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840790/UB

REGISTRATION NO.
SBB-104-44

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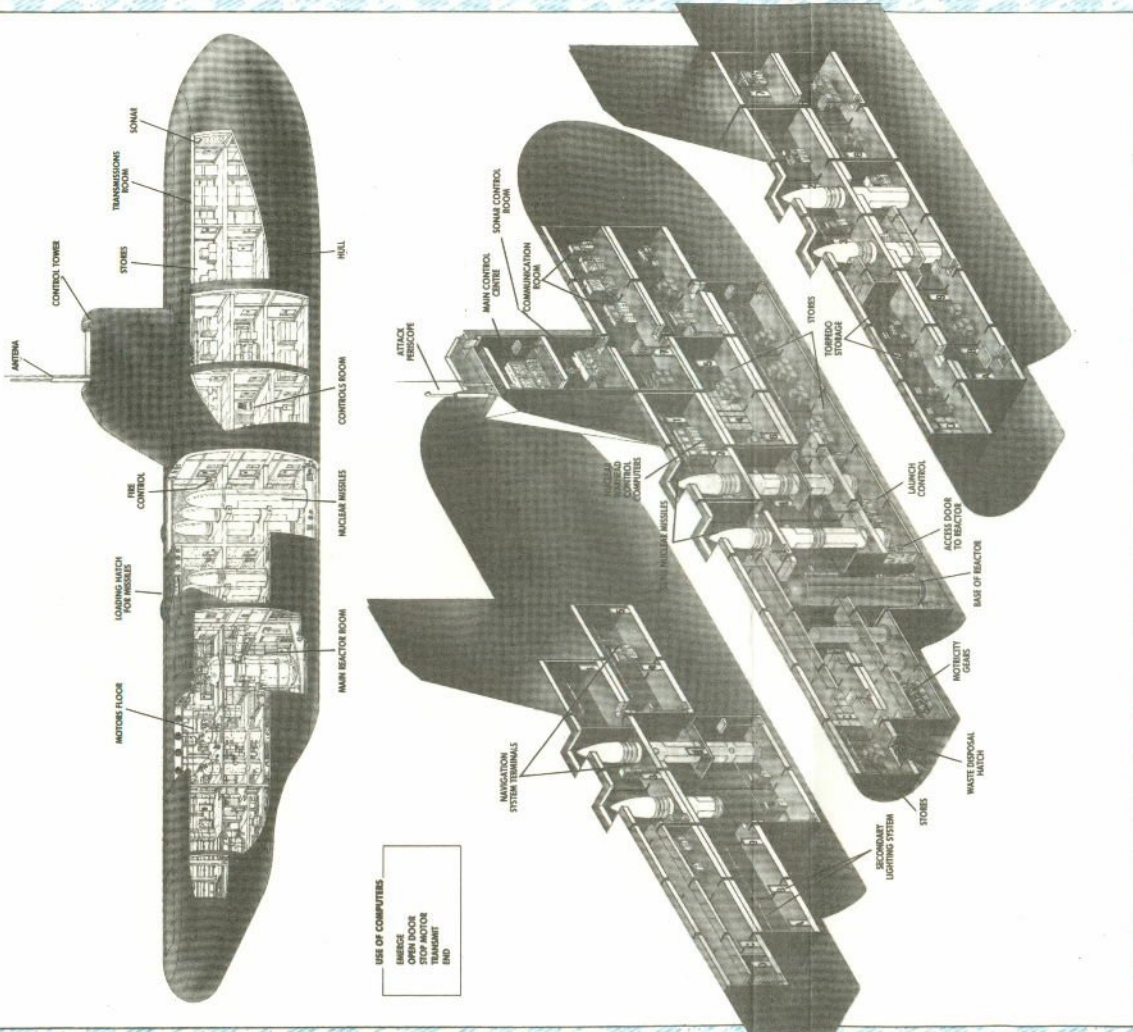
STATUS
TOP SECRET

BY
STANISLAW G. C. INSTITUTE OF
ADVANCED NAVAL INVESTIGATIONS

DATE
3-30-1989

U-5544 RAIDER HOMING NUCLEAR SUBMARINE

SCALE
1:800



DESIGN TEAM

- PROGRAM SPECTRUM, AMSTRAD, PC and ST
Ignacio Abril.
- PROGRAM MSX AND AMIGA
Carlos Abril.
- PROGRAMA C64
Luis Mariano Garcia.
- GRAPHICS
Jorge Azpiri.
- ADDITIONAL GRAPHICS
Javier Cubedo.
- LOADING SCREENS
Jorge Azpiri and Deborah.
- MUSIC SPE, AMS, MSX
Fernando Cubedo.
- MUSIC PC, ST, AMIGA
Mac.
- MUSIC & SOUND FX C64
Maniacs of noise.
- INSTRUCTIONS
Mc. Wiril.
- COVER ILLUSTRATION
Luis Rayo.
- ADDITIONAL ILLUSTRATIONS
Ricardo Machuca and Rafa Negrete.
- PRODUCED BY
Victor Ruiz.

LOADING INSTRUCTIONS

SPECTRUM 48K +

1. Connect the EAR output of the SPECTRUM to the EAR output of the cassette.
2. Then follow the COMMODORE 64 instructions.

2. Rewind the tape to the beginning.
3. Adjust the volume to 3/4 of the maximum.
4. Type LOAD and press ENTER.
5. Press PLAY on the cassette.
6. The program will load automatically.
7. If it fails to do so, repeat the operation at a different volume.

SPECTRUM +2, +3

1. Select option 48 BASIC with the cursor and press ENTER.
2. Then Follow the SPECTRUM 48 K + instructions (remember that the volume has already been adjusted in the +2).

SPECTRUM DISK

1. Connect the SPECTRUM +3.
2. Insert the disk.
3. Select the loader option.
4. Press ENTER.
5. The program will load automatically.

AMSTRAD CPC 464

1. Rewind the tape to the beginning.
2. Press the CTRL and ENTER keys simultaneously and PLAY on the cassette.
3. The program will load automatically.

AMSTRAD CPC 664-6128

1. Type I TAPE and press RETURN (the / is typed by pressing SHIFT and @ simultaneously).
2. Then follow the CPC 464 instructions.

AMSTRAD CPC DISK

1. Switch on the diskette drive.
2. Switch on the Amstrad.
3. Insert the diskette in the drive.
4. Type I CPM and press RETURN (the / is typed by pressing SHIFT and @ simultaneously).
5. The program will load automatically.

COMMODORE 64

1. Make sure the cassette cable is connected to the COMMODORE.
2. Rewind the tape to the beginning.
3. Press the SHIFT and RUN/STOP keys simultaneously and PLAY on the cassette.
4. The program will load automatically.

COMMODORE 128

1. Select MODE 64 by typing GO 64 and pressing RETURN.
2. Then follow the COMMODORE 64 instructions.

COMMODORE 64 DISK

1. Make sure the diskette drive is connected to the mains.
2. Insert the diskette in the drive.
3. Type LOAD * * * 8,1 and press RETURN.
4. The program will load automatically.

COMMODORE 128 DISK

1. Select MODE 64 by typing GO 64 and pressing RETURN.
2. Then follow the COMMODORE 64 instructions.

MSX-MSX 2

1. Connect the cassette cable as indicated in the manual.
2. Rewind the tape to the beginning.
3. Type LOAD * CAS. -, R and press ENTER.
4. Press PLAY on the cassette.
5. The program will load automatically.

MSX DISK

1. Connect the MSX.
2. Insert the disk.
3. Press the RESET button.
4. Keep the CTRL key pressed until the menu appears.
5. The program will load automatically.

PC

1. Insert the disk in unit "A".
2. Connect the computer.
3. The program will load automatically.

ATARI ST

1. Connect the Atari ST.
2. Insert the disk.
3. Press the RESET button.
4. The program will load automatically.

AMIGA

1. Connect the Amiga.
2. Insert the disk.
3. The program will load automatically.

The comando is informed of the probable zones of the mission:

78744003HZ

MISSION:

Locate and destroy the nuclear submarine U-5644, equipped with RAIDER-HOMING TORPEDOES.

KEY NAME OF MISSION:

Operation Octopus



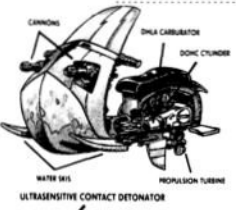
FIRST PART

ZONE 1: On the sea surface.

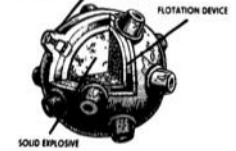
-AIM: To find the best spot for immersion.

-ENEMIES AND PERILS: The waters are infested with USSEX-12 mines with a detonation device upon contact and 2.300 g. of solid explosive.

The enemy comandos will each pilot a 6 speed Aquatic GPX SUZUKI with a bicylindric DOHC motor.



Technical Description
"ACUATIC" GPX SUZUKI
 -M O T O R: DOHC 4 phase, bicylindrical, with 4 valves.
 -C A P A C I T Y: 750 c.c.
 -R E F R I G E R A T I O N: with water.
 -C A R B U R A T O R: DHA -DELL ORTO.
 -S H I F T G E A R: 6 speeds.



Technical Description
USSEX-12 MINE
 -D E T O N A T O R: ultrasensitive, by contact, with multiplier and security system.
 -L O A D: 2.300 g. of solid explosive.

ZONE 2: Below the surface.

-AIM: To locate the entrance to the enemy base. Once there, capture the bathyscaphe.

-ENEMIES AND PERILS: Avoid the contact with sharks and suba-divers that control the entry of enemy base.



Technical Description
SHARK
 -TIGER SHARK: an elasmobranch fish between 3 and 4 metres long, with a fusiform body and a very large mouth full of very sharp teeth. Its hide is bluish grey in colour, it is carnivorous and very voracious, and can be extremely dangerous.

Technical Description
"BUZEX 31" DIVING GEAR
 -F I N I S: made of durable, flexible rubber, with riveted nerves that canalise the water.
 -B O T T L E S: 20 litre double oxygen bottles with a rubber protection.
 -S U I T: with pressure buttons and smooth neoprene gloves.
 -G O G G L E S: they allow 180° of vision and are cushioned inside.

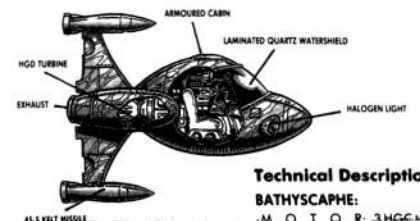
Technical Description
DIMIC-GN 12 IMMERSION GEAR
 Prepared to withstand high or low temperatures. Made of high sensitivity lubricated latex. Electronically tested for maximum safety.

WEAPONS AND EQUIPMENT:

You are provided with a HIGGINS "PT" motorboat with an 890 hp HONDA motor, an assault rifle weighing 4.140 kg. which can be submerged 400 feet and a DINMIC-GN12 immersion gear. The comando is provided with a repetition rifle and an incorporated FLAMMENWERFER flame-thrower. Use the selection button to switch from rifle to flame-thrower or viceversa.



Technical Description
HIGGINS "PT" MOTORBOAT
 -M O T O R: HONDA 890hp.
 -C O M P R E S S O R: G Turbo fed.
 -S H E L L: reinforced with laminated steel cable.



Technical Description
BATHYSCAPHE:
 -M O T O R: 3 HGC turbines, 112 hp.
 -C A B I N: near spherical, made of steel, with a laminated quartz watershed.
 -N O O F P R E S S U R E V A L V E S: two.
 -P R O P U L S I O N: by propeller.
 -W E I G H T: 850 Kg.
 -E N D U R A N C E: can withstand depths of up to 3000 metres.

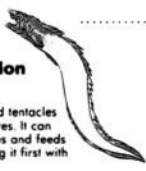
ZONE 3: In the bathyscaphe.

-AIM: Leave enemies' base and penetrate in the nuclear submarine through the exit door for remainders.

-ENEMIES AND PERILS: Giants octopli hidden in enormous and dark caves. Giant sea monster must be shot in the mouth.



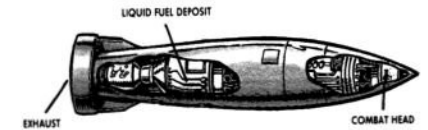
Technical Description
OCTOPUS
 An octopod whose extended tentacles have a span of up to 8 metres. It can change colour, lives in caves and feeds on anything it finds, crushing it first with its tentacles.



Technical Description
SEA MONSTER
 Over 12 metres long and weighing between 1000 and 1200 Kg. This terrifying beast has a thick hide which makes it immune to missiles. Shaped like a giant eel, its bite means curtains for anyone coming near.

HELPFUL TIPS FROM MAJOR McWIRL:

- The comandos on the aquatic motorbikes are kamikazes. Shoot them down before they collide with you.
- Never enter in contact with a shark.
- Shoot the octopi with two missiles at a time the effect will be triple!
- To destroy the sea monster shoot it repeatedly inside its mouth.



Technical Description
AS-5 KELLT MISSILE
 -F U E L: liquid injection system
 -C O M B A T H E A D: specially designed for submarine combat.
 -T Y P E: mono phase.

SECOND PART

Inside the submarine

-AIM: To set a bomb at the base of the reactor and escape alive. In order to escape you will have to stop the submarine, make it emerge and transmit the key message to your base.

To perform any function you have to connect with the central computer of the submarine through any of the terminals within. You also need to know the identification code of the Official in charge of the area related to the order you want to send. E.g.: to open the door to the base of the reactor you must obtain the Machine Official's code and then transmit the order to the central computer.

To obtain the codes, locate the Official, shoot him and search him.



CAPTAIN
 His code allows you to perform one time the function of each and any of the officials.



FIRST OFFICIAL
 His code allows you to stop the motors and emerge.



FIRST AND SECOND MACHINE OFFICIALS
 With their codes you can open the door to the base of the reactor.



FIRST AND SECOND TRANSMISSION OFFICIALS
 Their codes allow you to transmit the codified message to your base.



MARINES
 Equipped with an N-32 rifle. They can carry a bullet loader.



FLAMETHROWER MARINES
 Equipped with a flamethrower. They carry two loaders, one with bullets and one with gasoline.

END OF MISSION

Once the bomb has been set, the motors inactive and the submarine on the surface, you must transmit the world «BOMB READY» to your base. In order that the enemy can't detect it you must codify it in this way:

OABERBYAMD

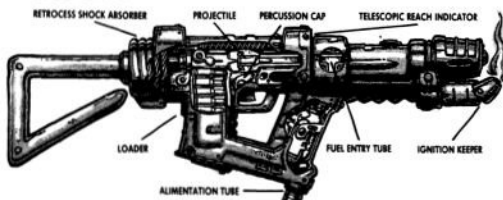
When you have communicated the success of your mission go up to the control tower and wait for your colleague to rescue you.



Technical Description
UNITED DEFENSE MODEL 2 RIFLE
 -T Y P E: 820 mm.
 -W E I G H T: 4.140 Kg.
 -C A L I B R E: 9 mm. parabellum
 -F E A T U R E S: submergible to 400 feet. It shoots explosive arrows above or below the surface.

Technical Description
5.56 mm. FA RIFLE
 -C A R T R I D G E S: 5.56x45 mm.
 -W E I G H T: 4.500 Kg.
 -L E N G T H: 757 mm.
 -C A D E N A C E: 1000 dpm.
 -L O A D E R: 25 cartridges
 -E F F E C T I V E R E A C H: 400 metres.

Technical Description
FLAMMENWERFER FLAMETHROWER
 -W E I G H T: 35 Kg.
 -C A P A C I T Y: 11 litres
 -R E A C H: 10 to 15 metres.
 -D U R A T I O N: 10 seconds maximum.



Diese Mitteilung ist STRENG GEHEIM. Die geringste Fahrlässigkeit würde die Sicherheit der Mission gefährden.

MISSION:

Lokalisierung und vollständige Vernichtung des mit RAIDER-HOMING TORPEDOES ausgestatteten Atom-U-Bootes U5544.

1. TEIL

GELÄNDEBESCHREIBUNG:

Der Kampfeinheit werden folgende voraussichtliche Zonen der Mission bekanntgegeben:

- ZONE 1: Auf der Meeresoberfläche
Z I E L: Die geeignete Zone zum Untertauchen herausfinden.
FEINDE UND GEFAHREN: USSEX-12-Minen versucht, die 2.300 kg. festen Sprengstoff enthalten und beim leiseaten Kontakt in die Luft gehen.

ZUR VERFÜGUNG GESTELLTE WAFEN UND AUSTRÜSTUNG:

Du erhältst ein HIGGINS-Boot des Types "PT" mit einem 890 Ps starken HONDA-Motor, ein 4,140kg schweres, bis 400 Fuß tauchfähiges Sturmgewehr und eine DINMIC-GN12 Tauchausrüstung.

EINIGE RATSCHLÄGE DES MAJORS McWIRIL:

- 1. Die Kampfeinheiten auf den Wassermotoradern sind Kamikaze. Stürze sie um, bevor sie mit dir kollidieren.
2. Berühre niemals einen Haifisch.
3. Wenn du die Kraken mit einer doppelköpfigen Rakete triffst, verdreifacht sich die Wirkung!

2. TEIL

INNERHALB DES U-BOOTES:

ZIEL:

Die Bombe in den Unterbau des Reaktors anbringen und lebend davonkommen. Um zu entkommen, mußt du das U-Boot stoppen, ihn an die Oberfläche bringen und das Schlüsselwort deinem Stützpunkt weitergeben.

ZUR VERFÜGUNG GESTELLTE WAFEN UND AUSTRÜSTUNG:

Die Kampfeinheit erhält ein Mehrladegewehr mit einer Reichweite von 400 m und einen eingebauten Flammenwerfer. Die Wahl taste betätigen, um abwechselnd Gewehr und Flammenwerfer zu verwenden.

ENDE DER MISSION

Nachdem du die Bombe angebracht hast, übersende deinem Stützpunkt folgendes Schlüsselwort: OABERBYAMID und einer deiner Kamaraden wird zu deiner Rettung herbeieilen.

-BEMERUNG-

Viele haben ihr Leben gelassen, um diese Information zu erhalten. Mache davon Gebrauch, um den letzten Atomkrieg zu verhindern.

ENDE DER MITTEILUNG

KONTROLLTASTEN:

Neubelegbare, mit Joystick kompatible Tasten. Wenn es sich um ein Spectrum handelt, das Interface KEMPSTON verwenden.

HABEN PROGRAMMENTWURF MITGEARBEITET

- SP, AMS, PC und ST-PROGRAMM: Ignacio Abril.
ZUSÄTZLICHE GRAPHIKEN: Javier Cubedo.
TITELBILD: Luis Royo.
MSX und AMIGA PROGRAMM: Carlos Abril.
LADEBILDSCHIRM: Jorge Azpiri und Deborah.
TEXTBILD: Ricardo Machuca und Rafa Negrete.
C64 PROGRAMM: Luis Mariano Garcia.
MUSIK: Fernando Cubedo.
ANWEISUNGEN: McWiril.
PRODUZIERT VON: Victor Ruiz.

ANWEISUNGEN ZUM LADEN DES PROGRAMMS

- SPECTRUM 48K +: 1. Schließe die EAR Out-Buchse des SPECTRUM an die EAR Out-Buchse des Kassettens recorders an.
2. Spule das Band bis am Anfang zurück.
3. Stelle die Lautstärke bis auf 3/4 der Höchststärke ein.
4. Gib LOAD an und drücke die Taste ENTER.
5. Betätige die PLAY-Taste auf dem Kassettensrecorder.
6. Das Programm wird automatisch geladen.
7. Sollte es nicht der Fall sein, die gleichen Schritte mit veränderter Lautstärke wiederholen.

Ce message est TOP SECRET. La moindre négligence mettrait la sécurité de la mission en danger.

MISSION:

Localisation et destruction complète du sous-marin atomique U-5544, équipé de RAIDER-HOMING TORPEDOES

1.ère PARTIE

DESCRIPTION DU TERRAIN

Notification au groupe de combat des zones prévisibles pour le déroulement de la mission:

- ZONE 1: A la surface de la mer.
Z I E L: Trouver la zone adéquate pour la plongée.
ENNEMIS ET DANGERS: Ces eaux sont infestées de mines USSEX-12 portant une charge de 2.300 kg. d'explosif solide et pourvues de détonateurs se déclenchant par contact.

Les groupes de combat ennemis se trouveront au valant d'une SUZUKI Aquatic GPX à six vitesses dotée d'un moteur DOHC 4-temps à deux cylindres.

ARMEMENT ET EQUIPEMENT FOURNIS:

Tu disposeras d'une embarcation HIGGINS du type "PT" dotée d'un moteur 890 CV HONDA ainsi que d'un fusil d'assaut de 4.140 kg, submersible à 400 pieds et d'un équipement de plongée DINMIC-GN 12.

CONSEILS DU MAJOR McWIRIL:

- 1. Les commandos sur les motos aquatiques sont des kamikazes. Jette-le bas de leur véhicule avant qu'ils n'entrent en collision avec toi.
2. Ne touche jamais un requin.
3. Essaie d'atteindre les poulpes avec un missile double: l'effet se triplera!
4. Si tu veux abattre la murène, attends-la à l'intérieur de la bouche.

2.ème PARTIE

A L'INTÉRIEUR DU SOUS-MARIN:

OBJECTIF

Placer la bombe à la base du réacteur et s'en sortir vivant. Pour t'échapper, arrête le sous-marin, fais-le remonter à la surface et transmets la phrase-clé à la base.

ARMEMENT ET EQUIPEMENT FOURNIS

Un fusil à répétition d'une portée de 400 m, avec lance-flammes FLAMMENWERFER incorporé sera mis à ta disposition. Actionne la touche de sélection pour utiliser alternativement le fusil ou le lance-flammes.

FIN DE LA MISSION:

Une fois la bombe placée, transmets le mot OABERBYAMID à la base; un compagnon viendra à ta rescousse.

- REMARQUE -

Pour obtenir cette information, beaucoup d'hommes y ont laissé leur vie. Mets-la à profit pour éviter la dernière guerre atomique.

FIN DU MESSAGE

CONTROLES

Touches redéfinissables et compatibles avec Joystick. S'il s'agit d'un Spectrum, utiliser l'interface KEMPSTON.

ONT COLLABORÉ A L'ELABORATION DES PROGRAMMES

- PROGRAMME SP, AMS, PC et ST: Ignacio Abril.
DESSINS ADDITIONNELS: Javier Cubedo.
ILLUSTRATION DU FRONTISPICE: Luis Royo.
PROGRAMME MSX et AMIGA: Carlos Abril.
ECRANS DE CHARGEMENT: Jorge Azpiri et Deborah.
ILLUSTRATIONS ADDITIONNELLES: Ricardo Machuca et Rafa Negrete.
PROGRAMME C64: Luis Mariano Garcia.
MUSIQUE: Fernando Cubedo.
INSTRUCTIONS: McWiril.
PRODUIT PAR: Victor Ruiz.

INSTRUCTIONS POUR LE CHARGEMENT DU PROGRAMME

- SPECTRUM 48K +: 1. Raccorde la sortie EAR du SPECTRUM avec la sortie EAR du cassette.
2. Rabbobne la bande jusqu'au début.
3. Règle le volume au 3/4 du maximum.
4. Tape LOAD et appuie sur la touche ENTER.
5. Pousse sur le bouton PLAY qui se trouve sur le cassette.
6. Le programme se chargera automatiquement.
7. En cas de non-fonctionnement, répéter l'opération en modifiant le volume.