The Web Production
ST. PETERSBURG   RUSSIA

Submarine

User Manual

Version: 1.00

The Web Production
38, 11th line of Vassilievsky Island,
Saint-Petersburg 199178
Russia

Contents

Submarine

Free Skin

1.   Goal

As the submarine captain, you must destroy all of the merchant ships in the top row before you can move on to your next mission. Try not to torpedo passenger ships. It's a violation of international law and the consequences are immediate. This game is an ideal accurate eye and reaction trainer.

2.   Procedure

When the game has loaded, you see the screen, showing the title of the game, and three buttons, placed on an ancient manuscript: **Start**, **Help** and **Exit**. See Figure 1.
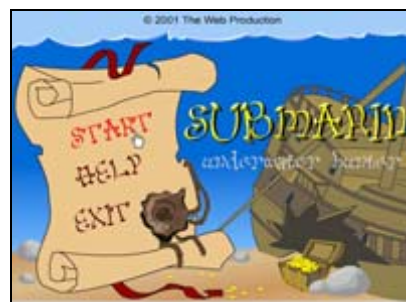

Figure 1

To start the game, click **Start**. The screen is periscope-shaped now, and you have chance to observe the water surface as if you are in a real sub. The number of missiles is shown under the periscope lens. The indicator of the level number placed in the left corner. **Exit** is placed in the right corner. A target sight divides the periscope into two parts. As an example see Figure 2.
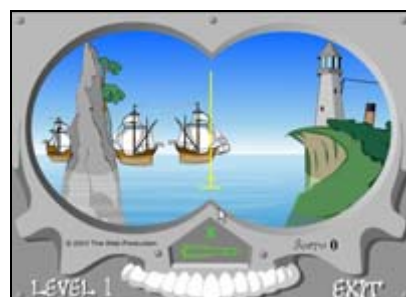

Figure 2

2.1 Levels and Score

The game consists of three levels. The higher the level is, the higher the ships speed. You should hit only sailing boats. If you hit a passenger steamer, you will be taken 15 points away. In case if you accidentally hit a liner, the game quits automatically, and you lose all your points.

As to the rest of the ships, they all bring you different amount of points according to their structure.

One-mast boat	Two-master boat	Three-mast boat	Passenger steamer	Liner
+15	+10	+5 (hit twice)	-15	Game over

When the ship is hit, it sinks. To make the two-master boat sink, the player have to shoot twice.

2.2 Navigation

To navigate the periscope, use the arrow keys:

↑	↓	←	→	To shoot
forth	back	to the left	to the right	Spacebar

The game quits in three following cases: when you have earn 200 points and transferred to the next level; when you have submerged the liner, or you have run out of ammunition. If the game is lost, you see the following picture appeared on the screen. See Figure 3. If the player has gone through all levels he sees the final picture. See Figure 4.

Figure 3

Figure 4

3.   Technical Details

Game Name	Type	File Size kb	Game Screen px	Colour Depth	Sound	Highscore function
Submarine	Flash	292	550/400	16 bit	yes	can be

4.   Contact

Hyperlink: **http://www.thewebproduction.com/**

Address: **The Web Production**

          38, 11-th line of Vassilievsky Island,

          199178 Saint Petersburg, Russia

Phone: **+ 7 (812) 320 47 00**

Fax: **+ 7 (812) 320 47 01**

E-Mail: **info@thewebproduction.com**