

HARPOON



DESIGNERS' SERIES

BATTLESET ENHANCER

**Creates 12 all new scenarios for each
Harpoon BattleSet you own.
Up to 48 new scenarios in all!**

Includes B & W and Color Program
Requires HARPOON Program
Requires individual HARPOON BattleSets

Runs on Macintosh Plus, SE, SE30, II, IIfx, IICx, IICI,
X, IISI, LC, LC II, Classic, Classic II, Quadra

Requires: Hard Drive
- on System 6.0.2 or later: B&W - 1Mb RAM
Color - 2Mb RAM
- on System 7.0 or later: B&W - 3Mb RAM
Color - 4Mb RAM



**Includes HARPOON
Version 1.2 Upgrade
FREE!!!**

**Requires a previous version of HARPOON
(Sold separately)**



HARPOON DESIGNER'S SERIES

Creates 12 all
new scenarios
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MACINTOSH

HDS
DOUBLE
DENSITY



HARPOON DESIGNERS' SERIES



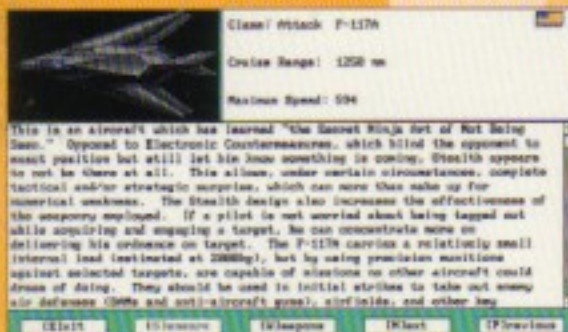
BATTLESET ENHANCER



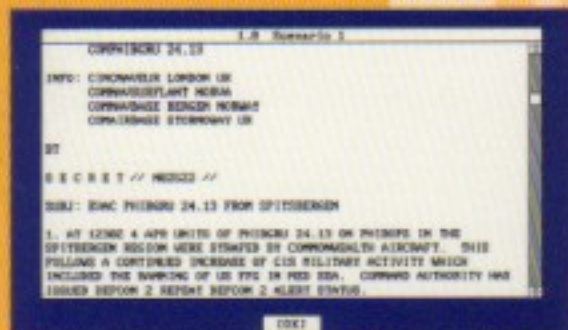
Now you can enhance the ultimate naval simulation and provide yourself with hours of exciting new Harpoon challenges! The Harpoon Designers' Series creates new and enhanced versions of the Harpoon BattleSets you already own (Harpoon BattleSets are each sold separately). Each enhanced BattleSet contains 12 new scenarios giving you the ability to possess up to 48 additional scenarios created by experienced Harpoon Scenario Designers. Additional countries and hundreds of new ship, submarine, and aircraft platforms give the veteran Harpoon user the ability to command naval and air forces that reflect the geopolitical changes of today's world. Use the Harpoon Scenario Editor (also sold separately) to create your own scenarios using the new platforms and features of these enhanced BattleSets. A "must have" product for Harpoon users and scenario designers!



Command multi-national forces in challenging new scenarios reflecting the changes in today's world situation.



Hundreds of new platforms allow you to employ the latest in military technology to accomplish your mission.



"Message Text Format" orders included with background & designers' notes enhance the realism of each scenario.

NEW SCENARIOS DESIGNED BY SELECT HARPOON USERS

Contains dozens of new scenarios designed by experienced Harpoon users who have been specially selected for this project. These new scenarios reflect recent changes in world geopolitics while emphasizing the capabilities of the hundreds of new platforms included in the series.

NEW SHIP, SUBMARINE, AND AIRCRAFT PLATFORMS

Hundreds of new platforms are included that represent the air and naval forces of countries not contained in any previous Harpoon BattleSet. Test your skill against the powerful Soviet/CIS Aircraft Carrier *Admiral Kuznetsov*. Take command of nuclear forces with the U.S. Navy *Ohio* Class Ballistic Missile Submarine. Employ the cutting edge of technology with the U.S. Air Force F-117A Stealth Fighter and F-22 Advanced Tactical Fighter. Evaluate the effectiveness of the proposed F/A-18E/F *Hornet* or multiple variants of the F-14 *Tomcat* as the next U.S. Navy fleet defense interceptor.

INCREASED FLEXIBILITY FOR SCENARIO DESIGNERS

The Harpoon Designers' Series provides the scenario designer with hundreds of ships, aircraft, and subs not found in any previous BattleSet to use with the Harpoon Scenario Editor (sold separately). New countries added include Bulgaria, Canada, Denmark, Finland, Germany, Morocco, Netherlands, Sweden, Yugoslavia, and more. Create scenarios with new alliances and any mixture of multi-national forces!

REALISTIC AND INSIGHTFUL DOCUMENTATION

Includes documentation with background and designers' notes for each scenario and scenario orders presented in realistic Message Text Format. This extensive documentation provides realism and insight into the designers' goals for each of the scenarios.



*******ATTENTION !!!*******

The text file "HDS VICTORY TEXT" referenced in the installation guide was inadvertently left off the disks at release time.

To obtain a printed copy of this file at no cost, please call **409-776-2187**, M-F, 8:00am to 6:00pm Central time, or write to us at:

**Three-Sixty Pacific, Inc.
2402 Broadmoor
Bldg C
Suite 101
Bryan, Texas 77802**

NOTE: This file is not necessary to play or enjoy Harpoon 1.2 or Harpoon Designers' Series.

HARPOON DESIGNERS' SERIES

INSTALLATION GUIDE

To install the Harpoon Designers' Series (HDS) BattleSets you must have a **HARPOON** folder on your hard drive that contains ALL of your previous BattleSet files.

The HDS installation routine will create an enhanced BattleSet for each original Harpoon BattleSet you currently own. There are currently four original BattleSets: The Greenland-Iceland-United Kingdom Gap (GIUK.RES), The North Atlantic Convoys (NACV.RES), The Mediterranean Conflict (MEDC.RES), and The Indian Ocean and Persian Gulf (IOPG.RES). If you own all four BattleSets you will be able to create four new and enhanced BattleSets that contain the new HDS scenarios. If you do not currently own one or more of the original BattleSets you will be able to create the corresponding HDS enhanced BattleSet by running the installation routine again after you have purchased and installed additional BattleSets. Each of the four enhanced BattleSets contains 12 new scenarios for a total of 48 scenarios.

To install the HDS:

1. Insure that all of your Harpoon files are in one folder on your hard drive. HDS will not create an enhanced BattleSet if the original BattleSet files are not in this folder.

2. There must be at least two and a half (2.5) megabytes of free disk space available for extraction and you will need about six (6) megabytes total if you are going to install the B&W versions of all four BattleSets. Each color HDS BattleSet will need approximately 1.4 Megabytes (more for HDS1 and HDS2, less for HDS3 and HDS4).

3. Extracting from floppies:

- a. Insert Disk 1 into your floppy drive.
- b. Double click on "Harpoon Designers' Series.sea.1".
- c. Follow the instructions given by the Auto-extraction program.

NOTE: i) The Segments are on the sequential disks (i.e Segment 1 is on disk 1).

ii) Extract the files to the Harpoon Folder, not the folder that contains the Harpoon folder. (Your final action before clicking on Extract should be to Open the Harpoon Folder)

4. After the extraction program is done, open the Harpoon Designers' Series Folder, and double click on the application. Read the instruction carefully, and follow them.

5. When HDS is done, if everything went successfully, you can throw away the HDS folder.

6. If you run out of disk space while HDS is running, you will need to find more room on your hard drive, and run HDS again. You can skip all Battlesets that were successfully completed (but not the one that was not completed due to a lack of memory--Replace that one).

If you experience any problems installing HDS please contact Three-Sixty Customer Support by calling our Customer Support Hotline at **409-776-2187** Monday through Friday, 9AM to 6PM Central Time. We can also be reached on the following information services:

CompuServe: **76711,240** INTERNET: **76711.240@COMPUSERVE.COM**
Genie: **THREE-SIXTY** America Online: **ThreeSixty** Prodigy: **KHFB81A**

Continuity Notes for Harpoon Designers' Series

Scenario and Designers' Notes

The Scenario Manual for Harpoon Designers' Series contains background information and Designers' Notes for each of the 48 scenarios. These notes provide you with information that will make the scenario more enjoyable and informative. It is recommended that you read the notes for each scenario prior to playing.

Message Text Format Orders

The orders for each scenario are presented in Message Text Format (MTF) within the Harpoon program itself. MTF is how orders are written, transmitted, and received by military units. You will find that while some of the abbreviations take a moment to figure out, the presentation of orders in this format adds realism to the scenario.

Victory Conditions

The victory conditions for each scenario have been left out of background notes and the MTF orders because in real-life a commander will not have the conditions for victory so clearly laid out. Follow your orders and you will have a reasonable expectation of meeting your victory conditions. If you find that you must know what the conditions are for a particular scenario either view them using the Scenario Editor (sold separately) or read the text file "**HDS VICTORY TEXT**" that will be in the **HARPOON** folder following HDS installation. Try playing without looking at the victory conditions to get a better feel for being in command and simulating elements of the "fog of war".

Credits and Acknowledgments

The Producer wishes to thank everyone that participated in this project. Many dedicated individuals put forth great effort to make Harpoon Designers' Series a realistic and enjoyable Harpoon product. I am very grateful to my team of scenario designers whose dedication made it possible for HDS to be completed. Thanks Cobalt, Cass, Rod, Gary, Richard, Dave, Ron, Chuck, Kevin, Hutch, and Steve. The Harpooners of the world salute you! Darrel Dearing deserves much praise for the long hours he spent putting HDS together. Thanks Darrel for an outstanding contribution.

A special thanks to the spouses of our design and development staff who put up with losing their husbands for several months while they designed, wrote, and programmed HDS. Your husbands are now yours! (At least until we start work on Harpoon II!)

I am grateful to Tom Frisina and Doug Mogica for letting me "go for it". Here it is, thanks for the patience and flexibility.

The following are additional credits for the Harpoon Designers' Series:

Installation Program by: Jesse Spears

Macintosh Programming by: Darrel Dearing, Tim Jacobs, and Jesse Spears

Quality Assurance by: Scott Evans and his testing team

Original Music by: Thom Robertson

Preproduction Coordination by: Rick Lenz, Susie Kelley, and Carl Norman

The extraction routine uses Compact Pro Version 1.32 which is copyright ©1991 by Bill Goodman

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Macintosh Harpoon Version 1.2 Changes

Harpoon (in general)

- Double clicking on a saved game now loads the saved game, instead of loading garbage (and possible crashing the game).
- Enabled Double-Clicking in several places that seemed obvious but did not support it.
- Launching air strikes against surface targets now works properly (the planes launch and attack, not ask for orders immediately).
- Anti Radiation Missiles (HARMs) no longer cause fires if no Radar is present.
- Speed increases to some areas (especially target selection, and weapon allocation).
- More efficient memory usage, and general speed increases due to altered code generation, and resource management. Macintosh Harpoon 1.2 is less likely to crash due to insufficient memory.
- When looking through the Platform Display. Pictures of odd sizes are now forced to fit within the area specified. In the past, they would just draw over whatever happened to be in their way, and clip on the top and left side. This problem didn't really show up before HDS, except on the 12" color screen.

Color Harpoon

- Fixed Sound so that all three options are available.
- Color Harpoon will now work with any screen size from the 12" (512 X 384) up to full size screens (21"), as long as the graphics cards support standard QuickDraw commands (all Apple cards do).
- Graphics are much smoother (and slightly faster in some cases).

New Sonar Model

The new sonar model incorporates environmental conditions as well as the characteristics and behavior of the platforms involved. Ships and submarines have base noise levels which represent the amount of sound energy generated by normal machinery noise (generators, people moving around, hatches opening and closing, etc...) Sonars are rated for signal sensitivity both for passive and active modes. These values are tracked on a logarithmic scale from 0 (no noise) to 100 (250 kilowatts, the energy level at which seawater boils).

The variables affecting the transmitted sound are summed and the result is compared to the sensitivity of the searching sonar, producing a Figure of Merit which is a measure of the strength of the transmitted signal. The Figure of Merit is used to determine the range at which the receiving sonar would have a fifty percent chance of detecting the noise source. This range is then compared to the actual range to determine the percentage chance to detect. Since the equations used in the new sonar model assume a five-minute integration period, a record is kept of the detection attempts against each target. If a detection attempt fails, no further attempts will be allowed until five minutes has passed or the chance to detect improves.

As a player, there are a few things you can do to affect your sonar performance and noise levels. Obviously, at higher speeds ships and subs generate more noise. Higher speed also increases noise from water flowing around the sonars and decreases their effectiveness. When a ship or sub is at creep speed, its sonar performance will be at a maximum while its radiated noise will be minimized. However, for most vessels, this is a time-consuming way of getting from one place to another, so sonar performance will have to be balanced against movement requirements when deciding on speeds.

Anytime a ship or submarine turns, any towed array sonars will be bent, making them ineffective until they straighten out about five minutes later. For this reason, forces with towed arrays should avoid zig-zagging at less than ten to fifteen minute intervals. This allows adequate sonar coverage from the towed arrays while not sticking to a continuous course, which allows enemies easier passive solutions.

Another troublesome command decision involves using active sonar. Active sonar has a much better chance of detecting an enemy submarine, but broadcasts

your position loudly to any enemy passive sonars. Of course, if the enemy is already shooting at you, your position is probably already compromised. Most, but not all, sonars have a shorter range in active mode, and using active sonar temporarily blinds your passive systems, so there is some risk involved in this decision also.

Missile Targeting Restrictions

The types of targetting and guidance used against sea and land targets differ in some respects. The biggest differences involve radar-homing and non-homing missiles.

Against land targets, active or semi-active radar homing is not normally workable (with exceptions like coastal refineries, which are great radar targets, and millimeter-wavelength radar vs. vehicles, which is outside the scope of this game), so many types of anti-ship missile which are effective against ships will no longer be usable against bases. However, since bases normally do not move much, weapons with fully inertial navigation systems (including the Tomahawk Land Attack Missiles TERCOM and the Stellar and Inertial systems used on Sea-launched Ballistic Missiles (SLBMs)) can be directed against them with great effectiveness.

Against naval targets, non-homing weapons are virtually useless beyond bomb and rocket range, while radar-homing weapons have little trouble picking out most ships against the essentially flat sea surface.

For these reasons, many missiles are now restricted in the types of targets they can engage. SLBMs and land-attack cruise missiles with fully inertial guidance can not be used to attack ships, but can be used against bases. Many anti-ship missiles which have only radar-homing guidance are not allowed to be used against bases, but can be fired against ships. Some missiles which use radar guidance also have back-up or alternate guidance modes, and may be usable against land targets.

If a missile is not able to attack the selected target, it will show up on the weapon allocation screen with the message "Not Capable". This indicates that its guidance system is not of the correct type for the target selected.

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HARPOON™

Designers' Series

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Disk No. 1

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DESIGNERS' SERIES

SCENARIO MANUAL
