

# RED STORM RISING

## TECHNICAL SUPPLEMENT

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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

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### CONTROLS

**Controller:** Joystick (moves highlight up or down)

**Selector:** Joystick trigger (activates the highlighted option).

# STRATEGIC TRANSIT

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## 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.
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## 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.

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## 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

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## 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.

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## 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

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## 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

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## 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

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## EMERGENCY NAVIGATION CONTROLS

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

<b>ACTIVE SENSORS CONTROLS</b>	Active Sonar (on/off toggle) – 9 key Active Radar (on/off toggle) – 0 key
<b>WEAPONS CONTROLS</b>	Load Tube (or unload tube) – 4 key Fire (or load) Mk 48 Torpedo – 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
<b>TORPEDO CONTROLS</b>	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)
<b>COUNTERMEASURES (EVASION)</b>	Decoy launched – ← [left arrow] key Noisemaker dropped – I key
<b>OTHER CONTROLS</b>	Pause (on/off toggle) – P key Action Track (on/off toggle) – A key Replay Battle – R key

