

Covert Action

Version 1.1

by

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Covert Action is a simulation where you take the helm of a United States attack submarine. You will conduct manoeuvres in locations such as the Black Sea, the Straights of Gibraltar, the Persian Gulf and the East Coast of the United States. In each area, you will have the opportunity to complete several missions focusing on the strategic value of that region.

Covert Action is similar to a complex game of hide and seek. When you begin each mission, you will be presented with a satellite report telling you the last known location of your targets and their intentions. With this information in mind, you can plot a course to intercept these vessels. Moving along the surface, you will be able to utilize your long range radar systems. Once these systems have acquired a target, it would wise to submerge. Although you will not be able to make direct contact with the enemy at this distance, do not worry. The computers on board your submarine will be continually giving you information on the whereabouts of the enemy. This information is based on the last statistics received by your radar or sonar. Under water, you will be able to sneak up on your enemy without them detecting your presence. Always keep in mind that if you have direct contact with the enemy, chances are that they have contact with you.

Once the enemy vessel comes into sonar range, you will establish direct contact again. At this point, you can plot your attack and move into position. There, you can lie in wait until the enemy ship comes to you. On board computers will alert you to any ship within weapons range. As your weapons accuracy builds and the distance between you and the enemy falls, you can fire. Be careful, however, don't make too much noise or the enemy will acquire your position and launch its own attack. In the event that you are struck by a torpedo, you must run from the enemy and make time for repairs. If the damage is too extensive, your only option will be to try and sail your crippled sub back to the rendezvous point where rescue equipment is available.

After hitting the enemy with a torpedo, you are by no means safe. Undoubtedly, the damaged ship will alert its partners and a concerted attack will begin. You can be sure that the enemy will do everything possible to eliminate your submarine. This includes chasing you into traps and laying mine fields around your position. Most of all, be careful for the enemy submarines. Just like you, they are difficult to detect and extremely lethal.

If you are successful in your initial battles, you will soon come upon your primary targets. Destroying these target should be your primary concern throughout your mission. Once you have successfully destroyed them, you can return to the rendezvous point. There, your submarine will be refurbished and you will be given the option to take part in another mission.

Getting Started

Covert Action can be played on a *Macintosh*® Plus, SE, SE/30, II, IIcx, IIci, IIx or Portable. To start the game, insert the Covert Action disk and double click on the application icon. Once the game has loaded, you will be presented with the **About Window**. This will be followed by the **Select Player Window**. Here you can choose, or create, a character to command the submarine. When the game first loads, all of the characters will be deceased. Therefore, you will need to replace one of them.

After you have selected a character , the **Select Mission Window** will appear on the screen. Here you can select a mission to take part in. On the left, there will be a list of five locations and on the opposite side of the window, you will find a list of five mission titles from which to choose. Once you have selected a mission, the computer will load the game and you may begin playing.

It is important to understand that *Covert Action* is played on a turn system. While your submarine's position and systems are updated constantly, the enemy is only updated at the end of each turn. A turn can range from 15 seconds to several minutes depending on your wishes. There is, however, one exception. When torpedoes are active in the water, the turn time must be set to 30 seconds or less. The computer will automatically shorten the turn time during these situations. A benefit of the turn time is that you can speed up the rate of play by ending a turn before the turn time has actually expired. The Advance command, in effect, allows you to jump ahead in time. This means of playing was implemented because of the mass of information which must be processed for the enemy to make a decision.

The following sections will present information on each major system on board your submarine

Navigation System

By far, navigating is the most part of playing *Covert Action*. You have several modes of navigation to choose from. The most rudimentary is the Manual Mode. Here you can select a course, speed and depth and the computer will do its best to maintain it for an indefinite time.

The Goto a Point mode is also a very basic type of navigation. The computer will ask for a specific point, speed and depth and the computer will automatically set your course to that point. Once you are within one mile of the destination position, your speed will be reduced to one knot.

Once you have completed your mission, you can select the Rendezvous Point navigation mode. Like the Goto a Point mode, the computer will automatically set the course to the rendezvous point and then slow down as soon as you are within one mile of the point.

There are three modes of navigation which involve monitoring of an enemy target. The first one is the Pursue Target mode. When you are in this mode, the computer will automatically pursue a designated target at any speed or depth. The opposite of this mode, where you essentially run away from a target, is the Evade Target mode. The Trail Target mode allows you to select a target and then tell the computer to maintain a certain distance away from it. In all of these modes if the computer ever stops projecting the target's position, navigation will revert back to manual on the most recent course, speed and depth.

Maximum speed and maximum depth are directly effected by the capacities of the hull and engine. If they are ever damaged then performance will fall. Maximum speed is also effected by fatigue. If you try to run at the maximum speed for too long, the speed will slowly drop.

Radar/Sonar System

Radar and sonar are your eyes and ears throughout the game. The radar system works as long as the you depth is above fifteen feet, any deeper and the sonar system will take over. Both systems can give an immense information about a target. Some of that information is the target's speed, direction, depth, equipment, name and type. To get a complete listing of all information available about a specific target, use the Evaluate Target command under the Radar/Sonar menu.

You will be able to see some targets farther away than other targets. This is because some targets will make more "noise". You also make "noise" and the enemy's radar range is effected its intensity. Things that will increase "noise" are speed, weight, radar and sonar power, weapon's status, amount of damage and ship type. Certain events will increase "noise" so much that detection is assured. They include launching a long range torpedo and being struck by a torpedo or mine.

Mines laid by the enemy will be remain invisible to you until detected by your sonar. For this reason it is advisable to use caution when you are operating with very low sonar ranges. No matter your sonar range, you will always see any enemy torpedoes fired at you.

Weapons Systems

The outcome of the game will depend on your careful use of all of your weapons. Each torpedo type has its own advantages and disadvantages. The most obvious is range. Long range torpedoes out distance short range torpedoes by about two to one. This is due to the nature of the two systems. Short range torpedoes are standard torpedoes directed by on board sonar towards their target. They may be slow, but they are almost undetectable during launch. This means that you may launch a short range torpedo without being detected. The long range torpedoes are powered by powerful rockets which propel them out of the water and into the air. There, they fly like surface to surface missiles. They are not only fast, but also incredibly noisy. Once they are launched they reveal their originator's exact position. The accuracy of the torpedoes is based on the interval between the launch time and the time that you last had direct contact with the target. Once launched, a torpedo's accuracy will not change.

When a torpedo is fired at you, there are several escape tactics to keep in mind. The first is to release a noise maker. These devices mimic the sounds of your submarine and draw sonar guided torpedoes away from your vessel. The farther you are from the deployed noise maker, the better. Another tactic is to change your speed, heading and depth immediately. This will hopefully confuse the torpedo. Above all, fire back. A damaged enemy vessel is much less of a threat.

Mines are an all purpose weapon. Use your imagination when placing them. Perhaps place them between you and the enemy. Then, make a lot of noise and draw the enemy into the mine field which you just created. Remember, the enemy will also be doing this and mines are hard to detect. So, when you suspect that enemy mines may be near by. Slow down occasionally and use your sonar to pinpoint their positions.

The Windows

There are hundreds of variables which will need to be taken into account for you to make decisions during play. For this reason there are ten windows where you will find information about the game's status. On color systems, you will notice a color scheme that helps discern the different types of information (ie. navigation and radar information each have different colors).

Within the ten windows, there are three which you will be using most often. The first of these windows is called the General Information Window. It basically gives an overview of all the systems on your submarine. More explicit information, which is not needed in most cases, can be obtained through more specific windows, like the Navigation Window.

The Map Window will appear just below the General Information Window when the game first begins. This window's purpose is to give you a visual representation of where your submarine is located in relation to the other elements of the game. To the right of the map, within the same window, is a list of targets which your radar and sonar systems are currently tracking. The Map Window is accompanied by a Map item within the menu bar. This menu allows you to toggle some of the information displayed on the map as well as the ability zoom in and out. Refer to the section on available commands for more information.

At the end of each turn, the Update Information Window may appear automatically to give you important information such as inbound torpedoes or mines located in the immediate area. Radio buttons at the bottom of this window allow you to select which information you would like to view.

The other windows can be displayed by selecting their name under the Window Menu. For the most part, they contain more detailed information about the systems summarized in the General Information Window.

You should not picture the enemy as individual vessels, but instead as a team. Communications between them is constant so if one of the enemy detects you then they all know where you are. Their objective will be to destroy you at all costs. Remember, the enemy can do everything that you can, but combined they are a greater force.

There are ten types of enemy vessels which you will come upon in your travels. They are listed below along with some general statistics outlining their ability.

Enemy Vessel Types

Attack Submarine	Ballistic Missile Submarine
Battle Ship	Cargo Ship
Command Ship	Destroyer
Fishing Boat	Frigate
Oil Tanker	Patrol Boat

Enemy Weaponry

Long Range Torpedoes

Maximum Speed:	370 knots
Maximum Range:	10 nautical miles

Short Range Torpedoes

Maximum Speed:	80 knots
Maximum Range:	6 nautical miles

Other Weaponry

Mine Range:	2,500' horizontal,	± 150' vertical
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Enemy Radar / Sonar

Maximum Radar Range:	38 nautical miles
Maximum Sonar Range:	14 nautical miles

Your Submarine

Damage inflicted on your submarine is automatically fixed over time. If, however, the overall capacity ever goes below 20% then you will sink. Damage to the hull can lead to an uncontrollable depth, speed and course management. The life support, when damaged, has reserves for 60 minutes. Once these reserves are gone, the crew will die unless the sub is at the surface. If any system ever has a capacity below 30%, it will not be fixed automatically.

The following are the general characteristics of your submarine.

Navigation

Maximum Speed (submerged):	40 knots
Maximum Sustainable Speed (submerged):	32 knots
Maximum Speed (surfaced):	28 knots
Maximum Sustainable Speed (surfaced):	22 knots
Maximum Turn Speed:	17 knots
Maximum Depth:	2100 feet

Weaponry

Long Range Torpedoes

Maximum Number:	25
Maximum Speed:	380 knots
Maximum Range:	11 nautical miles

Short Range Torpedoes

Maximum Number:	25
Maximum Speed:	94 knots
Maximum Range:	7 nautical miles

Other Weaponry

Maximum Number of Mines:	20	
Mine Range:		2,500' horizontal, ±
150' vertical		
Maximum Number of Noise Makers:	15	
Maximum Noise Maker Endurance:	15 minutes	

Radar / Sonar

Maximum Radar Range:	40 nautical miles
Maximum Sonar Range:	15 nautical miles

Points System

While playing *Covert Action*, you will accumulate points. These points will be given for destroying enemy targets. A break down of the points awarded is as follows:

Evading an incoming torpedo:	5 points
Damaging an enemy with a torpedo:	10 points
Damaging an enemy with a mine:	15 points
Sinking a Cargo ship:	30 points
Sinking a Military vessel:	40 points
Sinking a submarine:	60 points
Destroying a primary target:	150 points

Available Commands

The following is a list of all the commands, which can be selected in Covert Action, and a complete description of each.

Menu Location: **Game**
Command Name: **Advance Game**

Description: This will update the enemy and all weapons systems for the entire Turn Time. It is possible to change the Turn Time using the Set Turn Time command. Once Advance is selected, the Update Information Window may appear and give information about the game's progress.

Menu Location: **Game**
Command Name: **Pause Game**

Description: This will stop all of the games functions indefinitely. This is handy in case the phone rings or you have a sudden urge to get something from the refrigerator.

Menu Location: **Game**
Command Name: **Set Turn Time**

Description: This allows you to change the Turn Time. The Turn Time is the amount of time you are allowed to enter commands and the time for which the enemy and all weapon systems are updated when you select the ADVANCE command or you run out of time. You cannot change the turn time to less time than has already passed. When in-bound torpedoes are present the maximum value for the Turn Time is 30 seconds.

Menu Location: **Game**

Command Name: **Mission Information**

Description: When selected, the Mission Information Window will appear and give you a description of the mission you are currently playing. The information will include which targets your have been instructed to sink and their last known positions.

Menu Location: **Game**

Command Name: **Sound**

Description: This simply toggles the sound system on and off. It will, by default, be turned on when the game begins.

Menu Location: **Game**

Command Name: **Quit**

Description: This will turn off Covert Action and save the game automatically.

Menu Location: **Map**

Command Name: **Zoom Out**

Description: This will make the region which the Map Window covers enlarge. Once it has reached a maximum size, you will no longer be able to select this command.

Menu Location: **Map**

Command Name: **Zoom In**

Description: This will make the region which the Map Window covers decrease. Once it has reached a minimum size, you will no longer be able to select this command.

Menu Location: **Map**

Command Name: **Close Up**

Description: This toggle the map close up mode on and off. When it is toggled on, you will be able to see a very close up view of your submarine and its surroundings. No land masses are displayed in this mode.

Menu Location: **Map**

Command Name: **Gridlines**

Description: This will toggle the display of grid lines of and on. You will only be able to see the actual value for each line in the Close Up mode. The default is for the lines not to be displayed.

Menu Location: **Map**

Command Name: **Target Headings**

Description: The Map Window will display line leading from the targets number, indicating its direction and speed. This command will toggle these lines on and off. The default is for the lines to be displayed.

Menu Location: **Map**

Command Name: **Target Radar**

Description: This will toggle the radar and sonar ranges of the targets to be displayed on the map window. The default is for the lines to be off.

Menu Location: **Map**
Command Name: **Target Weapons**

Description: This will toggle the weapons range of the targets to be displayed on the map window. The default is for the lines to be off.

Menu Location: **Map**
Command Name: **Redraw Map**

Description: If for some reason the map is not fully visible. Select this command, and the map will be redrawn on the screen.

Menu Location: **Map**
Command Name: **View Map Key**

Description: A small window containing information about the map window and its contents will appear on screen when you select this command.

Menu Location: **Navigation**
Command Name: **Manual**

Description: This lets you specify any desired course, depth or speed. If you are pursuing, evading or trailing a target which is no longer being tracked, the navigation systems will revert to manual.

Menu Location: **Navigation**
Command Name: **Goto a Point**

Description: This allows you to designate a point, on the 500nm x 500nm map, for the navigation systems to head to. Depth and speed can be selected manually using this command.

Menu Location: **Navigation**
Command Name: **Evade Target**

Description: This will automatically set the submarine's course, and continually update it, so that you will be on a heading directly away from a selected target. You can specify any depth and speed at which to evade the target. This is useful if you have suffered significant damage and wish to move out of the weapon's range of a target.

Menu Location: **Navigation**
Command Name: **Pursue Target**

Description: This will automatically set the submarine's course, and continually update it, so that you will be on a heading directly to a selected target. You can specify any depth and speed at which to pursue the target. This command is useful if you wish to enter a battle with a specific target. Once you are within one nautical mile of the target, you will automatically slow down.

Menu Location: **Navigation**
Command Name: **Trail Target**

Description: This allows you to specify a target and a distance to trail behind it at. Your speed and course will automatically be adjusted to maintain the specified distance, but your depth can be set manually.

Menu Location: **Navigation**
Command Name: **Rendezvous Point**

Description: This will set your course to the rendezvous point. Depth and speed can be set manually. Once you are within one nautical mile of the point, your sub will slow down and surface automatically. Be careful when you are surfacing to make sure that there are no hostile targets within weapons range which could fire on you.

Menu Location: **Radar/Sonar**
Command Name: **Set Radar Power**

Description: This lets you select the power at which you wish the radar system to operate at. If the submarine is damaged you may not be able to set the power to 100%. To see the effect that your change made, look at your submarine's radar range which is displayed in the Radar/Sonar Window. If you choose to set the radar to its maximum, the computer will automatically increase or decrease power to match the systems capacity.

Menu Location: **Radar/Sonar**
Command Name: **Set Sonar Power**

Description: This lets you select the power at which you wish the sonar system to operate at. If the submarine is damaged you may not be able to set the power to 100%. To see the effect that your change made, look at your submarine's sonar range which is displayed in the Radar/Sonar Window. If you choose to set the sonar to its maximum, the computer will automatically increase or decrease power to match the systems capacity.

Menu Location: **Radar/Sonar**
Command Name: **Flash Radar**

Description: This allows you to momentarily set the radar system to its maximum power. By doing so, you can locate targets without exposing yourself to any long-term detection.

Menu Location: **Radar/Sonar**
Command Name: **Flash Sonar**

Description: This allows you to momentarily set the sonar system to its maximum power. By doing so, you can locate targets without exposing yourself to any long-term detection.

Menu Location: **Radar/Sonar**
Command Name: **Evaluate Target**

Description: This allows you to see all information known about any one of the targets you are tracking. If a large amount of time has passed since you had direct radar or sonar contact with the specified target, you may be unable to see all of the information. Remember that when you do not have direct contact, the values displayed are only approximations.

Menu Location: **Weapons**
Command Name: **Fire Long Range Torpedo**

Description: This allows you fire a long range torpedo at any target within range. Long range torpedoes are rocket propelled and give off a great deal of noise when launched so they will reveal your position to the enemy. These torpedoes have relatively low destructive power. Like other systems, the capacity of the long range torpedo system must be at least 80% to operate properly.

Menu Location: **Weapons**
Command Name: **Fire Short Range Torpedo**

Description: This allows you fire a short range torpedo at any target within range. These torpedoes are very quiet and will not reveal your position to the enemy. They also have a huge explosive power compared to long range torpedoes, but of course their range is limited. Like other systems, the capacity of the short range torpedo system must be at least 80% to operate properly.

Menu Location: **Weapons**
Command Name: **Lay Mine**

Description: This will release a mine to the depth which you specify, behind your sub. Because of your initially close proximity to it, it will not activate for several minutes, but after that it can cause severe damage to both you and the enemy. Mines can only be detected by using sonar, so be careful about running for long periods of time with the sonar turned down.

Menu Location: **Weapons**
Command Name: **Release Noise Maker**

Description: This allows you to release a noise maker from the submarine. Noise makers will detour inbound torpedoes by reproducing noise similar to the sub's. The farther you travel away from the noise maker, the better chance it has of detouring an in-bound torpedo. This command releases one, which will last for about ten minutes. Like other systems, the capacity of the noise maker system must be at least 80% to operate properly.

Menu Location: **Weapons**
Command Name: **Evaluate Target**

Description: This command is just like the one under the Radar/Sonar menu.

Menu Location: **Weapons**
Command Name: **Select New Target**

Description: This allows you to get offensive weapons information about a specific target. Once selected, information about the range and accuracy of your weapons will be displayed in the options window. General information about the specified target will also be displayed. Remember that when a target has not been in direct radar or sonar contact for a long period of time, the values displayed are only approximations.

Menu Location: **Windows**
Command Name: **Command**

Description: This will toggle the Command Window off and on. A check mark will appear next to the command name if the window is already visible.

Menu Location: **Windows**
Command Name: **Damage & Supplies**

Description: This will toggle the Damage & Supplies Window off and on. A check mark will appear next to the command name if the window is already visible.

Menu Location: **Windows**

Command Name: **Evaluate**

Description: This will toggle the Evaluate Window off and on. A check mark will appear next to the command name if the window is already visible. When there are no targets to evaluate, you will not be able to select this command.

Menu Location: **Windows**

Command Name: **General Information**

Description: This will toggle the General Information Window off and on. A check mark will appear next to the command name if the window is already visible.

Menu Location: **Windows**

Command Name: **Map Window**

Description: This will toggle the Map Window off and on. A check mark will appear next to the command name if the window is already visible.

Menu Location: **Windows**

Command Name: **Mission Information**

Description: This will toggle the Mission Information Window off and on. A check mark will appear next to the command name if the window is already visible.

Menu Location: **Windows**

Command Name: **Navigation**

Description: This will toggle the Navigation Window off and on. A check mark will appear next to the command name if the window is already visible.

Menu Location: **Windows**

Command Name: **Radar & Sonar**

Description: This will toggle the Radar & Sonar Window off and on. A check mark will appear next to the command name if the window is already visible.

Menu Location: **Windows**

Command Name: **Statistics**

Description: This will toggle the Statistics Window off and on. A check mark will appear next to the command name if the window is already visible.

Menu Location: **Windows**

Command Name: **Update Information**

Description: This will toggle the Update Information Window off and on. A check mark will appear next to the command name if the window is already visible.

Menu Location: **Windows**

Command Name: **Weapons**

Description: This will toggle the Weapons Window off and on. A check mark will appear next to the command name if the window is already visible.

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Technical Support

You may send questions, problem reports, suggestions for improvements and general comments about *Covert Action* to the registration address listed below. Comments may also be sent via electronic mail:

- BITNET system: mdkaufman@ucdavis
- INTERNET system: mdkaufman@ucdavis.edu
- UUCP system: ucdavis!mdkaufman

Distribution/Registration

Covert Action is distributed as **ShareWare**. That is **NOT** the same thing as freeware. I realize that it is hard to justify sending money for a game. So here is the deal. I would be really grateful if you sent me \$10, but, if that seems too much, send what you feel is appropriate. In fact, I would value a simple letter describing how you would make the game better. No matter, however, please send the registration form so I have some kind of idea about who is using this program.

Distribution

You are encouraged to copy and distribute *Covert Action* with the following restrictions:

- You may not modify any of the files
- You must include the documentation with the program
- You may not charge any fee for the use, copying, or distribution of the product unless granted permission by MK Systems

If, for some reason, you cannot adhere to these conditions, please contact MK Systems at the following address. Something can always be worked out.

Registration Form

(First Name) (Last Name)

(Street Address)

(City) (Zip Code) (State)

(Voice Number) (Fax Number)

(Computer Type) (Peripherals)

(What you most like about *Covert Action*)

(What you most dislike about *Covert Action*)

To register your copy of *Covert Action*, please print and fill out the preceding form. Then mail it to.

**Covert Action Registration
c/o MK Systems
19987 Moran Lane
Saratoga, CA 95008**