

RED STORM RISING

TECHNICAL SUPPLEMENT

NAVEDCOM 143-M-TSc0
for Commodore C-64,
C-64C, C-128 Computers

SYSTEM REQUIREMENTS

1. Commodore C64/C64C/C128 with a tape drive.
 2. Joystick.
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LOADING

1. Turn off your computer.
 2. **Unplug all cartridges and devices** from your computer. This includes disconnecting any disk drives, printers, modems, light pens, etc.
 3. **Attach one joystick in port #2.** Do NOT leave a joystick in port #1 (a joystick there can scramble the keyboard controls).
 4. **Plug the cassette tape deck** into your computer.
 5. **Insert Red Storm Cassette, side 1** into the tape drive.
 6. **Turn on your computer.** If you have a C128, hold down the Commodore (C=) key as you switch on the computer.
 7. **Load the program** by holding down the SHIFT key and tapping the key marked RUN STOP. Then, as prompted on the screen, rewind the tape and press PLAY on the tape cassette deck. Later you will be prompted to place different tape sides in the cassette deck, rewind them, and press PLAY again.
 8. **Have a spare tape handy.** You'll need a blank tape to save any campaign games in progress.
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- TROUBLESHOOTING**
- If the program does not load or run correctly, turn off the computer, leave it off for at least 10 seconds, then try again.
 - If it still doesn't load or run correctly, turn off your computer and all other attached equipment. Disconnect attached peripheral devices, such as printers, modems, light pens, etc. Red Storm Rising uses memory in odd locations, and sometimes attached equipment tries to use this RAM memory too, destroying necessary parts of the game program.
 - Try loading the program on another machine. If it loads correctly on that machine, your difficulties are in your hardware.
 - If you still have trouble loading on other machines as well as your own, you may be one of the tiny percentage who receive a defective tape despite our quality checks. However, we find that hardware problems are (regrettably) much more frequent than damaged tapes.
 - If you have further problems, write to MicroProse Technical Department at 2 Market Place, Tetbury, Gloucestershire, GL8 8DA.
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STARTING OPTIONS

CONTROLS

Controller: Joystick (moves highlight up or down)

Selector: Joystick trigger (activates the highlighted option).

STRATEGIC TRANSIT

MAP COLOR KEY

Dark Blue: Deep water.
Light Blue: Shallow water.
Green: NATO-controlled land areas.
Red: Warsaw Pact-controlled land areas.
White: Mountains and polar ice pack.
White Dots on Blue: Drifting ice.
Black Dot: US Submarine base at Holy Loch, Scotland.

MAP SYMBOLS



SOSUS Seabed Sensors (flashing white): Enemy ships and submarines passing over a "SOSUS line" will be detected.



Your Submarine (yellow): The current location of your boat.



Enemy Surface Force: This force may also include one or more submarines.



Enemy Submarine Force: This force is entirely submarines (no surface ships).

Enemy Force Color indicates how recently it was detected:

Flashing Red & Black means the contact is accurate to this instant.

Red means contact is not correct, but less than 3 hours old.

Bright gray means the contact is 3 to 6 hours old.

Faint gray means the contact is more than 6 hours old.



NATO P-3C "Orion" (yellow): This friendly aircraft will spot enemy forces which it flies over.

USSR Tu-142 "Bear-F" (red): This enemy aircraft can spot you if it flies close enough to your position.



NATO Military Recon Satellite (yellow): This satellite will spot enemy forces that pass under its orbital path.

USSR Military Recon Satellite (red): This satellite will spot you if you're under its orbital path.

STRATEGIC TRANSIT CONTROLS

Sailing

Drifting – *Joystick Centered.*

Cruising (15 kts) – *Push Joystick (in one of eight directions).*

Flank Speed: (30 kts) – *Trigger Down & Push Joystick (in one of eight directions).*

Pause – *P or any other key on keyboard.*

Options

Controller – *Joystick.*

Selector – *Joystick trigger.*

BATTLE

TACTICAL MAP SYMBOLS



Your Submarine (turquoise rectangle)

Open side is your stern.



Enemy Vessel or Helicopter

Box: Course unknown.

Rectangle: Course known (open side is stern).

Bright Yellow: Enemy vessel "pinged" with active sonar.

Color change: Accuracy of position; very bright is very accurate, very dim is highly uncertain.

Helicopters: Enemy helos are invisible unless your periscope is above the surface.



Weapons



Light Blue Track: Your weapons.

Orange Track: Enemy weapons.

Flashing White Tip: Seeker activated.

Light Green Tip: Seeker not active.



Sonobuoy

Dropped by enemy helicopter.



Decoy

Appears on map as long as it is active.



Noisemaker

Appears on map as long as it is active.



Knuckle in Water

Appears on map as long as it is active.



Underwater Ice Ridge

Appears beneath pack ice. Depth of symbol indicates ridge descending to 50', 100', 150', or 200'.

Uncertainty Zone: This display feature is unavailable in the C-64/C-128 version.

PRIMARY DISPLAYS

Tactical Display – F1 key

Map Overlay (on/off toggle) – 2 key

Zoom Map – Z key

UnZoom Map – X key

Compare Sonar – F2 key (Shift and F1 key)

Change Enemy – C key (View Contacts)

Weapon Control – F3 key

Map Overlay (on/off toggle) – 2 key

Zoom Map – Z key

UnZoom Map – X key

also see "Weapons"

Sea Conditions – F4 key (Shift and F3 key)

Defense Display – F5 key

Map Overlay (on/off toggle) – 2 key
Zoom Map – Z key
UnZoom Map – X key
also see "Countermeasures (Evasion)"
Periscope – F6 key (Shift and F5 key)
Manually rotate scope – Joystick
Snap scope to contact – C key (View Contacts)
Identify periscope image – I key
Acoustic Signature – F7 key
Vessel Signature Selection – Shift and
appropriate letter key
Vessel Signature Confirmation – Shift and * key
Ship Data Base – F8 key (Shift and F7 key)
Select Ship – appropriate letter key

SECONDARY DISPLAYS

View Contacts – C key
press again to view another contact
if "CONTACT" *white*, tracking data is current
(data is improving)
if "CONTACT" *blue*, tracking is lost (data is deteriorating)
Weapons Loadout – V key
Damage Report – B key
Torpedo Control – N key
press again to move to another torpedo
also see "Torpedo Controls"
Threat Weapons – M key
if threat text is *yellow*, threat is homing on you
if threat is *green*, threat is not homing on you

NAVIGATION CONTROLS

Increase Speed – + key
Decrease Speed – - key
Straight & Level – £ key
Set Depth – CLR HOME key
Enter depth as a three digit number
Set Course – INST DEL key
Enter course as three digit number or by key:
Course set to 000 – W key
Course set to 045 – E key
Course set to 090 – D key
Course set to 135 – C key
Course set to 180 – X key
Course set to 225 – Z key
Course set to 270 – A key
Course set to 315 – Q key

EMERGENCY NAVIGATION CONTROLS

Left (Port) Rudder – UP/DOWN CRSR key
Right (Starboard) Rudder – LEFT/RIGHT CRSR key

ACTIVE SENSORS CONTROLS	Active Sonar (on/off toggle) – 9 key Active Radar (on/off toggle) – 0 key
WEAPONS CONTROLS	Load Tube (or unload tube) – 4 key Fire (or load) Mk 48 Torpede – 5 key Fire (or load) Sea Lance Missile – 6 key Fire (or load) Harpoon Missile – 7 key Fire (or load) Tomahawk TASM Missile – 8 key Fire Stinger SAM – 3 key
TORPEDO CONTROLS	Run Shallow (above the layer) – , [comma] key Run Deep (below the layer) – . [period] key L/ Search Pattern – < key (Shift and , key) R/ Search Pattern – > key (Shift and . key) Activate Torpedo – / key Drop Torpedo – ? key (Shift and / key)
COUNTERMEASURES (EVASION)	Decoy launched – ← [left arrow] key Noisemaker dropped – 1 key
OTHER CONTROLS	Pause (on/off toggle) – P key Action Track (on/off toggle) – A key Replay Battle – R key

