TOM CLANCY

THE HUNT FOR RED OCTOBER

THE SOFTWARE

The Ultimate Submarine Simulation

THE HUNT FOR RED OCTOBER
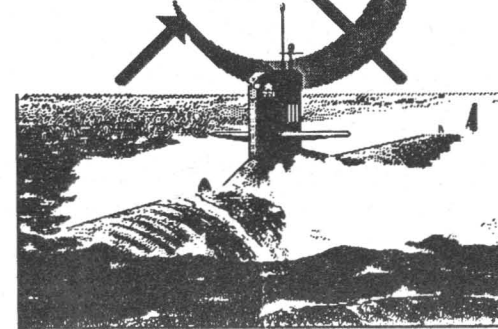
T. Clement 88

Game Programmed By **Oxford Digital Enterprises**

Atari® ST™ & IBM® MS DOS Versions By **Steven Green**

Amiga® Version By **Richard Horrocks**

Commodore 64/128™ Version By **Jef Gamon**

Game Graphics By **Jason Kingsley**

Manual Editing, Background, & Strategy By **Thomas J. Clement**

Instruction Manual Written and Designed By **Kathi B. Somers**

TABLE OF CONTENTS

As commander of the nuclear-powered sub, Red October (RO), you're in charge of one of the most powerful weapons on earth – difficult to detect, swift to strike.

You've been entrusted to test the latest in Soviet naval technology: a revolutionary "Caterpillar" Drive that will make the RO practically undetectable. Unfortunately for Mother Russia, they've trusted the wrong man. You plan to defect to the US and hand over the Reds' new technology.

You've hand-picked your officers, men who will risk their lives for your plan. The enlisted men suspect nothing and this mustn't change. Your mission orders (faked, of course) will help keep your crew in the dark.

The defection starts in the Reykjanes Ridge (affectionately renamed "Gorshkov's Railroad" after Admiral Gorshkov). Along the Ridge are Russian surface vessels and subs, not to mention US attack subs, and a complete underwater listening network, all with the sole purpose of preventing boats like the Red October from slipping through to the open sea.

You've sent a taped confession to your Admiral telling him why you've stolen the RO. The Soviets won't be sympathetic. All Soviet spy trawlers are on the look out for you; they will hunt you across the entire Atlantic. Three fleets will chase your boat down and try to recapture or destroy her. Soviet subs will position off the major US military and commercial ports to block your entry.

You've also sent a message to the U. S. Navy telling them you'll deliver the Red October to them in exchange for political asylum. They hope you're telling the truth; but, since you're the enemy, they'll also be on guard. In other words, they'll be ready to help you defect *or* to blow you out of the water.

The defection plan is cunning. Your engineering officer fakes a leak in the nuclear reactor. Radiation! The boat must be abandoned! A "convienent" American vessel is on hand to rescue your crew. The RO will be scuttled and the world will believe that the pride of the Soviet fleet has been destroyed instead of falling into capitalist hands. But it won't be true. Through nautical slight-of-hand, the US Navy will sink an old sub in place of the RO and steal away with the Soviet boat.

LOADING THE GAME 〜〜

The Hunt for Red October is designed for the Amiga 500, Amiga 1000, Amiga 2000, Atari 520ST, Atari 1040ST, Commodore 64/128, and MS-DOS machines (IBM and compatibles, 512K minimum memory).

Before loading the game, format a blank disk to use as a save-game disk (refer to your computer user's manual for formatting instructions).

Amiga

Turn on your computer and monitor. Insert the game disk at the Workbench™ prompt and the game loads automatically.

Atari ST

Insert game disk, turn on computer, and double-click on the HFRO.PRG icon. The game loads and a Menu Bar appears at the top of the title screen. Move the cursor to the File Menu, slide it down until CONTINUE GAME is highlighted, and press the left Mouse button. This loads the game at the starting position and you're ready to play.

Commodore 64/128

Connect a Joystick to either port. Turn on your TV or monitor, disk drive, and computer (with C-128, hold down the Commodore key while turning on the computer). Insert game disk into drive and close the door. Type LOAD"*",8,1 and press [Return] . You'll hear a high-pitched tone and see colorful horizontal lines on the screen as the game loads.

Note: If you have trouble loading the game, disconnect any peripherals other than the disk drive and try again.

MS-DOS Machines

Connect a Joystick, if desired. Load MS-DOS (version 2.1 or later) and insert game disk into any drive. At the > prompt, type HFRO and press ↵. Then, select whether you're using a CGA or EGA graphics card, press ↵, and the game loads.

After the title screen loads, the Menu window appears. Press the SPACEBAR and you're ready to play. Before beginning the game, however, save the starting position on your save-game disk (selection 4 on the Menu). This way, if you want to abandon a game you're playing and start over (or if your sub gets sunk), just load the start position game you saved. If you don't save the start position, you'll have to re-boot the game to start a new one.

TANDY 1000SX/1000EX MACHINES

To play The Hunt for Red October with a Joystick:

- Turn off the computer and connect Joystick to the left port.
- Load MS-DOS (version 2.1 or later) and press F4 for MODE SLOW.
- After loading the game, remove Joystick from the left port and connect it to the right port.

INSTALLING ON A HARD DISK

To install The Hunt for Red October on your hard disk:

- Boot your computer from the hard disk.
- When you see **C>**, type MKDIR HFRO and press ↵.
- Then type CD HFRO and press ↵.
- Place the game disk in drive A and type COPYA:*.*C: and press ↵. The game is now installed on your hard disk.

To run The Hunt for Red October from your hard disk:

- At the **C>** prompt, type CD HFRO and press ↵.
- Then type HFRO and press ↵. The game loads.

PLAYER OPTIONS 〜〜

After the game loads, you see the High Level Command Screen and a cursor in the shape of an arrow and sickle.

Use the Mouse (Amiga and ST), Joystick (Commodore 64; MS DOS machines), or Cursor Keys (MS DOS machines) to control the cursor. Press the left Mouse button, Joystick fire button, or the SPACEBAR to accept options the cursor is moved to. Throughout these instructions, we'll refer to this process as "clicking" on a selection. Sometimes we tell you to "double-click"; this means to click twice, quickly.

Note to C-64/128 users: To play using the Keyboard, use these keys for movement: **1**=UP; ←=DOWN; **CTRL**=LEFT; **2**=RIGHT. Use the SPACEBAR instead of the joystick fire button.

Note to Tandy MS-DOS users: To play using the Keyboard, ignore the arrow cursor keys and use the numeric keypad for movement: **8**=UP; **2**=DOWN; **4**=LEFT; **6**=RIGHT.

The Hunt for Red October lets you save games to disk, reload them for later play, and do a number of other functions, depending on your computer type and memory.

Amiga

A Menu Bar lets you make gameplay selections with the Mouse. To see the Menu Bar, hold down the right Mouse button. To make a selection, place the cursor over the Menu you want (Project, Help, or Difficulty), drag the Mouse down until the selection is highlighted, then release the Mouse button.

Most of the Menu Bar selections can also be made without the Mouse, by holding down the right Amiga key (A) while typing the corresponding letter (just type A S to Save a game, for example).

To turn the sound OFF and ON, use the monitor's volume control.

PROJECT

There are five selections in the Project Menu.

About just shows a brief note about the game programmer. **Load Position** (A L) lets you load a new game or a previously-saved game.

To load a new game, select START-POSITION, then click on LOAD. START-POSITION is the starting point for a new game and is the only game that can be loaded from the program disk.

To load a previously-saved game, make sure your save-game disk is in the drive *before* selecting LOAD POSITION.

Save Position (A S) lets you save a game in progress to a save-game disk. Make sure the save-game disk is in the drive *before* selecting SAVE POSITION. Then, type a name for the game you're saving and click on SAVE.

Pause Game (A P) lets you temporarily halt game action and time. When the game is paused, the prompt changes to read: **Continue Game** (A P).

Quit Game (A L) takes you back to the Amiga's Workbench screen.

HELP

There are four selections in the Help Menu.

About Red October (A A) gives you a few facts about the submarine.

Controlling Red October (A C) gives you a brief rundown of how to pilot the boat.

Strategy Hints (A H) provides a few tips on gameplay.

Recognition (A R) calls up the Ship Recognition Charts. When you make this selection, you'll get a ++ and −− on-screen under the ship icons. Click on the ++ and −− to flip through the Charts. Click CANCEL to go back to the game.

DIFFICULTY

You can change the difficulty level anytime during the game. The three levels of challenge are: **Easy** (A E); **Normal** (A N); and **Difficult** (A D).

Atari ST

A Menu Bar lets you make gameplay selections with the Mouse anytime during play. Press the right Mouse button to pause the game and see the Menu Bar.

To make a selection from the Menu Bar, move the cursor over the Menu you want (Desk, File, or Help), and slide the Mouse down until your selection is highlighted. Then click the left Mouse button.

DESK

The only selection in the Desk Menu, **About Red October**, just gives you the legal notices and game credits.

FILE

Anytime during the game you can load a new game, load a previously-saved game, save the game in progress, or quit.

Load Position lets you load a new game or a previously-saved game.

To load a new game, select START.SAV, click OK, then select CONTINUE GAME. START.SAV is the start position for a new game and is the only game that can be loaded from the program disk

To load a previously-saved game, make sure your save-game disk is in the drive *before* selecting LOAD POSITION. Select the name of the game you want to load, click OK, then select CONTINUE GAME.

Save Position lets you save a game in progress to your save-game disk.

Make sure your save-game disk is in the drive *before* selecting SAVE POSITION. Then, click on a blank line (or on an already-used line, if you want to save over another saved game), and type a filename up to seven letters long (no need to type in .SAV, as the game does that for you). Click OK and the game is saved.

Continue Game lets you continue playing where you left off before the game was paused.

Quit lets you exit the game.

HELP

There are four selections in the Help Menu.

About Red October gives you a few facts about the submarine.

Controlling Red October gives you a brief rundown of how to pilot the boat.

Strategy Hints provides a few tips on gameplay.

Recognition calls up the Ship Recognition Charts. When you make this selection, you'll get a + and − on-screen under the ship icons. Click on the + and − to flip through the Charts. Press EXIT to go back to the game.

Commodore 64/128

To get gameplay options on the Commodore, hold down the **F1** key for a few seconds, then release. This pauses the game and takes you to a menu with five options.

LOAD FROM DISK

This lets you load a new or previously-saved game. When you select LOAD FROM DISK, you'll see this list:

HFRO1	HFRO2
HFRO3	HFRO4
HFRO5	HFRO6
SELECT	QUIT

To load a new game, click on **HFRO1** , then click on SELECT. Now click on BACK TO GAME and the new game loads. **HFRO1** is the start position for a new game and is the only game that can be loaded from the program disk.

To load a previously-saved game, make sure your save-game disk is in the drive *before* selecting LOAD FROM DISK. Click on the game you wish to load, then click SELECT. Now click on BACK TO GAME and the saved game loads.

SAVE TO DISK

This lets you save up to six games on a save-game disk. Make sure the save-game disk is in the drive, then click on SAVE TO DISK. You'll see the same list you get when you select LOAD FROM DISK. Click on the selection you wish to save the game to, then click on SELECT, and the game is saved

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CHANGE DEVICE

Click here to change from a disk drive to a tape player. You can use this to save games to a cassette tape instead of a disk.

RECOGNITION CHARTS

This lets you call up the Ship Recognition Charts. When you make this selection, you'll get a NEXT and LAST on-screen under the ship icons. Click on NEXT and LAST to flip through the Charts. Press QUIT to go back to the game.

BACK TO GAME

This lets you continue playing where you left off before you paused or saved the game.

MS-DOS Machines

Press ESC to pause the game and see the Menu that lets you make game selections anytime during play.

To make a Menu selection, press the number key (on the keyboard, not on the keypad!) corresponding to the Menu selection. You can also use the Cursor Keys or the Joystick to move the cursor to a Menu selection, then press the SPACEBAR or Joystick fire button.

1: CONTINUE GAME

Select **1** to continue playing where you left off before you paused the game.

2: VIEW SCREEN

This lets you toggle between the Menu window and the game screen while the game is paused. Type **2** to view the game screen; press SPACEBAR to go back to the Menu. Press **1** when you're ready to continue playing.

3: LOAD POSITION

Press **3** to load a previously-saved game. You'll get a message that tells you to insert a save-game disk and press *fire*. Insert your save-game disk into the specified drive, press SPACEBAR or the Joystick fire button, and you'll see a list of saved games. Select the number corresponding to the game you want to load.

4: SAVE POSITION

Press **4** to save a game in progress to your save-game disk. You'll get a message that tells you to insert a save-game disk and press *fire*. Insert your save-game disk into the specified drive, press SPACEBAR or the Joystick fire button, type a name for the game you're saving, and press SPACEBAR or the fire button again.

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5: CREDITS

Select **5** to see the legal notices and game credits.

6: ABOUT RED OCTOBER

Selection **6** gives you a few facts about the submarine.

7: STRATEGY HINTS

Press **7** to get a few tips on gameplay.

8: CONTROLLING RO

Select **8** for a brief rundown of how to pilot the boat.

9: SHIP RECOGNITION

Press **9** to see the Ship Recognition Charts. When you make this selection, you'll get a **>>** and **<<** on-screen under the ship icons. Click on the **>>** and **<<** (or type **2** or **3**) to flip through the Charts. Click on CANCEL (or type **1**) to go back to the game.

0: MOTOR NOISE

This gives you the choice to turn the engine sounds OFF or ON, depending on whether or not you want to hear them while you play.

-: CALIBRATE JOYSTICK

Press **−** to adjust a Joystick for use in the game. When you make this selection, you'll get a window giving you three choices:

        1: CANCEL

        2: CALIBRATE JOYSTICK

        3: ENABLE JOYSTICK.

Select **3**, the prompt changes to DISABLE JOYSTICK, and you can only play using the keyboard.

Select **2** and you'll get a series of prompts for adjusting your Joystick.

Select **1** to go back to the Menu.

=: QUIT GAME

Press **=** to exit the game and go back to DOS.

Main Display Window

Message Window

This is the High Level Command Screen (its appearance is slightly different on the C-64/128 version of the game). It features all the elements you need to command the Red October.

Main Display Window

This area is where all Maps, periscope views, and Ship Recognition Charts are displayed.

Message Window

Text information appears in the Message Window. This includes crew responses to orders, plus other information, including Sonar contacts, Electronic Surveillance Monitor message interceptions, damage control reports, etc.

Messages can be scrolled up and down by clicking on the up and down arrows at the left of the window.
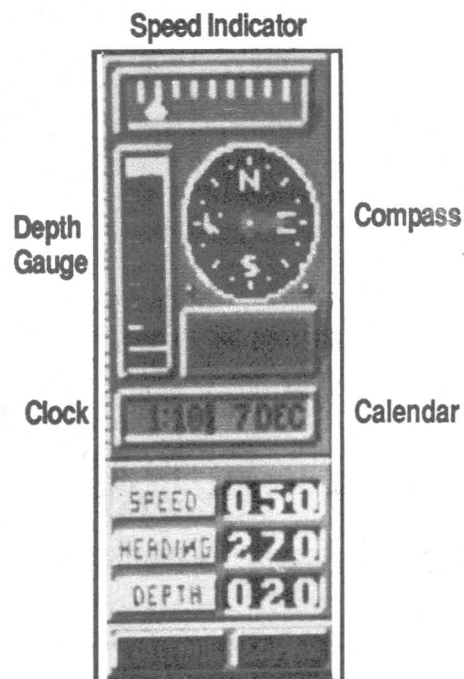
The Message Window also doubles as the Sonar Information and Fire Control System Window when you click on the box between the up and down arrows.

Information is a sub commander's lifeline. The data displayed in this Window is vital for the success of your mission.

Main Control Panel

This panel allows instant control over the major navigational functions.

SPEED INDICATOR
When you want to change speed quickly, double-click on the area of this gauge corresponding to the speed level you want. Click on the left end to slow down and the right end to speed up; each marker on the gauge indicates 5 knots.

COMPASS
Double-click on a Compass heading to change directions quickly.

DEPTH GAUGE
When you want to change depth quickly, double-click on the area of this gauge that corresponds to the depth you want. Click on the top end to surface and the bottom end to dive; each marker on the gauge indicates approximately 60-70 meters.

CLOCK/CALENDAR
This shows you the time of day and the date.

Amiga, ST, IBM: Speed up the game time by holding down the Mouse or Joystick button or SPACEBAR when the cursor is over the Calendar. Slow down the game time by performing the same

operation over the Clock. Time speed automatically returns to normal if anything else is in Sonar range.

C-64/128: The time and date readouts are in the same box. Click on this box to toggle between the two. To speed up time, click on the box and hold down the fire button until the screen border turns gray. The border won't turn gray if you don't hold the button down long enough OR if another ship is in Sonar range.

To slow back to normal, repeat this process until the screen border is black. Time speed peed automatically returns to normal if anything else is on the Sonar map.

Caution: It's dangerous to speed up the clock in areas where navigation is complex; you run the risk of grounding and sinking the Red October.

SPEED READOUT

This shows your current Speed in knots. Clicking on this calls up the Order Execution Panel so you can change the Speed. If you set the Speed at Ø knots, you're also giving the order for total silence (used when trying to avoid detection).

HEADING READOUT

This shows the exact compass Heading. The direction the sub's bow is pointing at any given time is the Heading (the direction it needs to point to reach a target is called the Bearing).

When you wish to be very precise in setting a new Heading, click on the Heading readout so you can use the Order Execution Panel to make changes.
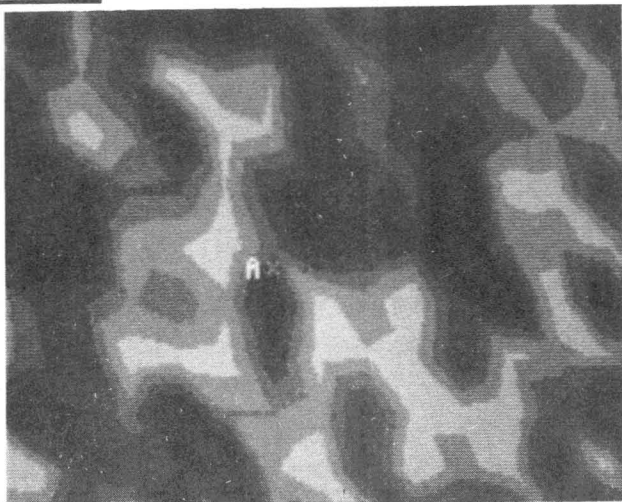
DEPTH READOUT

Click on this readout to change the Depth settings on the Order Execution Panel.

It's important to keep your Depth above the safe pressure level of 400 meters and to be sure that the Depth is appropriate for the seabed terrain.

CONTOUR DISPLAY CONTROL

CONTOUR

Click on this to turn the Contour Map ON or OFF in the Main Display Window.
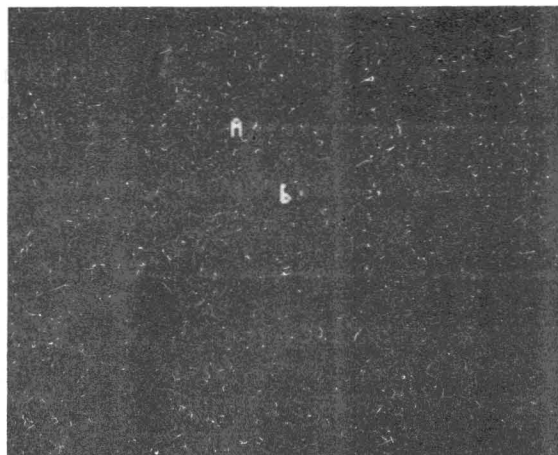

CONTOUR MAP WITH SONAR DISPLAY
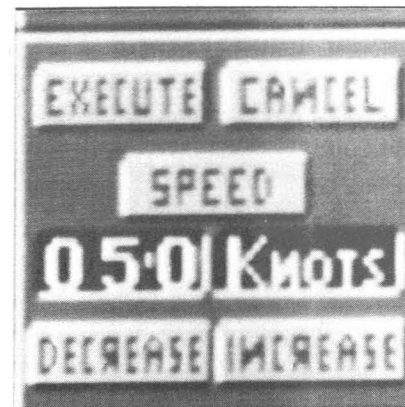
SONAR DISPLAY CONTROL

SONAR

Click on this to turn the Sonar Map ON or OFF in the Main Display Window.

SONAR MAP WITHOUT CONTOUR DISPLAY

ORDER EXECUTION PANEL

Once you've clicked on the Speed, Heading, or Depth Readout, you can adjust the settings precisely in the Order Execution Panel.

READOUT (050 KNOTS, in the illustration)
This shows which navigational function you're adjusting and its level at the time you gave the order to make a change.

DECREASE
Click here to decrease the readout level.

INCREASE
Click here to increase the readout level.

Use the INCREASE and DECREASE commands together to fine-tune the Red October's Speed, Heading, and Depth.

EXECUTE
After you've made changes to the Speed, Heading, or Depth, click here to confirm them.

CANCEL
Click here to cancel the changes and go back to the settings you had before entering the Order Execution Panel.

Sonar

Click on this icon to call up the sonar function icons. Submarines operate with a continuous "passive" sonar that gives approximate details of targets and their identity or bearing. This data requires verification by visual sighting or by the use of "active" sonar to gain an accurate fix.

C-64/128 Users: The SONAR icon is the first icon on the left in the HIGH LEVEL COMMAND SCREEN.

DISPLAY

Click on this icon to get an accurate Contour Map of the sea bed. In this Map, white shows the peaks of rock formations; the darkest blue indicates the seabed; the in-between shades of color show the slopes of the terrain.

Note to IBM CGA users: The contour effect is shown by shaded tones; thedarker the shading, the deeper the sea.

CONTOUR/SONAR

| CONTOUR | SONAR |

Click on either of these controls to turn the Contour Map ON and OFF. When the Contour Map is OFF, only the Sonar Map is visible.

The Sonar Map shows all sonar contacts. Capital letters indicate other vessels. Each contact is keyed and details of the contact are shown in the Sonar Information Window:

```
     Bear  Dep  Range  Heading  Speed
A:*278    0   4.6    199      8.8
Б: 307    0   4.6    276     14.0
```

Info on a ship represented by the letter **A** shows up in the Sonar Information Window next to the letter **A**. Click on the box between the up and down arrows at the left of the Message Window to get the Sonar Information Window (click on the box again to return to the regular Message Window).

The Bearing shows the direction from Red October to the sonar contact; the Range is the distance in nautical miles. Depth is shown if the contact vessel is another submarine. The sonar contact's approximate Heading (the direction it's going) and Speed in knots are also given.

This information is updated sonar. It may be necessary to verify the data with visual sightings (use the periscope).

When there's a large number of sonar contacts on-screen, the Sonar Information data can be scrolled up and down by clicking on the up-and-down arrows at the left of the Window.

ACTIVE
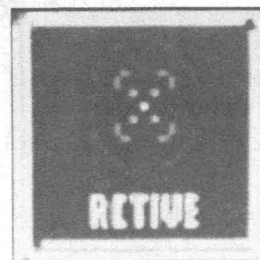
Click this icon for an Active Sonar signal (there's a "pinging" sound when Active Sonar is on). This gives an accurate sonar picture for assessing targets.

Warning: Active Sonar tells the ships on the receiving end of your signal that a potentially hostile sub is near (and may give those ships a fix on your Bearing!).

TERRAIN

Click on this icon to get a small window that shows you a cross-section of the seabed. This Terrain Map is valuable in that it can help you to avoid unpleasant collisions with the ocean floor. Keep in mind, when viewing the Map, that you are seeing it as though you were outside the Red October.

Using the mini-icons to the right of the Terrain Map (at the top of the Map on the C-64/128), the view can be alternated between the sub's side and front and can also be magnified.
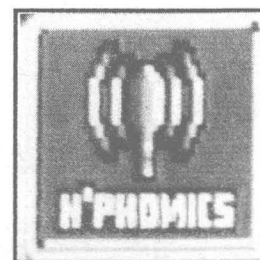
To get a side view, click on the first icon.

Click on the second icon for a front view.

Toggle between magnified and normal views with the last two icons.
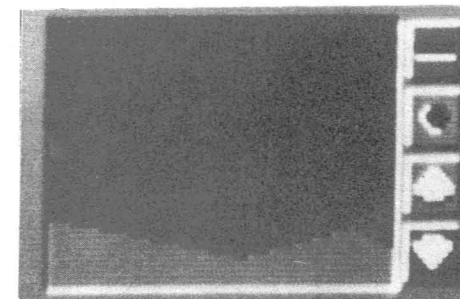
This photo is from the Amiga version of the game, but these directions are the same for all computers.

H'PHONICS

Click on this icon to see the Hydrophonics Window.

Hydrophonics works best when the sub is stopped. It won't work well if you are using the Propeller Drive, since you'll keep picking up your own engine noises.
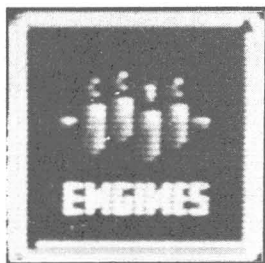
Click on a target ship's data (**A**, **B**, etc.) in the Sonar Window to get a picture of its sonar signal in the Hydrophonics Window (shown at right). Use the up-and-down arrows to match the target ship's signal with one from your library of signals.
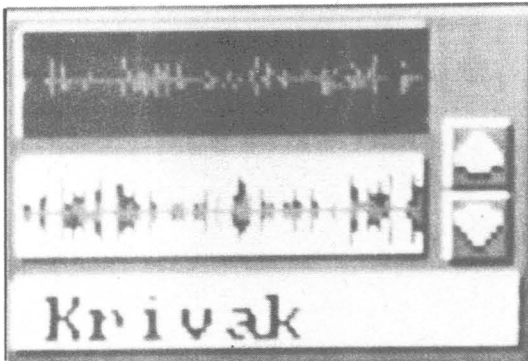
EXIT

Click here to return to the previous level of icons.

Engines

Click this icon to select the Red October's propulsion method.

C-64/128 Users: This is the second icon from the left at the bottom of the High Level Command Screen.

NUCLEAR

Nuclear power gives you the fastest speeds. However, after game day 12 (anywhere between days 10 and 13 on the Commodore-64/128), the nuclear power plant is shut down (this is part of the defection plan).
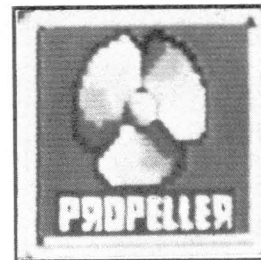
DIESEL

Diesel power is noisier than nuclear; but, after you lose the nuclear power plant, diesel is all you have.

CATERPILLAR DRIVE

The Caterpillar Drive uses impellers rather than propellers. The sub sucks water in through the bow and the impellers eject it from the stern, thereby moving the boat very quietly, but also very slowly.

PROPELLER DRIVE

Propellers drive the boat faster than the Caterpillar Drive does. When propellers turn at high speed, they develop an area of low pressure behind the trailing edge of the blade. This low pressure area collapses, water rushes forward against the blade, and lots of noise results (you're leaving a trail for hunters).

EXIT

Click here to return to the previous level of icons.

Weapons

Click on the Weapons icon to call up the options for doing battle. Torpedoes are the only weapons the Red October has at her disposal. Use the Sonar Information Window or the Attack Scope to select targets.

C-64/128 Users: This icon is a skull-and-crossbones.

TORPEDOES

This icon shows the status of RO's four torpedo tubes; 1 and 2 are the forward tubes, 3 and 4 are aft.

The first number shows which tube is selected; the second number tells how many torpedoes are in that tube. Click on the icon to change tubes.

MANUAL OVERRIDE

The Manual Override bypasses automatic control of torpedo launching and lets you set the heading and elevation of each torpedo. Don't set the angle too steep, or the target might spot your torpedo soon enough to take evasive action.

To change the torpedo's Heading, click on the arrows on either side of the gauge; the readout beneath shows the exact Heading. Click on the up-and-down arrows to change the torpedo tube's Elevation; the readout beneath shows the current angle.
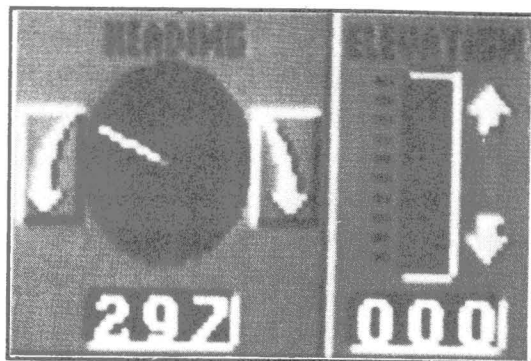
FIRE
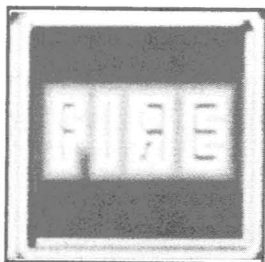
Click here to fire torpedoes. You can launch one torpedo at a time from each tube.

Note: This is noisy and can give away your position.
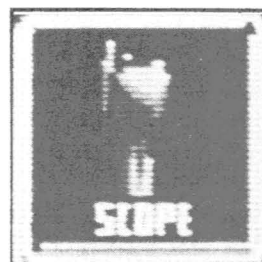
LAY FLACK

This lets you lay electronic decoys to deflect and confuse incoming enemy fire. Of course, laying flak also creates noise that can give away your position.

There is enough ammunition in your flak stores for four uses of this decoy (eight uses on the C-64/128).

EXIT

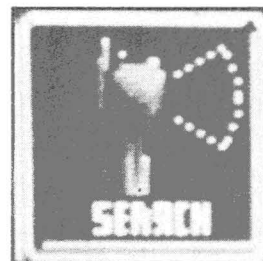Click here to return to the previous level of icons.

Scope

Click on this icon to activate the periscope options. You can only use the periscope when at the proper depth (no more than 24 meters).

Note: Using the periscope makes it easier for the Red October to be detected by other ships.

SEARCH

Click on this to get a periscope view of the horizon.

Click on the left and right arrows in the Control Panel to rotate the Scope for a better view of your surroundings.

C-64/128 Users: S marks the Search Scope.

With the periscope up, you get a Control Panel beneath the Main Display:

A - Noise made by the Red October;

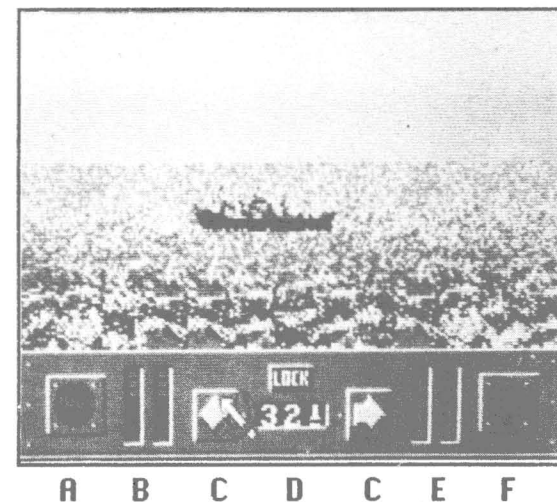**B -** Power left in the sub's batteries;

C - Arrows for rotating the Scope left or right;

D - Periscope Heading;

E - Air levels in the compressor;

F - Incoming signals (check Message Window);

LOCK - Button for locking onto target ships.

ATTACK

Click on the Attack Scope icon to see the Attack Sights in the Main Display.

C-64/128 Users: ┇ marks the Attack Scope.

To use the Control Panel to lock onto a target vessel, you must first have the target in your sights (it doesn't have to be in the Sonar Information Window). If more than one ship is in your sights, you'll lock onto the one closest to you.
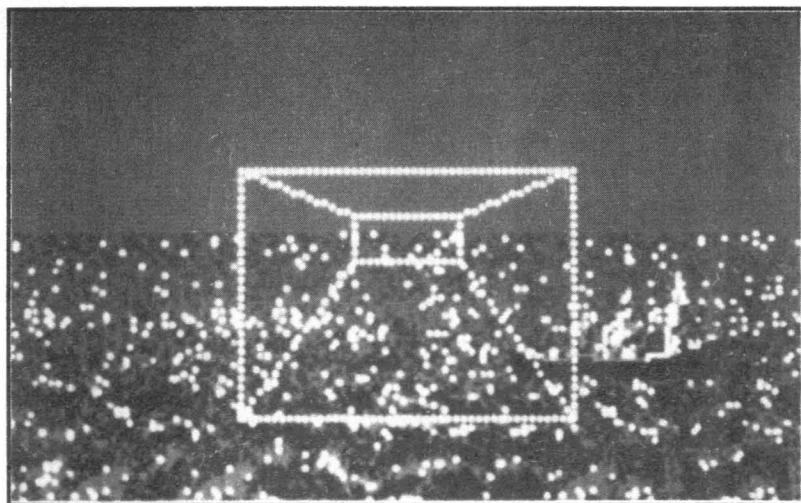
PERISCOPE VIEW WITH ATTACK SIGHTS

Click on the LOCK button and the target ship's co-ordinates are fed to the Fire Control System (check the Sonar Information Window for this data). Select the Torpedoes and the current Torpedo tube will have these co-ordinates.

Note: You lock onto co-ordinates, not ships! If you want to be sure to hit the ship, you'll have to fire while it's still in the co-ordinates where you first sighted it.

NIGHT

Click here to use the latest image intensification technology for visual references at night.

If your Scope is up and the entire screen is white, this means it's daytime and your night enhancement is turned on!

C-64/128 Users: N marks the Night Scope.

E. S. M.
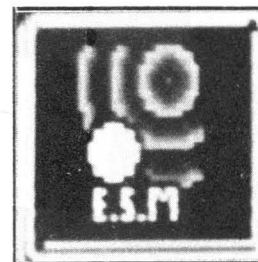
The Electronic Surveillance Monitor (E. S. M.) allows interception of any messages being transmitted between ships. It updates you on fleet positions on the Atlantic Map and may also give useful info about enemy intentions during the hunt or rendezvous.

EXIT

Click here to return to the previous level of icons.

Maps
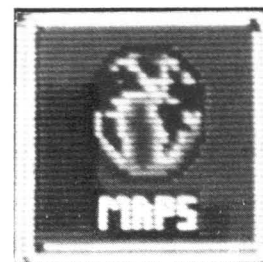
Click on this icon to toggle between the Atlantic Map (a view of the entire game area) and the Contour Map.

This won't turn on the Contour Map if you've turned it off from the Main Control Panel using the CONTOUR/SONAR button.

While stealth is vital, failure to make headway early will result in major troubles. Fortunately, RO has an advantage over its rivals. The Caterpillar Drive provides silent, virtually undetectable movement. The drawback? Using the Caterpillar Drive reduces the RO's speed by two-thirds.

Extended use of the diesel back-up engines increases the need to surface and recharge the batteries. This increases the risk of discovery. Another risk is being attacked, an event which is quite likely.

And don't forget not to raise the suspicions of the crew. To journey too far from the course outlined in the mission "orders" will cause concerned questions from your navigation officer and may result in your being relieved of command (mutiny!).

Navigation

Figuring out how to get from Iceland to the Eastern Seaboard of the United States is your navigational challenge. Do you head directly south, or do you go north, first, to throw your pursuers off track? It's up to you.

The North Atlantic Map shows approximate positions of all fleets in relation to the RO.

The Contour Map helps you negotiate the complex valleys of the Reykjanes Ridge, the main route for Soviet Ballistic Missile subs heading for the open Atlantic. This Ridge is where Red and US attack subs constantly lurk.

You can superimpose the Sonar Map over the Contour Map for a more complete picture of who's in the area.

Using these three Maps together, you can plan the safest route to your objective.

Evasion

Both U.S. and Soviet navies have sophisticated sensing devices. There is a way to avoid these (or at least confuse them): sail through obstacles which block the devices' sensors: rocks, ranges, and reefs.

Note: The RO's hull is extremely sensitive so be careful not to run into anything!

Despite the RO's new hull design and anechoic (noise-absorbing) tiles, it is not immune from sonar (even with the Caterpillar Drive on). Ships and aircraft carry sophisticated beacons that can find the most silent sub. And these vessels, planes, and choppers are also armed with the means of destroying whatever their sonar finds.

Hint: Because of the limitations of passive sonar, it's possible a sub could track RO without your realizing it. How do you check for silent tails? The "Crazy Ivan" is the best method. The Crazy Ivan is a 360° turn which lets your passive sonar pick up on practically anything within sonar range.

Under Attack

Typical Anti-Submarine Warfare (ASW) engagements have several stages.

First, the hunter seeks his quarry. It's likely that the search will be confined to passive sensors, aided by satellite or seabed sensors. Once contact is made, your sub's classification is determined. The acoustic signature of the target (e.g., sub type, defense systems, etc.) is compared with those in the hunter's data banks. The hunter then moves into an attack position (within about six miles — roughly half a torpedo's range).

If the attack is a success, you're sunk. If not, you can run for it, play "possum," or return fire.

Usual Attack Weapons

One of the oldest anti-sub weapons is the torpedo. Aircraft, surface ships, and other subs carry these. The RO (or any other nuclear sub) can outrun torpedos if there's enough time to react. Some torpedos don't give much warning, however. These torpedoes are delivered to the target via rocket-launchers. After parachuting into the sea, these "fish" quickly home in on their targets.

You can use electronic decoys to fool torpedos. These simulate prop and general sub noise and are towed about 400 yds behind. Hopefully, the torpedo will hit the decoy instead of you.

A riskier propostition is to head for the torpedo! This only works if you're within 1000 meters of the launching vessel. A fish doesn't have time to arm itself within that distance. Thus, if you ram it, it won't explode.

Another traditional anti-submarine weapon is the depth-charge. They're very accurate! If you find yourself under depth charge attack, take evasive action immediately (leave!).

Ship-launched missiles are another threat, though they're not as accurate as torpedos and depth charges (unless, of course, you're on the surface; in which case, you're a sitting duck). The best defense against a missile attack is to dive deeper.

There is also danger from mines. The hydrophonics officer keeps you posted of mine fields.

The threat from the air can be the most dangerous since aircraft are hard for subs to detect or defend against. Jets, helicopters, and prop planes carry plenty of search *and* destroy equipment.

On The Offensive

RO's defenses are limited to four torpedo tubes. Her torpedo range is 10-12 nautical miles, though chances of a hit are best at about six miles. While acoustic torpedoes can be targeted via sonar bearings from the Fire Control Computer, you can also carry out traditional periscope-view assaults. If torpedoes are set for manual override, you'll have to guesstimate the target vessel's course in relation to the trajectory of the torpedo.

Hint: try a "noisy sprint" at the target, followed by a silent drift. This may sneak the RO into a good strike position.

Note: If you attack a US ship, naturally, they'll sink you! If you fire on the Soviets or they fire on you while you're in range of US vessels, the US may join the Reds in a seek-and-destroy mission against you, thinking you're a renegade ship with the potential for instigating a nuclear war.

End of the Game

Whether the Red October is destroyed or you succeed in your mission, you'll get a news report on your computer screen that lets you know exactly what happened.
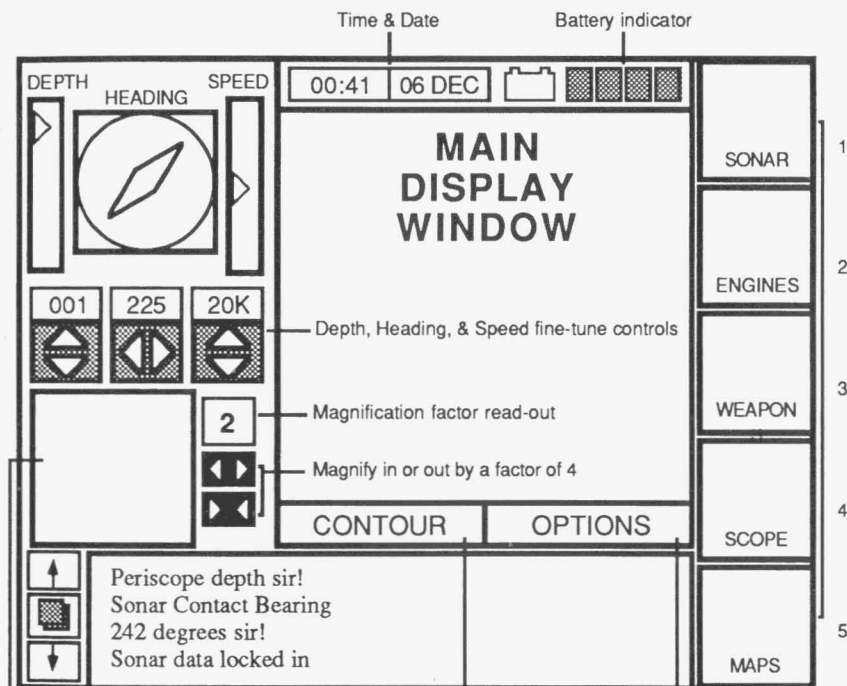
This is a copy of only one page of the report; so, if you see a *(continued page 3)* note at the bottom of the page, don't be concerned with it.

Apple 128K Hunt For Red October Addendum

If you're using an Apple 128K to play The Hunt For Red October, please read the manual for game information. Even though the manual doesn't specifically mention the Apple 128K, it's pertinent to your computer with only a few differences. These differences are:

1 The Main Display Window (Page 9 of the manual) looks like this on the 128K version. New "fine–tune" controls have been added.

Time & Date   Battery indicator

```
DEPTH  HEADING  SPEED   [ 00:41 | 06 DEC ]  [battery] [||||]
                                                            
                                          MAIN        SONAR    1
                                         DISPLAY
                                         WINDOW
                                                      ENGINES  2
  [001]  [225]  [20K]
   ▲▼     ◀▶     ▲▼      Depth, Heading, & Speed fine-tune controls
                                                      WEAPON   3
                 [ 2 ]   Magnification factor read-out
                 ◀▶      Magnify in or out by a factor of 4
                 ◀▶                                            4
                        [ CONTOUR  |  OPTIONS ]       SCOPE
  [↑]    Periscope depth sir!
  [▦]    Sonar Contact Bearing                                 5
  [↓]    242 degrees sir!
         Sonar data locked in                         MAPS
```

This window always shows the Terrain Map, Hydrophone Display, or Torpedo Depth and Heading Windows, depending on what was last selected from the options on the right (1-5) .	Press Contour once to call up the Contour Display in the Main Display Window. Click it again to see the Sonar Display	Red October Options: Save 1 Save 2 Save 3 Load 1 Load 2 Load 3 Recognition Charts Exit to Pro Dos (Quit) Back To Game

2 The game starts in demo mode. In this mode, the Red October has a pre-plotted course and speed which it follows until it hits a mine and sinks. To override the demo and begin a game, just start giving orders via the keyboard, joystick, or mouse.

3   You may use cursor keys, a mouse, or a joystick for gameplay. When the game loads, hit a cursor key to use the cursor keys; click the mouse button to use the mouse; or press the firebutton to use the joystick. To use a different gameplay option (eg, the mouse instead of the joystick), reload the game, then make your selection.

4   If you're using the keyboard, the arrow keys direct the RO and number keys 1-5 select the options shown to the right of the Main Display Window (sonar, engines, etc.). If you're using the mouse, click the mouse button to accept commands. If you're using a joystick, press the firebutton to accept commands.

5   To accelerate game time (about twice as fast), <u>hold</u> <u>down</u> the closed Apple.

6   There is no "Ping" sound when you use sonar. The word "Ping" appears in the message window.

7   The fifth time you hit the ocean floor, you're sunk.

8   Battery power is always visible as a read-out next to the battery icon above the Main Display Window. When the read-out is completely green, you're fully charged. When it's completely red, you need to surface and recharge the batteries.

9   You don't need to double-click on the depth, heading, or speed gauges for commands to be accepted. One click will suffice.

10 There are fine-tune controls for depth, heading, and speed located directly under the respective gauges. Adjustments are made in real time. Depth adjustments are by multiples of 10 meters; heading adjustments are by multiples of 11; and speed adjustments are by multiples of 1 knot.

11 There's a Terrain Map magnification read-out (1-4) in a window at the lower left of the Main Display Window. You can zoom in or out using the controls beneath the read-out. These zoom controls can only be used when the Terrain Map is displayed.

12 The 128K Apple has eight flack decoys instead of just four.

13 At the end of the game, you see the complete newspaper article concerning the RO. All other versions merely give you an excerpt.

IMPORTANT!!!

To start The Hunt for Red October on your Apple IIe, IIc or IIc+, boot the back (unlabeled) side of the program disk.