

BattleStations U.S.S. John Young

THE TIME HAS COME FOR ADVENTURE.

SO LET US TAKE TO THE HIGH SEAS

IN A *Battleship.*

Production Team:-

Programmed by	Christian R. Beckdorf
PC version by	Johnny Christensen
CD version by	Johnny Christensen
Graphics by	Allan B. Pedersen Ralf Vogel Jacob Kristensen Heinrik Thomas
Produced by	Claus O. Michelsen
Music and sound by	Workstation One
Acrobat Manual by	Pete Rundle

Thanks go to all those who assisted us in producing this project, especially those that made the drinks.

© 1995 Interactivision A/S .

TABLE OF CONTENTS

Introduction

- a) Copyrights and credits
- b) System requirement
- c) Start the game
- d) Rank list
- e) Tutorial
- f) Background story

Program Functions

- a) Bridge
- b) Torpedo Fore/Aft
- c) Cannon and missile Fore/Aft
- d) Depth-charge and Sonar
- e) Engine and Radio
- f) Damage report
- g) Navigation
- h) Area Map
- i) Log and Score
- j) Port control
- k) Abort mission
- l) Save current game

Mission Types

- a) Convoy attack
- b) Platform attack
- c) Submarine attack
- d) Battle fleet attack
- e) Day mission
- f) Night mission

Area Maps

- a) Persian Gulf
- b) Strait of Hormuz
- c) Falkland Islands
- d) Tanaku

Target Types

- a) Oil Platform
- b) Gas Platform
- c) Oil and Gas platform
- d) Drilling Platform
- e) Tanker
- h) Cannonboat
- g) Cruiser
- h) Battleship

- i) Military aircraft
- j) Civilian aircraft
- k) Submarine
- l) Warship
- m) Mine
- n) Minelayer
- o) Destroyer

Hints and Tricks

- a) Attack of close ships.
- b) Convoy attack
- c) Torpedo defence
- d) Air strikes
- e) Platform attack

Keyboard Reference Guide

- a) List of all key functions

Copyrights and credits

USS John Young was designed, programmed and illustrated by Christian Peter Rybak Beckdorf and Allan B. Pedersen.

This is an Interactivision product.

Title song was composed by Workstation One.

English translation Richard Bottoms.

Battlestations USS John Young is copyrighted by Interactivision A/S.

System Requirements

A PC compatible that meets the following minimum requirements:-

- Processor - 386sx 25 MHz.
- Ram - 2 Mb of ram or greater.
- Storage - 10 Mb of free harddrive space.
- CD - Double-speed CD-Rom drive.
- Sound - Soundcard for sound effects (Optional).
- Dos - MSDOS 3.1 or higher.
- Windows - Windows 3.1, 3.11, or Windows 95 (Optional).
- Mouse - MS compatible mouse.
- Graphics - VGA graphics card and monitor.

Extra RAM will be used to reduce disk operations.

Start the Game

- 1) Turn on your computer.
- 2) Insert USS John Young disk in the cd drive.
- 3) Run "USSJY.EXE" to start the game.

When the game is started you will see this menu:

"NAME"
"HI-SCORE"
"MISSION SELECT"
"START GAME"
"RESUME"

NAME: By selecting the "NAME" you will get a list of 5 names, you can select an existing player by selecting the name with the mouse or keyboard and then pressing "ENTER OLD PLAYER". Or, you can enter a new name by selecting "ENTER NEW PLAYER". At this screen you also have the players military rank.

HI-SCORE: By selecting "HI-SCORE" you will get a list of the 6 best played games, the name and rank of the player and the score.

MISSION SELECT: By selecting "MISSION SELECT", you can choose which type

of mission you will play, target types (convoy/platform/sub/battle), game area (Hormuz/Persian Gulf/Falkland Islands/Tanaku), game time (day/night).

START GAME: When you have selected a player and a mission, press "START GAME" and you will get a short mission brief, what you have selected and what targets to attack. When finished, hit keyboard, mouse or joystick to begin your mission.

RESUME: If you select "RESUME GAME", you can continue saved game. First you must insert your game data disk, then you will see some boxes left of the game number selection if the current game is on the disk.

After loading a game, you must insert the USS John Young disk as requested. If you don't want to resume a game press CANCEL or the space key.

RANK LIST:

1. Seaman
2. Ensign
3. Lieutenant Junior Grade
4. Lieutenant
5. Lieutenant Commander
6. Commander
7. Captain
8. Commodore
9. Rear Admiral
10. Vice Admiral
11. Admiral

When a new person selected, the rank will be Seaman, then if you complete the mission requirements your rank will increase. You can increase your rank further than one step at a time, by getting a very large score. You get no promotion if you don't complete your mission.

Tutorial

This is a short description of a mission and how to succeed.

1. The first thing you have to do is to check all your instruments, to find out if you must go to a harbour to get new supplies.
2. Now you go to the map room to spot your position, and get an overview of your enemies. Afterwards, go to the navigation room to find the enemy on the radar. You then set the course, and speed up the ship.
3. Now load all your weapons, to be ready to engage. You might have to use time scale if the distance is large.
4. You are ready to engage the enemy, and destroy their ships. If you are hit during the attack you can choose to repair the damages by going to the damage-room, or you can try to destroy the enemy first, but it is hazardous. You should also check all your instruments, and repair any if necessary.
5. After the battle your men will collect all the valuable flotsam they can. And when you go into harbour you can sell the flotsam and buy new supplies and weapons.
6. To find out whether you have completed the mission, you can contact your base, or to check the number and types of enemy you have to destroy.
7. If you have completed your mission, you can abort it on the bridge, and your score

will be doubled. You may be promoted to a higher rank.

This is one way of playing the game, but you can of course choose your own tactics.

The story of the U.S.S. John Young and her crew.

In the year of 1997 the world situation has changed for the worse. After the decline of NATO, European power declined. Iran, in a surprise move attacked the nations of the world, destroying shipping, and imposing an economic blockade. They have built a world wide military navy, and use it to dominate the seas.

The Arab nations, with Iran leading, have now used this situation to establish a monopoly on trade and shipping. All other ships are subject to being sunk by the Iranian Navy, if they are suspected of opposing them. The northern, non-oil-producing nations, are not in a condition to maintain their previous standard of living. In a last desperate move, an elaborate ruse is created. The U.S.S. John Young, supposedly crewed by renegade navy personnel is sent on a secret mission: Lead the attack on the Iranian Navy, while maintaining its cover as a hunted U.S. Navy ship. Its encounters with the enemy are deadly, and swift. If it is discovered that the John Young is sinking vital vessels, and destroying oil platforms, it will be destroyed!

Save the free world, as you move up through the ranks of: The U.S.S. John Young.

The bridge:

On the bridge you have the following instruments:

SPEED-CONTROLLER

COMPASS

POSITION

RUDDER

SPEED-INDICATION

CREW-SIZE

FOOD-RESERVES

ROOM-SELECTOR.

You control the speed with the SPEED-CONTROLLER, use mouse, joystick or keyboard. The COMPASS shows your current heading. Under the compass you find your position, large yellow numbers. The rudder is controlled by the instrument at the top, left to the rudder. By using the rudder you can change heading, use mouse, joystick (fire will centre rudder) or keyboard. On the bridge you can always see how many men you have on the ship and how much food is left. At the left side of the instruments you have the room selectors, by selecting these with the mouse, you enter another control room. When using a mouse, the left button can be used on all selectors, however, on Torpedo/Gun/Abort mission the right button also has a function. Abort mission selected with the right button enters the save game functions.

Torpedo Room.

In this room you have the following instruments:

LOAD

FIRE

TORPEDO-DIRECTION

LOCK

UNLOCK

AUTO

CONTROL LAMPS

TARGET INFORMATION

You load the torpedoes, Number 1,2,3 or 4, by selecting the LOAD button on each torpedo. You can only load when the control lamp is yellow. When LOAD is selected, the lamp will change to orange while loading. After loading it changes to green, and you are ready to fire. To fire a torpedo you must select the FIRE button, then the control lamp will change to red while it is being fired, after a fire you must wait for the torpedo to get ready to load again, at this time the lamp is blue, then changes back to yellow. Before you fire a torpedo, you must set the direction to fire in. You can move the torpedoes left and right, by using the arrow buttons at the left side of the panel. When the torpedo is pointing at a target, you will receive some information from the TARGET-INFO display at the right side of the panel. When you have a target in sight, you can lock the torpedo on this target, by pressing the LOCK key, to unlock a target press UN key. If you are trying to hit a moving target you will have to correct the fire direction depending on the target's heading and speed. To do this automatically, select AUTO function or do it manually. On the left side of the panel there is a indication of how many torpedoes you have.

Cannon / missile Room.

In this room you have the following instruments:

CANNON-STATUS

TARGET-DATA

MISSILE-INSTRUMENT

CANNON-ANGLE

or TARGET-IDENTIFICATION.

At the cannon status panel you see the number of shells you have left, and if the gun is ready (RDY) or it is loading (LAD). The gun sight is controlled with the joystick, fire button to fire. You can choose between two gun calibres: 180 mm or 420 mm, with a range of 4000 or 7000m. You can also change the gun fire angle to make a perfect shoot. When you place the sight on a target you will get some data (speed, heading, range) about it, and an identification lamp (Red), with current type. You also have a missile available, switch it on or off using the ON or OFF button. When the missile (COMPUTER MISSILE) is on you can move the sight to a target, and the missile will lock on that target. Press fire button to launch a missile. On the missile control board are sets of digits: the yellow is distance to target, orange is missile fuel, blue is number of missiles left.

Depth Charge Room.

In this room you have the following instruments:

SONAR

ECHO-SOUNDER

EXPLOSION-DEPTH-SETTING

STATUS INSTRUMENT

On the sonar you can watch submarine movements. The echo sounder can give the sub's depth so you can set a correct explosion depth before you drop the depth charge. At the status control panel you can load (LOAD) and drop (DROP) a depth charge. You drop the charge when the sub is getting so close that you see its depth (a red line) on the echo sounder.

Engine Room.

In this room you have the following instruments:

OIL-STATUS

BATT-STATUS

FUEL-STATUS

SWITCH: RADIO
 PUMP
 OUTSIDE LIGHT
 LEAKAGE-LEVEL

Oil-status indicates how much oil you have. Fuel-status indicates how much fuel you have. The Leakage panel shows how much water has been taken on board. First switch control water pumps, red lamp off, green lamp on. The next switch is used to turn the radio on and off. To set the radio frequency you must turn the radio on and press left mouse buttons on the digits until you have the correct setting then press REC to get the message. At the right side of the radio have the signal strength, you must have all lamps lit to get a clear transmission.

Damage Report.

In this room you can see if any panels are damaged. You will find the name of the instrument, and a green lamp if it is okay, or a red lamp if it needs repair. To repair an instrument you press the left mouse button by the name. On the left side you have a repair indicator REPAIR. This can either be set SEA or PORT. If it is sea, you can repair at sea. If it is port you must seek a port for repair. The TIME indicator shows how long time it will take before the repair work is done. When you repair something you use some of the reserve parts, ST. PARTS shows how many reserve parts you have, you can't repair without parts. SUPER STRUCTURE is a complete status of the ship's condition: if it is 100 your ship is in perfect condition, if it is 0 your ship is destroyed (GAME OVER).

Navigation Room.

In this room you have the following instruments:

WEATHER REPORT

RADAR

SEA-DEPTH

SCANNER

Weather report is a complete weather map for your current game area. The radar shows other ships, platforms, and aeroplanes. You can change the radar zoom range (short-, middle-, long distance) by selecting the buttons right of the radar. The sea-depth instrument shows how deep the water is at your position. The scanner shows your own torpedoes as grey dots and incoming torpedoes as red dots, the zoom range of the scanner is the same as current selected for the radar.

Map Room.

In the map-room you have a map covering the area where you presently are. Your position is marked by a black dot, and your enemies by white dots. In this room you also have a time-scale function, if you have to sail a long way, where you don't expect to encounter any enemies, you can select a fast time scale, and there will be no waiting. You can choose 1 normal time, 2 double speed, and so on. If you are on a fast time scale and come close to a enemy the time scale will return to normal time.

Log Book / Info room.

In this room you have your ship's log. You can see the status of what you have sunk, your current score and how much money you have.

Port.

In the harbour you can get any necessary supplies for your missions. First you have to sail close (less than 500 miles) to a port, and then you can enter the port control room. First you must select the item to deal with, press mouse button on one of the nine different items, you now get the name and price of the item maximum number you can carry of this item. Under this choice, you can see how many units of the current selected item you have on the ship at the moment. Under this you can see how much free store you have available. Here you can see how much money you have. Now enter the desired quantity you want to transfer, use BS (backspace) or CL (clear) if you don't type it correctly first time. Use TR (you must have money and free store) to transfer items from shore to ship, DR from ship to shore.

Abort Game.

To abort Game press "Shift-Q".

Save Game.

When you are in the middle of a game and want to save the situation you either go to the bridge and press right mouse button on abort mission or press SHIFT+S any time. When you do that your instrument screen will change now you can CANCEL or save a game. On the save game screen there is a lamp in the right corner of the screen this lamp can change colour.

Lamp	red	: You must insert your data disk. (Nit applicable)
	green	: Ready to save, select number.
	yellow	: Saving game now.
	blue	: Insert USS John Young disk 2 again. (Not applicable)

Mission Types.

- Convoy Attack.** The purpose of this mission is to stop the oil export from Iran and its allied nations, and in that way avoid a coming world war. Iran is aware of this possibility and therefore protects its tankers, with many battle ships. It is your goal to destroy these convoys.
- Platform Attack.** The middle east countries get their energy from a number of platforms. These platform are placed along the coast lines in central areas, but only in areas they feel are safe from attack. You can weaken the enemy navy, by destroying their important oil and gas production.
- Submarine Attack.** Iran uses subs to prevent free sailing on the world's oceans, therefore the Iranian subs are an important part of your battle for the free world. You must face any sub you find, don't let em' go.
- Battle Fleet Attack.** Iran has a very large fleet they've used to conquer much of the world. They attack any target military or civilian. They often attack important cities, and destroy any supplies the United Governments have produced. You must confront this battle fleet, and stop it forever.

Day Mission.

You can attack the Iranian navy in daylight, but be careful they might hit you from a very long distance, as soon as they have visual contact. Come fast, strike fast and get away.

Night Mission.

When you attack at night, you never know whether the enemy can see you. You can get often get much closer, but be prepared. When they see you, they will attack immediately, and keep fighting until the battle is over.

Area Maps.

Persian Gulf

GEOGRAPHICAL DATA: Area size 900 x 500 km. In this area the climate is tropical and it seldom rains here. The average temperature is approximately 26 degree C.

ECONOMY: The economy in this area is critical as the war is very expensive for all countries, but worse for the occupied ones. The only thing that keeps the system from breaking apart is the profit from the oil and gas production.

POLITICS: The ruling leader of this area is the president of Iran, Ali Karemana, who has occupied most of the countries in the area, Iraq, Saudi Arabia, Kuwait, Qatar and Pakistan only United Arab Emirates hasn't been occupied yet and that is your undercover base. But politically it is a very tense area like the calm before storm.

RADIO STATIONS:

U.S.S. John Young-BASE	:	142.65 MHz
Mission-DATA	:	768.95 MHz
Mission-status	:	784.98 MHz
Weather info-BASE	:	230.60 MHz
Weather South	:	912.50 MHz
Weather North	:	922.50 MHz
Weather East	:	932.50 MHz
Weather west	:	942.50 MHz

Harbours where you can buy supplies on the black market:

Bushehr

Nay Band

Strait of Hormuz

GEOGRAPHICAL DATA: Area size 900 x 500 km. The climate is tropical and it seldom rains in this area. The average temperature in the area is approximately 23 degrees C. There is a strong current in the narrow pass.

ECONOMY: The economic situation is as poor as in the Persian Gulf and many people have no money for food. All money goes to Iran so that they can keep on expanding their occupation of other countries.

POLITICS: The ruling leader is Ali Karemana but his right hand in this area is Loqe Eshra who rules these countries with a hard hand and the situation seems very poor.

RADIO STATIONS:

U.S.S. John Young-BASE	:	126.45 MHz
Mission-DATA	:	370.05 MHz
Mission-status	:	500.12 MHz
Weather info-BASE	:	220.50 MHz
Weather South	:	910.60 MHz
Weather North	:	920.60 MHz
Weather East	:	930.60 MHz
Weather West	:	940.60 MHz

Habours where you can buy supplies on the black market:

Rul Dadnah

Tarif

Falkland Islands

GEOGRAPHICAL DATA: Area size 700 x 600 km In this area we have a coastal climate with quite a bit of rain, and it is often stormy. The average temperature is 15 degrees C, in the summer and 5 degrees C, in the winter.

ECONOMY: The economic situation is bad in this area. It is occupied by Iran, and they have drained the economy for the purpose of war so the people are starving.

POLITICS: Ali Kanemana has also got this area in a iron grasp, and his left hand here is Paplo Almarina, who rules the area with terror, and strikes down dissidents. It is a very tense situation as the people of the country try to strike back.

RADIO STATIONS:

U.S.S. John Young-BASE	:	108.15 MHz
Mission-DATA	:	938.10 MHz
Mission-status	:	099.05 MHz
Weather info-BASE	:	240.70 MHz
Weather South	:	914.40 MHz
Weather North	:	924.40 MHz
Weather East	:	934.40 MHz
Weather West	:	944.40 MHz

Habours where you can buy supplies on the black market:

Port Darwin

Puerto Standly

Tanaku

GEOGRAPHICAL DATA: Area size 850 x 550 km The climate in this area is subtropical. There is a lot of rain forest in the area and it rains often, but it is acidic, and so is the sea. The average temperature is 24 degree C, in the summer and 16 C, in the winter.

ECONOMY: The economy is both good and bad as the area is divided into occupied and unoccupied parts. In the occupied area the economy looks just as bad as in other oppressed countries, but in the free part people are struggling to keep their freedom. Morale is good, and food is available.

POLITICS: In the occupied area the Iranian president Ali Kanemana rules with the local leader Lema Yato, steering this nation with a strong hand. In the free area the local hero Alvero Vereti is the nation's leader, and his people's hope. But as in the other occupied areas, the situation is very poor. Alvero Vereti is being attacked by both terrorists in his homeland, and Lema Yato from outside.

RADIO STATIONS:

U.S.S. John Young-BASE	:	134.60 MHz
Mission-DATA	:	376.00 MHz
Mission-status	:	823.32 MHz
Weather info-BASE	:	250.80 MHz
Weather South	:	916.30 MHz
Weather North	:	926.30 MHz
Weather East	:	936.30 MHz

Weather West : 946.30 MHz

Habours where you can buy supplies on the black market:

Kalimaru

Yato

Target Types.

OIL PLATFORM

This is a standard oil platform of the type TF430. The first one was introduced in 1993, and with 3500 produced since. It is a light class, with a weight of only 658000 tons. The maximum sea depth that it can be stationed on is 356 m, but it has a drilling depth of 6400 m, and can produce approximately 1246000 litres of oil every day. The platform has a crew of 500 men.

The platform is heavily armed with 2 x 150 mm long range cannons, and 4 short range Shark torpedo tubes.

GAS PLATFORM

This is a highly explosive gas platform of the type O-33 which is a new prototype, therefore highly valuable. It is classified as a heavy gas platform with a weight of no less than 720,340 tons, and can produce 1,429,090 litres of gas every day. The maximum drilling depth is 6540 m, and it can operate in a water depth of not less than 3050 m and needs a crew of 467 men. The platform is lightly armed with 2 x 100 mm cannons, and 4 Whale torpedo tubes. It's gas is highly explosive.

OIL AND GAS PLATFORM

This is a standard oil and gas platform of the type QA-6 and was first produced in 1995, with 300 produced since. With a weight of 675440 tons it is a middle heavy class, very valuable, and quite mobile. While, the drilling depth is only 5856 m, it can produce 986000 litres of oil, and 570500 litres of gas every day. This platform can only be stationed in locations with a water depth of not more than 250 meters. It requires the labour of about 456 men. It is heavily armed, but it has a short weapon range, armed with 3 x 100 mm short range cannons, and 4 long range Penguin torpedo tubes.

DRILLING PLATFORM

This is a very old and heavy platform (870370 tons) and was first used in 1988, in the Persian Gulf. It became very popular, with 10,231 rigs produced. Its primary purpose is producing oil, and it has a maximum drilling depth of 7420 m. It can operate in water depths of up to 345 m. It requires a lot of men, taking 867 men to operate, and producing up to 186,730 litres per day.

It is heavily armed with 4 x 100 old-fashioned short range cannons, but has not less than 6 long range Penguin torpedo tubes.

TANKER

This ship is a oil and gas tanker of the type OLL-342. It is a heavy ship which has a dead weight of 564,770 tons, and a length of 354 m. The atomic reactor can produce 45,678 HP, giving the ship a top speed of 26 knots. This makes it a the fastest ship of its class. It needs a crew of 35 men to operate. Since the ship is highly explosive, it is lightly armed, with only 2 x 100 mm short range cannons to reduce the danger of an explosion. But, it is also armed with not less than 8 short range Shark torpedo tubes.

CANNONBOAT

The cannonboat the CA-89, with a weight of only 500 tons, is incredibly speedy, up to 40 knots, and highly manoeuvrable, perfect for ambush attacks. The engine is in itself incredible, as it can

provide the 54 m long ship with no less than 4567 HP. It only takes a crew of 11 men to sail the ship. The armament is astonishing for such a little ship, 1 x 150 heavy long range cannons, and 2 short range Shark torpedo tubes. So look out for this ship.

CRUISER

The heavy cruiser (17500 tons), the SGUL-54, is an older but still seaworthy ship, with an engine able to provide approximately 45,678 HP. It was first put to use during the battles in 1993, in the Atlantic Ocean. The engine power enables it to sail with speeds of up to 26 knots. This 254 m long ship, with its crew of not less than 318 men is primarily used for protecting convoys. This it serves this task perfectly, with its heavy, and long range armament, consisting of 6 x 250 long range automatically loading cannons, and 8 older Whale torpedo tubes. It might be an old ship but don't mess with it if you aren't prepared.

BATTLE SHIP

The ship BSP-09, is the heaviest in the area with its 45,600 tons and its 198 m length. It was first produced in 1995 and there has been 450 made. The nuclear reactor provides the heavy ship with 78,040 HP and enables it to sail with a maximum speed of 24 knots. It takes the labour of 452 men to manoeuvre this heavy ship, with probably the most frightful armament.

It has 9 x 406 mm long range automatically loading Typhoon cannons, and modern Octopus torpedo tubes with target-locks. The battle ship is used as assistance in heavy battles.

MILITARY AIRCRAFT

The enemy most frequently use the MIG-88 which has the most modern in new technology. It is due to this technology, that it has obtained the superior speed on 4600 km/hour, and a maximum ceiling on 67000 feet. The maximum combat range, full loaded is 3420 Km. It takes 3 men to fly this heavily armed, 14.30 m long fighter-bomber, with a M-61 air cooled rotary cannon, 8 Aim-7F Sparrow air to air missiles, 10 air to ground missiles, and 8 High explosive Flounder laser guided bombs. This armament makes the MIG a perfect shiphunter, so keep your eyes open.

CIVIL AIRCRAFT

The enemy has bought a consignment of 700 old McDonnell Douglas RT-742 produced in 1990 for the transport of their civilian

population. The 68,90 m long aeroplane has a maximum speed of 1450 km/hour a maximum flight range an 13500 km and a ceiling on 45000 m. It takes a crew of 14 persons to fly and provide the necessary comfort. It is known that the enemy sometimes use a civilian aeroplane like this type for military purpose, so we strongly recommend that you don't take any kind of chances.

SUBMARINE

The Stalenin R-5 is an old middle weight submarine with a weight of 16,600 tons. The first prototype was built in 1989, and first engaged in the Atlantic Ocean War in 1993. The maximum diving depth is 1200 m, and with its nuclear power plant it can produce 12,000 HP. The submarine can be submerged for over 1 year, has a maximum range of 70,500 km, and a top speed of 24 knots. The ship requires a crew of 145, divided into 3 shifts. The submarine is armed with 1 x 200 mm long range deck cannons, and 12 x 645 mm Illekow laser guided torpedo tubes, 4 of which fire aft.

WARSHIP

The MACT-7D is a new prototype produced this year. We know that it is middle heavy, with a dead weight of 9,500 tons, and is 178 m long. It contains a brand new nuclear power-plant, able to produce 74257 HP, which enables the ship to sail with a top speed of 33 knots. The armament is extremely heavy for this weight class, 8 x 250 long range Stac cannons with autoloader, and 4 laser guided Mer-R1 torpedo tubes. The warship is a very dangerous enemy to meet, with both superior speed, and armament.

MINE

The mines used are mostly acoustic MICHA-5J mines. Its weight is approximately 5.2 tons, highly explosive, and very dangerous. It can destroy everything in a range of 500 meters. The mine was first tested in the beginning of the world war in 1995, where they proved to be highly efficient, destroying a number of our best ships. They are almost impossible to spot, before it's too late. So keep an eye out for these mines. Destroy them as soon as they are sighted.

MINELAYER

The MYL-6F is a light mine-layer, with a weight of only 3,460 tons, and a length of 65 m. The first production occurred in 1993, and there are now over 300. The light weight, and the large engine power makes it possible for the ship to sail with a speed of 38 knots. It takes a crew of at least 78 men to manoeuvre the ship, and use the weapons.

The ship contains different kinds of armament, suitable for many purposes: 2 x 150 automatic cannons, 2 short range Whale torpedo tubes, and 30 highly explosive acoustic mines.

Destroyer.

The light destroyer ASD-77, with a weight of 10,180 tons, and a length of 143 m was first produced in 1994. It is a new version of the old ASD-55, which had proved to be one of the most efficient destroyers in combat. One of the improvements, is the bigger engine, which can produce 23,800 HP, and a maximum speed on not less than 34 knots.

It requires a crew of at least 287 men. Another improvement: 6 x 340 mm long range cannons, instead of 5, and 6 long range Penguin torpedo tubes, instead of 6 short range Sharks.

Hints and Tricks.

a) Single ship at short distance:

When you attack a ship with a cannon, the best thing to is to attack it amidships. This way the ship is easy to hit, and it will take time for your enemy to change heading and come after you. But you are not the only one who knows that, some of your enemies will try the same tactic. Be careful, don't let them get at your side. They get a perfect position to hit you, and you can't hit them.

b) Convoy attack:

If you are going to attack a big convoy (i.e. 8 ships), and play at a higher level, the best method is to keep the same heading as the convoy, then try to always stay in front of the convoy. You can use the aft gun, and torpedo to fight them, while still having a good constant distance.

c) Torpedo defence:

In situations where you are being attacked with torpedoes, you must never stop and often change heading. When it is subs you must zig zag until close enough drop a bomb.

d) Air defence:

Always keep a good look at the radar, when you see a formation coming fast in your direction, you know that an air-force radar base has spotted you, and there are fighters on the way to attack your ship. Now you must think fast, take the same heading as the fighters, set full speed ahead, and get to the aft gun/missile room, get the missile ready.

e) Platform:

If you want to attack platforms, this can be done from a long distance with torpedoes, but keep moving or you may get one of those high speed torpedoes after you.

f) Fast repair:

Having a large crew will reduce the repair time, and even more important the super structure will be recovered faster. But remember, they take space on the ship, they cost money, and consume a lot of food and water. Therefore, if you expect you will take a lot of hits on a mission, it will improve your chances to have a large crew. Just pick up some extra men in port , attack, then put the men back.

g) Special map info:

In the different game areas you can select there are some special things about each map you need to know, if you want to win.

Persian Gulf:

In this area the weather is always very warm and the air dry. Your crew will therefore have to drink a lot of water (no you don't drink sea water) you must therefore calculate your extra water needs (Included in Food). Always have enough food if you sail in this area.

Keyboard Reference Guide.

MAIN MENU:

N	Select player, name
H	See hi-score
M	Select mission
S	Start a new game
R	Resume an old game

SELECT PLAYER:

1	Use 1. player
2	Use 2. player
3	Use 3. player
4	Use 4. player
5	Use 5. player
O	Select player
N	Enter new name

HISCORE:

<SPACE>	Return to main menu
---------	---------------------

MISSION TYPE:

- 1 Convoy
- 2 Platform
- 3 Sub
- 4 Battle

MISSION AREA:

- 1 Strait of Hormuz
- 2 Persian Gulf
- 3 Falkland Islands
- 4 Tanaku

MISSION TIME:

- 1 Day
- 2 Name

RESUME GAME:

- <SPACE> Cancel
- 1 Load game #1
- 2 Load game #2
- 3 Load game #3
- 4 Load game #4
- 5 Load game #5

- 6 Load game #6
- 7 Load game #7
- 8 Load game #8

IN ALL ROOMS:

Shift-Q Abort mission

Shift-S Save game

1 Forward torpedo

2 Forward gun

3 Sonar

4 Motor

5 Damage

6 Navigation

7 Area Map

8 Ship-log

9 Port loading control

0 Bridge

- Rear torpedo room

= Rear gun room

Z Full stop

X Half speed

C Full speed

, Rudder left

. Rudder centre

/ Rudder right

SAVE GAME:

- | | |
|---------|-----------------|
| <SPACE> | Cancel |
| 1 | Save as game #1 |
| 2 | Save as game #2 |
| 3 | Save as game #3 |
| 4 | Save as game #4 |
| 5 | Save as game #5 |
| 6 | Save as game #6 |
| 7 | Save as game #7 |
| 8 | Save as game #8 |

TORPEDO ROOM:

- | | |
|-----|------------------------|
| L+1 | Load torpedo 1 |
| L+2 | Load torpedo 2 |
| L+3 | Load torpedo 3 |
| L+4 | Load torpedo 4 |
| F+1 | Fire torpedo 1 |
| F+2 | Fire torpedo 2 |
| F+3 | Fire torpedo 3 |
| F+4 | Fire torpedo 4 |
| G | Torpedo heading left |
| H | Torpedo heading centre |
| J | Torpedo heading right |
| A | Auto On/Off |
| S | Torpedo lock |

U UnLock torpedo

MAP ROOM:

Shift-A	Time scale 1
Shift-B	Time scale 2
Shift-C	Time scale 4
Shift-D	Time scale 8

DAMAGE ROOM:

D+P	Pumps
D+D	Deck
D+L	Leakage
D+S	Screw
D+M	Motor
D+Shift-S	Sonar
D+Shift-D	Depth-Charge
D+R	Radar
D+T	Torpedo
D+G	Gun
D+Shift-R	Radio
D+H	Rudder (Heading)
D+E	Echo-Sounder
D+C	Compas
D+Shift-C	Computer

D+W	Weather
D+Shift-M	Missile
D+K	Satellite
D+I	Scanner

NAVIGATION ROOM:

S	Radar zoom 1
M	Radar zoom 2
L	Radar zoom 3

SONAR ROOM:

L	Load depth-charge
D	Drop depth-charge
N	Exp. depth down (slow)
P	Exp.dep.up(slow)
Shift-N	Exp. depth down (fast)
Shift-P	Exp.dep.up(fast)

CANNON ROOM:

U	Cannon up
D	Cannon down
S	Select 180 mm cannon
L	Select 420 mm cannon
I	Missile on

O Missile off

ENGINE ROOM:

S Radio receive

Q Radio digits 1.

W Radio digits 2.

E Radio digits 3.

T Radio digits 4.

Y Radio digits 5.

P Pumps on/off

R Radio on/off

L Outside lights on/off

H No use