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UP PERISCOPE

BEYOND
CHALLENGING SOFTWARE

0001

UP PERISCOPE

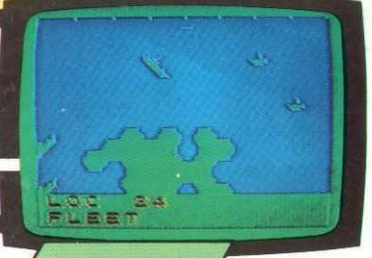


SUDDENLY

Runs on a **Dragon 32** *using a joystick or keyboard for one or two players*

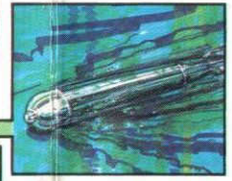
BEYOND
CHALLENGING SOFTWARE

Sonar Contact



Dive!





by Ron Potkin

UP PERISCOPE

The enemy below . . .

Is death e'en now speeding towards you. Your next move might take you into a torpedo's path, or may let it glide harmlessly past your bows.

The enemy above . . .

The sting of sonar on your hull is heard above the churning of his engines. You await the depth charge, helplessly wondering whether he has read the sonar echo correctly. Guide your wolfpack between the protective destroyers to pick off the convoy ships . . .

Or take the role of convoy commander, guarding the supply ships in the most perilous waters. It is vital the supplies get through.

The commander has a fleet of six destroyers and is guiding six convoy ships from West to East within a fixed time limit. At least three convoy ships must get through.

The submarine commander has up to 10 subs in his wolfpack and plans to sink at least four convoy vessels or prevent the convoy landing within the time limit. The number of convoy ships to cross or the number of subs can be changed to alter the objectives of the game.

The game is designed to be played by one player against the computer (which will take the side of the submarines) or two players. It can be played using the right joystick or arrow keys on the keyboard.

Rules of Play

Vessels

The Fleet Commander has 6 destroyers and 6 convoy vessels. The Submarine Commander has 10 submarines. The capabilities of each are:

	Moves	Armament
Convoy	4	None
Destroyer	7	10 depth charges Sonar equipment
Submarine	6	10 torpedoes 2 torpedo tubes

A submarine may lie at:

1. Sea bottom: At this level he cannot be spotted by Sonar. The only move available is UP.
2. Periscope: Torpedoes may only be fired at this level. It costs two move factors to move one hex.
3. Surface: At this level it can be seen by the enemy.

Apart from periscope movement, all actions cost one move factor.

Order of Play

a) The submarines move first. The Submarine Commander may move all, some or none of his pieces.
b) All submarines now removed from the screen.
c) A status report showing number of vessels remaining is displayed. If a winning condition is met, the game ends.
d) The Fleet Commander moves his pieces.
e) All torpedoes move one hex in the direction they were initially fired.
f) The status report is displayed.
g) Unless a winning condition is met the game continues in this order.

Movement

During his turn, a player may move his pieces up to the limit of moves available (assuming it does not hit a torpedo). A choice of six directions are available and are denoted by the arrows in the menu.

All moves cost one point with the exception of submarines at periscope depth where a move from one hex to an adjacent hex costs two moves.

Review the sections — Operating the Joystick or Operating the Keyboard to undertstand how the pieces are moved.

Submarines

The options available for each type of submarine is displayed at the bottom of the screen:

F— Use this only when you have finished your turn.

M— Use this on completing the moves for a piece
U— Move the submarine up one level.
D— Move the submarine down one level.
T— Fire a torpedo. You will be presented with a second set of arrows asking for the direction.
Direction Arrows—Move the submarine one hex in the desired direction.

Destroyers

The options available to the destroyers are:
F— as above.
M— as above.
Turn Clockwise.
Turn Anti-Clockwise.

Note that the stern of the ship moves. The bow remains in the same location.

D— Drop a depth charge. You will be presented with a second set of options requesting the direction.
S— Sonar. The direction will be requested.
R— Reverse. The destroyer will backup one hex.
Numbers up to seven—Use these to move forward any number of hex.

Convoy

Convoy vessels have few options:
F— as above.
M— as above.
Direction arrows—move to an adjacent hex.

In order to complete a crossing successfully, the vessel must move off the map on the Eastern edge of the map.

Torpedoes

A submarine at periscope depth may fire torpedoes provided tubes are available. The torpedo will move one hex in each round of play. This continues until it hits a vessel, the island or map edge. Note that at the point of firing the torpedo is invisible. It does not reach the surface until the Fleet Commander has completed his turn.

Depth Charges

Depth charges will destroy torpedoes or submarines in the designated hex. Any submarines in a surrounding hex is brought to the surface and there is a 50 percent chance that a torpedo tube will be damaged.

Sonar

Sonar will ignore submarines on the bottom. It does not return a signal for the map edge or island. Anything else gives a contact signal.

Ramming

A surface submarine may be destroyed by the bow of the destroyer. This can only occur when moving forward.

Congestion

If a vessel enters a hex containing a hidden submarine, the submarine will move to an adjacent hex. If no hex is available the submarine is destroyed.

Playing

If you select the one-player option the message "submarine moving" will appear. During this period the map is not displayed, but a "cheat" key is provided! The letter "O" is a toggle switch which turns the screen on and off.

Using the Joystick

Commanders are asked to press the fire button.

Moving the joystick will enable you to inspect the whole map.

To move a piece, place the cursor over it and press the fire button. You will now be presented with a menu at the bottom of the screen.

Place the cursor over the appropriate command and press the fire button.

When a piece has completed its move, place the cursor over M to move the cursor back to the map. You will not be able to move that piece again during that turn.

When all movement is complete, place the cursor over F. This indicates that your turn is finished.

Using the Keyboard

Commanders are asked to press **ENTER**.
The four arrows will control the movement of the cursor on the map. By pressing **SHIFT** and an arrow, the cursor will move four hex. Wrap-around is possible so that you can move from one edge to the other.

To move a piece, place the cursor over it and press **ENTER**. You will now be presented with a menu at the bottom of the screen.

Place the cursor over the appropriate command and press **ENTER**. Pressing **SHIFT** and the left or right arrow will enable you to move to the left or right hand command.

When a piece has completed its move, place the cursor over M to move the cursor back to the map. You will not be able to move that piece again during that turn.

When all movement is complete, place the cursor over F. This indicates that your turn is finished.

Homing Device

Whilst on the map, it will normally be sufficient to place the cursor next to a vessel. The computer will understand that you wish to move this piece. This of course may not work in a congested area. If there is a choice, the computer will select the first in a clockwise manner.

Load the program as follows:
1) Power-up your computer.
2) Type **CLOAD** and press **ENTER**.
3) When the program is loaded, type **RUN** and press **ENTER**.
4) The title page will appear. When the submarine appears at periscope depth, press **ENTER** and you will be presented with a set of options:
a) Keyboard or Joystick — press K or J. Any key other than J will give you the Keyboard option.
b) 1 or 2 players — press 1 or 2. Any key other than 1 will give you the two-player option.
c) Standard Play — any key other than N will provide a game with 10 subs and require 3 convoy vessels to get through.
d) If N is pressed, then the following options are provided:
e) How many convoy vessels must get through — press a key from 1 to 6.
f) How many submarines — press a number from 1 to 10.

The computer will now set up the map and place the pieces. On completion, it will present the initial status report and ask the Submarine Commander to start his turn.

If you enjoyed taking your Dragon on at "Up Periscope", you'll love Kriegspiel, the next thrilling encounter organised by Ron Potkin. The action takes place on a shifting landscape of hills, rivers, cities and coastline. Can you hold a vital bridge against the computer's onslaught? There's just a glimpse of what's in store on the 'B' side of this tape. Load in the usual way, and let us know if you want to put in an early order for Kriegspiel when you return the BEYOND card.



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