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SEARCH AND DESTROY™

by Terrill Burlison

USER'S MANUAL



Acknowledgements

Search and Destroy was conceived and implemented by Terrill Burlison.

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Product Manager: Alan Weiss

Special thanks to: Doug Greene, Edward Badasov
and the Testing Department.

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INTRODUCTION

Search and Destroy is a World War II action/strategy game that pits you against an enemy submarine intent on disabling the American fleet.

You will be assigned to command one of 50 Fletcher-class destroyers in the *Search and Destroy* fleet. Your destroyer is equipped with 36 "ashcan" depth charges which are your only weapons. However, you will have several advantages over the submarine: your ship is faster and more maneuverable and you are capable of sustaining more damage. These advantages are offset by the difficulty of finding the submarine and by his evasive capability and long-range torpedoes.

Finding and destroying the sub will require conservation of fuel and depth charges, mastery of the displays and controls at your disposal, good navigation, fast reflexes and a reasonable share of luck!

It is highly recommended that you read this manual before playing. Learning the displays, controls and strategies will greatly enhance your enjoyment of *Search and Destroy*.

Good luck!

Note: All references to the left and right side of the ship will be labeled port and starboard, respectively. So that you don't forget this nomenclature, just remember that the words "port" and "left" are both composed of four letters.

What You Will Need

- an IBM PC, XT, AT or 100% compatible computer
- 256K of RAM (minimum)
- a color or monochrome monitor
- one floppy disk drive
- PC DOS 2.0 or MS DOS 2.0 or a later version of either
- a Color Graphics Adapter (CGA) card, an Enhanced Graphics Adaptor (EGA) card in CGA mode or a Hercules Monochrome Graphics Adapter card.
- a joystick or mouse is optional.

Loading Search and Destroy

1. Startup your system using DOS 2.0 or higher.
2. At the A > prompt, place the *Search and Destroy* disk into drive A, type **S&D** and then press Enter (↵). If you have a Hercules compatible graphics adaptor, type **S&D H** instead and press Enter. If you have a composite monitor, type **S&D C** and press Enter.

Note: Do not put a write-protect tab on your *Search and Destroy* disk because the program must occasionally save important information on the disk.

An animated title screen will appear followed by the game itself. To bypass the title screen, simply type **S&DMAIN** at the A> prompt.

GETTING STARTED

Installing on a Hard Disk

To install *Search and Destroy* onto your hard disk, follow these instructions:

1. Startup your system using DOS 2.0 or higher.
2. Set your active drive and your current working directory to where you would like to install *Search and Destroy* (ex: C:\SD). If you need more information on creating and using directories, please consult your DOS manual. Be sure the *Search and Destroy* diskette is in drive A and type **A:HDINSTAL**. The program will inform you where *Search and Destroy* is going to be installed. To terminate the HDINSTAL press CONTROL and BREAK at the same time. Pressing any other key will install *Search and Destroy* into the listed directory.

Note: You will need to briefly insert the *Search and Destroy* master disk into your default drive when booting the program from a hard disk.

Running Search and Destroy

The main menu will appear immediately following the title screen. You may cycle the menu cursor through the various options by using the arrow keys on your keyboard. When you reach the option you desire, press the Enter (↵) key.

If you wish to use a joystick or mouse, select "Keyboard Installation" from the main menu and then follow the on-screen prompts.

Demonstration

This option will run one of four demonstration missions and provide on-screen comments to explain what is happening. This enables you to learn how a game is played without risk to your ship.

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GETTING STARTED

Sea Trials

This option allows you to practice sailing around the harbor without being threatened by the submarine. The sub will move within torpedo range of the fleet ships and you may use it as the target of a depth charge run. However, the sub does not fire any torpedoes and you get no experience points for sinking it.

Begin Mission

Selecting this option will start the game. The list of active commanders (maximum of 20) will be displayed. Select your character by name or create a new one and you're ready to go to sea! There are a total of 4 different missions, the availability of which depend on your character's rank. For example, Ensigns may only select "Shoreline Defense".

Hall of Valor

Selecting this option will display the top 20 commanders from previous *Search and Destroy* missions. This list includes active, retired, discharged and killed-in-action characters and is ordered by rank and experience.

Keyboard Installation

Search and Destroy allows you to custom tailor the keyboard commands. The default keyboard commands are listed along with the commands they initiate in the section of this manual titled "Keyboard Functions."

Note: If you have a joystick or mouse, you must go through the Keyboard Installation to activate it. You must also install a "mouse-resident driver" when booting your system in order to use a mouse. (See the manual that came with your mouse for more information on this topic.) The mouse can then only be used to select menu options. It serves no other purpose during the play of the game. The joystick, however, can control most aspects of the game and can also be used to make menu selections. Simply move the joystick up and down to cycle through the menu options and then press the Fire button to make your selection.

GETTING STARTED

If you are using a joystick and the menu selector scrolls through the menu unaided, you will need to either:

- adjust the joystick trim controls
- press **Ctrl-J** to have the program automatically adjust to your joystick calibration

The **Ctrl-J** procedure can only be done at the main menu.

Replay Last Mission

This option allows you to watch a replay of the last mission you sailed. Pressing any key during the replay will return you to the main menu.

Exit to DOS

This option will exit the program and return you to DOS.

Viewscreens

While playing *Search and Destroy*, your gauges will always be shown. Above the gauges, two different views are available: **Chart** and **Zoom**. You can switch between the two views using the F10 (default) key.

Chart View

The **Chart** view (figure 1) is displayed at the beginning of each mission. If this is your very first mission, the **Chart** view will show an overhead view of the harbor you will be defending. In this mission, the coastline and fleet ships appear at the top of the screen. A line of buoys is situated just off the coast, marking the area of shallow water. Your ship is the red dot located near the top of the screen. Approaching too close to shore will run your ship aground. If you run aground, you should put your engines into reverse to try to back the ship off the shore. If you sail off screen, a warning message will appear and you will not be visible on the map. You'll have to sail back onto the screen to find your exact location.

At random times the sub will raise its periscope to make navigation checks. This is visible on the map as a small, moving white dot. If you are uncertain of the sub's location, keep a close watch for the dot to appear. This will help you to find the sub. While in the **Chart** view, torpedoes will appear as small black dots (usually heading directly at the red dot, your ship). If you can avoid the attack, torpedoes can help you locate the position of the sub.

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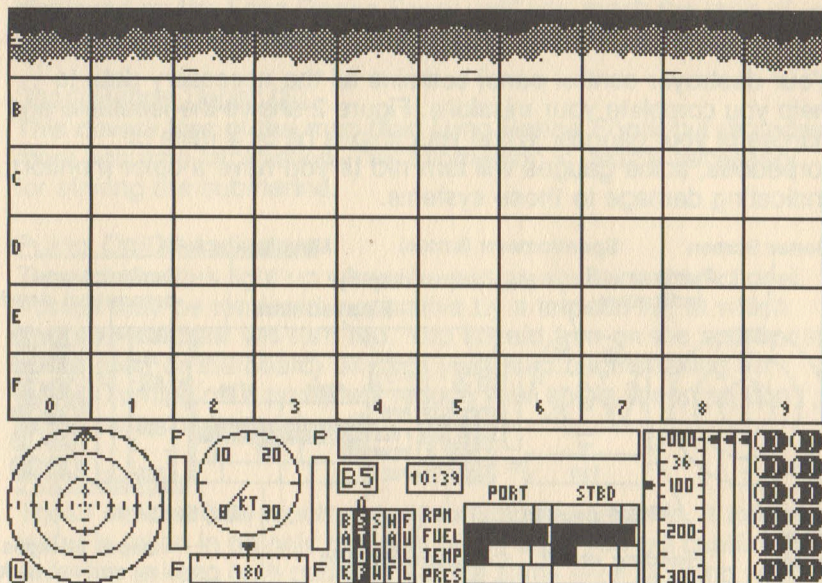


Figure 1

Zoom View

The **Zoom** view is an overhead view of your destroyer, with the ship always centered on the screen. The primary use of this view is to assist in the evasion of torpedoes and to avoid collisions with your fleet ships. Any collision with the fleet ships results in the immediate sinking of your destroyer as well as a probable demotion in rank.

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Gauges

Your destroyer control panel contains all the necessary data to help you complete your missions. Figure 2 shows the locations and names of your gauges. When your ship is hit by a mine or torpedoes, some gauges will turn red (if you have a color monitor), indicating damage to those systems.

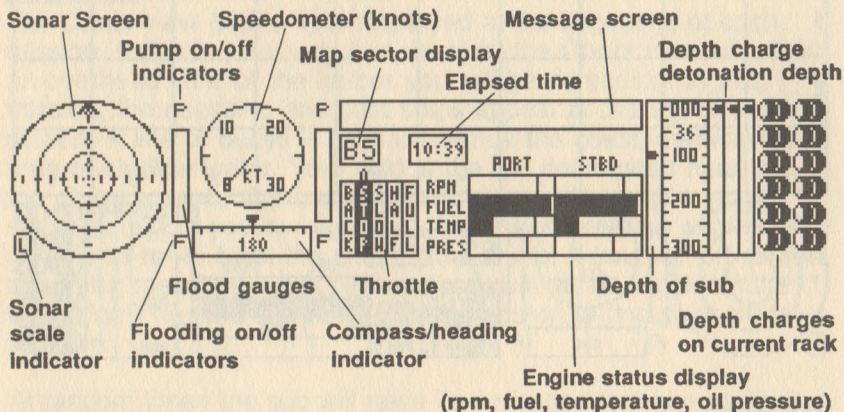


Figure 2

Sonar Screen

This is your most important instrument for finding and sinking the submarine. For detailed information on its use, see "Using the Sonar Screen."

Sonar Scale Indicator

Two sonar scales are available, long range and short range (indicated by an L or S at the lower left of the sonar screen).

Long Range Sonar (L)

This covers a larger area of the map than Short Range Sonar, but gives less accurate position information. Relative heading (the submarine heading relative to the heading of your ship) is also

DISPLAYS AND CONTROLS

displayed on the Long Range Sonar until you reach the rank of Lieutenant Commander.

Short Range Sonar (S)

This covers less of the map than Long Range Sonar but provides more accurate information. This information is usually necessary for sinking the submarine.

Pump On/Off Indicators

These indicators light up when the pumps are on and functional. Pumps may be rendered inoperative by a torpedo hit, at which time the indicator will turn red. You should turn on the appropriate pump (port or starboard) anytime your ship begins taking on water. Turning on a pump will reduce your ship's speed so don't turn a pump on unnecessarily.

Flood Gauges

These indicate how much water your ship has taken in. If too much water is taken in on only one side of the ship, you will capsize and sink. Try to keep both gauges near the same level by using your pumps or by flooding the appropriate side (see below). When one side reaches the top of the gauge, your ship will sink. As your ship takes on water, your maximum speed will be reduced.

Flooding Indicators

To prevent capsizing, you may actually have to flood one side of your ship. These indicators light up when intentional flooding has been ordered. Do not forget to turn them off or you will sink your own ship! If you want to abandon your ship (should you decide to give up) you can flood one or both sides.

Speedometer

This gauge displays your speed in knots. A speed of one knot is approximately 1.15 miles per hour. Therefore 25 knots is almost 29 miles per hour.

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Compass/Heading Indicator

This gauge shows your current magnetic heading. 0° is due north (toward the top of the screen). 90° is due east. Watch this gauge to keep track of your turn rate. At the top of this gauge is a marker indicating how far the rudder is turned. The farther the rudder is turned, the tighter the turn your ship will make.

Message Screen

All messages to your ship and damage control reports will scroll across this screen. You can repeat the last message by pressing the M key. However, you can only repeat the last message received so you must pay attention. A three beep cue will warn you of any incoming messages. At the lower skill levels, the enemy sub's initial location and heading are also displayed on this screen at the beginning of a mission .

Map Sector Display

This shows which map sector you are in currently.

Clock

The clock displays either the elapsed time from the start of the mission or the actual time of the day (if your system was booted with the correct time).

Throttle

This shows the throttle setting you have given to the engine room. If the engines have been damaged, they may not be able to respond to your commands.

Engine Status Display

This set of gauges shows the revolutions per minute (RPM), temperature and oil pressure for both the port and starboard engines, as well as the amount of fuel that remains. The red lines on the RPM, temperature and pressure gauges indicate the maximum safe operating range. Try not to exceed the red lines as this may cause temporary engine shutdown. If the engines shut down, you must shut them off by cycling to STOP and continue trying to restart them until they are operational again.

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Depth Charge Panel

This panel displays the following information:

- depth of the submarine (during sonar contact)
- depth setting for depth charge detonation
- depth charge rack selected (there are 3)
- the number of remaining depth charges
- current depth of the previously dropped depth charges

Depth Charge Rack

You are given 3 racks, each containing 12 depth charges. The total number of remaining depth charges is shown in the center of the upper area of the depth meter. The number of depth charges remaining on a rack is represented by the "cans" to the right of the display. When all depth charges have been dropped off one rack, the next rack is immediately rolled into place, until you use all 36 charges.

KEYBOARD FUNCTIONS

Your ship is controlled via the keyboard or a combination of keyboard and joystick. If the default control keys are not suitable, they can be changed by selecting the **Keyboard Installation** option on the main menu. Each available command is outlined below along with its default control keys.

Turn to Port	(left) < F1 >	Increases the turn rate to port. There are three specific turn rate increments that you cycle through with each successive keyboard input. The actual turning speed you can achieve depends on your ships speed and the possible presence of rudder damage from torpedoes.
Turn to Starboard	(right) < F2 >	Increases the turn rate to starboard.
Zero Turn Rate	< Shift F1 >	Brings rudder amidships (zero turn rate) immediately.
Throttle Down	< F3 >	Decreases throttle setting.
Throttle Up	< F4 >	Increases throttle setting.
Port Pump On/Off	< F5 >	Toggles port side pump on or off (default is off).
Starboard Pump On/Off	< F6 >	Toggles starboard side pump on or off (default is off).
Port Flooding On/Off	< F7 >	Toggles intentional port side flooding on or off (default is off).

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Starboard Flooding On/Off	< F8 >	Toggles intentional starboard side flooding on or off (default is off).
Sonar Scale	< F9 >	Toggles sonar scale between long and short range (default is long range).
Map Scale	< F10 >	Toggles viewscreen between Chart and Zoom views (default is Chart).
Select Left Depth Charge Rack	< Left Arrow >	Selects next depth charge rack to the left for setting depth or dropping charge.
Select Right Depth Charge Rack	< Right Arrow >	Selects next depth charge rack to the right for setting depth or dropping charge.
Depth Charge Up	< Up Arrow >	Increases depth setting of explosion for selected depth charge.
Depth Charge Down	< Down Arrow >	Decreases depth setting of explosion for selected depth charge.
Drop Depth Charge	< Home >	Drops the selected depth charge. The port or starboard rack may be rendered inoperative or intermittent by torpedoes. The center rack will always work.

KEYBOARD FUNCTIONS

Sound On/Off	< S >	Toggles game sound effects on or off. When the game is started, all sounds are on. When "S" is pressed once, only the message indicator and sonar sounds will be active. If it is pressed again, all sounds will be off. Pressing "S" when all sounds are off will turn all sounds back on again.
Pause	< P >	Pauses the game. Press any key to continue.
Exit Play (desertion)	< Alt-E >	Pressing this key will abort the game. Your character will be demoted for such a display of cowardice.
Sub Plotting	< O >	Allows you to see the submarine's position. This feature is only available to Ensigns.
Damage Report	< R >	This command displays current damage reports on the message screen. Damage is reported as "Light," "Heavy" or "Severe" but there are also intermediate levels of damage. Damage control parties are constantly at work and will send messages as repairs are made.

KEYBOARD FUNCTIONS

Slow Game Down	< PgDn >	Pressing this key will slow the speed of the game. The speed setting is saved to disk upon completion of a game and is used as the default until it is changed again.
Speed Game Up	< PgUp >	Increases the speed of the game.
Replay Last Message	< M >	Replays the last message displayed on the message screen.
Elapsed Time/ Actual Time	< T >	Toggles the game clock between elapsed time and actual time (set when the machine is booted).
Change Colors	< C >	Since color palettes vary somewhat between different hardware, this option enables you to select the palette that looks the best on your machine. The palette setting is saved to disk upon completion of the game and is used as the default until it is changed again.

Finding the Submarine

At the start of the game, you will receive a message indicating the submarine's map sector and heading (higher skill levels may get only the sector or no message at all). The submarine will always start in the "F" section of the map except when you're playing in the Convoy mode. In that mode, the sub will start in section "9" located on the right side of the map.

Your best strategy is to estimate where the sub will be in the time it takes you to travel to the sub. Then, head directly there at full steam. Also keep a close watch on the map as the sub will periodically raise his periscope to help him navigate. This will appear as a small white dot. Typically, the sub will see you coming and start firing torpedoes at you. Don't panic! If you can avoid being hit, (changing course and speed usually help) this can be a valuable tool in locating the submarine. Changing to the **Zoom** view as the torpedoes approach your ship may give you the perspective you need to help you evade them. Remember that the submarine fires the torpedoes at an upward angle. The torpedoes will therefore take some time to surface and can conceivably pass beneath your destroyer and hit the ship behind you.

If you aren't given the sub's location and/or heading information, you should be experienced enough to determine your own best search pattern for finding it.

It's best to stay on Long Range Sonar until you actually find the sub, as this covers a larger area of the map. One entire quadrant of the sixty quadrant map is seen on Long Range Sonar. The presence of a sub is indicated by the appearance of a large dot on the sonar screen every time the sonar's sweep line passes over the sub's position. This dot indicates the sub's position relative to your ship. At lower skill levels, the sub's relative heading will also be indicated. This shows you the sub's heading relative to your own.

Remember: The bow of your ship always points to the top of the sonar screen. If the sub's position is indicated as above and to the left of center on the sonar screen, the sub's actual location will be ahead and to port of you, regardless of what direction your ship is actually pointing.

You will also be given the sub's depth, which appears on the left side of the depth charge control panel.

Using the Sonar Screen

The sonar screen is the most critical instrument at your disposal for finding and sinking the submarine. It is very important that you understand how the sonar screen functions and how to use it. Otherwise, sinking the sub may prove to be difficult. The following guidelines will help you get started, but through experience you may find techniques that work better for you.

The goal is to position yourself directly in front of the submarine rather than right over it since it takes some time for the depth charges to sink to their detonation depths. You should also be on the same course as the sub. Then, consider your depth charge settings, and adjust your speed to place your ship the correct distance ahead of the submarine.

Keep in mind that the sonar screen displays relative position: it shows the sub's position and heading relative to yours. Your ship is always at the center of the sonar screen and your bow always points to the top of it.

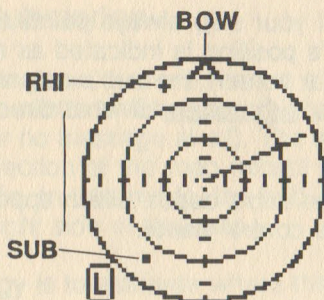


Figure 3

In figure 3, the submarine has been found on Long Range Sonar and is located slightly behind and to port of the ship. The relative heading indicator (the dot at the outside edge of the sonar scale) indicates that the sub's relative heading is to port and in front of your ship. If you stopped completely, the sub would move along a line parallel to a line drawn from the center of the sonar screen to the relative heading indicator.

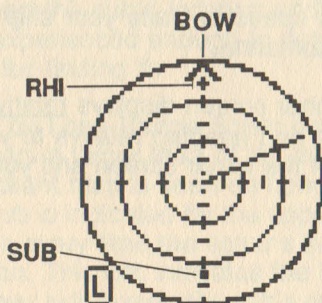


Figure 4

Figure 4 shows the ideal alignment for sinking the sub. The submarine is located directly behind the destroyer and moving in the same direction.

Sinking the Sub

Your ship should be a short distance ahead of the sub when you drop depth charges. The proper distance depends on your speed and on the sub's speed and depth. Remember, the depth charges descend straight down from where you drop them, with no forward speed. You should drop the charges so that they will detonate at the sub's depth when the sub is directly underneath them. It is often effective to drop three depth charges at close intervals to improve your chances of hitting the sub.

Two direct hits will destroy the sub, but repeated close misses will also sink it eventually. When the sub is destroyed, a confirmation message will be teletyped across the message screen.

Don't forget that you have only 36 depth charges. Once they are gone, you might as well scuttle your ship and call it a day.

Skill Levels

There are seven command ranks representing skill levels in the game. Six of the ranks refer to playable game levels. The seventh rank, Rear Admiral, is honorary and there is no game level associated with it. The ranks are:

- Ensign
- Lieutenant Junior Grade (J.G.)
- Lieutenant
- Lieutenant Commander
- Commander
- Captain
- Rear Admiral

All new characters begin their careers as Ensigns. Promotions are obtained by accumulating experience points. Points are gained by sinking submarines (200 pts.) and lost by losing fleet ships. If you lose your destroyer, you also lose 30 pts. and all fleet ships will be presumed sunk since you are their only defense against the sub. 100 pts. are lost for losing a carrier, 90 pts. for a battleship and 40 pts. for a cruiser.

When you accumulate 500 or more points, you will be promoted to the next rank and your experience points will be reset to 0. Conversely, if you drop to -500 points or below, you will be demoted to the next lower rank and your experience points will be reset to 0. Ensigns cannot be demoted and will never drop below -500 points. The highest playable level is Captain. Being promoted to Rear Admiral will retire you from front line service. When you return to port you will then be assigned to a safer, if less visible position behind a desk somewhere. Your only legacy will be your service record maintained in the Hall of Valor.

Your command rank will affect several game parameters. As you advance in rank, the following changes will occur in game play:

Destroyer:

- higher maximum speed
- smaller depth charge kill radius
- the initial submarine location and heading are not always displayed at higher ranks
- the Relative Heading Indicator (RHI) is not displayed on Long Range Sonar for ranks higher than Lieutenant

Submarine:

- higher submarine speed
- new and more frequent evasive maneuvers including: running silent, course changes and depth changes.
- longer periods of silent running
- smaller minimum torpedo range
- smaller maximum torpedo range (he's more likely to try to sneak past you)
- greater torpedo accuracy
- higher torpedo speed
- higher number of torpedoes launched at any one time (maximum of 4)
- a more direct approach to the fleet

Torpedo damage

Sooner or later you're going to get hit by a torpedo, so you should prepare yourself by understanding the consequences.

MISCELLANEOUS

The damage done to your ship will vary randomly. There are seven areas of your ship that may be affected. These areas and the consequences of damage to them are as follows:

<u>Area</u>	<u>Consequence</u>
Fuel tank	leak resulting in higher fuel usage
Rudder	reduced turn rate
Engine (coolant)	higher running temperature
Engine (oil pressure)	higher running pressure
Depth charge rack	may not function correctly
Hull	flooding may cause ship to capsize or sink
Pump failure	destroyer may capsize or sink

All systems incur varying amounts of damage which will be reported as "Light," "Heavy" and "Severe." Pumps and depth charge racks can fail completely. Damage control teams will continually work on damaged systems while the game is in progress. When you have taken a torpedo hit, watch your gauges. You may have to slow down to avoid red-lining a gauge. When your hull is damaged, you may need to turn on one of the pumps or intentionally flood one side of the ship to avoid capsizing. If your ship is sunk by the enemy sub, the result may be your unfortunate demise.

Mine Damage

At the higher skill levels, the submarine may mine the harbor. The mines are underwater and will only appear on the sonar screen. They are distinguishable from the sub because they show no relative heading or depth. If you hit one, you will be hard pressed to save your ship.

Medals and Decorations

In addition to promotions, six U.S. Navy medals may be awarded to you for uncommon valor and skill. These will typically be awarded if, despite heavy damage and flooding, you still manage to sink the sub without losing any fleet ships.

Warning! As nice as these medals are, it is not recommended that you try absorbing more damage before sinking the sub just in the hopes of receiving one. Far more often than not, your ship will end up on the bottom and you will at best lose a few hundred experience points.

The medals that can be awarded are:

- Bronze Star
- Silver Star
- Purple Heart
- Distinguished Service Medal
- Navy Cross
- Congressional Medal of Honor

Commander Information

For each active commander, the following career information is displayed:

- Name
- Rank
- Serial number
- Experience points at current rank
- Number of missions
- Current command (destroyer name)
- Number of subs sunk
- Number of previous commands (destroyers lost under your command)
- Number of fleet carriers sunk by subs
- Number of fleet battleships sunk by subs
- Number of fleet cruisers sunk by subs
- Medals awarded

All of the above data is also available for the Hall of Valor commanders.

WARRANTY

Brøderbund's Limited Ninety-Day Warranty

Brøderbund warrants for a period of ninety (90) days following the original retail purchase of this copy of Search and Destroy that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund's Technical Support Department, 415/492-3500 between the hours of 8 a.m. and 5 p.m. (Pacific time), Monday through Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Brøderbund will inform you how to obtain a corrected program disk (or, at Brøderbund's option, Brøderbund may authorize refund of your purchase price).

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