
ROMSTAR

CONSUMER PRODUCTS DIVISION
105 E. Reno Avenue, Suite 22 Las Vegas, NV 89119
Phone:(702)795-7996

Printed in Japan

Nintendo
GAME BOY



Licensed by



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

Nintendo, Gameboy and the official seals are trademarks of Nintendo of America Inc.
©1989 Nintendo of America Inc.
Romstar and Torpedo Range are trademarks of Romstar, Inc.
©1991 Romstar, Inc.

Full speed ahead, up periscope, and get into TORPEDO RANGE because only you can save the world from falling under terrorist control.



TORPEDO RANGE is a two and three dimensional underwater adventure that simulates real submarine battle action.

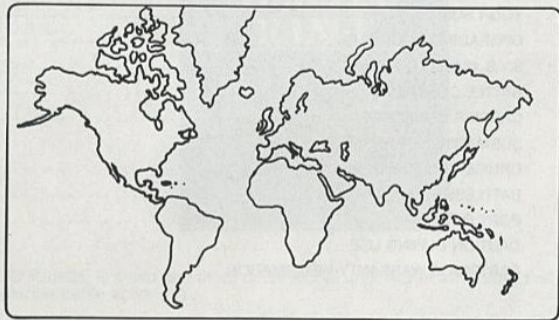
TABLE OF CONTENTS

I.	GAME MISSION	4
II.	HOW TO OPERATE	5
III.	CONTROLLER FUNCTIONS DURING TRAVEL SCENES	6
IV.	YOUR BASE	7
V.	YOUR SUB	8
VI.	UPGRADING YOUR SUB	9-10
VII.	S.Y.S. (SAVE YOUR SUB)	11
VIII.	BATTLE CONTROLS	12
IX.	CARRIER CONFLICTS	13
X.	SUBMARINE STRATEGIES	14
XI.	CRUISER ENCOUNTERS	15
XII.	BATTLESHIP TACTICS	16
XIII.	PORT BATTLES	17
XIV.	CAUTION DURING USE	18
XV.	CARTRIDGE WARRANTY INFORMATION	19

GAME MISSION

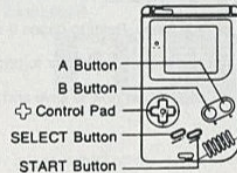
A ruthless clan of terrorists known only as the Global Armed Alliance (GAA) has taken control of the air, seas and major ports throughout the world. It is imperative that the GAA be stopped before they take our world to the brink of destruction.

You are the commander of the fiercest submarine ever known to Naval warfare. You must regain control of the major ports before the terrorists take over the world.



HOW TO OPERATE

- Insert your TORPEDO RANGE cartridge into your GAMEBOY® unit.
- Turn the power "ON".
- Press the "Select" Button (or arrow up/down) to choose your game mode.
- The "New Game" will begin the game at the beginning with a standard sub.
- The "Continue" will allow you to finish a prior game by recalling the game through a menu selection.
- Press the "Start" or "A" button to begin the game.



CONTROLLER FUNCTIONS DURING TRAVEL SCENES

The game will always begin in a travel scene. A new game will start you at your own port. A continued game will start you where you last saved your game.

Use the cursor pad for eight way control of your sub.

Press the "B" button during the travel scene to display the world map. Cursor left and right to view the map.

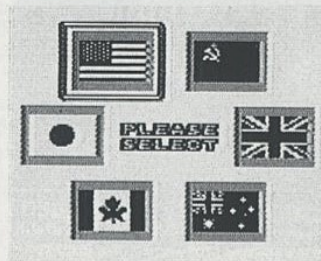
Press the "A" button to display the Upgrade Menu. Refer to pages 9 and 10 for more information.

Press the "Select" button to display your game progress. Refer to page 17.

Press "Start" to save your sub. Refer to page 11 on how to save and recall your games.

YOUR BASE

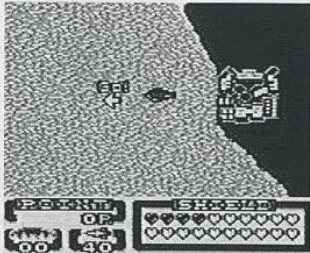
You may select where your own home-base is located. When you begin a new game, six flags will be displayed on screen.



Some bases are more heavily guarded than others, so be smart when choosing your own base.

YOUR SUB

You begin your mission with a standard submarine armed with only four shields, forty torpedos, zero supershots, and zero points.



Your sub's arsenal is displayed at the bottom of the screen as shown above. To effectively defeat the enemy, you should upgrade your sub to become the fiercest known to naval warfare.

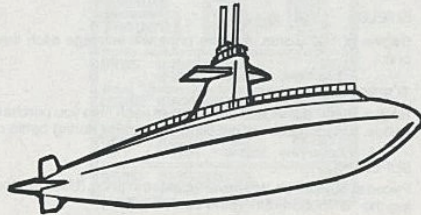
UPGRADING YOUR SUB

Your sub comes equipped with four shields. However, your sub could have up to twenty shields. These shields will allow you to take more direct hits before your sub is destroyed.

You begin your mission with forty torpedos. Having a larger number of torpedos will help you when you are attacking a strong opponent. If you run out of torpedos, you will be defeated.

Supershots will take out an opponent more effectively. These are particularly helpful during Battleship and Port conflicts.

You must successfully defeat your opponents to gain points. These points will let you purchase the necessary upgrades for your sub.



Press the "A" button during the travel scene. The upgrade screen will be displayed.



Note that your sub's arsenal is displayed at the top of the screen.



SHIELD

Begins at 100 points, and the price will increase each time you purchase one.



TORPEDOS

Begins at 800 points and will increase each time you purchase additional torpedos. (Use torpedo by pressing "A" button during battle scenes.)



SUPERSHOT

Priced at 500 points. Will never increase in price. (Use the super shot by pressing the "B" button during the battle scenes.)

SAVING YOUR SUB

Sometimes, for reasons beyond your control, you are forced to stop playing TORPEDO RANGE. Instead of losing your hard earned armaments, you can save your sub (S.Y.S.) and back up your game to the game memory.

It is actually very easy to S.Y.S. During any travel scene, simply press the "Start" button. Choose which slot you wish to store your game on. (You can store up to four games at any time.)

Press the arrow up or down on the cursor pad. Put the cursor (hand) where you want to save your sub. Press start to return to the game.

You can either continue to play or turn the game "OFF" at this time.



BATTLE CONTROLS

Once you decide to engage in a battle, there are no pauses and no way to save your sub. You must now fight to the finish. If you are defeated, you will lose your points. You will, however, keep your shields and extra torpedos.

It is a good idea to save your sub if you have a lot of points built up. That way, if you lose a tough battle, you can restart your game fully powered up.

As long as your shield is strong enough to withstand a few hits, smart shooting is your best approach to defeating your enemy. Don't take any unnecessary shots, as you will need each torpedo during difficult battles.

There are ★, ★★, ★★★ and ★★★★ battles. The number of stars will indicate the difficulty of that battle. The greater the number of stars, the greater your rewards.

Don't fire too fast. If you fire rapidly, you may experience delays while the sub reloads the torpedos.

CARRIER CONFLICT



In this stage, you must shoot down all of the fighter jets before going after the carrier. Four star jets will require more direct hits than one star jets.

The jets drop bombs so try to avoid the explosions.

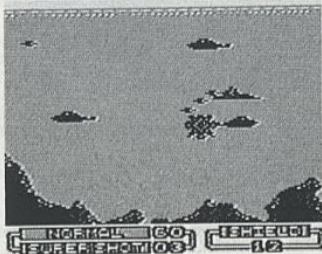
The carrier moves quickly so make sure to fire repeatedly when you know that you are in range. The speed of the torpedo is in relation to the depth of your sub. If you are deep it will take longer to get to your target.

SUBMARINE STRATEGIES

Some say that patience is a virtue. In this round the patient and sharp shooting commander will be successful. Take the methodical approach and go after each sub. One by One.

Exercise your patience and make each torpedo count. You don't want to lose for a lack of torpedos?

In some cases you will be able to crash into the other subs and sink them with only a slight loss to your shield. If your shield is strong enough, this is an easy way to defeat the enemy. Be careful and keep track of the power of your shield.

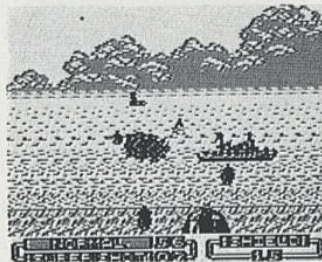


CRUISER ENCOUNTERS

This three dimensional scene pits you against three GAA cruisers. Your sub is above water in this encounter.

The cruiser scene is really a test of your timing skills. There are three cruisers at three different distances all traveling at varying speeds.

Watch out for incoming torpedos!!!!

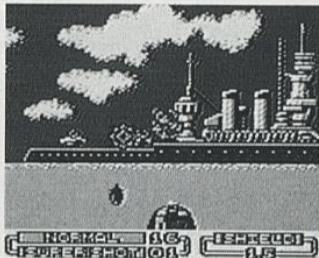


BATTLESHIP TACTICS

During the battleship scene you are in a three dimensional battle with a very tough opponent. The battleship threatens you with both underwater torpedos and airborne missiles. You must take all necessary precautions to avoid these attacks.

You must take out the launchers on the deck of the ship. Supershots are very effective, but that is a costly way to defeat this opponent.

A strong shield, many torpedos and a few supershots is the best combination of armaments to be victorious.



PORT DESTRUCTION

You must regain control of major ports throughout the world. You must defeat the GAA's forces on land before you can return the world to a safe place.

Ports that must regained are located in:

United States, Japan, Canada, Australia, Great Britain, Soviet Union



Direct hits from a port location are very strong. Some of the ports have stronger firepower and are more fortified than others.

Collect plenty of supershots because you are going to need them!

Press the "Start" button during a travel scene to display the re-gained ports.

CAUTION DURING USE:

1. If you play for long periods, take a 10 to 15 minute break every hour or so.
2. This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3. Do not touch the connectors or let them come into contact with water, as this can cause malfunction.
4. Do not clean the game pak with volatile solvents such as thinner, benzene or alcohol.
5. Store the game pak in its protective case when not in use.

LIMITED WARRANTY

SETA U.S.A., Inc. (SETA) warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Products returned to us or at the factory service center must be accompanied by a receipt. In the absence of such a purchase receipt, the warranty period shall be ninety(90) days from the date of manufacture, indicated on the software product. This software program is sold "as is", without express to implied warranty of any kind, and SETA is not liable for any losses or damages of any kind resulting from use of this program. SETA agrees for a period of ninety(90) to either repair or replace, at its option, free of charge, any SETA software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the SETA software product has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other warranties and no other implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety(90) day period described above. In no event will SETA be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this software product. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

SETA U.S.A., Inc. 105 E. Reno Ave., Suite 22 Las Vegas NV 89119(702)795-7996.

NOTES

