

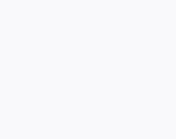


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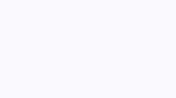


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Red storm rising game manual pdf



Tom Clancy is a famous world-known writer of spy novels. Many of his novels has been turned into movies and also there are many games based on his work. One of his best-known novel is the novel with the same name as this game: Red Storm Rising. The name of the game is taken from the secret Soviet plan to attack Western Europe. The novel itself takes place in many places, but the game focuses only on part of the book and specifically on the submarine war. Give games as well as books to take place in a fictional alternative reality when the Third World War broke out and you fight on the side of the Americans - NATO Against Warsaw Treaty troops. NATO needs to supply a great deal of material and people from America to Europe and they use ships and submarines for this. The Russians are also looking for ways into the Atlantic and at the same time they want to cut these American travel routes. This is where you get to the main role when you use a nuclear submarine to begin missions to protect transports. Game is very realistically processed, albeit a bit complicated to control all radars, sonar, torpedoes and other things, so it is necessary to read the manual properly. Play online in your browser No review yet. We are working very hard to write one for you. You can help us by writing some cool user review for this game. There are no reviews yet, be the first to review this game! Please register or log in to post a review. March 1987: The hopes raised by Mikhail Gorbachev's reform efforts in the Soviet Union and nuclear disarmament talks with the United States are suddenly crushed when a military coup removes his regime from power. Hidden behind a disinformation campaign, Warsaw Pact forces prepare for war against the allied nations of NATO. May 1987: More than 2,000 aircraft in the Warsaw Pact air forces reach a peak of readiness. They plan to overwhelm the NATO air forces and provide cover for the Soviet armies in East Germany to roll across West Germany to the Rhine in less than a month. For NATO commanders, the long-feared "Red Storm" in the skies above Germany is finally here... The second sequel to the Charles S. Roberts Award-winning game Downtown, Red Storm is a standalone game that utilizes the Downtown game system to depict a hypothetical air war in May/June 1987 over the central portion of the NATO-Warsaw Pact front in central Germany. Like Downtown and Elusive Victory before it, Red Storm is an "operational" level air warfare game where players manage large strike packages and numerous combat air patrols in an effort to strike enemy targets, protect their own ground troops, and secure control of the air above the land battle raging below. Both sides field highly advanced all-weather aircraft, long-range air-to-air missiles, precision bombs, sophisticated electronic warfare assets, and networks of surface-to-air missiles and radar-guided AAA. As the NATO player, you fight outnumbered in the air, but with a qualitative edge in technology and training. NATO faces the daunting task of claiming air superiority in the face of the initial onslaught from the Warsaw Pact air forces while also delivering bombs onto Soviet and East German ground targets already on the frontline and those approaching in the rear echelons. As the Warsaw Pact player, you must push your numerous but less flexible forces to the absolute limit in an effort to overwhelm NATO forces in the air and destroy them on the ground, all while supporting your advancing ground forces. Both players also must manage air defense networks consisting of overlapping layers of SAMs and AAA. Units Like other games in the series, air units in Red Storm are flights of 1 to 4 aircraft, each tasked with different roles such as bombing, combat air patrol, close escort, or jamming support. Red Storm features more than 50 types of aircraft, including both older "3rd Generation" workhorses like the F-4 Phantom II and MiG-23 Flogger as well as advanced "4th Generation" fighters including the US F-15 Eagle, the UK/West German Tornado, and the Soviet MiG-29 Fulcrum. Aircraft from the air forces of Belgium, Canada, West Germany, the United Kingdom, the United States, the Soviet Union, and East Germany are provided. Ground units depict various types of troop concentrations, radars, SAMs, and AAA assets. SAM units are both more numerous and more dangerous than ever, with low-altitude SAMs like the UK Rapier, US Chaparral, and Soviet SA-13 Gopher joining a potent array of medium/high altitude SAMs like the US Patriot and Soviet SA-10 Grumble. Maps and Terrain Game Maps Samples 1 and 2 (Final Art) Two 22" x 34" map sheets depict the difficult terrain in the central portion of the NATO front line, reaching from the Rhine River in the west to the Thuringia region of southwest East Germany. The map uses the same scale of approximately 2.5 nautical miles per hex used in other games in the series. Numerous rivers, cities, and airfields dot the map in this densely populated region of Europe. Red Storm also features a frontline that moves steadily west as the Warsaw Pact armies advance. Game System Like the other games in the series, Red Storm requires both players to plan both their air and ground forces prior to a scenario. Raid forces must be generated, targets and routes mapped, and aircraft loadouts determined. SAM, AAA, and radar units must be placed. Both sides have to figure out how to handle the rough terrain and frequently poor weather of central Germany. During a scenario, players progress through a sequence of phases each turn where they conduct electronic warfare, detect and track enemy flights, and move and fight with their own flights while potentially being attacked from the ground. The heart of game is the movement phase where players use a hit-draw system that allows players to alternate moving one to five flights at a time. Scenarios The war depicted in Red Storm is a short one, with just six weeks between the start of the air war and a fateful initiation of nuclear warfare by both sides. More than 20 scenarios feature a mix of day and night operational missions for both sides, including missions to directly support frontline ground troops as well as many missions that "go deep" behind enemy lines to strike enemy airfields, logistics, and air defense networks. These range in size from smaller, partial-map scenarios that can be played in an afternoon to very large, full-map scenarios that might take several days to complete. There are also scenarios depicting reconnaissance missions, airborne drops, helicopter assaults, special forces insertions, cruise missile strikes, and delivery of nuclear weapons. Red Storm RisingAtari ST coverDeveloper(s)MicroProsePublisher(s)MicroProseDesigner(s)Sid MeierArnold HendrickComposer(s)Ken LagacePlatform(s)Amiga, Atari ST, Commodore 64, DOS, PC-98Release1988Genre(s)Submarine simulatorMode(s)Single player Red Storm Rising is a simulation video game based on Tom Clancy's 1986 novel Red Storm Rising and released in 1988 by MicroProse. The player is put in charge of an American SSN submarine in the Norwegian Sea Theater with the overall role of a hunter killer performing various missions in the context of the global conflict described in the book representing a campaign. Its original Commodore 64 version was co-designed and co-programmed by the famous game designer Sid Meier. Plot As with USS Chicago in the book, the game concentrates on the Norwegian Sea theater, placing the player as captain of a single United States Navy nuclear-powered submarine tasked to disrupt Soviet forces in the area between the Kola Peninsula and the Greenland-Iceland-UK barrier. Missions may include interdiction of tanker fleets, stopping amphibious landing forces, eliminating Soviet wolf pack submarines and many others. The background story remains true to the book's plot but the final mission is always to prevent the Soviets from launching nuclear missiles by locating and eliminating their ballistic missile submarines. Gameplay The player may choose from four different timelines. Starting in the early 1980s limits the player to Permit, Sturgeon or early Los Angeles-class submarines, but the Soviets have weak sonar, whereas starting in the late 1980s allows the player to use the improved Los Angeles class and even the newer Seawolf subs. Weapons improve accordingly, with Tomahawk missiles and improved Mark 48 torpedoes included in later timelines but the Soviets begin deploying nuclear-powered aircraft carriers and much better anti-submarine warfare ships. The goal of the game is always consistent: Inflicting as much damage as possible on the Soviets in the Norwegian Sea, thus allowing safe passage to supply convoys coming from America and preventing amphibious forces from conquering Norway and Iceland. In order to make contact with enemy forces, the player must navigate the sub in a map of the North Sea, depending on his sub's sensors as well as allied aircraft, satellites and SOSUS arrays to detect the Soviet forces. Success or failure of the missions impacts the progress of the war depicted by shifts in the front line on a simple map of Europe. If the player fails in a mission then Soviet forces capture more territory, but if he succeeds then NATO is able to resist the Soviet attacks. In the course of the campaign the player can gain rank and possibly earn medals as well. In the end of the war, a final score is calculated and the player is awarded a post-war rank if NATO wins the war; this rank can vary from commander to admiral depending on how successful they have been in their missions. A poor performance in the game, particularly in the final mission, means that the Soviets win the war and the player ends up with the rank of Tovarishch (comrade), becoming a political prisoner in a communist-ruled America. Reception Computer! called Red Storm Rising a "must" for fans of Tom Clancy or military simulations.[1] Computer Gaming World in 1988 and 1992 gave the game four and a half stars out of five, commending it for balancing realism and gameplay while noting deviations from realism, such as the durability of the player's submarine. The reviewer noted the game is "relatively easy to learn and win. This reviewer does not mean that the challenge is absent, but while the challenge is omnipresent, it is surmountable" [2][3] In a 1994 survey of wargames the magazine gave the title three-plus stars out of five, stating that it was "one of the best on the market" [4] In 1996, the magazine ranked Red Storm Rising as the 39th best PC game of all time, calling it "a modern submarine combat game unmatched even by today's offerings, the play balance of scenarios, campaigns and realism was near perfect "[5] Cold Waters, a "spiritual successor" to Red Storm Rising, was released in 2017.[6] References ^ Sheffield, Richard (February 1989). "Red Storm Rising". Computer!. p. 66. Retrieved 10 November 2013. CS1 maint: discouraged parameter (link) ^ Brooks, M. Evan (Nov 1988). "Diving Into Red Storm Rising". Computer Gaming World, pp. 28–30. ^ Brooks, M. Evan (June 1992). "The Modern Games: 1950 - 2000". Computer Gaming World, p. 120. Retrieved 24 November 2013. 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