

VIDEO GAME INSTRUCTIONS

ARCADIA-2001™

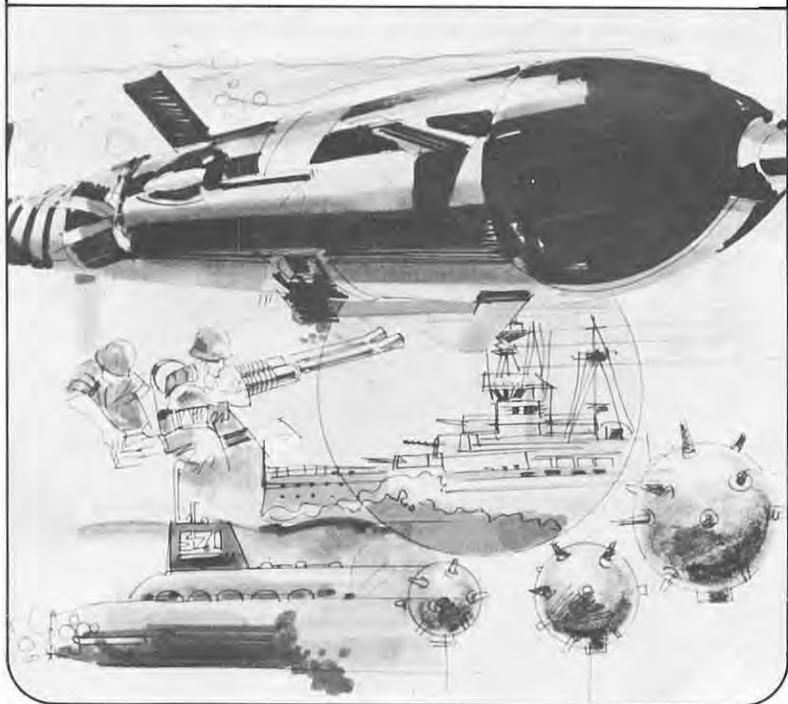


BY



Emerson

Ocean Battle™



CART. NO. 11

PART NO. 1009

WARRANTY

EMERSON RADIO (AUSTRALIA) PTY. LTD.

CONSUMER LIMITED WARRANTY POLICY

VIDEO GAME CARTRIDGE

Emerson Radio warrants this product to be free from defects in material and workmanship under normal use and conditions for a period of 90 days from the date of original purchase.

Should your Game Cartridge fail for any reason due to manufacturing defect or malfunction during the warranty period, Emerson Radio will replace the defective merchandise at no charge upon delivery of the defective cartridge to the Emerson Radio Factory along with a copy of proof of purchase date.

Before returning the merchandise for replacement, verify that all the controls of the master console are in the proper operating mode. Should replacement still be required: Carefully pack the defective cartridge and enclose copy of proof of purchase and return to Emerson Radio offices listed below.

NOTE: This warranty does not cover -

- Game cartridges that have been misused or damaged by accident, or show signs of excessive wear.
- Game cartridges that have been repaired or altered by persons other than Emerson Radio
- Damage to cartridges that have been connected to equipment of other manufacturers or damage to cartridges improperly connected to Emerson Radio equipment.

This warranty is valid only in Australia and does not extend to owners of the product subsequent to the original purchaser. Any applicable implied warranties, including the warranty of merchantability, are limited in duration to a period of 90 days from the date of original purchase at retail and no warranties, whether expressed or implied, shall apply to this product thereafter. Under no circumstances shall Emerson Radio be liable by any loss or damage, direct or consequential arising out of the use of, or inability to use this product.

This warranty gives you specific legal rights and you may also have other rights which may vary from state to state.

EMERSON RADIO (AUSTRALIA) PTY. LTD.

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QCD

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18 Milford St.
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W. A.

7. To attack an opponent ship, hold the button down for your desired ship while maneuvering it with the control disc or joystick.
8. When contact is made, the game switches to the battle scene. Only the two ships will appear to fight a battle.

BATTLE SCENE

1. There are various possible combinations of battle and number of Hits required to sink a ship (See Fig. 3) depending on which types of ships are involved against each other.
 - A) Cruiser against destroyer.

Cruiser has advantage over destroyer.
Cruiser has longer firing range. Destroyers have shorter firing range. Cruiser can endure 16 shorts before it is sunk. Destroyer can take only 8. Motion of destroyers or cruisers are controlled by the left and right button. Firing is initiated by pushing the fire button on overlay or the Action buttons located at the sides of Hand Controller. Direction of fire is controlled by the joystick or disc. Motion of both cruisers and destroyers are limited to horizontal movement. Left fleet ships can be moved down 1 row by moving beyond the right limit. Right fleet ships can move up 1 row by moving beyond the left limit. Two ships cannot be lined up in one row.
 - B) Submarine against Submarine
Submarines battle beneath the surface, they can move up or down by control of joystick and left or right by the left

or right buttons. They fire "torpedoes" at each other. It takes 1 torpedo to explode a submarine. Direction of the torpedoes are controlled by the joystick or disc. They are fired by pressing the "fire" button.

C) Submarine against Destroyer or Cruiser

A cruiser will explode when hit by 1 torpedo, but it takes 8 torpedoes to sink a destroyer. This would give submarine an advantage over the cruiser but a disadvantage when battling a destroyer. The cruiser or destroyer can counter-attack by firing depth charges, which are directed by the joystick or disc. It takes 1 depth charge for cruiser or destroyer to sink a submarine.

2. The battle scene is over when one of the ships is damaged. The game then returns to the Ocean scene.
3. The game is over when all of the ships of one fleet are destroyed. The winner is the fleet with at least one ship remaining.

SEA BATTLE "HIT" LIST

For a Cruiser to sink a Cruiser requires	16 hits
For a Cruiser to sink a destroyer requires	8 hits
For a Cruiser to sink a submarine requires	1 hit
For a destroyer sink a cruiser requires	16 hits
For a destroyer to sink a destroyer requires	8 hits
For a destroyer to sink a submarine requires	1 hit
For a submarine sink a submarine requires	1 hit
For a submarine to sink a cruiser requires	1 hit
For a submarine to sink a destroyer requires	8 hits

FIG. 3

