RED STORM RISING
Technical Supplement

Package Contents

Your Red Storm Rising package should contain a manual, this technical supple-
ment folder, two 3 1/2" disks, a keyboard overlay, a map of the Norwegian Sea
Theater, a registration card, and an order card for backup disks.

Required Equipment

Computer: This simulation requires an Amiga 500, 1000, or 2000 computer
with 512K RAM, a 3.5" disk drive, and a color monitor.
Controls: The simulation can be run entirely from the keyboard, or in conjunc-
tion with a mouse or joystick.

Memory Requirements
512K Systems: The game requires the entire 512K of RAM, so you should boot
from the *RED STORM RISING* disk.
1 Meg Systems: *RED STORM RISING* takes advantage of the full megabyte
of RAM, keeping more data in memory rather than on disk.
More than 1 Meg: *RED STORM RISING* fully supports Amiga multi-tasking on
systems with more than 1 meg of RAM. On systems with sufficient memory, you
may switch between *RED STORM RISING* and other cooperative programs using
the standard "left Amiga M" and "left Amiga N" keys.
Note that *RED STORM RISING* uses a lot of graphics "chip" memory; if you are
running another program that does likewise, there may not be enough room for
RED STORM RISING, even if you still have a lot of RAM left.

Saving Games

We strongly advise that you follow the installation procedure and "run" the game
from backup copies on either floppy disks or a hard disk. If you run the game using
the disks in the box, do not save the game onto this original disk.

Accelerated Time

This is a new feature for the Amiga version, not mentioned in the manual.
If you find the pace of action too slow, or are pursuing a slow-developing
strategy, press Alt and the T key to accelerate time. Press it again to restore normal
time rate. This option only functions during a battle.

Installation

Installation Concepts: *Red Storm Rising* is not copy-protected. This means
you can copy the game files from the original disks however you prefer — to other
floppy disks, or to a hard disk. These files are normal in all respects and should not
cause special problems when backing up, restoring, or optimizing a hard disk.
However, keep the original disks handy in case you need to make more backups.
Red Storm Rising has been left unprotected for your convenience in making
back-up copies and when playing from a hard drive. However, making additional
copies to give away or sell is a Copyright Violation. See the Copyright Notice at the
end of the game manual.
Installation on Floppy Disks: This simulation is designed to run using copies
of the original (distribution) disks supplied in the box. You *can* run the game using
the original disks, but it is unwise to save information onto them.

We suggest formatting fresh disks before doing any copying — to ensure the disks are "clean" and in good operating condition. To format disks, use the Workbench. Simply insert a disk into the floppy drive, click on the Format Disk option, and follow the prompts.

To make copies of the original disks choose Duplicate from the Workbench menu. If you only have one drive, carefully follow the prompts in the requesters to insert and remove the original source disks and the backup disks from the drive to make the copies. If you have two disk drives, your task is simpler because the need to swap disks is eliminated. Again follow the prompts in the requesters.

Installation on a Hard Disk: For your convenience, we have included a hard disk install program on the game disk. To install the game on your hard drive, do the following:
1. Insert game disk A into your floppy drive.
2. Double click on the "HD Install" icon.
3. The program will ask you which directory or subdirectory you wish to place the "RSR Stuff" drawer into. It will then create this drawer and copy the necessary files into it.

Loading from Floppy Disks

Loading from Floppy Disks: Reset your machine with your copy of Disk A in the internal disk drive and follow the prompts.

Loading from a Hard Disk: Go to the "REDSTORM Stuff" drawer and double-click on the REDSTORM icon.

Loading Problems? The latest notes regarding this program can be found on Disk A, in a file named READ.ME. You can read this file from the Workbench by double-clicking on it.

If the program does not load or run correctly, make sure *Red Storm Rising* is the *only* program loading into memory. Certain RAM-resident programs or tools can conflict with *Red Storm Rising*.

If you continue to have trouble, try the original *Red Storm Rising* disks. Your copies may be bad. If the originals don't work, try the original *Red Storm Rising* disks in another computer. If the disks work in another machine, then the problem lies within your machine. Talk to your dealer.

If you have trouble loading on other machines as well as your own, you may be one of the tiny percentage with a defective disk. In such cases, contact MicroProse Customer Service at (301) 771-1151, Monday through Friday, 9am-5pm Eastern time. Please have a pencil and paper handy when you call.

Starting Options

Activity	with keyboard	with joystick	with mouse
Move Arrow or Highlight	arrow keys	push joystick	drag mouse
Select Option	Return or spacebar	joystick trigger	click left mouse button
Quit Game (exits to Workbench)	Alt-Q	Alt-Q	Alt-Q

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Strategic Transit

Only available in the *RED STORM RISING* campaign scenario.

Map Color Key

Color	Meaning
Dark Blue	Deep water
Light Blue	Shallow water
Green	NATO-controlled land areas
Red	Warsaw Pact-controlled land areas
Solid White	Mountains and polar icepack
White Dots	Drifting ice
Yellow Square	US submarine base at Holy Loch

Map Symbols

	Feature	Color	Meaning
(symbol)	SOSUS seabed sensors	flashing yellow	enemy ships & subs passing over a SOSUS line are detected
(symbol)	Your submarine	yellow	current location of your boat
(symbol)	Enemy Surface Force	flashing red/ dark red/ darker red/ darkest red	contact accurate to this instant contact inaccurate, becoming less recent as the color "cools" down. Thus, red is most accurate, while darkest red is oldest, least accurate contact.
(symbol)	Enemy Subs-only Force	flashing red dark red/ darker red/ darkest red	contact accurate to this instant contact inaccurate, becoming less recent as the color "cools" down. Thus, red is most accurate, while gray is the oldest, least accurate, contact.
(symbol)	NATO P-3C "Orion"	yellow	friendly aircraft that spots enemy forces it flies over
(symbol)	USSR Tu-142 "Bear"	pink	enemy aircraft that spots you if it flies close enough to your position.
(symbol)	NATO Military Recon Satellite	yellow	satellite spots enemy forces beneath its orbital path.
(symbol)	USSR Military Recon Satellite	red	satellite spots you if you're under its orbital path

Map Movement

Sailing Command	with keyboard	with joystick
Drifting (0-5 kts)	no keys down (hands off keyboard)	joystick centered
Cruising (12-18 kts)	arrow keys	Push joystick
Flank speed (25+ kts)	hold shift key down and use arrow keys	Trigger down and push joystick
Pause	Escape, spacebar, or Alt-P	Escape, spacebar, or Alt-P
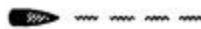
With Mouse: moving the mouse moves a small mouse pointer around the map. Holding down the left mouse button causes your sub to move towards the pointer at Flank speed. Holding down the right mouse button causes your sub to move towards the pointer at Cruising speed. Escape, spacebar, or Alt-P pause the game.

Menu Options

Activity	with keyboard	with joystick	with mouse
Move Arrow or Highlight	arrow keys	push joystick	drag mouse
Select Option	Return	joystick trigger	click left mouse button
Quit Game (exits to Workbench)	Alt-Q	Alt-Q	Alt-Q

Battle

Tactical Map Symbols

Symbol	Color	Meaning
Open Rectangle	Turquoise	Your submarine (open side is your stern)
Box	Purple	Enemy vessel, course unknown
	Yellow flash	Enemy vessel, course unknown, using active sonar
Open Rectangle	Dark red	Enemy vessel, last known position & course
	Bright red	Enemy vessel, course known, high solution
	Yellow flash	Enemy vessel, course known, using active sonar
Box	Dark red	Enemy helo when your periscope is above water
(invisible)	(none)	Enemy helo when your periscope is below water
Dotted Line/ Teardrop	Light blue	Track of your weapon(s)
	Green	Enemy weapon not activated
	Yellow	Enemy weapon activated
Teardrop	Light blue	Your weapon before reaching PAP
	White	Your weapon after activation
	Flashing white	Your weapon when you are controlling it
Dot Inside Box	Flashing yellow	Current contact
Dotted Hexagon	Light blue	Enemy sonobuoy (helo-dropped)
Small Sub Icon	Dark blue	Decoy (appears while it is active)
Burst	Dark blue	Noisemaker (appears while it is active)
"S" Symbol	Dark blue	Knuckle in water (appears while it is active)
No Drop Bar	Medium blue	Underwater pack ice — to 50' depth
1 Drop Bar	Medium blue	Underwater pack ice — to 100' depth
2 Drop Bars	Medium blue	Underwater pack ice — to 150' depth
3 Drop Bars	Medium blue	Underwater pack ice — to 200' depth
4 Drop Bars	Medium blue	Underwater pack ice — to 250' depth
Number	Dark blue	Shallow bottom number — indicates depth of bottom in hundreds of feet

Attack Center Controls
The Primary Displays

Activity	Control Key
Tactical Display	F1
Map overlay (toggles on-off)	Shift-F8
Zoom map	Z
Unzoom map	X
Sea Conditions	F8
Compare Sonar Display	F6
Change enemies on display	C
Weapon Control Display	F2
Map overlay (toggles on-off)	Shift-F8
Zoom map	Z
Unzoom map	X
Change to another weapon	N
Defense Display	F3
Map overlay (toggles on-off)	Shift-F8
Zoom map	Z
Unzoom map	X
Periscope	F4
Manually rotate scope	joystick push L/R
Snap scope to contact	C
Identify periscope image	Backspace
Acoustic Signature ID	F5
Compare vessel signature	Shift-(letter key)
Make identification positive	Return
Ship Data Base	F7
Select Ship	Shift-(letter key)

Secondary Displays

View Contacts	C
press again for another contact	
Weapons Loadout	V
press again for Weapons Stores	
Torpedo Control	N
press again for next active torpedo	
note: cannot control torpedo if wire is broken ("W" has become an "X")	
Threat Weapons	M
if text is yellow, the threat is homing on you.	
if text is green, the threat is not homing on you.	
Damage Report	B

Navigation Controls

Increase speed	= or +
Decrease speed	- or _
Set depth	F9, then three number keys.
Set course	F10, then three number keys.

Emergency Navigation

Silent running	0
Straight and level	? or /
Left rudder 5 degrees (15 max)	, (comma) or < or left arrow key, or joystick left
Right rudder 5 degrees (15 max)	. (period) or > or right arrow key, or joystick right

Active Sensor Controls

Active sonar (on/off)	8
Active radar (on/off)	9

Weapon Loading and Firing

Load Torpedo into tube	Shift-4
Load Sealance into tube	Shift-5
Load Harpoon into tube	Shift-6
Load Tomahawk into tube	Shift-7
Fire Torpedo	4
Fire Sealance	5
Fire Harpoon	6
Fire Tomahawk	7
Fire Stinger SAM	3

Torpedo Controls

Move PAP point (if inactive)	arrow keys or move joystick or move mouse
Run shallow	Shift-F1
Run deep	Shift-F2
Left search pattern	Shift-F3 or left mouse button
Right search pattern	Shift-F4 or right mouse button
Activate torpedo	Shift-F5
Drop torpedo	Shift-F6

Countermeasures

Drop noisemaker	1
Drop Decoy	2

Other Controls

Cancel an order in progress	Esc.
Accelerated time (on/off)	Alt-T
Pause (on/off)	Alt-P
Help from tactical computer	Help
Action Track (on/off)	Alt-A
Sound (on/off)	Alt-V
Replay battle (at Introductory Level only)	Alt-R
Quit (exit to Workbench)	Alt-Q

Sound Cues

While playing Red Storm Rising, understanding what certain sounds indicate can improve your play. The following sounds are especially informative cues.

•Sonar pongs: made by active sonar, either from your sub, enemy vessels, or enemy sonobuoys.
•Sonar pings: made by active sonar from an enemy torpedo that is homing on your submarine. The pings increase in pitch as the torpedo gets closer.
•Strategic Map alarm: heard when enemy satellite appears on map.
•Spotted alarm: heard when your sub is spotted by enemy ship, aircraft, or satellite on the Strategic Map.
•Propeller sounds: you normally hear in the background the noise your sub is making. However, if a contact is shown on your Secondary Display, the prop noise from the contact is heard instead. Note that the prop noise from an enemy sub is muffled when it is on the other side of the thermal layer.
•Cavitation effects: When your sub is cavitating, you cannot hear enemy sub's sonars as easily.

Credits
Amiga Version

Programming
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Quality Assurance
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