

Sub Wars

For Vectrex

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Sub Wars is a two player game where both players command a submarine. Their goal is to sink the other sub.

The captains can use torpedoes, mines and can even ram the other submarine to cause damage to it.



The captains have to maneuver over energy point on the sea floor to keep the subs in fighting shape.



"The catch is, a boat this big doesn't exactly stop on a dime..."

– Seaman Jones, Hunt for the Red October

The submarines have a certain inertia, the commander has to be careful not to drift into mines or each other.

"Torpedo impact, 20 seconds."

– Captain Vasili Borodin, Hunt for the Red October

Torpedoes are tracking the enemy sub and they have a certain lifespan. Each sub can launch two torpedoes at any time. Once two torpedoes are in the water, no new torpedo can be launched until one explodes or expires. The two subs have different shaped torpedoes so that they are easy to tell apart. Torpedoes are only attacking the other sub - they will not inflict damage to their own sub.

"Give the man a chance."

– Jack Ryan, Hunt for the Red October

Captains can lay mines - each submarine can have four mines in the water at any time.



Mines start out inactive but after a while they arm themselves. Colliding with an armed mine will cause very serious damage. Unlike the torpedoes, mines will damage either sub.



*"You're afraid of our fleet. Well, you should be. Personally,
I'd give us one chance in three. More tea anyone?"*

– Captain Ramius, Hunt for the Red October

To better fight torpedoes, captains can launch countermeasures. They also have a certain duration but if an enemy torpedo comes close to them, they

explode neutralizing the torpedo. Each submarine can have one countermeasure in the water at any time.

*"Now, understand, Commander, that torpedo did not
self-destruct. You heard it hit the hull."
– Admiral Greer, Hunt for the Red October*

Captains have to watch both the submarine energy and its hull integrity. There is an indicator for each sub:



Vertical bars represent hull integrity, once the hull is damaged there is no way to fix it. Torpedoes cause the most damage while a collision causes the least.

Energy can be refilled by picking up the energy points from the sea floor.

Captains can ram the other sub. They must be careful as collisions between subs cause the same amount of damage to both subs. The collisions only occur at the bows of the boats, running into other parts of the boat has no effect.

Controls:

- Joystick left/right for turning the submarine.
- Button 1 for thrust.
- Button 2 for launching torpedoes.
- Button 3 for laying mines.
- Button 4 for launching countermeasures.

"Once more, we play our dangerous game, a game of chess..."

– Captain Ramius, Hunt for the Red October

Scoring:

- Submarines get a score for sinking the other sub. This happens once the hull of the other sub is completely loses its integrity.
- In case of both submarines sinking simultaneously there is no score awarded.
- The Sub War is won by the captain who gets to score 6 first.
- Submarine 1 is on the right (controller 1) and 2 is on the left.

"Seaman Jones here is into music in a big way, and he views this whole boat as his own personal, private stereo set."

– Watson, Hunt for the Red October

Game music is from Requiem by Wolfgang Amadeus Mozart - K.626.

- Intro scene - Lacrimosa
- During battle - Confutatis
- Winner screen - Sanctus

Enjoy the game!

