Command Summary Card
688 Attack Sub™

To play 688 Attack Sub, you need an Amiga with at least one floppy drive and 512K of memory. Your machine must be operating with Kickstart 1.2 or 1.3. Users with only 512K of memory: the game will run faster if you disconnect any external drives.

Loading 688 Attack Sub

Floppy Users

Before you do anything else, make a copy of the Program Disk and put the original away in a safe place. You'll need a blank, initialized floppy disk.

To make a copy of the Program Disk:

1. Turn on your computer. (Amiga 1000 owners, insert Kickstart 1.2 or 1.3.)
2. Insert Workbench into DF0:.
3. If you have a single drive system, remove Workbench and insert the Program Disk. If you have two drives, simply insert the Program Disk into the other drive.
4. Place the mouse pointer on the 688 disk icon and click to highlight it.
5. Pull down the Workbench menu from the menu bar; drag the highlighted bar down to Duplicate and release.
6. Follow the onscreen instructions. You'll need to swap disks from time to time.

To start playing:

1. Turn on your computer. (Amiga 1000 owners, insert Kickstart 1.2 or 1.3.)
2. When the computer asks for Workbench, insert your *copy* of the Program Disk instead.
3. Double-click on the disk icon to open the disk window. Now double-click on the 688 game icon to begin the game.
4. When the title screen appears, press any key to go to the Mission Selection menu.

Hard Disk Users

To install 688 Attack Sub on your hard disk:

1. Boot your system as you normally would.
2. From the Workbench, click on the "Empty" drawer to highlight it. Pull down the Workbench menu from the menu bar; drag the highlighted bar down to Duplicate and release.
3. Click the "copy of Empty" drawer to highlight it. Pull down the Workbench menu from the menu bar; drag the highlighted bar down to Rename and release. Press **Right-Amiga-X** to delete "copy of Empty." Type 688 and press **Return**.
4. Insert the Program Disk into any drive.
5. Double-click on the 688 disk icon to open the disk window.
6. Point to the 688 game icon; press and hold down the mouse button and drag the icon to the 688 drawer. Do the same for 688.mlb.

To start playing:

1. Turn on your computer. (Amiga 1000 owners, insert Kickstart 1.2 or 1.3.)
2. Double-click on the 688 drawer to open it. Now double-click on the 688 game icon to begin the game.
3. When the title screen appears, press any key to go to the Mission Selection menu.

Additions to the Manual

Commanding 688 Attack Sub (p.6)

You can use both the mouse and the keyboard to play 688 Attack Sub on the Amiga. The Amiga version's keyboard interface is exactly like the IBM version with only a few minor exceptions:

F10 (Boss key)	You can go out to Workbench by pressing **Left-Amiga-N**. To return to the game, press **Left-Amiga-M**.
Ctrl-N (Sound on/off)	Adjust sound using the volume control on your monitor.
Ctrl-A (Disconnect mouse)	This command doesn't exist in the Amiga version.
Ctrl-K (Surrender)	There is no modem play in the Amiga version; "surrender" is unnecessary.

Choose a Mission, Configure 688 (p.7)

The Configuration Panel in the Amiga version has no settings for the Covox Speech Thing™ or modem play. Ignore steps 1 and 2 on page 7.

How to Get Help (p.9)

There are no Help files in the Amiga version.

Playing By Modem (p.30-34)

The Amiga version doesn't feature modem play. Ignore all references to modems in the manual.

Playing Hints

Controlling the Game — The most efficient way to play the game is to use the function keys to change stations and the mouse for everything else.

Top-Down Map — You *can* keep the periscope up and switch to the Top-Down map. Leave the periscope up and select T from the map display controls. This is extremely helpful in scenarios with a lot of surface ships, and absolutely necessary in Hit and Run (see p.27).

The diamonds that appear on the Top-Down Map are the projected positions of your submarine and the currently selected target. A yellow diamond shows you what your location will be *if* you maintain your present speed and course. A red diamond pinpoints the projected position of the currently selected target. Note that the diamonds appear only when Plot Projection is activated. See p.43 for more on Plot Projection.

Thermal Layers and the HUD — The longest line on the HUD's vertical gauge represents a thermal layer. There are multiple thermal layers in the water at all times, but the one indicated on the HUD is only the one most recently crossed. For a full discussion of thermal layers, see *The Ocean Environment*, pg. 54-56.

3

Russian Commanders

It seems your subordinates have been delinquent in their maintainance duties. The factory hasn't delivered the lights that illuminate certain controls on the control panel — as a result, you can't always tell if certain systems are active or not. We have informed the Central Committee of this situation. In the meantime, you will have to depend on your crew to inform you of the status of these controls:

Ship's Control Panel

> **AUTO HELM** — Default setting: OFF

Navigation Board
> **Waypoint Control**
> > **AUTO HELM** — Default setting: OFF
> **Plotting**
> > **ALL TRACKS** — Default setting: ON
> > **TARGET TRACK** — Default setting: OFF
> > **PLOT PROJECTION** — Default setting: ON

Sonar Room
> **Sonar Controls**
> > **FILTER** — Default setting: BAND PASS
> > **TOWED ARRAY** — Default setting: RETRIEVED

ELECTRONIC ARTS®