	**Points for getting hit**
Submarine	+400	-500
Little mine	+250	-200
Big mine	+350	-400

Home Port

In the Home Port, you are protected from the enemy.   You can also fill up on gas there by positioning the ship in the Gas Zone, selecting **Pump Gas** on the instrument panel and clicking on the gas pump.   You can select **Pump Gas** by clicking on it with the mouse or pressing JoyStick button 2.   Make sure that, after pumping gas, you replace the nozzle on the gas pump by clicking on the pump.

Game Operations

The game menu lets you pause the game, start a new game, or quit all together.