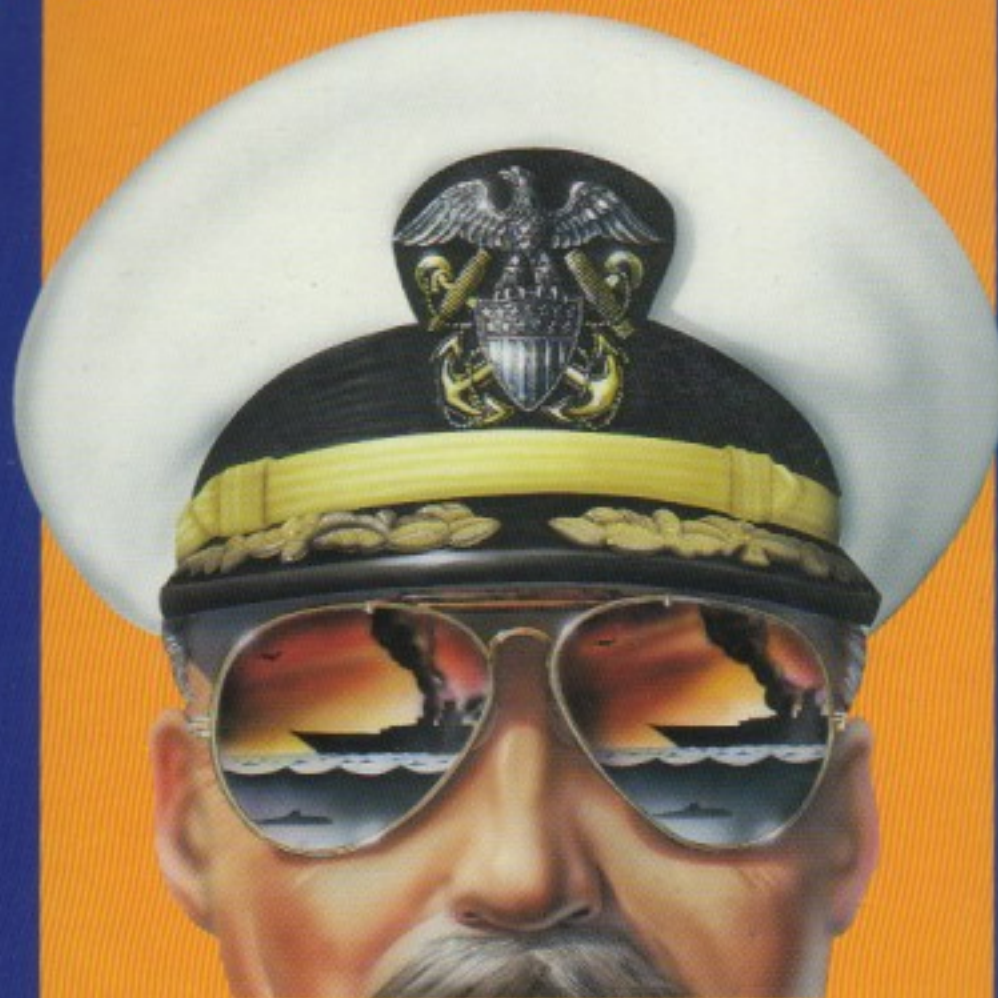


Signature Edition

HARPOON



CHALLENGER PAK

INCLUDES: Harpoon Master Game
North Atlantic Convoy: BattleSet #2, The Med Conflict: BattleSet #3,
Indian Ocean/Persian Gulf: BattleSet #4 and Scenario Editor

Includes
HARPOON
Version 1.2

\$200.00 VALUE

If purchased separately

Tom Clancy



Jerry Bove

Macintosh®
800k disks enclosed

or Version included



HEROES ON GILBERT ROAD



Includes B&W and Color Program

Requires: On System 6.0.2 or later: 11.4M; 3M; 2M.

Requires: On System 6.0.2 or later. B&W - 1Mb RAM
Color - 2Mb RAM

- On System 7.0 or later: Color - 2Mb RAM
B&W - 3Mb RAM

Color - 4Mb RAM
- Hard Drive (on all systems)

Hard Drive (on all systems)



"Buying Harpoon means you are interested in naval warfare, and playing the game will show you what it involves and how it is fought. Although naval forces did not play a dominant role in Desert Storm, they will continue to be used in conflicts throughout the world. We won't always be fighting an incompetent enemy."

—Larry Bond

"Harpoon is almost certainly the best naval simulation available to the public. The only games more detailed are classified and a lot more expensive."

Harpoon was a priceless asset in the preparation of my first novel, The Hunt for Red October. The technical database included in the ship specification book is easily the equivalent of \$5,000 in reference books. Every naval officer I meet in more than one navy asks where I got my information, and frequently they don't believe my answer."

—Tom Clancy

HARPOON CHALLENGER PAK

Signature Edition

The complete naval simulation!



HARPOON MASTER GAME - REVISION 1.3

Harpoon is the first serious, unclassified computer simulation of how best to conduct a major campaign at sea under modern warfare conditions. Conceived by Larry Bond, naval analyst and author of *Red Phoenix* and *Vortex*, Harpoon delivers the excitement and tension of battle in a simulation based entirely on fact. An exhaustive database of details about platforms, weapons, sensor technology, geography, tactics, strategy, and a hundred other variables influence every aspect of the Harpoon scenarios. The Harpoon master game includes Showdown in the North Atlantic, the original BattleSet of 13 scenarios detailing the struggle between NATO and the USSR for control of the world's most strategic waterway. Suggested Retail: \$59.95



NORTH ATLANTIC CONVOY: BATTLESET #2

As the final war at sea continues, can NATO maintain the convoy supply lines feeding its land forces in Europe, or will the USSR sever the artery? Harpoon BattleSet #2 scenarios are based on established convoy escort tactics from World War I through the Falklands conflict, as well as on theoretical scenarios taught in NATO naval academies. Heavy concentrations of enemy submarines and long-range bombers stand between your convoys and the European theaters; to defeat them will require every technique, tactic and dodge you can bring to bear. At your disposal is the entire panoply of NATO naval technology. Suggested Retail: \$29.95



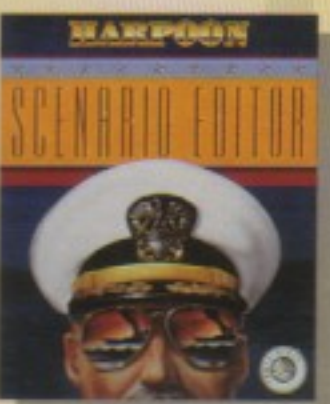
THE MED CONFLICT: BATTLESET #3

The Med Conflict, puts you into a naval theater as complex and intertwined as the ancient blood feuds and alliances of the region's occupants. Roles of the two cold-war era superpowers are minimized, as the sixteen scenarios plunge you into a complex mix of long-standing blood feuds between Arab and Israeli, Turk and Greek, French and Libyan, Syrian, Iraqi, Italian, and Egyptian. Old enemies, old wounds—old scores to settle. Over 60 new platforms, including hydrofoils, helicopter cruisers, German type 209 submarines, attack helicopters, MiG 25 "Foxbat," French SA 342 "Gazelle," Mirage fighters, and a variety of "small combatants." Suggested Retail: \$29.95



INDIAN OCEAN/PERSIAN GULF: BATTLESET #4

Escalating conflicts in the Persian Gulf, friction between Pakistan and India in the Arabian Sea, the coveted passageways through the Red Sea, Gulf of Aden, and the Straits of Malacca—all combine to make the Indian Ocean and its associated waterways the focal point of modern naval warfare—and of Harpoon BattleSet #4. New platforms and weaponry include stealth aircraft, long-range sub-caliber rounds for battleships, SAH laser-guided artillery rounds, satellite reconnaissance, accurate sonobouy characteristics for each nationality, updated passive SONAR stats, variable helicopter assets for surface ships, and conventional land-attack cruise missiles. Suggested Retail: \$34.95



SCENARIO EDITOR

When you've mastered the existing Harpoon BattleSets, exercise your imagination and expertise by modifying existing scenarios, or creating entirely new ones! Scenario Editor is the only tool of its kind available to serious simulation strategy enthusiasts. This is the same in-house programming tool used by Harpoon programmers to produce scenarios for all of the commercially distributed battlesets. Create groups and units for both sides, shift geographical locations, limit or expand available platforms and weapons using the complete Harpoon database, assign air and sea assets to bases... the variables are endless, and you are in total control! Suggested Retail: \$39.95

COPYRIGHT 1991 THREE-SIXTY PACIFIC INC. 2105 S. BASCOM AVENUE, CAMPBELL, CA 95008 HARPOON IS A REGISTERED TRADEMARK OF GDW INCORPORATED. HARPOON, BATTLESET #2, #3, #4 AND SCENARIO EDITOR ARE TRADEMARKS OF THREE-SIXTY PACIFIC INC. BATTLESET #2 DESIGNED BY LES HILL, DON GILLMAN, AND LARRY BOND. BATTLESET #3 DESIGNED BY DON GILLMAN AND LARRY BOND. BATTLESET #4 DESIGNED BY TIM JACOBS AND DARREL DEARING. SCENARIO EDITOR DESIGNED BY BECKY JONES



HARPOON SIGNATURE EDITION

INSTALLATION GUIDE

The HARPOON SIGNATURE EDITION installation will provide you with HARPOON version 1.2, the HARPOON Scenario Editor, the Greenland Iceland United Kingdom Gap BattleSet, the North Atlantic Convoy BattleSet, the Mediterranean Conflict BattleSet and the Indian Ocean Persian Gulf BattleSet in both B/W and Color.

To install the HARPOON SIGNATURE EDITION:

1. There must be at least 7.0 megabytes of free space available on your hard drive.
2. Create an empty folder into which the HARPOON files can be extracted.
 - a. Insert Disk 1 into your floppy drive.
 - b. Double click on "Harpoon Signature Edition.sea.1"
 - c. Follow the instructions given by the Auto-extraction program.

NOTE: i) The Segments are on sequential disks (i.e. Segment 1 is on disk 1).
ii) Open the HARPOON folder and extract the files in the HARPOON folder.
3. The installation program will install the B/W and Color versions of HARPOON version 1.2, the GIUK Battleset, the NACV battleset, the MEDC Battleset, the IOPG Battleset and the HARPOON Scenario Editor.
4. Please read the accompanying documentation for more information about HARPOON, the Scenario Editor and the Battlesets.

The following files are required for the B/W version of HARPOON:

HARPOON 1.2	GIUK.RES	GIUKB.RSRC	NAVC.RES
NACVB.RSRC	MEDC.RES	MEDCB.RSRC	IOPG.RES
IOPGB.RSRC	Scenario Editor 1.01		

The following files are required for the Color version of HARPOON:

Color HARPOON 1.2	GIUK.RES	GIUKC.RSRC	NAVC.RES
NACVC.RSRC	MEDC.RES	MEDCC.RSRC	IOPG.RES
IOPGC.RSRC	Scenario Editor 1.01		

If you experience any problems installing the HARPOON SIGNATURE EDITION, please contact Three-Sixty Customer Support by calling your 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:

CompuServ	: 76711,240
INTERNET	: 76711.240@COMPUSERVE.COM
GEne	: THREE-SIXTY
America Online	: ThreeSixty
Prodigy	: KHFB81A

CREDITS

Quality Assurance by: Scott Evans and his testing team
Label Artwork by: Rick Lenz

The extraction routine uses Compact Pro Version 1.32 which is copyrighted by Bill Goodman. Harpoon is a registered trademark of Game Designer's Workshop Inc. Computer Harpoon is copyright ©1989 by Applied Computing Services, Inc.

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



CHALLENGER PAK

INCLUDES: Harpoon Master Game,
North Atlantic Convoy BattleSet #2 and
Scenario Editor Manuals





HARPPOON

BattleSet #3

The Mediterranean Conflict

Three-Sixty Customer Service Hotline
(409)776-2187





HarpoonTM Signature Edition

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