

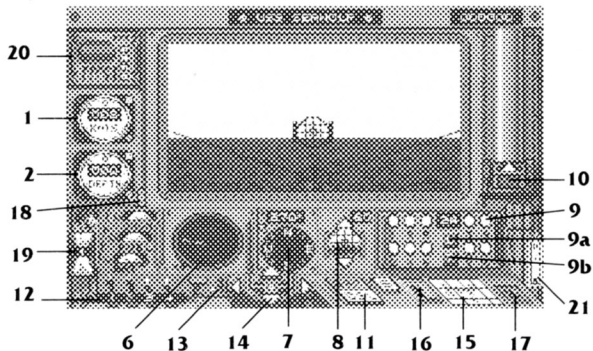
# LOADING INSTRUCTIONS

- AMIGA** - Insert disc in Drive A (DF0:).  
Program will load and run.
- ATARI ST** - Insert disc in Drive A.  
Program will load and run.

## CONTROLS

Hunter Killer offers the most effective control interface of them all - you are presented with a view of the vessel's bridge, with all the systems available to the Chief Officer merely a cursor-click away. The annotated screen at the top of the next page will help you identify what's what on the control console:

1. Speed Gauge - shows the current speed of the submarine, in knots. Maximum speed is governed by the propulsion method selected, diesel or battery, and is limited to 16 knots on the surface.
2. Depth Gauge - shows the current depth of the submarine, in feet. The maximum safe depth is 200 feet, below which water pressure may damage the hull or crush the submarine completely.
3. Oxygen Gauge - shows the current level of carbon dioxide that has built up inside the submarine. Your crew will start to suffer when the readout goes onto the red - and can die of suffocation. Fresh air can be taken on board while the submarine is on the surface.
4. Fuel Gauge - shows the reserve of diesel fuel currently on board.
5. Battery Condition Meter - indicates the charge currently remaining in the submarine's batteries. They may be recharged while the craft is running on its diesel engines.
6. Sonar Screen - clicking on this display toggles the sonar equipment on and off; turn it off to reduce the possibility of being detected from the surface. While the sonar is active, other craft within sonar range appear as dots on this screen, arranged relative to the submarine's heading. Sonar is more effective at speeds under 5 knots.



**7. Compass** - shows the submarine's current heading, measured in degrees clockwise from the zero degrees heading of the geographic North Pole.

**8. Deck Gun Control** - the cannon may only be used while the submarine is on the surface. A digital readout shows the number of shells remaining, while clicking on the appropriate arrows raises or lowers the gun's elevation. Aim the gun with the sight that appears in the main viewscreen.

### 9. Torpedo Control Panel

The numbered indicator lights show the current status of each torpedo tube. Odd numbers refer to tubes on the right of the submarine, even numbers correspond to tubes mounted on the left. Tubes 1 through 6 face forward, tubes 7 through 10 face aft. These indicator lights cycle through four colours, indicating the status of the corresponding tube: white, empty but available for use; red, tube loaded; yellow, loaded tube flooded; and green, ready to fire. Click on a red indicator light to fire a torpedo.

**9a. Load/Unload Select** - click on this icon to toggle between tube load and tube unload mode before clicking on individual torpedo tube indicators to load or unload them.

**9b. Torpedo/Debris Select** - click on this icon to toggle between load tube with torpedo and load tube with debris mode before clicking on individual torpedo tube indicators to load or unload them.

**10. Periscope Controls** - the periscope may only be activated when the submarine is between 10 and 45 feet below the surface. Click on the appropriate arrow to raise and lower the periscope. Once raised, the periscope may be tracked to the left and right by clicking on arrows - a digital readout shows the direction in which you are looking, measured in degrees relative to the submarine's current heading. It is easy for the enemy to detect a raised periscope when your submarine is travelling faster than 5 knots.

**11. Propulsion Select Icons** - click Battery or Fuel icons to select propulsion method, or select Silent Running to turn off engines, initiate an alert situation and slow to 4 knots.

**12. Speed Controllers** - moving each lever up assigns one quarter of the propulsive power currently available to the propellor, thereby governing the speed of the submarine.

**13. Forward/Reverse Select** - toggles the direction in which the propellor rotates, hence governing the direction in which the motive power of the submarine is applied.

#### **14. Direction Control Panel**

Click on the up or down arrows to surface or dive; click on the left or right arrows to change the direction in which the submarine heads.

Lock/Unlock Steering Gear - toggles between L and U - locked and unlocked control modes. In locked mode, clicking on a direction arrow causes the submarine to start moving in a direction and it will continue moving in that direction until the controls are unlocked again. (It's not generally wise to dive in locked mode when lots of other things are happening - you can get distracted and end up with a fatally damaged submarine!) In unlocked mode, click on a direction arrow and hold for as long as you wish the submarine to continue moving in that direction.

**15. View Control Icon** - toggles between displays presented in the main viewscreen. Clicking on this icon when the main map is displayed calls the appropriate view onto the viewscreen - from the bridge if the submarine is on the surface, or from the periscope if the submarine is submerged and the periscope has been raised. Clicking on a quadrant on the main map when it is displayed in the viewscreen zooms the view in (and out). Ships and your submarine are represented by appropriate national flags, and areas shaded red represent the zone in which the mission is to take place. Ports or destination locations are indicated by dotted triangles - blue for allied locations, red for enemy-occupied locations.

**16. Mission Briefing Icon** - shows the mission goal and objectives which have to be adhered to exactly for successful completion. Click on the corner of the page to turn over a new leaf!

**17. Shipping Encyclopaedia Icon** - click to call up multi-angled views and descriptions of each of the enemy craft likely to be encountered, including details on their tonnage. Click on the corner of the page to turn over a new leaf!

**18. Damage View Icon** - flashes red when damage has been sustained - click to call up a damage location diagram of the submarine. Click on sectors to ascertain the nature of the damage they have sustained; click on the text that gives details of damage to initiate repairs; click on the Damage View Icon to restore the default view to the viewscreen.

**19. Timewarp Icon** - the rate at which mission time elapses can be increased or decreased by clicking on the arrows above and below the timescale readout. CTL and N resets to 1, real time.

**20. Intercom** - 'verbal' messages from the crew or received via the message balloon (if operational) appear here. The last message can be repeated by clicking on the speaker.

**21. Quit Icon** - aborts current mission.

### **WAR IN THE PACIFIC**

After the destruction of the American fleet at Pearl Harbour and the subsequent invasion of the Phillipines, the submarine fleet was the only element of the American naval command that could take the battle directly to the Japanese. Most of the American submarines operating in the Pacific belonged to the Gato class, which carried the burden of submarine warfare from 1942 onwards. Gato class submarines were equipped with ten torpedo tubes, six forward and four aft, and carried 24 Mark XIV whitehead torpedoes with Mark VI influence detonators. Whitehead torpedoes were

propelled by steam generated from the combustion of alcohol and water in air, and hence they left a clearly visible trail in the water. Torpedo tubes could also be used to fire debris in order to confuse pursuing destroyers on the surface. A single-shot cannon mounted on the deck of the submarine could be used to engage hostile craft when the submarine was on the surface.

### **Missions**

Fourteen missions are included on the disk: five coastal missions; six special missions and three attack missions as well as practice patrols that take place during the day or at night.

Practice patrols are intended to give new submarine commanders experience at the helm - the amount of damage your craft takes from the enemy is limited, but it's still possible to navigate yourself to the bottom of the sea.

Coastal Patrols represent the next level of difficulty, presenting an assortment of convoy attacks and night raids to test your skills and tactics - they begin with a description of your target, which then has to be encountered and attacked.

Attack Patrols present an even greater challenge, placing the submarine in the middle of a rapidly developing battle. Quick responses to events as they happen are required, along with mastery at the helm and a clear understanding of the tactics needed both to mount successful attacks and to survive.

The highest degree of difficulty is offered in Special Missions. Convoy attacks and night patrols have to be undertaken, as well as port attacks which call for skills in recognising and avoiding mines and submarine nets. More points are earned in Special Missions for strategy than for sheer enemy tonnage sunk. Destruction of targets is often not the main aim - spying, transport or target location may be the mission objective, in which case you may have to ignore easy targets encountered en route in order to avoid being detected.

All the missions may be attempted many times, presenting a different challenge on each occasion as parameters such as the expertise of the enemy commanders, weather conditions and status of the submarine may be altered by the player - just go to the Mission Difficulty panel and play with the variables...

Once you have mastered the art of commanding a submarine, the overall objective of Hunter Killer is to complete missions successfully, sinking the maximum tonnage of enemy shipping thereby earning points, medals and maybe even promotion within the service. (Don't forget faint-hearts can always save their mission status before a particularly tricky situation arises and re-load it should the worst thing happen at sea.)

**Places in the Hall of Fame await the successful.**

**DESIGNED AND WRITTEN BY SOLACO INC.**

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