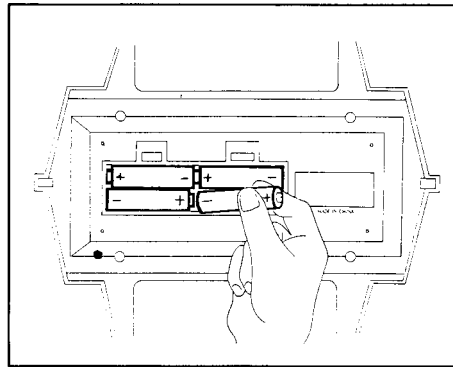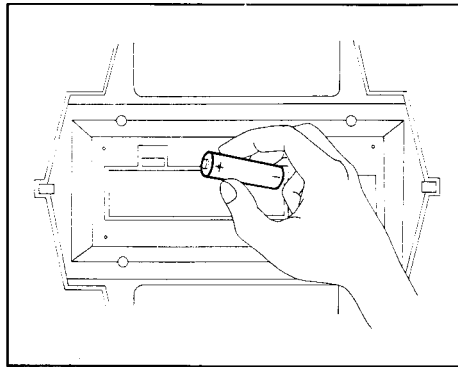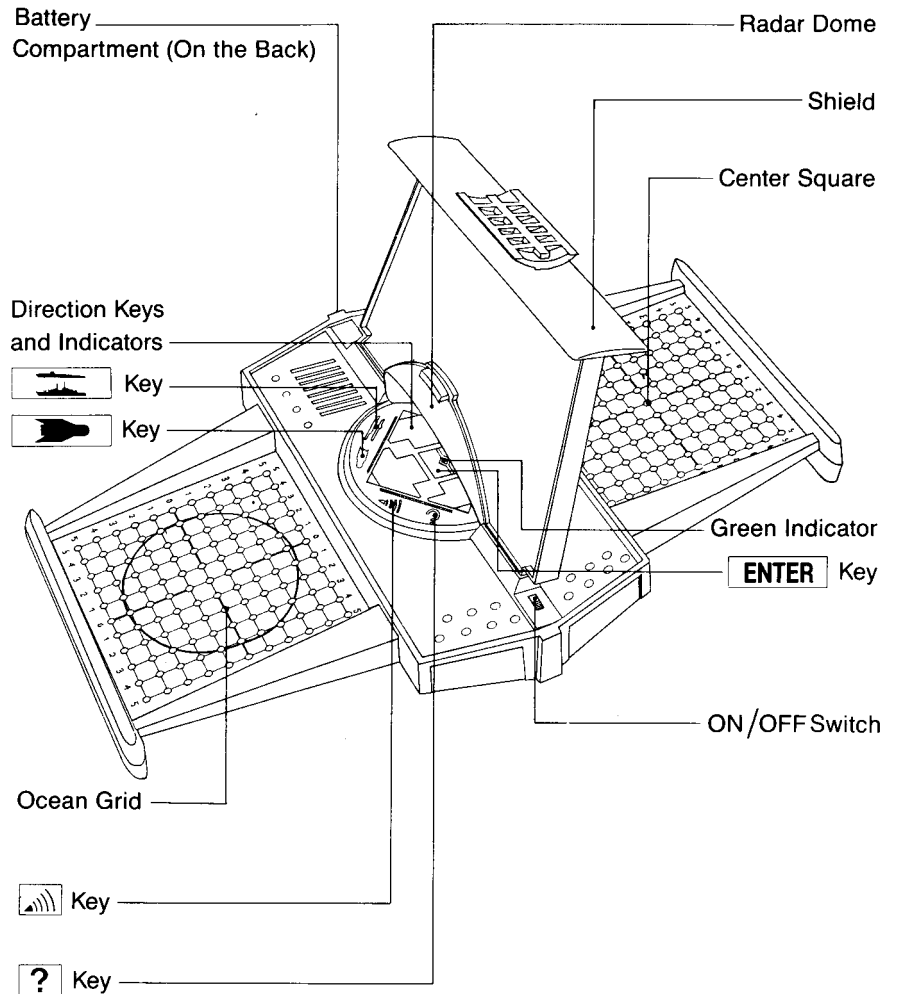# Sonar Sea Battle
1989 Tandy

Your Radio Shack Sonar Sea Battle Game offers you the choice of two exciting sea adventure games: Battle Cruisers or Nuclear Subs. In both games you place your ship somewhere in the ocean and use your radar or missiles to seek out and destroy your opponent's ship.

Realistic sound effects of radar, missile warning signals, and explosions make Sonar Sea Battle an exciting game for all ages. You can easily mark your radar probes and missile shots by using the provided markers.

Battle Cruisers is a game between two opposing battle cruisers. Nuclear Subs is a game between two submarines. In each game you can use radar 10 times to search for the enemy. Aiming the radar at a particular square either gives the direction (UP, DOWN, RIGHT or LEFT) of the enemy ship or warns you that the ship is very close to that square. Your missiles also have low power radar.

If your opponent gets too close for comfort, you can move your ship when it is your turn. The battle cruisers have 5 units of fuel so you can move them a total of five spaces in one game. The subs have ten units of fuel so you can move them a total of ten spaces in one game.

Battery Compartment (On the Back)

Direction Keys and Indicators

Key

Key

Radar Dome

Shield

Center Square

Green Indicator

ENTER Key

ON/OFF Switch

Ocean Grid

Key

? Key

A QUICK LOOK AT YOUR SONAR SEA BATTLE
GETTING STARTED
INSTALLING BATTERIES

Insert four AA batteries in the battery compartment on the bottom of the game observing the polarity symbols (+ and -) marked inside the compartment. For long battery life, we recommend Radio Shack's alkaline batteries (Cat. No. 23-552).
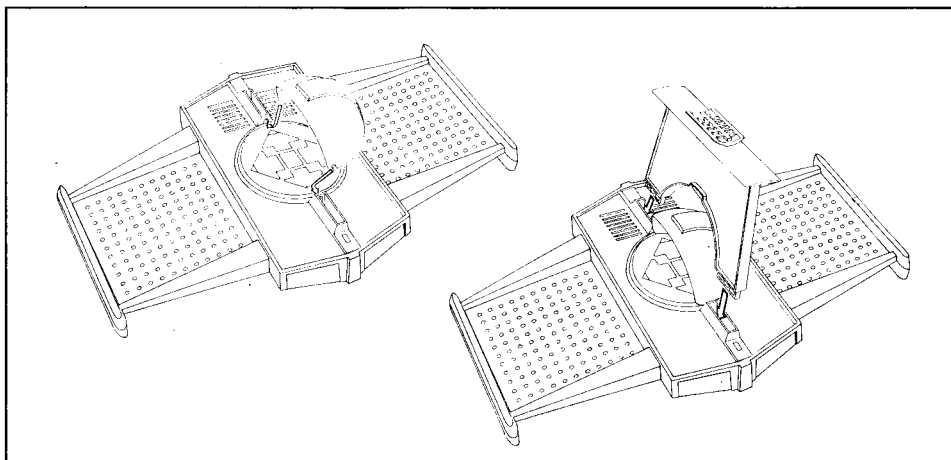
SETTING UP FOR YOUR GAME

Insert the radar dome into the side slots of the base of the game. Then, snap the shield into the base.

A QUICK SUMMARY OF HOW TO PLAY
So you can start playing immediately, here's a quick summary of the instructions for the game. If you are unsure about any of the instructions in this summary carefully read the part of the manual that explains the function. Be sure to read the entire manual to get the most fun from your game.

Action	Keystrokes
1. Turn on Game	Slide ON/OFF switch to ON.
2. Select Game	Press ⬚?⬚. ⬚✈⬚ is selected automatically.
3. Change Games	Press direction key that points to ⬚—⬚. Press ENTER
4. Both players set ship location.	Press ⬚✈⬚. Use direction keys to select location. Press ENTER.
5. Use radar	Press ⬚📶⬚ . Use direction keys to probe a direction. Press ENTER. Use orange pegs to record radar probes,
6. Fire a missile	Press ⬚🚀⬚ . Use direction keys to select square to fire missile at. Press ENTER . Mark miss with a blue peg. Mark near-hit with a purple peg.
7. Move your ship	Press ⬚✈⬚. Use direction keys to move ship to new location. You can move 5 squares in ⬚✈⬚ , 10 squares in ⬚—⬚

MARKING PEGS
Yellow Pegs	Remind you where you set up your ship or sub.
Orange Pegs	Mark radar probes.
Purple Pegs	Mark a missile near-miss, or can be put on top of an orange peg to remind you that the enemy is on that square or a square next to it.
Blue Pegs	Mark a missile's miss.

OPERATION
The following steps will explain how to play the game.

TURNING ON THE GAME

Slide the ON/OFF switch to ON; a ready tune plays followed by a radar tone. The game is now ready to be played.

SELECTING YOUR GAME

Press ⬚?⬚ to select a game. The direction key points to ⬚✈⬚ indicating that Battle Cruisers is selected automatically. If you wish to play Nuclear Subs, press the direction key that points to ⬚—⬚. Then press ENTER .

SETTING UP YOUR SHIP
Look at your ocean grid and find the center square where the cross hairs meet (0,0). Radar probes, missile fires and ship set-up are measured from this square.

To select your ship's location, press ⬚✈⬚, Then, press one or more of the four direction keys -- each key press advances your ship one square in that direction. For example, to reach the top right hand comer square you must press the UP and RIGHT keys five times each. You hear an error beep if you try to select a square outside of the ocean grid.

Press the direction keys until you reach your selected square. As you do this, one or two of the arrow lights flash. The number of times they flash indicates the square you select. The top left comer square, for example, is identified by 5 flashes of the red UP light followed by 5 flashes of the red LEFT light.

Press ENTER to store your ship's location. Note that you can back-track on your path before you press ENTER , so that your opponent cannot guess your position by counting the "beeps" each time a key is pressed! You use no fuel when you position your ship at the beginning of the game.

Place a yellow peg on your ocean grid to remind you where you have placed your ship.

When you have entered a ship's location, your opponent must flip the radar dome and enter his/her ship's location.
When both of you have entered your ships, a battle-station alert sounds and the four red radar lights spin rapidly.
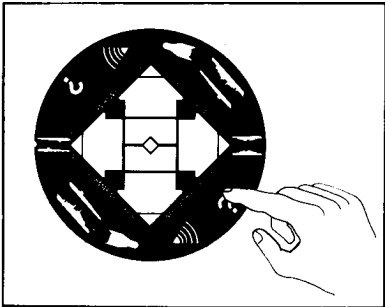
USING RADAR OR SONAR
Use radar (or sonar) to locate your opponent's ship. Radar lets you know whereto fire your missiles. Remember, you can only use radar 10 times in each game.

To use radar (or sonar), press [📶]
Four beeps indicate that the radar is ready, and the center green light flashes.
Select the square to probe using the direction keys in the same way you entered your ship's location. (See "Setting Up Your Ship".) Press **ENTER** . The red radar lights spin as they search for the enemy vessel. When they stop, a direction key flashes to show that the enemy is somewhere above, below, to the left, or right of the selected square.

Insert special radar markers (orange pegs) into the ocean grid to track the direction clues given by each of your radar probes. Place the orange pegs in the ocean
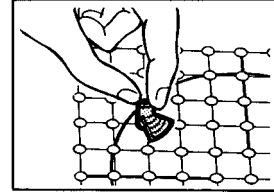
grid on the squares that you have probed, and point the indicator in the direction shown by the direction keys.
If the enemy is on the square probed by the radar or within one square in any direction (including the diagonal squares), the radar alarm signals 4 beeps and flashing radar lights repeat 4 times. (No direction indication is given). Place a purple peg on top of the radar marker because the enemy is very near.
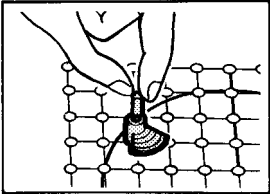
FIRING MISSILES
Fire missiles to destroy your opponent's ship. You hear a splash if the missile misses. You hear a warning alert if you are within one square of your opponent's ship. If your missile hits your opponent's ship, you hear an explosion followed by a victory tune, and you win!

Note: You can start a new game when the victory tune is playing. (See "Setting Up Your Ship".)

Press [🐟] to arm your missile. A battle warning sounds when you can aim the missile. The green center light flashes.
Select your target square using the direction keys. (See "Setting Up Your Ship".) The arrow lights flash to confirm your selected square. Press ENTER to launch the missile. Mark a miss with a blue peg. Mark a near-hit with a purple peg.

Missiles are helpful in telling you where the enemy is NOT located. If the missile gives no radar alarm signal (similar to the radar signal), then the enemy ship is not within one square of where the missile was aimed.

MOVING YOUR SHIP
If your opponent is getting too close, move your battle cruiser (or submarine) when it is your turn. You only have fuel to move a total of 5 squares (10 in Nuclear Subs), so use this tactic cautiously. Your ship moves from its current position, not the center square. Moving your ship takes up your turn.

Press [🚢] to move your ship. A repeated sound indicates that your ship's engines are ready and running.
The direction lights confirm your present location. Then, press the direction keys to move your ship to its new location. You can retrace all or part of your route to fool your opponent, but this uses precious fuel! If you make a mistake while moving your ship, cancel what you have done by pressing [🚢] and enter the directions again. Press ENTER to confirm your ship's new location.

CHECKING THINGS
When it is your turn, you can check which game you are playing, how much fuel you have, or how many radar probes you have. Checking things does not use

your turn. After checking, resume play by selecting [🐟], [🚢] OR [📶] .

Checking Which Game
Press [?] and the green center light stays on. Press [?] again, and either the left or right direction key lights to show which game you are playing. You cannot change games during play.

Checking How Much Fuel Remains
Press [?] and the green center light stays on. Press [🚢] and the left and right direction keys flash the number of units of fuel left. Then, the green center light flashes, and the sequence repeats until another selection key is pressed.

Checking How Many Radar Probes You Have Left
Press [?] and the green center light stays on. Press [📶] and the left and right direction keys flash the number of radar tries you have left. Then the green center light flashes, and the sequence repeats until another key is pressed.

Error Tones
You hear error tones when you try to do the following:
- Select a square outside of the ocean limits
- Move your ship with no fuel left
- Use the radar more times than allowed

HELPFUL HINTS

If you select the wrong option and have not pressed ENTER, you can change your mind to select other options. For example, if you have already selected radar and you prefer to fire a missile, press [▶] to change to missile firing.

Do not forget that in both the Battle Cruisers and Nuclear Subs games, the ship can move, and this can make some of your previous radar markers unreliable! When using radar, choose squares that help eliminate the most number of places where the enemy could be. Practice makes you more skillful at this! Sometimes using radar from a distance gives you better information than aiming directly at the enemy area.

MAINTENANCE

Your Sonar Sea Battle Game is an example of superior design and craftsmanship. The following suggestions will help you care for the product so that you can enjoy it for years.

Keep the product dry. If the product does get wet, wipe it dry immediately. Liquids might contain minerals that can corrode the electronic circuits.

Use and store the product only in normal temperature environments. High temperatures can shorten the life of electronic devices, damage batteries, and distort or melt plastic parts.

Handle the product gently and carefully. Dropping it can damage the circuit boards and can cause the product to work improperly.

Keep the product away from dust and dirt, which can cause premature wear of parts.

Wipe the product with a dampened cloth occasionally to keep the game looking new. Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the product.

Use only fresh batteries of the recommended size and type. Always remove old or weak batteries. They can leak chemicals that can destroy electronic circuits.

Modifying or tampering with the product's internal components can cause a malfunction and might invalidate the product's warranty. If your product is not performing as it should, take it to your local Radio Shack store for assistance. Our personnel there can assist you and arrange service if needed.