SILENT SERVICE II ™

TECHNICAL SUPPLEMENT
for Commodore Amiga computers

Contents

Your *Silent Service II* should contain a manual, this technical supplement, keyboard overlay(s), a map of the Western Pacific, two disks and a registration card.

Required Equipment

Computer: This simulation requires a Commodore Amiga with at least 1 MEG of RAM. If you intend running the simulation from a hard disk, you will require a minimum of 1.5 MEG of RAM.

Controls: *Silent Service II* works just fine with keyboard alone. A mouse is optional. The Amiga version does not support a joystick.

Display: The simulation requires a colour monitor.

Disk Drives: *Silent Service II* can be installed onto 3.5" floppy disks. However, it works best if installed onto a hard disk drive.

Installation Concepts

Important: **Silent Service II *cannot be played from the disks enclosed.*** You must either copy the original disks onto backup floppy disks or use the install program to create a subdirectory on your hard disk. If you attempt to play from the disks enclosed they will become permanently altered as they are updated as the simulation runs.

Installing on Floppy Disks: *Silent Service II* has no disk copy protection. Insert your original *Silent Service II* Disk A and switch on your computer. A screen will appear which allows you to copy your original disks. Please follow any on-screen prompts. You will need two blank disks.

Installing on Hard Disk: Boot up your hard disk as normal and insert *Silent Service II* Disk A. Open this disk and double-click on the "INSTALL" icon. Please follow any on-screen prompts. A drawer titled "SSII" will be created on your hard disk, containing all necessary files.

Running
Silent Service II
Startup

Floppy Disk: If your computer has KickStart in ROM, turn off your computer and insert your backup Disk A. Power up the computer, and the program will auto-load. Alternatively, if your computer has KickStart in ROM, insert your backup Disk A at the Workbench prompt, and the program will auto-load. If your computer does not have KickStart in ROM, load the KickStart as normal, insert your backup Disk A at the Workbench prompt, and the program will auto-load. Please follow any on-screen prompts requesting disk changes.

Hard Disk: Boot up your hard disk as normal. Open the "SSII" drawer and double-click on the "game" icon.

Saving Games

Hard Disk: Your games will be saved to the drawer containing *Silent Service II*.

Floppy Disk: Your games are saved onto your "backup" game disks. You don't need an additional save-game disk.

Replay

There is no replay feature in the Amiga version. Instead the limited system memory was used for many different enemy ships and the comprehensive logbook. We felt a detailed logbook of past battles preferable to the replay. Our apologies to all those who looked forward to this feature.

Operating Difficulties and Loading Problems

The latest notes regarding this program, additions, revisions etc. can be found on Disk B, in an ASCII file named "READ.ME". You can read the file using standard AmigaDOS commands e.g. "Type", "More" (These utilities can be found on the WorkBench disk).

In the vast majority of cases a loading problem is not because of faulty software, but either an incorrect loading procedure or a hardware fault.

Please ensure that the loading instructions have been correctly executed. The most common hardware failures are due to a misalignment of the heads in the disk drive. Such faults may be detected by loading the game on another computer. (Either use a friend's machine or ask the software store from which the game was purchased to test it).

Alternatively, a virus may have transferred into your hardware from another piece of software. Pirated copies of games are an incredibly common source of viruses. It always pays to own original software.

In the unlikely event of a software fault, please return the complete package, with receipt to the **place of purchase.** MicroProse regret that goods cannot be replaced unless bought from the company directly.

If you have any difficulty whilst loading *Silent Service II*, or need help whilst running the simulation, MicroProse will be happy to help you on the Helpline. Please ring UK (0666) 504399, Mon-Fri 0900-1700 hrs. Have a pen and paper handy when you call.

Controls

A note about keyboards: If you need to hold down the "alt" or "shift" key with another key, be sure to press the "alt" or "shift" key first, keep it down while tapping the other key, then release the "alt" or "shift" key last. Otherwise you might get erratic keyboard readings.

A note about mouse controls: Whilst using mouse control, all keyboard controls remain active.

Starting & Ending Options

Action	with keyboard	with mouse	Notes
Move cursor	cursor keys	mouse	-
Make Selection	return key	left mouse button*	-
More Options	return key	left mouse button	-
Clear Hall of Fame	c	c	only on Hall of Fame screen

* Option is highlighted by first click and selected by second click

War Patrol Controls

They apply only in war patrol or war career scenarios. The controls are active only on the large map of Pacific.

Action	with keyboard	with mouse *	Notes
Pacific Ocean Chart	F1	F1	-
Gauges	F5	F5	-
Damage Report	F6	F6	-
Captain's log	F7	F7	-
Move North	numeric keypad 8	see box below	moves boat north on Pacific map
Move Northeast	numeric keypad 9	see box below	moves boat northeast on Pacific map
Move East	numeric keypad 6	see box below	moves boat east on Pacific map
Move Southeast	numeric keypad 3	see box below	moves boat southeast on Pacific map
Move South	numeric keypad 2	see box below	moves boat south on Pacific map
Move Southwest	numeric keypad 1	see box below	moves boat southwest on Pacific map
Move West	numeric keypad 4	see box below	moves boat west on Pacific map
Move Northwest	numeric keypad 7	see box below	moves boat northwest on Pacific map
See Ports	p	p	shows sub bases and enemy ports on map
End Message	return key	left mouse button	continues with war patrol
Engage Contact	y	left mouse button	only when logbook shows a contact
Refuse Battle	n	right mouse button	only when logbook shows a contact
Messages on/off	alt m	alt m	toggles war event messages on/off

* To move the boat around the map under mouse control, simply move the on-screen pointer to the position on the map to which you want the boat to move and hold down the left mouse button. Whilst you continue to hold down the left mouse button the boat will continue to move.

Battle Controls

These apply in all battles, including battles during war patrols and war careers.

Views

View	with keyboard	with mouse*	Notes
Charts	F1	F1	-
Bridge Lookout	F2	F2	only if on surface
Periscope	F3	F3	only if periscope raised
Bridge TBT	F4	F4	only if on surface
Gauges	F5	F5	-
Damage Report	F6	F6	-
Captain's Log	F7	F7	-

In the lower left hand corner of the screen are seven icons, each of which, when selected by moving the mouse pointer over them and clicking the left mouse button, displays one of the Views above. This removes the need for any Function Key taps whilst playing via a mouse.

Viewpoint Control

Action	with keyboard	with mouse	notes
Zoom View	z	z, or left mouse button over map/ magnification numbers	charts, periscope or TBT views
Unzoom view	x	x, or right mouse button over map/ magnification numbers	charts, periscope or TBT views
Info Panel On/Off	v	v	toggle on charts view only
Ship ID Book On/Off	b	b	charts, lookout, periscope or TBT views
Re-Centre Chart	c	c	charts view only
Look Left	,	position pointer on left of screen and click left mouse button	lookout, periscope or TBT views
Look Left Fast	<	position pointer on left of screen and click right mouse button	lookout, periscope or TBT views
Look Right	.	position pointer on right of screen and click left mouse button	lookout, periscope or TBT views

Look Right Fast	>	position pointer on right of screen and click right mouse button	lookout, periscope or TBT views
Rotates View by 180°	l	l	lookout, periscope or TBT views
Set View to Course	m	m	instantly changes view to "ahead"
TDC On/Off	/	position pointer on TDC control and click left mouse button	slaves view to marked target

The Con (Movement Controls)

Action	with keyboard	with mouse	Notes
Turn Port (Left)	cursor left	cursor left	can use numeric keypad
Turn Hard Port	shift + cursor left	shift + cursor left	can use numeric keypad
Turn Starboard (Right)	cursor right	cursor right	can use numeric keypad
Turn Hard Starboard	shift + cursor right	shift + cursor right	can use numeric keypad
Dive	cursor down	cursor down	can use numeric keypad
Crash Dive	shift + cursor down	shift + cursor down	can use numeric keypad
Rise	cursor up	cursor up	can use numeric keypad
Blow All Tanks	shift + cursor up	shift + cursor up	can use numeric keypad
Straight & Level	backspace	backspace	stops turns, rises and dives
Periscope Depth	8	8	go to 55' depth
Set Course to View	n	n	-
Ahead flank (4 engines)	4	4	use number keys, not numeric keypad
Ahead full (3 engines)	3	3	use number keys, not numeric keypad
Ahead half (2 engines)	2	2	use number keys, not numeric keypad
Ahead slow (1 engine)	1	1	use number keys, not numeric keypad
All stop (0 engines)	5	5	use number keys, not numeric keypad
Reverse (-4 engines)	6	6	use number keys, not numeric keypad

Combat Controls

Action	with keyboard	with mouse	Notes
TDC On/Off	/	position pointer on TDC control and click left mouse button	target must be marked to turn on

Action	keyboard	mouse	Notes
Fire Torpedo	return	position pointer on torpedo control on chart view and click left mouse button	bow or stern tubes depends on sub facing
Fire Deck gun	space bar	space bar	TDC must be locked on target
Periscope Up/Down	9	9	toggles 'scope up and down
Gun Up (+)1°	=	=	elevates gun deck 1°
Gun Down (-)1°	-	-	depresses gun deck 1°
Torpedo Fast/Slow	0	0	toggles Mark 14 torpedo speed and range
Launch Debris	7	7	only once per battle

Battle Charts Colour Key

Information on battle charts is colour-coded as follows;

Item	Colour
Your Submarine	Yellow, black bow
Enemy - Visual Contact	White, black bow
Enemy - Radar Contact	Grey, black bow
Enemy - Sonar Contact	Black, black bow
Wake (any ship)	Pale Blue
Deep Water	Dark Blue
Shallow Water	Light Blue

Computer Controls

Action	with keyboard	with mouse	Notes
End This Battle	F8	F8	unavailable if enemy too close
Accelerate Time	F9	F9	slowest time is "1", fastest is "8"
Decelerate Time	F10	F10	slowest time is "1", fastest is "8"
Animation On/Off	alt a	alt a	toggles animation on/off
Pause	alt p	alt p	pauses game
"Boss" Hide Game	alt b	alt b	toggle that hides and displays game
Save Game	alt s	alt s	saves game to one of five files
Restart Game	alt r	alt r	sends you to initial options
Quit to DOS	alt q	alt q	quits game, sends you to DOS
Volume Adjust	alt v	alt v	adjusts sound from level 0 to 3
Icons On/Off	alt i	alt i	turns mouse icons on/off
Slow Mode Toggle	"s"	"s"	Use slow mode for faster Amigas

CREDITS

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