POWER AT SEA ™

For Commodore 64/128

From

ACCOLADE ™

Designed By
Distinctive Software, Inc.

"This is the voice of freedom ... People of the Philippines: I have returned!..."

> General Douglas MacArthur
> October 20, 1944
> Leyte beach of Palo

POWER AT SEA™

THE BATTLE OF LEYTE GULF

The time is October 23-27, 1944. The location is the Leyte Gulf, Philippines, Japan's last line of defense. You, the Commander of the U.S. Fleet, are charged with the mission of invading and liberating Leyte. In front of you is the mighty Imperial Navy, and they will not give up easily.

The Battle for Leyte Gulf marked the first appearance of a new deadly weapon, the Kamikaze — "divine wind". Each kamikaze is armed with a 550 pound bomb and not enough fuel to return home.

The importance of this battle is historical fact. If you are successful, you will break the back of the Imperial Navy, leaving the shores of Japan vulnerable.

To win Power at Sea, you must take control of four heavily protected Japanese bases within 96 hours. They are represented on the map by flags. You must also defend your fleet from attacking enemy fighters, kamikazes and destroyers.

LOADING

1. Remove any cartridges.
2. Plug a joystick in port 2.
3. Turn on your Commodore 64 or 128 (in 64 mode) and 1541/1571 disk drive.
4. Insert the Power at Sea disk in drive, label side up.
5. Type LOAD " *", 8, 1 and press RETURN
6. Power at Sea will load and start automatically.
7. Several demos are included that will help you to become familiar with Power at Sea. They will start automatically about 30 seconds after loading. Press CTRL-R to exit.
8. Press the fire button to proceed.

THE TASK FORCE FLEET

Your fleet consists of the following:

Iowa Class Battleship
 9 16-inch guns   6 forward
 20 5-inch guns
 38 anti-aircraft guns
 4 geared turbine engines generating 212,000 SHP
 Top speed - 30 knots
 2365 crew members

Intrepid Class Aircraft Carrier
 70-80 aircraft
 2 5-inch guns
 38 anti-aircraft guns
 4 geared turbine engines generating 150,000 SHP
 Top speed - 30 + knots
 1440 crew members

General John Pope Class Troop/Cargo Ship
 2 5-inch guns
 Geared turbine engines
 Top speed - 20 knots
 4300 troops

RESOURCE SELECTION SCREEN

Before embarking on your mission, you must decide upon the allocation of your resources. Since you have limited space to fill, you must choose how to best utilize that room. How much fuel you think will be needed will effect the number of troops you can transport and vice-versa. The number of fighters you select will determine the amount of bombers you may take and vice-versa. Some experimentation will be required to determine what allocations will work better.

FIGHTERS/BOMBERS

When the resource screen appears, fighters are selected (highlighted in white). Fighters and bombers are necessary to defend your fleet from roving Imperial destroyers. To sink a destroyer you will want to attack first with fighters, followed by one or more dive-bombers. You will not need as many bombers. The default number of planes allocated is 18 fighters and three

bombers. To change the fighter/bomber allocation, move the joystick left to decrease fighters (increasing bombers) or right to increase fighters (decreasing bombers), until the desired allocation is reached.

TROOPS/FUEL

To change the troop/fuel allocation, move the joystick down until troops or fuel is highlighted. Increasing the number of troops will decrease the fuel capacity. Decreasing the number of troops will increase the amount of fuel. Move the joystick left/right to increase/decrease the troop/fuel allocation. Some experimentation will be necessary to determine the correct allocations.

You may move the joystick up to return to fighters/bombers.

When you have made your final selection, move the joystick down until DONE appears in the middle of the screen. Press the fire button to receive your orders.

THE BRIDGE

As the fleet commander, you are situated on the bridge of the Battleship. From here you will control all fleet operations. From left to right are, Communications, Navigation, Damage Control,

NAVIGATION
F3

DAMAGE
F5

COMMUNICATIONS
F1
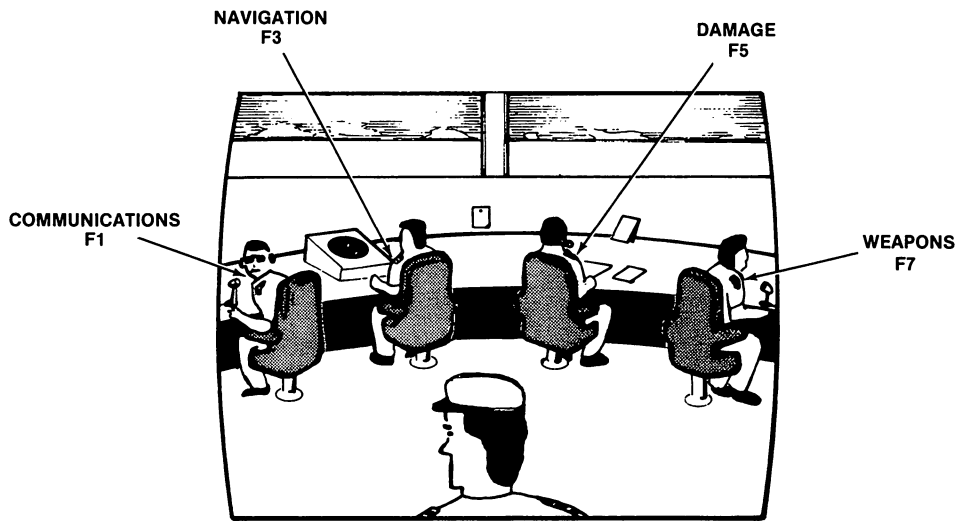
WEAPONS
F7

BRIDGE

and Weapons Operations officers. To communicate with an officer, move the joystick left/right to face him and press the fire button. You may alternatively press function keys F1-F7 to go directly to a department.

When you first get to the bridge, there will be a message from communications confirming your mission orders. This is indicated by a series of high pitched beeps and the communications officer having turned to face you. The other department officers will face you when they have new or updated information. Messages from communications are sent to the other departments. Their officers will prepare information for you based on this information. For example, if enemy planes are sighted, communications will alert you with a message. Simultaneously, the weapons officer will alert you to department readiness and recommended action. The communications and weapons departments are the two most important departments to stay in close contact with.

COMMUNICATIONS - F1

This is where you monitor incoming messages from Command Headquarters and the other departments. Messages can be received anytime, even if you are at another department screen. In this case, you will be notified with audio beeps. You will only be notified twice. You do not have to acknowledge messages.

To read the message at the Bridge, turn towards the communications officer by moving your joystick left until you are facing him, then press the fire button, or simply press the "F1" key to go directly to communications.
You will see the last message at the bottom of the screen and the (elapsed) time it was received. After 30 minutes the message will turn from white to yellow and after 60 minutes it will turn cyan. The message color serves as a quick reference as to how old the message is. Messages requiring action that become more than 20 minutes old, cannot be responded to.

At the top of the screen is the department name, elapsed time and time remaining. You may return to the bridge by pressing the fire button or space bar. The communications officer will now be facing his equipment. It is also possible to go directly from one department to another by pressing its corresponding function key.

NAVIGATION - F3

The navigation room is where you plot the fleet's course. Two icons representing your fleet and the plot cursor appear on the map. By specifying destination markers, you set the fleet's course. You may specify up to three destination markers by moving the cursor around the map to the desired location. Pressing the fire button sets the marker (you cannot set a marker on land). The first marker is represented on the map by a "1". You are then free to move the cursor around the map to set the second and third marker in the same manner as the first. You need not set all three to move the fleet. To navigate the fleet around land, you must set markers since the fleet will not automatically perform this manuever.
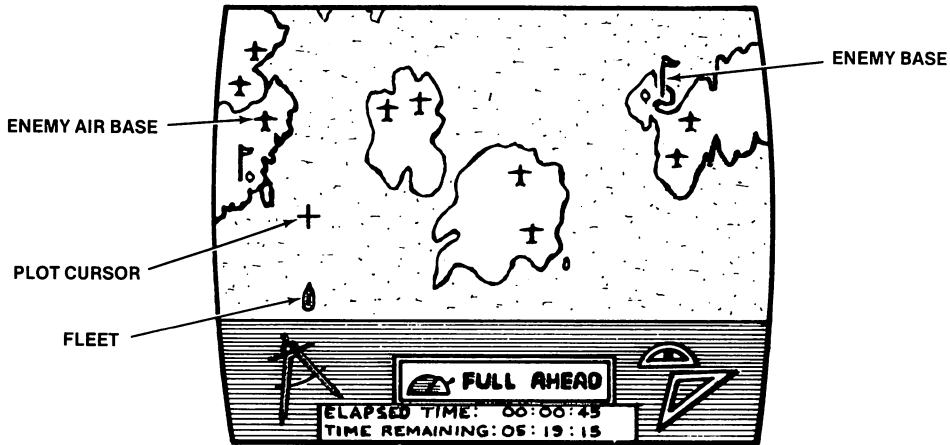
NAVIGATION

You may delete the last marker set by pressing "D" key. Pressing "R" will position cursor over the fleet icon.

Once you have set your destination markers, select the course speed by pressing "S". Move the joystick right to increase and left to decrease speed. Press the fire button to select. You will see the fleet start to move in the direction of the first marker. If any of the fleet's engines become damaged, the maximum speed will be reduced. Since it may take some time to navigate to a marker, more experienced commanders may activate time compression by pressing "F8" (shift-F7). The screen border will

turn red while time compression is activated. Pressing "F8" again will de-activate. This feature will automatically turn off upon arrival at a destination marker or upon enemy engagement.

Press the fire button or space bar to return to the bridge.

DAMAGE - F5

From here you monitor damage inflicted to your fleet. Damage can range from "no damage" to "severe". Since you have a limited amount of time in which to complete your mission, you will not have time to make repairs.

Move the joystick right/left to view the individual reports. Press the fire button or space bar to return to the bridge.

BATTLESHIP DAMAGE

Your Battleship can sustain damage to the large guns or engines. If the guns are damaged, the time it takes to reload them increases. If they are knocked out, then you will be ordered back to headquarters since they are necessary to weaken the enemy base strength. Engine damage reduces the maximum speed the fleet can travel.

AIRCRAFT CARRIER DAMAGE

The Aircraft Carrier can incur damage to the anti-aircraft (AA) guns or flight deck. Damage to the AA will reduce their effectiveness against enemy planes, increasing the chance of a successful kamikaze attack, causing flight deck damage. The number of fighters that can be launched against enemy destroyers is related to the flight deck condition. The number of fighters and bombers remaining is shown on the Weapons Operation screen.

CARGO/TROOP SHIP DAMAGE

The cargo hold which supplies the fleet can be damaged by the enemy. The cargo hold represents troops and fuel. The actual status of troops and fuel is shown on the Weapons Operation screen.

WEAPONS OPERATIONS - F7

As Fleet Commander, this is where you issue one of four possible battle orders. What you select is determined by incoming messages. The possible battle orders are:

☐ Launch Planes — This is ordered against enemy destroyers.

☐ Man Large Guns — Used against enemy destroyers. Alternate to launching planes.

☐ Man Anti-Aircraft Guns — Fleet defense against attacking fighters and kamikazes.

☐ Assault Base — Fire large guns against enemy fortifications and pill boxes to weaken base strength in preparation for landing troops.

☐ Return to Bridge — Returns you to bridge. You may also press the space bar or go directly to another department using corresponding function key.

Move the cursor up/down with the joystick. Make your selection by pressing the fire button.

In addition to selecting weapons operations, fleet troops, fuel, fighters, and bombers status are shown in lower portion of the screen.

BATTLE STATIONS!!

The communications department is responsible for alerting you to radar contact with enemy planes, destroyers, and bases. If you are away from the bridge, you will hear a series of high pitched beeps. You should then go to the communications department to see what the alert was for. Depending on what the message is will determine what action to take on the weapons operations screen. If a weapons operation is in order, don't waste any time in getting to the weapons operation screen (F7) and issuing the appropriate battle order.

ENEMY SHIP SPOTTED ON RADAR

Enemy destroyers patrol the Leyte Gulf and their location is not known until an encounter is unavoidable. You have a choice at this point to either launch an air attack or to wait, man the large guns when your fleet is in range and blow the enemy out of the water with your battleship. Situations where you would want to wait are when your flight deck is severely damaged or you've lost all your planes.

LAUNCH PLANES AGAINST ENEMY DESTROYER

If you choose this to battle the destroyer, you will first have to select the number of fighters (five maximum) to send. Fighters are sent to knock out the destroyers anti-aircraft guns located on the port (left) bow (front) of the ship. They are indicated by two dots that flash red when they are firing at you. Try to keep your gun sight directly on top of the anti-aircraft gun while pressing the fire button to shoot your planes machine guns. To lower your plane's altitude, push the joystick down. Push up to raise your altitude.

Your plane's gauges, from left to right are air speed, attitude and altitude. The latter will start to flash when your altitude is getting dangerously low and you should pull up. If you are successful in shooting an anti-aircraft gun, it will cease to flash red and will billow grey smoke. It is important to knock out at least one anti-aircraft gun. If you don't, the dive-bombers won't stand a chance of getting close enough to drop their bombs before they are shot down. If you shoot out both anti-aircraft guns, they'll have a nice leisurely dive-bomb. Once all of the fighters you sent have made their strafing run, the bombers will follow.

You must send at least one bomber on an air attack. You will not be able to sink the enemy destroyer without one.

Once your fighters have done their job (hopefully), your bomber(s) will then start their run. The gun sight changes to a horizontal bar bomb sight with a small space in the middle. As you approach, keep the destroyer in the middle of that space as much as possible. You will need to lower your altitude by pushing forward on your joystick as you get closer to the destroyer. When the bomb sight changes color, press the fire button to drop your bomb. Pull back on the stick to pull out of the dive. If you're on the money, you'll be rewarded with the sight of the destroyer being hit with your bomb. If you miss, you'll have to either launch another air attack or wait until your fleet is within range for your battleship to attack.

An encounter will be displayed after the battle.

MAN LARGE GUNS

The alternative to launching planes against an enemy destroyer is to wait until the fleet gets close enough to the destroyer so your battleship can activate the massive 16-inch guns. These guns can hurtle 2000-pound shells at the enemy destroyer. A couple of direct hits from these shells will send the destroyer straight to the bottom. The split screen displays the binocular view on top and the bottom half displays the forward guns. To successfully sink the enemy destroyer, first navigate your battleship close enough to be in range of the guns and into a position that also provides you with the largest target. The enemy destroyer will be easiest to sink if it is in a broadside position to your battleship. Moving the joystick left/right will change the battleship heading. Moving the joystick up/down will increase/decrease the battleship speed. Until the fire button is pressed, the new heading and speed will not take effect.

Once you have made your initial course and speed settings, you may switch to gun controls by pressing "F1". You now control the gun elevation, aiming, and firing. Move the joystick left/right to aim left/right. To increase/decrease the gun elevation, move the joystick up/down. Fire button will fire the guns. Press "F1" to toggle back and forth between course and gun control. Do not allow your battleship to get too close or the fleet will become sitting ducks and be destroyed. "DTT" on the bottom of the screen represents Distance To Target.

ENEMY FIGHTERS APPROACHING

Radar has picked up an undeterminable number of enemy aircraft heading directly for your fleet. There will undoubtedly be the dreaded kamikazes. You must protect your fleet with skillful anti-aircraft fire. Whatever you do, don't let any kamikazes through to damage your carrier flight deck, or even worse, sink your fleet! You can distinguish them from the other fighters because they will not break off their attack until they slam into the flight deck behind you.

The appropriate course of action to select from the weapons operation screen is "Man Anti-Aircraft Guns". The ship's loud speakers will sound general quarters and the battle is on!

MAN ANTI-AIRCRAFT GUNS

Once you are situated behind your anti-aircraft gun, the enemy fighters will appear out over the horizon as small black dots. Aim. Fire! Move your joystick up to aim higher, down for lower, and left/right accordingly. Press the fire button to send bursts of bullets at the approaching fighters. When no more fighters are in sight, you will exit to the encounter summary report. It will tell you how many enemy aircraft you shot down and any damage the fleet incurred from the attack.

ASSAULT BASE

Once the fleet has navigated close enough to an enemy base, indicated on the map by colored flags, you will get a message from communications indicating that the base has been sighted. You should then proceed to the weapons operation screen and select "Assault Base".

The color of the enemy flag represents the base strength.

Red	=	Very Strong
Purple	=	Quite Strong
Green	=	Strong

The red base is supplied by the other bases. As you take the other bases, the strength of the red base will weaken. The base strength is also shown on the weapons operation screen. There are two phases to this objective. Ultimately, you will land the marines to secure the base away from the enemy. Before this can be done, you will first need to weaken the base strength by shelling the enemy's fortifications with the battleship's 16-inch guns. The goal is to reduce the strength to at least "medium", otherwise the marines will not stand a chance and suffer heavy casualties.

BOMBARDING THE BASE

You are situated on the coast of the enemy base, prepared to bombard the enemy with heavy artillery. Your battleship is moving along the coast at four knots at a distance of 5000 meters. This will keep the enemy guns from zeroing in on your position.

The top half of the screen is the view through the binoculars. In the middle of the binoculars is the gun sight for target aim. The bottom half of the screen contains the guns themselves and their status. The 16-inch guns have an elevation range of 10-45 degrees in five-degree increments. To raise/lower gun elevation, push up/down on the joystick. Move the joystick left/right to aim

PILL BOXES

BUNKERS

DISTANCE TO TARGET

DTT: 5000 M   GUN ELEV: 20°   SPEED: 4 KTS
GUN STATUS: RELOADING READY
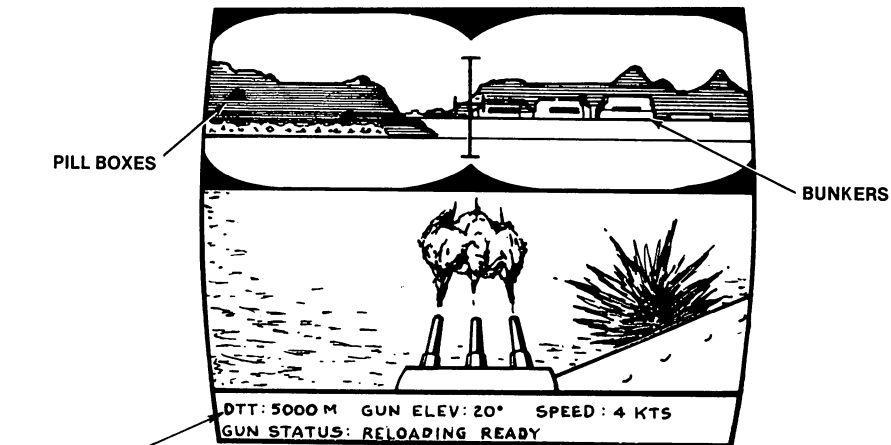
ENEMY BASE - BOMBARDMENT

left/right and press the fire button to fire. These massive guns need time to reload, so accuracy is imperative. If the guns become damaged, they will take longer to reload.

Since you are moving, you will need to "lead" the target. That is, fire just in front of the target. Experience will teach you how much you will actually need to lead targets.

The concrete reinforced bunkers towards the end are the strongest and most important positions to destroy. They represent abuot 75% of the base strength. However, if you are not very successful in knocking out the previous positions, your guns will have a greater chance of becoming damaged. Remember there is no time for repairs and without your guns, you're sunk!

At the end of the bombardment, you get a report summary informing you of the current enemy base strength and any damage the fleet sustained. If the subsequent base strength is greater than "medium", you will probably need to shell the base again. However, some of the enemy positions will have time to get rebuilt.

LAUNCH TROOPS

If you did not succeed in reducing the base strength to at least "medium", you should bombard the base again. To do this, select 0 troops to launch and select "Assault Base" a second time from the weapons operation screen

Now that you've weakened the enemy base, you will need to launch the marines to secure the base. Even if it's just to mop up!

The number of marines you need to send will vary depending on the remaining strength of the enemy base. Move the joystick up/down to select the number of trooops to launch. The maximum number of troops that can be sent at one time is 1200. That will be enough to defeat a base strength of "medium" or less. Weaker base strengths will require less troops. Experience over the course of several trials will aid calculating the minimum number of needed troops. During the course of battle, you will receive messages from the marine commander. If you do not send enough troops, he will radio for reinforcements. Select "Assault Base" a second time from the Weapons Operation screen.

Launched troops are subtracted from the troop total and remain behind to keep the base secure.

Both the enemy base bombardment and troop launch will need to be performed on each of the four enemy bases.

GAME END

Power at Sea ends when you have either secured all four enemy bases or your fleet has incurred damage that prevents the mission from being completed (i.e. battleship guns severely damaged).

RANKING

At the end of the mission, the level of your success will be evaluated. Your rank will be assigned and if your score is sufficient you will be asked to enter your name in the record book.

CONTROLS SUMMARY

Function	Joystick	Keyboard
Fleet Operations:		
Communications		F1
Navigation		F3
Weapons		F5
Damage		F7
Bridge	FIRE BUTTON (except navigation)	SPACE BAR
Pause/resume simulation		P
Simulation restart		CTRL + R
Sound on/off		CTRL + S
Navigation:		
Set navigation markers	FIRE BUTTON	
Delete navigation markers		D
Reset navigation cursor/fleet		R
Set fleet speed		S
Time Compression		F8
Battleship:		
Raise gun elevation	UP	
Lower gun elevation	DOWN	
Aim guns left	LEFT	
Aim guns right	RIGHT	
Fire guns	FIRE BUTTON	
Toggle navigation/gun control (against enemy destroyer only)		F1
Turn on/off cross hair (against enemy destroyer only)		F3

CREDITS

Design & Programming
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John Boechler

Music
Patrick Payne

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