# Sea Strike

by

## Richard L. Seaborne and Jeff A. Lefferts

# TOP SECRET
## For Authorized Personnel ONLY

## Enclosed:

Confidential information regarding the highly classified
Sea Strike helicopter, terrorist dossier, and mission
briefing.

An arcade game for the Apple IIGS, utilizing digitized sound,
super-hires graphics, pull-down menus, mouse control, and
high speed animation.

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## Mission Briefing

Reflagged U.S. oil tankers are being attacked! An enemy force consisting of explosive-packed drone speedboats, motorized mines, and low-flying missiles has been spotted. It is suspected that terrorist leaders are behind the attack. The only vehicle quick enough and powerful enough to help is the new experimental army helicopter, code named **Sea Strike**. Your mission is to defend the convoy as long as possible. Alert, alert! Enemy approaching! Man your battle stations!

Col. West

Commander of U.S. Elite
Helicopter Task Force

### Getting Started

Sea Strike is a fast-action arcade game for the Apple IIGS. Your commander, Colonel West, has sent you on a mission to defend endangered oil tankers from attack. To start the game, insert the disk in the drive and turn the computer on. Pressing a key or clicking the mouse at any time during the startup will skip the title screen and music. After the program has started, point the arrow at the "Game" menu option and hold down the mouse button. To select an option, "drag" the arrow across the options until the menu you wish to select is highlighted, then release the button. You may also select the menu option by holding down the "Open-Apple" key and typing the letter that appears to the right of the option you wish to select; this letter is known as the keyboard equivalent. You may select any of the menus this way.

### Movement

After starting the game with the "Play New Game" option, the mouse controls your helicopter; move it forward (away from you) to move toward the top of the screen, backward (toward you) to move toward the bottom of the screen, left to move left, and right to move right. To pause the game, hold down the "Control" key and press "Q". Your game can be restarted by selecting "Continue Game" from the "Game" menu.

# Combat

Two highly sophisticated technological weapons have been utilized in the design of the Sea Strike helicopter. The first of these weapons is the top secret *Energy Bolt* weapon, which is considered the ultimate in laser defense technology. It permits long range accuracy with virtually unlimited fire power. It, however, does require time to recharge...but we believe that won't be a problem. The weapon can be activated by merely depressing the mouse button. It will remain activated, firing as rapidly as possible, until the button is released. The need for this automatic weapon activation was demanded by Colonel West, for he argued that his vast combat experience has clearly shown the need for such a feature. We agreed to install the feature, for we all knew the Colonel was right.

The second, and most powerful, weapon at your disposal is the Immolator. As this name suggests, the weapon engulfs your chopper in a sheet of flame. The firery force will not last long, though while it does last you will be absolutely invulnerable to ALL forms of attack, even missiles. Anything entering the protective flames will instantly vaporize! As Colonel West pointed out, this can be used as a very powerful weapon in the hands of an expert helicopter pilot such as you. You can swoop down over your sea-based opponents and BURN 'EM, as well as fly right into airborne enemies. The weapon can be activated by pressing the space bar; this will ignite one of the immolation charges. Be careful, for the number of immolation charges you have at your disposal is limited. You begin with only four of these charges and will be given one new charge every level you complete. Because the weapon does not last very long, a graph has been provided on your display (at the bottom-right) indicating the time remaining until the charge has been used up; the graph has been marked accordingly, "TIME." Next to the graph (left of it) is a set of charge indicators. The indicators will display the number of charges available.

Finally, this mission will be very long and hazardous. You must realize that it is likely to extend into the night...the terrorists won't wait until morning to launch another attack. Unfortunately the Sea Strike chopper was not designed to be used this soon, and was never equipped for night fighting. When night comes you'll only be able to see those things that naturally give off their own light - fire, explosions, lights, exposed sensors, etc. Because of this limitation, you must continuously destroy opponents or immolate at night to see. We would like to help further, but time won't permit further modfications to Sea Strike.

# Enemy Dossier

**Drones:**                                                    200 Points

Drones are robot speedboats packed with explosives. They follow a simple pattern, which can sometimes be used to your advantage. Although you can fly over them without harm, if one touches a tanker, it will detonate and blow the tanker down into the ocean's depths!

**Small Drones:**                                              300 Points

Small drones are smaller and harder to hit than normal drones, but their high-density explosive pack is just as deadly to your convoy. They are more costly to build than their larger counterpart, and are less likely to be encountered. Do not expect a few of them, for as soon as the suspected terrorists discover you're protecting the ships, they're bound to send the deadliest weapons to destroy the tankers.

**Missiles:**                                                  700 Points

These low-flying missiles, set to destroy either your tankers or you, are very deadly. They are fast and hard to hit, so be careful when dealing with them. Confronting one can easily spell your doom.

**Mines:**                                                     50 Points

The mines are not dangerous to airborne vehicles, though they are extremely dangerous to your tankers. You must destroy them before they reach your ships. They move slowly, being motorized by very efficient engines.

**Aerial Mines:**                                              500 Points

Aerial mines such as these have never been seen before. These mines splash up from the water, and hover, spinning, in the air. Their infra-red detectors scan for movement, instructing them to fly upward or downward when movement is detected. They will attempt to collide with any flying object passing above or below them. They are not perfect, though they are very close to it! If you are very swift and fly quickly over (or below) an aerial mine, you may live.

<u>Reconnaisance Planes</u>:                                   1500 Points

While not directly dangerous, these planes fly by, transmitting your progress to the terrorist command; you should attempt to destroy them as quickly as possible. It is considered imperative to destroy them, for they will observe and transmit the valuable secrets about the Top Secret Experimental Sea Strike helicopter.

## The Goal

Your mission is over whenever all of the tankers are destroyed, or when there are no more helicopters left. Each ship which crosses the screen will give you a bonus of 2000 points. A small ship will appear in each of the boxes on the lower right corner of the screen whenever a ship safely crosses the screen. You can earn 6000 points if your entire convoy crosses the screen! Be <u>especially</u> protective of the tankers with helicopters on them; these choppers will be your replacements if your current chopper is destroyed. When your helicopter is destroyed, the game will pause until you press the mouse button, and then another helicopter will be launched, if there are any left. If there are none left, your game will have ended.

## Options

*      There are several difficulty levels in Sea Strike. To choose one, select the "Difficulty" menu option and drag down to the difficulty you desire. You will recieve a 10% bonus to all scores per difficulty level above *Standard* , up to a 30% bonus on the *Night Warrior* level; you will lose 10% for playing *Nautical Novice.* NOTE: On higher difficulty settings you will have to earn the bonus points; each higher level will introduce more and faster opponents. Furthermore, terrorist attacks will occur at night more often on higher difficulty settings.

**      To see information about this program's creation, just select the apple in the upper left-hand corner of the screen and select "About SeaStrike".

***      You may turn the sound on or off from the "Game" menu, and view the current high scores or quit the game from the "File" menu.

# Credits

Concept: Richard L. Seaborne, Jeff A. Lefferts, and William Low
Program, Sound, and Manual: Richard L. Seaborne and Jeff A. Lefferts
Graphics: Mei-Ying Dell'Aquila and Jeff A. Lefferts
Cover Art: Kathy Riethmeier

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