

SEGA

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I dedicate this to my Uncle Don Fleury. You had the Coleco when I was young and you introduced me to the world of video games. I salute you, and I hope you enjoy the N64 you bought from my brother not that long ago.

Also, for Cougar, Howler, and Koonce. I miss you, and I hope you are living it up in the afterlife as you did in this world. You will always be in my memories, and you will never be forgotten.

Version 1.0

-submitted guide on 23rd of October, 2003

Version 1.5

-submitted guide on 2nd of June, 2004
-Decided a format update was in order, as it would help the FAQ flow a little bit better

Version 1.6

-Submitted guide on February 7th, 2005
-I added in Honestgamers as a site allowed to use my FAQs

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-----Introduction-----

- 1) The following is taken directly from the Coleco instructions and in no

way is the work of Brian P. Sulpher.

A fleet of hostile forces has assembled around your vessel. But this fleet is unlike any you've encountered. Flying saucers fire missiles and mines as they rush at you. Ships launch torpedoes. Line up your crosshair sight and shoot back! At the lowest altitude, your Subroc vessel fires torpedoes at the cruisers and drones. Raise your sight and unleash missiles at the flying attackers. Shift left and right to avoid enemy fire. Just when you think you've got control, the deadly command plane attacks!

As you can see, this is a very fast paced, intense game, so I hope you brought your best reflexes as you fight off the waves of attackers on your fleet!

-----Controls-----

2) This section will go over the controls, including the game set-up menu options.

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| Set-Up Menu Options |
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-Enter "1" to select the One Player option or press "2" if you wish to play with a friend on the two player option (play is not simultaneously).

-Now you can choose between the four skill levels, pressing anywhere from "1" (easiest setting) to "4" (hardest setting). Difficulty climbs as the number pressed increases in size.

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| Flight Controls |
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Joystick---> This little device moves your aimer in the conventional directions (UP=up, DOWN=down, LEFT=left, RIGHT=right, etc.) and not in an airplane like manner (many games like this would normally be designed in such a manner).

Left Fire--> When pressed, this will cause your Subroc plane to fire off some rounds at the enemy (see the attacks section for more details).

Right Fire-> When pressed, this will cause your Subroc plane to fire off some rounds at the enemy (see the attacks section for more details).

-----Enemies-----

3) This section will look at the various enemies within the game, including their behavioural patterns and weapons used. The Mystery Points objects will also be listed.

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| Enemies |

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- Command Plane--> This is the last enemy in the level. It is black and it can fire missiles while it flies around the screen. It also makes use of a green shield that deflects any shots that hit it (this shield moves around the body of the ship), but one hit will destroy this controller of the enemy fleets.
- Green Fighters-> These come in sets of three, flying a triangle formation. They can be considered the second in command as they mark the halfway point on the level. They fly in sequence together as they all fire off missiles.
- Pink Bombers---> These large planes will make straight runs from above and then go back u quickly. They have a fairly high rate of missile use, so be ready for them.
- Submarines-----> These fellows patrol the water during U.F.O. and Pink Bomber attacks. They do not fire directly at you, but staying in the water long enough will allow them to call in a torpedo strike.
- U.F.O.'s-----> These blue, cylinder objects fly looping patterns in the sky as they fire off rounds and rounds of missiles. They can fly at speeds that surpass that of your Subroc.
- Yellow Drones--> These enemies show up sometimes during U.F.O. attacks in the sky. They do not fire directly at you, but staying in the water long enough will allow them to call in a torpedo strike (they also block off your torpedo firing by coming in really close).

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| Mystery Points Objects |
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These will be listed with a brief description of them so you know what to shoot to get the massive points they are worth.

- Black Ship----> They will appear on the horizon periodically, sailing along the farthest reaches of your sight on the water. A torpedo will sink them.
- Green Balloon-> These slow moving air traffic will be right in the thick of the air battles. A missile will destroy them.
- Green Galleon-> They will appear on the horizon periodically, sailing along the farthest reaches of the of your sight on the water. A torpedo OR a missile will sink them.

-----Attacks-----

4) This section will look at the attack capabilities of your Subroc as well as the three attacks used by the enemy.

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| Subroc Attacks |
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Missiles-> When your Subroc is in the air, these weapons can be fired at a constant rate. they are your primary weapon as they destroy the majority of the enemy crafts that attack you.

Torpedos-> When your Subroc is on the water, these weapons can be fired two at a time (recharging after they hit a target or go out of your sight on the water). Not really useful as the water beings can not directly attack you in the air (no need to go down there), the enemies tend to be easy points though on the water (as well as the Black Ship or Green Galleon).

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| Enemy Air Attacks |
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Missiles----> These angular weapons are launched from opposing air units, usually after the craft has been on the screen for a few seconds. They can be destroyed by your missiles, but they can use the enemy craft for cover as they approach.

Smart Bombs-> These oddly shaped weapons are launched from behind the enemy lines, usually after your Subroc has been engaged with the same type of enemy for a little while. They can be destroyed by your missiles, but they can use the enemy craft for cover as they approach.

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| Enemy Water Attacks |
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Torpedoes-> If your Subroc remains stationary while on the water, the enemy will lock in with this attack. They can be destroyed by your torpedoes, but the weapon is small and moves quickly.

-----Points-----

5) This section will list the point values for each type of enemy.

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| Points Mechanics |
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The points listed below are for the first round only. For each following round, the points gathered will increase by increments of 100 points (the exception being the Command Plane that increases by increments of 1000 points). This means that the following formula is used to calculate the points:

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~~~Regular Enemies~~~  
~~~~~

$$\text{Points} = \text{Base value} + [(\text{Round Number} - 1) \times 100]$$

~~~~~  
~~~Command Plane~~~  
~~~~~

$$\text{Points} = \text{Base value} + [(\text{Round Number} - 1) \times 1000]$$

o-----o
| First Wave |
o-----o

Submarines & U.F.O.'s are worth 500 points each.

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| Second Wave |
o-----o

Green Fighters are worth 500 points each.

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| Third Wave |
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Pink Bombers & Submarines are worth 300 points each.

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| Fourth Wave |
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U.F.O.'s & Yellow Drones are worth 500 points each.

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| Fifth Wave |
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The Command Plane is worth 3000 points.

-----Mystery/Bonus Points-----

6) This section will list the point values for any Mystery Points or Bonus Points awarded for a special act in combat.

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| Mystery Targets |
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All of the point values for the Black Ship, Green Balloom, and the Green Galleon are derived from the following formula:

$$\text{Bonus} = 2000 + [(\text{Round Number} - 1) \times 1000]$$

The Black Ship, Green Galleon, and Green Balloon all lose 100 points off of their Mystery Point total every couple of seconds.

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| Mystery Combat Maneuvers |
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Green Fighters are the only way to win a Mystery points combat bonus that I know of. If you manage to destroy all three Green Fighters (not allowing

ANY of the three to escape), you will receive a score that is somewhere below 2000 points.

This amount is decided starting with your first shot, followed by the reduction of the total by 100 points every couple of seconds. So, destroy them quickly to receive a bigger amount of points.

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| Command Plane Bonus |
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The Bonus will begin at a set amount, and it reduces by 100 points every couple of seconds. To win the Bonus, simple blow up the Command Plane with one well placed shot to collect the current amount shown on the screen.

The value of the Bonus starting point is determined by the following formula:

$$\text{Bonus} = 2000 + [(\text{Round Number} - 1) \times 1000]$$

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| Extra Live Point Totals |
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20000 = first extra life
100000 = second extra life

Every 100000 from that point on will yield another extra life to you and your Subroc for your fight against the hostile alien fleet.

-----Level Format-----

7) This section will go over how the level advances to the Command Plane fight.

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| First Wave |
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Submarines & U.F.O.'s start off each round, throwing lots of attacks your way.

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| Second Wave |
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Green Fighters are next, with their quick movement and multiple missile attacks.

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o-----o
| Third Wave |
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Pink Bombers & Submarines follow them, bringing a large amount of missiles and smart bombs.

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| Fourth Wave |
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U.F.O.'s & Yellow Drones are in this wave, where the firepower being used is often subdued compared to the amount in the previous wave.

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| Fifth Wave |
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The Command Plane is the final wave of every attack, sending a pile of missiles at your Subroc vehicle while shielding himself with his mobile green force field.

-----Strategies-----

- 8) This section will list a few strategies to increase your chances of surviving a few more waves of attacks.
 - a) When you see ANY missiles or smart bombs start to move towards your Subroc, you will be faced with two courses of action. The first course of action is to move away from the incoming weapon (by going left or right), but that can be dangerous as the weapon may still catch you or a different weapon may come from the direction you are heading to. The second course of action is to stop moving and get your ship lined up with the incoming projectile and blow it up before it reaches you, but that can be dangerous because of multiple weapons coming at you or the enemy shielding the approaching weapons. Find a strategy that works the best for you and stick to it!
 - b) While fighting Green Fighters or Pink Bombers, concentrate your fire on the large amounts of missiles that these enemies shoot. If you can not keep their weapons away, you will not be able to blow the enemy up.
 - c) At the start of every round and after defeating the Green Fighters, keep an eye on the water's horizon to find a Mystery Target floating along. Keep in mind that every now and then it will be a Green Balloon in the air, but it should still be visible if you keep a moderate height (keeping both areas visible).
 - d) Stay off of the water for long periods of time. If you do not, torpedoes will quickly zero in on your position.
 - e) When fighting the Command Plane, really try to get your aimer away from the green shield before you fire your first shot. After you have fired your first shot, the Command Plane will keep a closer lock on your aimer than it did before.

-----Final Word-----

- 9) As is the usual, this walkthrough is copyright property of Brian P. Sulpher, 2003. The only website, group, person, etc. to have access to post it is www.gamefaqs.com, www.ign.com, and www.honestgamers.com. You must ask for permission before posting this (go ahead, I am very nice, and more than likely will say yes).

If you liked it, hated it, have anything to add, then please E-mail me at

briansulpher@hotmail.com. You can also contact me through MSN messenger through the same E-mail address.

A fun shoot 'em up that still holds true as one of my top three favourite Colecovision games. A definite must play for the sheer arcade feel to it (you against impossible odds)!