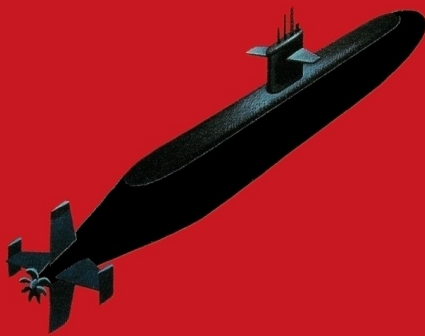


Red Storm Rising™



**The Gripping
Computer
Simulation.
Based On
The #1
Best-Selling
Book By
Tom Clancy.**

Nuclear Attack Submarine
Combat Operations
NAVEDCOM 143-M
Change 0 ; Jun 1988

"Red Storm Rising" Ultimate Challenge Contest
(Spring 1989)
[Commodore 64 Version]

Story and Documentation (January 2009)
By Robert Allen Rusk.

Legal Disclaimers

Based on the book "Red Storm Rising" by Tom Clancy, Larry Bond co-author, copyright 1986 by Jack Ryan Enterprises Ltd. and Larry Bond. All rights reserved.

"Red Storm Rising", the name and stylized mark, Trademark 1988 by MicroProse Software Inc., Jack Ryan Enterprises Ltd., and Larry Bond.

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Wikipedia was used a reference for information on the "Red Storm Rising" book and the history of MicroProse Software.

About Myself

My name is Robert Allen Rusk (aka RARusk) and I am a gamer with about 30+ years of gaming experience. I am also an ex-gametester (Broderbund Software, LucasArts Games, Point Of View Computing) and an ex-arcade attendant (Namco Cyberstation - Pier 39, San Francisco, CA). At this time I currently work at JCPenneys at one of the malls here in San Antonio, TX.

When I am not working I can be found writing FAQs for GameFAQs (focusing primarily on the "Grand Theft Auto" game series) or working on various video hacks on my gaming consoles (I have contributed a few pages to the Game Station X (GamesX) Wiki).

I also own multiple systems such as the Sega Dreamcast, Super Nintendo, Nintendo 64, Atari Jaguar, PlayStation 1 and 2, Xbox, and, Xbox 360. In addition I also own a Mac Mini (1.5Ghz Single Core) and a Amiga 2000 (currently non-working) computer.

And a Commodore 64. And it is with this C-64 that I became involved in the "Red Storm Rising" Ultimate Challenge Contest.

About This Document

This document chronicles my personal experiences in this contest as well as present information and scans from some of the magazines I still have, letters, and photos.

About The Book "Red Storm Rising"

The following description was taken directly from Wikipedia:

"Red Storm Rising is a 1986 techno-thriller novel by Tom Clancy and Larry Bond about a Third World War in Europe between NATO and Warsaw Pact forces, set around the mid-1980s, probably in 1986 or 1987.

Though there are other novels dealing with a fictional World War III, this one is notable for the way in which numerous settings for the action—from Atlantic convoy duty to shooting down reconnaissance satellites to tank battles in Germany—all have an integral part to play on the outcome.

This is one of two novels that has no association with Clancy's others, as it does not fall in the Ryanverse. The novel eventually lent its name to a game development company called Red Storm Entertainment, which Clancy co-founded in 1997."

About MicroProse Software Inc.

MicroProse Software was founded in 1982 by Sid Meier and Bill Stealey. Their main niche was simulation games for the 8-bit computer market such as the Apple II and Commodore 64.

They released a large number of successful titles during the 80's which included:

- >>"NATO Commander"
- >>"Solo Flight"
- >>"Silent Service"
- >>"F-15 Strike Eagle"
- >>"Gunship"
- >>"Airborne Ranger"
- >>"Pirates!"
- >>"Project: Stealth Fighter"
- >>"Red Storm Rising"

In the early 90's MicroProse released "Railroad Tycoon" and "Civilization" which became very successful titles and would spawn multiple sequels.

During the same period MicroProse tried their hand in creating arcade games. They released two titles, "F-15 Strike Eagle" and "B.O.T.S.S." (Battle of the Solar System), but they ultimately failed and the arcade division was shut down.

They also created a new label, MicroPlay (US) and MicroStyle (UK), which would release arcade style titles like "Stunt Car Racer" and "Rick Dangerous 2".

In 1993, MicroProse would be bought out by Spectrum Holobyte. Shortly after that, Bill Stealey left the company and founded Interactive Magic.

Although Spectrum Holobyte / MicroProse had some modest success during the 90's the company was in serious trouble. In 1996 there was a major cut in staff and a consolidation of titles. In addition, the company re-named itself MicroProse and eliminated the Spectrum Holobyte name. After this staff cut, Sid Meier and couple of other major programmers who worked with him on the "Civilization" series left to form Firaxis Games.

In 1998, Hasbro Interactive acquired MicroProse and made it a subsidiary of Hasbro. In 1999, Hasbro Interactive began shutting down some of MicroProse's studios and laying off employees.

In 2001, InfoGrames Entertainment (who would re-name themselves Atari Interactive several years later) acquired Hasbro Interactive and killed off the MicroProse name as a result.

In 2007, the MicroProse name was acquired from Atari Interactive in order to form MicroProse Systems, a company that would sell consumer electronics including cabling and game controllers. However, in September 2008, Legacy Electronics, the company behind MicroProse Systems, would no longer use the MicroProse name for their products for reasons unknown.

About The Game "Red Storm Rising"

The game "Red Strom Rising" can be considered a follow-up to "Silent Service". "Silent Service" was a submarine game set in World War II and designer Sid Meier wanted to do something similar but set in the modern era (at the time this was the mid-80's).

Somebody then suggested a meeting between Sid and author Tom Clancy. Tom liked the idea of having a game based off his book and provided ideas and suggestions. Co-author Larry Bond also provided data and technical information.

Although most of the book focuses on the land battles, the game deals with the submarine aspect of the World War III scenario outlined in "Red Storm Rising".

The game "Red Storm Rising" was released in the fall of 1988 on a multitude of platforms (Commodore 64, Apple II, IBM). It would also later be released on the Amiga and Atari ST line of computers.

The game is amazingly sophisticated given the limitations of the machines at the time the game was released. To this day I am still astounded that they managed to pull off a game of this magnitude on a machine with 64KB (KiloBytes - that's right, KiloBytes) of RAM and a 1Mhz processor.

The game came with a thick but thoroughly informative manual (which also served as copy protection). It also came with a keyboard overlay which made it easier to play the game (because the game used nearly every key on the Commodore 64 keyboard).

The game starts in 1988, the year the story takes place. But you can play scenarios in the year 1984 as well as the future (1992 and 1996). You could play at various difficulty levels from Introductory (easy) to Ultimate (very hard). You can also play through the "Red Storm Rising" campaign and try to get the highest score (known as Efficiency Rating - ER for short) and hopefully some medals along the way (such as the Congressional Medal of Honor).

About the Ultimate Challenge Contest

In January 1989, Commodore Magazine and MicroProse Software announced the "Red Storm Rising" Ultimate Challenge Contest (the full advertisement was scanned for this document and presented later).

To enter you had to obtain an official log form and rules from MicroProse. Then you had to play through the "Red Storm Rising" campaign at Ultimate difficulty and send your final game save disk and completed Log Form from your highest ER campaign back to MicroProse.

You had to become one of the top fifteen ER scorers in order to enter the next stage of the contest. Then you were interviewed by the "Board of Naval Examiners" for the honor to make it into the top ten. The top ten would then be given special disks and compete in the Red Alert War Game which would determine the winner of the Ultimate Challenge Contest.

The Grand Prize winner, known as "The Admiral of the Fleet", would go on a 7-day expense-paid trip to Great Britain. The second and third place winners would get a Commodore 128-D Computer. All 10 contestants would get complete library of current, for the time, of MicroProse titles, a one-year subscription to Commodore Magazine (they merged with another magazine during the summer of 1989), and "Red Storm Rising" materials autographed by Tom Clancy.

The year: 1988.

During this time I was living in Wiesbaden, West Germany. My father, who was in the Army, was transferred to Germany and took us along (we arrived in March of 1987).

I was taking classes at the University of Maryland (Europe) and working nights at the Wiesbaden Commissary. When I wasn't doing either of those I was usually in front of my Commodore 64 playing a variety of games.

During this time I had become a fan of MicroProse's games for the C-64. I had played through "Gunship", "Project: Stealth Fighter", "F-15 Strike Eagle", "Airborne Ranger", "Silent Service", and "Pirates!". Not surprisingly, I picked up "Red Storm Rising" when it was released in the fall of 1988.

I did fairly well and played through most of the scenarios at most of the difficulty levels. I earned all of the medals and pretty much stopped playing the game when I accomplished that.

But, when I found out about the contest, I started playing through the game again. I felt that I had become good enough at the game to try my hand at the contest. I sent out for the log forms and began my attempt to become one of the top fifteen ER scorers.

I spent just about every waking moment, outside of work and school, to get into the top fifteen. My first attempt was somewhere in the mid-20,000 range. I sent that in but felt I could do better. I got another Log Form and made a second attempt.

I was about partway through my second campaign and around 7,000 ER when something remarkable happened. It is often said that there is a fine line between skill and luck. And somehow I fell on the side of luck during one mission.

I was playing through one mission that had a mix of surface ships and subs. But something went wrong and I was facing multiple counterattacks. At one point I was hit by a torpedo.

One thing that needs to be noted. At Ultimate difficulty, if you are hit by a torpedo, 99.5% of the time you don't survive and your mission ends.

Well, I survived. It was also the first time that I had survived a hit at Ultimate level. I was damaged but functional. After the surprise wore off, I continued to play and managed to pick off a couple of my attackers.

But I was still having to deal with their attacks and I was hit again. And I survived, again. I couldn't believe that. I was still living but a bit more damaged than before.

I continued to play through the mission and picked off some more of my attackers. However, they were still throwing torpedoes at me and I got hit a THIRD time. And once again, I lived. But I was badly damaged and on the verge of losing the mission.

However, after surviving my latest scrape with death, I finished off the remaining targets and successfully completed the mission. So, you're probably wondering, how did this one mission help me?

You see, if you get hit and survive and successfully finish the mission, your ER increases. Think of it as a survival bonus. Well, imagine what your ER would look like if you survive one hit at Ultimate level. Then imagine what it would look like if you survive THREE hits.

My ER went from 7,000+ to over 15,000! More than doubled in just one mission.

I finished the remaining campaign and ended up with an ER of 31,460. I sent in my log form and disk.....and waited.

In early April of 1989, I got the word from MicroProse: I was in the top fifteen. My family was excited for me and they expected me to jump and holler when I got the word. Instead I was calm and said "good". I really wasn't too surprised to be in the top fifteen after getting a score like that.

Then I went through the interview process with the "Board of Naval Examiners" (I think it was the designers and those running the contest). I don't remember a whole lot about it other than I had to explain that one mission and that I remarked how incredible the game was considering the limited hardware it was on.

Shortly after the interview I was notified that I made the top ten. I was then sent a package that contained ten specially numbered, and well packaged, sets of disks. The package also contained a couple of "practice disks" and the Red Alert War Game Manual. The "practice disks" were meant to practice opening the disk set when it was time to begin the War Game.

The Battle Disks, two disks using both sides, contained sixteen specially constructed missions for the contest. They were a mixture of times and sub types. And all at Ultimate difficulty level.

You needed a VCR to visually record your progress (or lack thereof). We already had a VCR so that was taken care of. But another problem arose. My 1541 drive was starting to flake out a bit. I didn't need that problem to pop up during the contest. Thankfully we had wonderful downstairs neighbors who had a C-128 and a new 1541 drive. They let me use their disk drive for the War Game.

When the Red Alert War Game began, each contestant was started at different times. I went first because I was about five hours ahead of MicroProse. When my turn began I was told which of the ten special packaged disks was the Battle Disks. I had four hours to do as many of the sixteen missions as I could. I tried to do the best that I could but went through the fifth mission again because that one was a pain. When I got the call to end my turn I had done about seven missions.

After the contest, I had to send back the remaining nine disk packages, log form, and video cassette tape by May 5, 1989. After sending the stuff back, I waited for the results.

I finished eighth out of ten. Not too good but, considering how many tried to enter, not too bad either.

I would end up with seven MicroProse titles as part of my prize package. Oddly enough, they were the same seven titles I already owned including "Red Storm Rising" (perhaps they thought I may have worn my copy out?). What I did was split them with my downstairs neighbors. I kept the games that you had to use the game disk to record your scores on and the new copy of the games that did not and gave him the rest. I also thought of it as "payment" for the use of their 1541 drive. I also received an autographed poster and manual. I was allowed to keep the Battle Disks and contest manual. I also kept the correspondence letters and magazines that mentioned the contest.

I also ended up burning out on "Red Storm Rising". After the contest, and to this day, I haven't played the C-64 version again. Not even to try to play the other missions on the Battle Disks. The last time I played "Red Storm Rising", period, was the Amiga version and I only played through some of it.

As I was waiting for the results of the contest, my father was finally promoted to Command Sergeant Major (CSM), a rank he was trying to achieve for the longest time. Shortly thereafter we were transferred to The Presidio at San Francisco, California.

We arrived in July of 1989 and I managed to get a gametester position at Broderbund Software using some of the correspondence from the contest with my resume. The letters from MicroProse served as proof of my gaming ability.

As the years go by.....

My stay at Broderbund ended after thirteen months due to personal issues. I would then hook up at the Namco CyberStation Arcade at the front of Pier 39. I also managed to get a three month temporary gametester position at LucasArts Games during this time.

I left San Francisco in 1993 for Colorado Springs, Colorado where my father was transferred to Fort Carson (and later retired in 1995). I found myself working for a small company called Point of View Computing where I would help test products like "Enchantasy" and their most well known product, "SubVersion 1.0".

The company would eventually morph into Fate Technologies and try to ride the emerging internet wave. I wound up doing the complete 1996 Pikes Peak International Hill Climb web site with them.

Even with that accomplishment, money problems would force me to move back to my family in San Antonio in the fall of 1996 (where they went when my father retired).

After doing temporary work, I ended up at JCPenneys in 1998 and that is where I am still employed today.

About XCSSA

Shortly after I arrived back in San Antonio I found a user group dedicated to the Commodore Amiga -- CASA, or Commodore Amiga of San Antonio. The Amiga 2000 was my primary computer back then and this group helped me to get the most out of it.

The meetings, held on the third Monday of each month, were a loose show-and-tell event where people would bring their machines and hacks and show them off to the other members. Pizza would be ordered partway through the meeting which would help turn the event into a true geekfest.

However, as the Amiga died off, more and more non-Amiga topics and machines would start to become part of the meetings. Then it was decided to change the focus of the meetings from the Amiga to, well, everything else (BeOS, Linux, Solaris, xBSD, QNX, etc.).

And thus the group was re-named the X-otic Computer Systems of San Antonio (www.xcssa.org). The structure, such as it is, of the meetings remained the same but now one could show off different types of hacks and programmings and cool toys. And yes, pizza is still involved.

Some of the stuff I have showed off for the group in the past include various RGB Analog video hacks to my game consoles and showing off some of my games and FAQ work.

The year: 2008.

During the summer of 2008, a small group of hardware hackers would merge with XCSSA and add several new members to the group. One person, Fredrik Safstrom, would make an immediate impact. He is a fan of the Commodore 64 and has played around with various emulators plus has made some cool hacks (such as making a Pong game out of LED light displays).

Frederik's interest in the C-64 got me to thinking back to my own machine and my large collection of software. And back to the Ultimate Challenge Contest.

Since the contest many Commodore 64 emulators have appeared on various operating systems. And there is a large retro gaming community that has little to no knowledge on what happened twenty years ago.

But I still had three issues of Commodore Magazine (that had contest advertisements and an article that was written about the contest), my letters, the Red Alert War Game manual, my prizes, and the Battle Disks. I felt that maybe it was time to scan this stuff into the Mac and present this information to the retrogaming community and let them have a crack at becoming "Admiral of the Fleet" using images of the Battle Disks.

I decided to make mention of the contest, and my Battle Disks, to the group e-mail. I also asked for advice on how to transfer the Battle Disks to the PC for release to the internet. As advice and links were being presented, Frederik managed to acquire an XA1541 dongle which allows the C-64 1541 disk drive to be connected to a PC, via the parallel port, for file transfers.

During the October 2008 meeting Frederik was kind enough to help me transfer the Battle Disks to his PC, using the XA1541 dongle along with the OpenCBM driver (V 0.4.2) with a GUI4CBM4WIN GUI, for eventual transfer to my Mac via flash drive.

Another member of the group, Thomas Weeks (who also runs the group), suggested OpenOffice (Mac) to help in making the document you are now reading.

Later, in January of 2009, I would verify the Battle Disks in emulation through a program called Power 64 (Macintosh). Two members of the Digital Press gaming forums, Mayhem and Zektor, provided help and information during the verification process.

Constructing the Document

The scans from the letters, Red Alert War Game Manual, and magazines were done at 600 dpi. The large scans were then used to create smaller versions for the document. They are presented at 1200 pixels across. This will allow for zooming in to read text without severe pixelation.

The photos (of the prizes and disks) were taken with a Kodak DC-265 digital camera. They were originally taken for use in an AtariAge topic about prize winnings.

The scans and photos are presented in chronological order.

The text for this document was written with TextWrangler, a text program that I use for my FAQ writing.

OpenOffice (Mac) was used for the "canvas" where I pasted and manipulated text and pictures for this document. Then, after everything was put together, this document was converted into a PDF file for ease of use.

And now for the rest of the presentation.....

Advertisement Scans

The first three scans are game and contest advertisements (taken from the January 1989 issue of Commodore Magazine):

>>**Scan #1:**

This is the advertisement for the "Red Storm Rising" game.

>>**Scan #2:**

This is the left half of the two page advertisement for the "Red Storm Rising" Ultimate Challenge Contest.

>>**Scan #3:**

This is the right half of the two page advertisement for the "Red Storm Rising" Ultimate Challenge Contest.

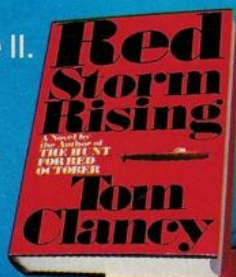
Red Storm Rising™



You're captain of an American nuclear attack submarine. And your ship is all that stands between the Russian bear and global domination. Experience the pulse-pounding tension of **Red Storm Rising**. . . a frighteningly realistic blend of contemporary high technology and classic military strategy. Based on Tom Clancy's #1 and created, with the author, by famed programmer/designer Sid Meier — the mind behind **F-15 Strike Eagle** and **Silent Service**. For the Commodore 64/128 systems and soon for IBM/PC

compatibles and Apple II. Suggested retail price, \$44.95.

Red Storm Rising. Find out if you have what it takes to tackle the Russian bear.



MICRO PROSE™

180 Lakefront Drive Hunt Valley, Maryland 21030
(301) 771-1151

Based on the book *Red Storm Rising* by Tom Clancy; Larry Bond co-author. Copyright 1986 by Jack Ryan Enterprises Ltd. and Larry Bond. Software © 1988 by MicroProse Software, Inc. All Rights Reserved.

Presenting the **Red Storm Rising™** Ultimate Challenge

Win a Trip for Two to

Now *Red Storm Rising* — the gripping World War III submarine simulation by MicroProse Software for the Commodore 64 — is more exciting than ever. Your skill as Captain of a nuclear attack sub in the North Atlantic can win you and a companion an unforgettable visit to Great Britain!

MicroProse Software and *Commodore Magazine* have convened a Board of Naval Examiners to find the *Admiral of the Fleet* — the very best *Red Storm Rising* nuclear submarine commander in the world.

Grand Prize

In September, 1989, the *Red Storm Rising Admiral of the Fleet* and a companion will travel on a 7-day expense-paid travel award to Great Britain. They will visit Dunoon, Scotland, home of the US submarine base at Holy Loch from which *Red Storm Rising* players operate. Then it's on to London, where they will marvel at the huge, international 1989 Personal Computer Show. The *Admiral of the Fleet* will also win a complete library of current MicroProse Software titles for the Commodore 64, a one-year subscription to *Commodore Magazine*, and *Red Storm Rising* materials autographed by Tom Clancy, author of the best-selling novel, *Red Storm Rising*.

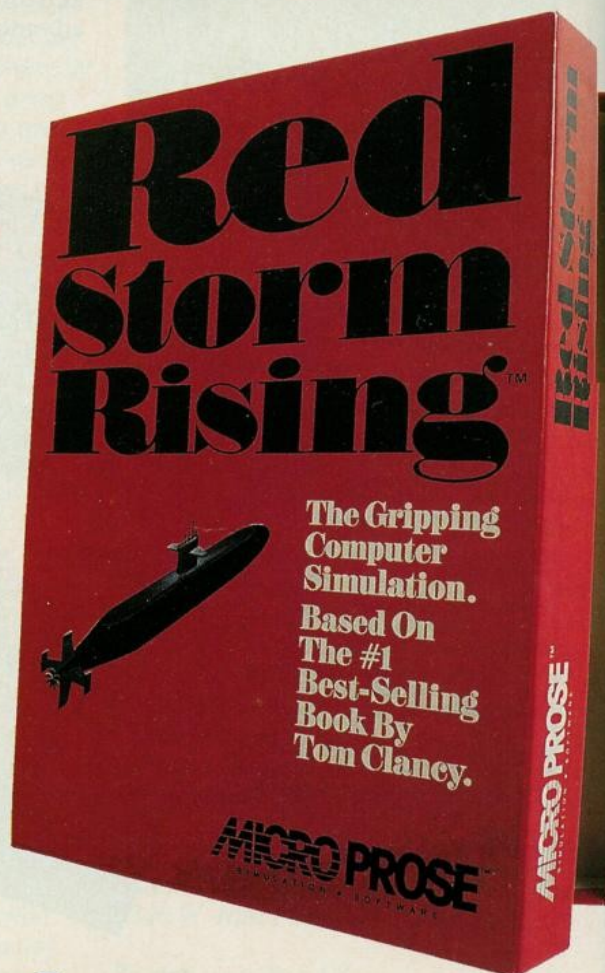
Prizes for Runners-Up Too!

The First and Second Runner-up *Vice Admirals* will receive a Commodore 128-D Computer System, a complete library of current MicroProse Software titles for the Commodore 64, a one-year subscription to *Commodore Magazine*, and *Red Storm Rising* materials autographed by Tom Clancy.

Another seven *Vice Admirals* will receive a complete library of current MicroProse Software titles for the Commodore 64, a one-year subscription to *Commodore Magazine*, and *Red Storm Rising* materials autographed by Tom Clancy.

Strategy

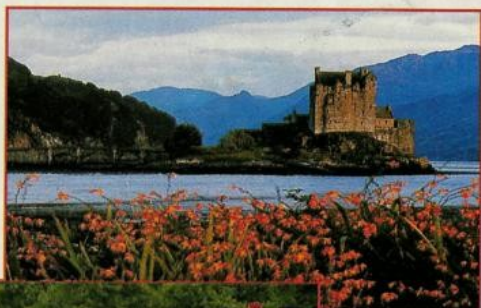
First, send for your *Official Log Form* and complete *Rules* (see "To Enter" on next page). Then, start playing the full *Red Storm Rising* campaign game and learn to achieve maximum Efficiency Rating (ER). (For your initial entry and first round of competition, your best campaign will be the campaign with your highest ER.) Learn how to protect the ER of your campaign in progress by choosing the "Computer Log" option at the "Contact Screen" preceding each battle, and then saving your game. (The "Contact Screen" is shown at right.) If your performance does not meet your standards in the ensuing contact, you can re-play it (before going on to another battle) without losing your previous score. On the *Official Log Form* you will fill in the details of each of your most successful battles in your best campaign. Before you fill out the form, you might make photocopies so that you can keep trying for higher and higher ERs.



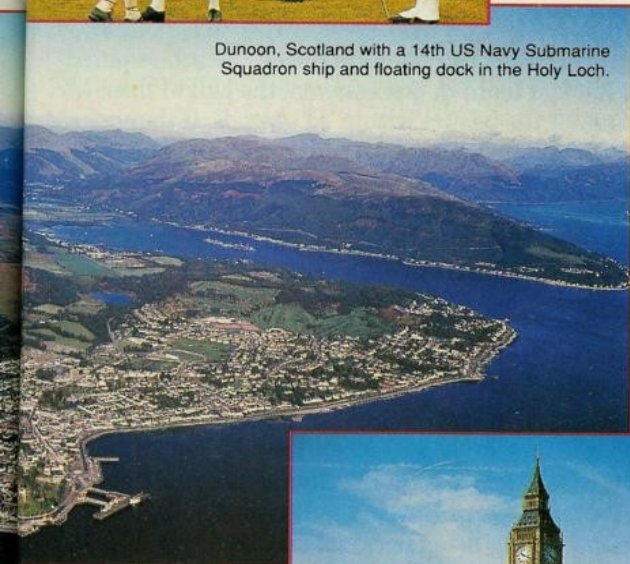
Commodore
M A G A Z I N E

sponsored by Commodore Magazine and MicroProse

Scotland & England!



Dunoon, Scotland with a 14th US Navy Submarine Squadron ship and floating dock in the Holy Loch.



To Enter

1. Obtain an *Official Log Form* and the complete *Rules* by sending a letter or postcard as soon as possible to the *Red Storm Rising* Board of Naval Examiners, 180 Lakefront Drive, Hunt Valley MD 21030. (Several pre-addressed postcards have been inserted into this edition of *Commodore Magazine*.)

2. Submit your **final** game save disk (**one disk only**) and a completed *Official Log Form* from your highest-ER *Red Storm Rising* Campaign to: *Red Storm Rising* Board of Naval Examiners, 180 Lakefront Drive, Hunt Valley MD 21030. Your entry must be **received** not later than March 31, 1989.

Naval Operations: Orders

The Board of Naval Examiners will make every effort to ensure that the *Red Storm Rising Ultimate Challenge* is a fair competition and a meaningful test to all who enter. As you proceed into the higher levels of competition, the Board of Naval Examiners will advise you of specific examination procedures.

The Timetable

- | | |
|------------------------------------|--|
| March 31, 1989 | Deadline for Board of Naval Examiners to receive Official Log Form and final game save disk from Entrants seeking promotion to Admiral. |
| April 3, 1989 | During this week, the Board of Naval Examiners will select 15 Rear Admirals from among All Entries received. |
| April 10, 1989 | During this week, Appointments will be set for 15 Rear Admirals to be interviewed via telephone, by the Board of Naval Examiners. |
| April 17, 1989 | During this week, the Board of Naval Examiners will interview the 15 Rear Admirals, and grant promotions to 10. |
| April 30, 1988 (Red Sunday) | Ten (10) Vice Admirals will compete in the Red Alert War Game for the right to be called Admiral of the Fleet. |
| May 1, 1989 | Verification Process Begins; Vice Admirals return records from the Red Alert War Game. |
| Late Sept., 1989 | Admiral of the Fleet and a companion depart on their 7-day travel award to Scotland and England. |

Keep your calendar open for all steps in the Timetable.

Watch the News Section of *Commodore Magazine* for More Information on the *Red Storm Rising Ultimate Challenge*.

Initial Correspondence

The next two scans are the first two letters from MicroProse I received when I advanced through the contest. Even though it has been twenty years since the contest, I thought it would be prudent to edit addresses and phone numbers. My main contact was Jack Kammer who helped head up the event.

>>April 11, 1989

This letter was to inform me that I made it into the top fifteen and to arrange for my interview for the next stage of the contest.

>>April 24, 1989

This letter was to inform me that I had made the top ten and that I was to receive my materials for the Red Alert War Game. Incidentally, this letter was sent out on my 22nd birthday.

Red Storm Rising Board of Naval Examiners

180 Lakefront Drive
Hunt Valley, Maryland 21030

Office of the Registrar

April 11, 1989

Captain Robert Allen Rusk

██████████
6200 Wiesbaden
West Germany

Dear Captain Rusk:

Your Official Log Form was received on March 29, 1989. After verifying its authenticity, The Board of Naval Examiners is pleased to inform you that your Efficiency Rating of 31,460 has earned you one of fifteen available promotions to the rank of Rear Admiral.

The next step in the competition to be named Admiral of the Fleet is to be one of the ten Rear Admirals promoted to the rank of Vice Admiral.

In accordance with the Official Rules of the Red Storm Rising Ultimate Challenge, you must submit yourself to interview by the Board of Naval Examiners. (Rule 7: "By entering the Ultimate Challenge, you certify that you are willing and able to make yourself available by telephone at any reasonable pre-arranged time during the week of April 17, 1989 for a period of up to two hours.")

You are hereby directed to begin standing by your telephone on Date at Time. (Note Well: Time is Eastern Daylight Time.) The number at which the Board of Naval Examiners will attempt to reach you is ██████████.

If you have a serious and legitimate reason why you cannot be available at the appointed time, or if the Board should attempt to reach you at a number other than the one listed above, immediately telephone 301 771-6700 and ask for the Registrar of the Board of Naval Examiners. (The Board's phone is answered with the code words "Prose Technologies.") If the Registrar is unavailable to speak with you, leave a request for him to return your call. If he has not returned your call within the next four regular business hours (Eastern Daylight Time) try your call again. No substantive communication for the Registrar is complete unless you speak with the Registrar in person. If you wish to verify that you are speaking with the Registrar, ask him for the Registrar Security Password. He will respond by saying "Eagle Summit."

The interview is expected to last fifteen minutes. The rules require you to stand by your phone for two hours in case interviews of other Rear Admirals run behind schedule.

Prior to your interview, the Registrar will reach you by phone to confirm that you have received this directive.

Congratulations and best wishes in your career.

Sincerely,

Registrar

Red Storm Rising Board of Naval Examiners

180 Lakefront Drive
Hunt Valley, Maryland 21030

Office of the Registrar

April 24, 1989

Rear Admiral Robert Allen Rusk



APO NY 09457

Dear Rear Admiral Rusk,

The Board of Naval Examiners is pleased to inform you that you are among the ten Rear Admirals promoted to the rank of Vice Admiral.

In accordance with the Official Rules of the Red Storm Rising Ultimate Challenge, you will compete in the Red Alert War Game on Red Sunday, April 30, 1989 for the honor of being named Admiral of the Fleet.

Please read the enclosed Red Alert Manual carefully to familiarize yourself with the procedures you must follow on, before and after Red Sunday. Please read the Red Alert Manual in its entirety before you open any other part of the materials you received with this letter.

If you have questions, please telephone 301 771-6700 and ask for the Registrar of the Board of Naval Examiners. (The Board's phone is answered with the code words "Prose Technologies.") If the Registrar is unavailable to speak with you, leave a request for him to return your call. If he has not returned your call within the next four regular business hours (Eastern Time) try your call again. No substantive communication for the Registrar is complete unless you speak with the Registrar in person. If you wish to verify that you are speaking with the Registrar, ask him for the Registrar Security Password. He will respond by saying "Eagle Summit."

Again, congratulations.

You will hear from us again on Red Sunday.

Sincerely,

A handwritten signature in cursive script that reads "Jack Kammer".

Commodore Jack Kammer
Registrar

The Red Alert War Game Manual

The next eleven scans is the entire manual that was given with the Battle Disks. As with the previous letters, certain personal information has been edited out.

Red Alert Manual

Confidential for
Vice Admiral Robert Allen Rusk

Red Alert War Game
April 30, 1989

Please Study This Red Alert Manual
In Its Entirety
As Soon As Possible.

**Do Not Open or Disturb
Any of the Red Alert Disk Packages
until you have read this Manual
in its entirety.**

Extremely Important

You Must Secure a VHS Videocassette Recorder and a Videocassette Tape for Red Sunday

Official Rule 9 reads in part, "By entering the Ultimate Challenge you certify that you are available to participate in the Red Alert War Game and that you are willing and able to make reasonable logistical arrangements for your participation. Red Alert War Game logistics include a certain piece of verification equipment which will be explained in detail to the Vice Admirals."

That piece of verification equipment is a VHS format videocassette recorder (VCR).

In accordance with Rule 9, you are responsible for setting up the equipment to record both your computer's audio (sound) and video (picture) during the Red Alert War Game. Note Well: the video must be recorded in color.

The procedure for configuring a VCR to your Commodore computer is relatively simple, but since there are so many possible variations in computers, monitors, cables, color codes and VCRs, the Board of Naval Examiners cannot supply a set of instructions for every case. Most of the ten Vice Admirals, however, may wish to use a cable with a 5-pin DIN connector plugged into the computer and RCA connectors plugged into the VCR.

The principle is to send the audio-video cables from the back of your computer into the audio and video inputs on your VCR, and then to connect the audio and video outputs from your VCR to the audio and video inputs on your monitor.

The Board of Naval Examiners urges you to secure the VCR and configure it to your computer as soon as possible to allow time to solve technical problems. Rule 9 also reads, "If a Vice Admiral does not have access to that equipment [the VCR] MicroProse will reimburse the Vice Admiral for reasonable rental costs." If you must rent a VCR, send your rental receipt to the Board of Naval Examiners. MicroProse will re-imburse for reasonable rental costs for the period from Wednesday, April 26 thru Monday morning, May 1.

You may also include receipts for up to \$10 in hardware costs (cables, etc.), plus up to \$10 for a VHS videotape cassette. Note Well: On Red Sunday you must use a videocassette with the capacity to record the entire Red Alert War Game on one cassette. You will not be allowed to change cassettes. The Red Alert War Game is scheduled to last four hours. The Board recommends that you use a videocassette which provides a comfortable margin beyond the four scheduled hours.

In accordance with the Rules, malfunctions in VCRs and videotapes are your responsibility. Choose your equipment carefully.

Technical Assistance Available

If you are uncertain how to accomplish the VCR connection in both audio and color video, the Board of Naval Examiners will be happy to provide technical assistance. Please phone 301 771-6700 and ask for the Registrar of the Board of Naval Examiners.

Questions? Call the Registrar: 301 771-6700

Introduction

The Red Alert War Game is a carefully controlled competition designed to maintain fairness in determining which of ten Vice Admirals will be named Admiral of the Fleet.

The Red Alert War Game will take place on Sunday, April 30, 1989.

You will be commanding a variety of submarines in a variety of years through 16 battles. It will serve you well to be familiar with all of the American and Soviet weapons in all of the eras presented in the Red Storm Rising simulation.

Each Vice Admiral will play the Red Storm Rising simulation for four hours. The starting times for the ten Vice Admirals will be staggered by fifteen minutes. The earliest starting time will be 2:00 pm Eastern Time. The latest starting time will be 4:15 pm Eastern Time.

Your starting time, Vice Admiral Rusk, will be 2:00 pm Eastern Time. Your ending time will be 6:00 pm Eastern Time.

You will notice that your Red Alert materials include 13 disk packets, plus a Practice Disk Packet.

At your starting time, the Board of Naval Examiners will phone you at [REDACTED] to tell you which of the disk packets contains the Red Alert Battle disks. Aside from the Practice Disk Packet, it is the only disk pack you will open.

You may open the Practice Disk packet any time you wish. It is provided to help you learn how to open the designated disk packet quickly and carefully when the time comes to do so. Do not open any disk packet other than the Practice Disk Packet.

Other than the Practice Disk Packet and the packet containing your Red Alert Battle Disks all disk packets must be returned to the Board of Naval Examiners undisturbed and undamaged.

Note Well: If [REDACTED] is not the number at which the Board of Naval Examiners will be able to reach you on Red Sunday, immediately telephone 301 771-6700 and ask for the Registrar of the Board of Naval Examiners. (The Board's phone is answered with the code words "Prose Technologies.") If the Registrar is unavailable to speak with you, leave a request for him to return your call. If he has not returned your call within the next four regular business hours (Eastern Time) try your call again. No substantive communication for the Registrar is complete unless you speak with the Registrar in person. If you wish to verify that you are speaking with the Registrar, ask him for the Registrar Security Password. He will respond by saying "Eagle Summit."

Questions? Call the Registrar: 301 771-6700

How the Competition Will Be Scored

Each Vice Admiral will have sixteen battles to fight in four hours.

Battle Points:

Three (3) Battle Points will be awarded for each battle in which the Vice Admiral fulfills two criteria:

- the mission is successful,
- the battle ends with the Vice Admiral's boat undamaged.

One (1) Battle Point will be awarded for each battle in which the Vice Admiral fulfills two criteria:

- the mission is successful,
- the battle ends with the Vice Admiral's boat damaged, but not sunk.

Success defined:

A mission is successful if the assigned objective is achieved, even if other enemy vessels remain afloat.

ER Points: a factor when there is a tie in Battle Points

If there is a tie in the number of Battle Points earned after four hours, the total of ER points earned in each successful battle will break the tie. Note Well: ER points earned in unsuccessful battles will not be counted.

Time: a factor in case of ties in both Battle Points and ER Points

If a tie remains after Battle Points and ER Points are considered, the tie will be broken in favor of the Vice Admiral who earned his tie-making point total in the shortest real time. Time will be determined by viewing each Vice Admiral's videotape. Points are not officially earned until the videotape reveals the After Action Report for the battle in which the points were awarded.

Battles may be re-played, but only before moving on to the next battle. The computer may be re-booted, but only to abandon a battle.

Note Well: As soon as you make a new attempt at any battle, all points earned in previous versions of that battle are nullified. In other words, to make this important point perfectly clear, the last attempt played — or begun — is the only attempt that will count.

Before Red Sunday

1. Configure a VHS videocassette recorder to record the full Red Alert War Game.
 - a.) Be sure the configuration records both audio (sound) and color video (pictures).
 - b.) Obtain a videotape cassette with the capacity to record the entire Red Alert War Game without changing cassettes.
 - c.) If you need technical assistance see page 3.
2. Open the Practice Disk Pack to learn how to open the Red Alert Battle disk packet quickly and carefully when the time comes to do so.
3. Do not open any disk pack other than the Practice Disk Pack.
4. Be certain that the materials you received with this Manual include:
 - One (1) Practice Disk Pack
 - Thirteen (13) Disk Packs, consecutively numbered from 1 thru 13.
5. Be sure that this Manual includes Red Sunday Log Forms for Battles 1 thru 16, plus a spare Log Form.
6. If [REDACTED] is not the number at which the Board will be able to reach you on Red Sunday, immediately telephone 301 771-6700 and ask for the Registrar of the Board of Naval Examiners. (The Board's phone is answered with the code words "Prose Technologies.") If the Registrar is unavailable to speak with you, leave a request for him to return your call. If he has not returned your call within the next four regular business hours (Eastern Time) try your call again. No substantive communication for the Registrar is complete unless you speak with the Registrar in person. If you wish to verify that you are speaking with the Registrar, ask him for the Registrar Security Password. He will respond by saying "Eagle Summit."

Questions? Call the Registrar: 301 771-6700

On Red Sunday Before the Red Alert War Game

1. Give your computer-VCR configuration one last check for firm and proper cable connections.
2. Keep your phone open for your starting call from the Board of Naval Examiners.
3. Just before your starting time, [Vice Admiral Rusk's starting time is 2:00 pm Eastern Time], turn on your computer-VCR configuration.
4. If the Board does not call at exactly the designated time, you are required to stand by. Your ending time will be adjusted accordingly.
5. When the Board calls, have your computer operating and displaying the "Commodore 64 Basic" message.
6. When the Board calls, immediately start recording on your VCR.
7. To verify the beginning time of your videotape, the Board will tell you a Basic Code Word to be typed into the computer in Basic.
8. Type in the Basic Code Word and press RETURN. The computer will respond with
?SYNTAX ERROR.
READY.
9. The Basic Code Word must appear on your videotape.
10. Proceed to load Red Storm Rising.
11. The Board will tell you which Disk Pack contains the Red Alert Battle Disks.
12. Open the designated Red Alert Disk Pack.
13. When you arrive at your first Red Storm Rising menu, select
RECALL
a game saved on disk.
14. Insert Disk 1, Side 1. Select Mission #1.

Questions? Call the Registrar: 301 771-6700

On Red Sunday During the Red Alert War Game

1. The videotape may not be stopped during the Red Alert War Game. The Board requires an absolutely complete video and audio record of your actions.
2. Fight each battle in sequence, 1 thru 16. Do not change the order in which you fight the battles.
3. Battles may be re-played, but only before moving on to the next battle.
4. As soon as you make a new attempt at any battle, all points earned in previous versions of that battle are nullified. This important point bears repeating: the last attempt played — or begun — is the only attempt that will count.
5. The Board of Naval Examiners will require the videotape to show a full set of ending screens following each battle for which the Vice Admiral claims a Battle Point. In other words, Vice Admirals may not re-boot the game to short-cut through these screens, except when they wish to abandon a battle.
Note Well: if a Vice Admiral re-boots following a successful battle before beginning the next battle, the Battle Points and ER Points for that successful battle will be nullified.
6. There is no need to save games on disk.
7. You must keep a full and accurate written record of your battles on your Red Sunday Log Forms. Each Vice Admiral may engage the services of an executive officer to make entries to the Red Sunday Log Form.
8. If you encounter any problems, call the Board at 301 771-6700. The Registrar and members of the Board of Naval Examiners will be standing by. To be certain that you are speaking with persons authorized to advise you on your problems, ask for the Registrar Security Password. The correct response is "Eagle Summit."

On Red Sunday After the Red Alert War Game

1. At your ending time [Vice Admiral Rusk's ending time is 6:00 pm Eastern Time], the Board will phone you at [REDACTED].
2. You must immediately report the following information for each battle, including unsuccessful battles, from your Red Sunday Log Form:
 - the enemy vessels encountered, and whether damaged, sunk or escaped,
 - mission status: achieved or failed,
 - boat status: undamaged, damaged or sunk,
 - the post-battle ER.
3. If a battle has been attempted more than once, step 2 applies to the last attempt only.

On Monday, May 1

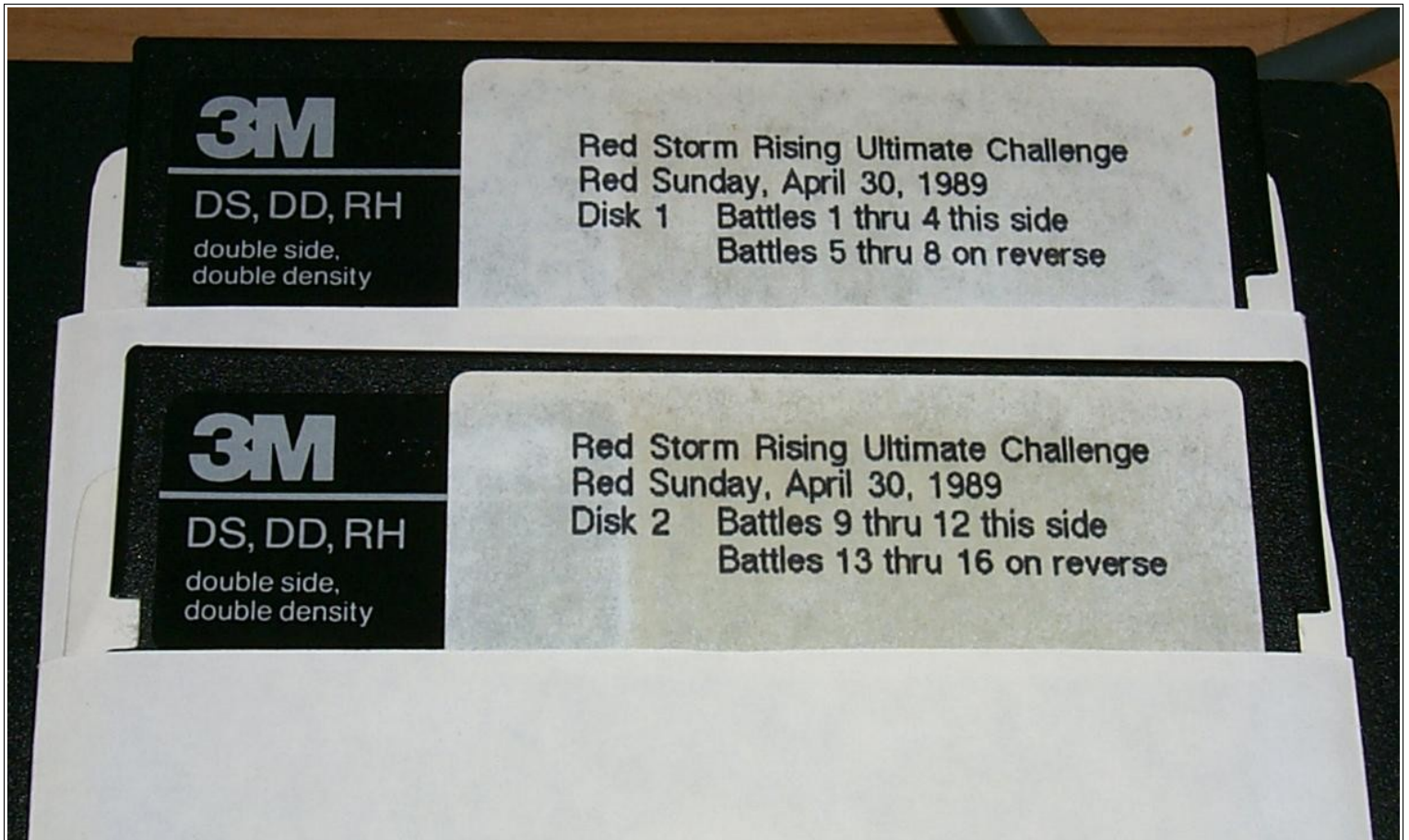
1. In accordance with Rule 10, you must return to the Board of Naval Examiners (180 Lakefront Drive, Hunt Valley MD 21030) the following materials:
 - all Disk Packs, except the Practice Disk Pack and the pack which contained the Red Alert Battle Disks,
 - the videotape on which your Red Alert War Game is recorded,
 - your written Red Sunday Log Forms.
2. The materials must arrive at the Board of Naval Examiners not later than 2:00 pm Friday, May 5.
3. Keep documentation (receipts, etc.) that the materials left your possession on May 1.
4. In accordance with Rule 10, "MicroProse will re-imburse reasonable costs for packing and shipping."

From the Red Storm Rising Ultimate Challenge Official Rules

9. The ten Vice Admirals will compete in a Red Alert War Game on Sunday, April 30, 1989. The Red Alert War Game will begin at 2pm Eastern Time in the Vice Admirals' homes or other facilities arranged by them with the approval of the Board of Naval Examiners. The Red Alert War Game may last up to nine hours. By entering the Ultimate Challenge you certify that you are available to participate in the Red Alert War Game and that you are willing and able to make reasonable logistical arrangements for your participation. Red Alert War Game logistics include a certain piece of verification equipment which will be explained in detail to the Vice Admirals. If a Vice Admiral does not have access to that equipment MicroProse will re-imburse the Vice Admiral for reasonable rental costs. The Red Alert War Game also will involve certain time-sensitive telephone calls between Red Alert War Game Headquarters and the Vice Admirals. The acquisition, installation and operation of all equipment in the Red Alert War Game will be entirely your responsibility. Neither MicroProse Software, Inc. nor Commodore Magazine will assume responsibility for inability to participate in the Red Alert War Game from any cause including busy signals, equipment failure, power failure, telephone failure, inability to accept deliveries or make phone contact or other emergency. We recommend that you make yourself available during the week prior to the Red Alert War Game to receive communications from the Board of Naval Examiners and to procure, install and check the operation of all equipment. If you are under the age of majority in your state, you certify by entering the Red Storm Rising Ultimate Challenge that you have the support and cooperation of your parents or legal guardians for your participation.
10. On Monday, May 1, 1989 the ten Vice Admirals will be required to send certain items and records from the Red Alert War Game to the Board of Naval Examiners at MicroProse. MicroProse will re-imburse reasonable costs for packing and shipping. Each package of items and records must be accompanied by a postmark, shipping label or other clear and reasonable evidence from a legitimate shipping service that the package left the Vice Admiral's possession on Monday, May 1. Additional evidence of that fact must be produced at the request of the Board of Naval Examiners. Packages of items and records from the Red Alert War Game must arrive at MicroProse not later than 2:00 pm Friday, May 5. Neither MicroProse nor Commodore Magazine will be responsible for items or records lost, delayed or damaged in transit. Choose your shipping service carefully.
11. To win the Red Storm Rising Ultimate Challenge and be named Admiral of the Fleet, a Vice Admiral's Red Alert War Game disks and other records must satisfy three requirements:
 - a. be free of falsification;
 - b. corroborate in every detail the verbal report to be given by telephone immediately after the Red Alert War Game on April 30;
 - c. show the highest proficiency of all Vice Admirals satisfying the previous two conditions.The judgment of the Board of Naval Examiners will be final and may not be contested.

Prizes

The next four photos are of the some of the stuff I won or kept from the contest.



This is my copy of the Battle Disks. To my knowledge, only ten pairs left MicroProse – one pair to each contestant. It is unknown what has happened to the Battle Disk data in the wake of the multiple purchases of MicroProse.



This is a poster autographed by Tom Clancy. His signature is just below the bear's paw on the left side of the poster.

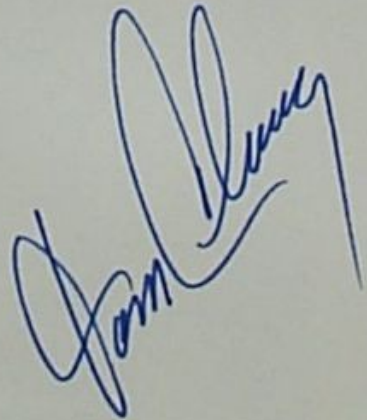
States Navy is to control the sea. The job of the Soviet Navy is to deny us the use of the sea. You can guess which is the easier mission.

You are the commanding officer of an American SSN, a nuclear-powered fast-attack submarine. The word has only just arrived from National Command Authority: Your country is at war. All during the spring of this year, while you prepared your boat for her next deployment, the media was full of stories about the Spring of Promise, perhaps the long-hoped-for end of the Cold War, as East-West arms-control agreements reached fruition after generations of frustrating effort. Then only three days after you sailed on your deployment, something went wrong. Some disaster changed hopes of lasting peace to fear of a real, shooting war. You do not know what happened — SSN's don't get much in the way of news analysis — but none of that matters. Your country is at war, and war-fighting is what they pay you for.

You are thirty-nine years old. A graduate of the United States Naval Academy, you've worked your way up the ladder of your chosen profession: Nuclear Power School; Prototype School; Submarine Officers Basic School; Prospective Nuclear Engineer Officer School; Submarine Officers Advanced Course; Prospective Executive Officer Course; then, Prospective Commanding Officer School; and along the way you picked up a Masters Degree in Operations Analysis at the Navy's own Post-Graduate School at Monterey, California. You've served both on SSNs and SSBNs — the "boomers", the ballistic-missile submarines — but fast-attack was what you wanted, because fast-attack is where the action is. You've been an engineer, a navigator, then an XO. All this has a price. Endless cruises far from home, separations from your loved ones, mini-wars at AUTEC in the Bahamas, fleet exercises in mid-ocean, too many exams and tests to count, month-long strings of eighteen-hour days. But what that price has bought you is association with and respect from the finest men your country can make. You have spent seventeen years learning your craft, and six months ago you achieve a dream you've held since high school — command of your own SSN.

You are now the commanding officer of a ship of war, the most demanding and most god-like job in the world. You are responsible for the safety of your ship, for the lives of over a hundred men, and most of all, you are responsible for carrying out the missions assigned you by COMSUBLANT and COMEASTLANT. You know why you are here. You know what the job is.

You are about to find out how good you really are.



This is Tom Clancy's signature in the "Red Storm Rising" manual that was part of the prize package.



These are the seven titles each contestant got regardless of what other MicroProse titles one had at the time.

Ending Correspondence

The next three scans are from letters I received after sending in my materials at the end of the Red Alert War Game. As with the other material, certain information has been edited out.

>>May 25, 1989

This letter confirmed my final standing in the contest. During the phone call which let me know of my standing I informed Mr. Kammer of our family's transfer to California hence his notation on the bottom.

>>September 22, 1989

This was my final letter from Mr. Kammer informing me of the merging between Commodore Magazine and Run! Magazine.

>>Top 15 ER List

This page, which came with the September 22 letter, lists the top 15 ER scores from the contest.

Red Storm Rising Board of Naval Examiners

180 Lakefront Drive
Hunt Valley, Maryland 21030

Office of the Registrar

May 25, 1989

Vice Admiral Robert Allen Rusk

████████████████████
APO NY 09457

Dear Vice Admiral Rusk:

This will confirm the information I have provided via telephone.

In the Red Alert you scored 16 Battle Points. This resulted in your ranking 8 among the ten Vice Admirals competing.

The winning score of 33 Battle Points was scored by Admiral Michael A. Kwiatkowski of Welaka, Florida.

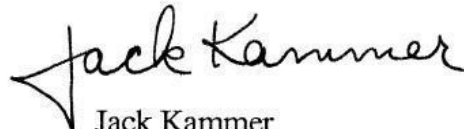
Though you did not win the ultimate prize, you can take great pride in knowing that you are one of the very best Red Storm Rising players in the entire world.

You will receive a one-year subscription to *Commodore Magazine*, a complete library of MicroProse Software titles for your Commodore 64, plus a Red Storm Rising manual and a Red Storm Rising poster, both autographed by novelist Tom Clancy.

MicroProse will be reimbursing you in the amount of \$12.00 for shipping. If you have other expenses for which you should be re-imbursed, please have receipts delivered to me by June 9, 1989.

It has been my pleasure to make your acquaintance in the Red Storm Rising Ultimate Challenge. Thank you for participating. Best wishes in your career as a Vice Admiral in the Red Storm Rising fleet.

Sincerely,



Jack Kammer
Registrar

P. S. Admiral Jim Gracely, one of the members of the Board of Naval Examiners and editor of *Commodore Magazine*, will publish his article on the Ultimate Challenge in his August, 1989 issue. Be sure to look for it.

P.P.S. Please send new address as soon as you know it.

Red Storm Rising Board of Naval Examiners

180 Lakefront Drive
Hunt Valley, Maryland 21030

Office of the Registrar

September 22, 1989

Vice Admiral Robert Allen Rusk
[REDACTED]
San Francisco CA 94129

Dear Vice Admiral Rusk:

One of the prizes you won in the Red Storm Rising Ultimate Challenge was a year's subscription to *Commodore Magazine*.

Commodore Magazine was bought by *RUN Magazine*. *Commodore* will cease publication with its October 1989 issue.

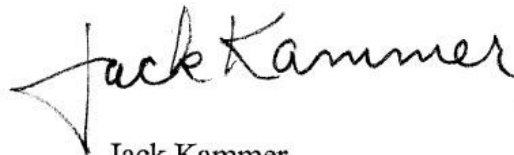
The publishers of *RUN*, however, have kindly agreed to honor your prize. Therefore you will be receiving that fine Commodore-specific publication instead.

If you have not begun receiving your issues by December, please let me know.

In case you missed the Ultimate Challenge write-up in the September issue of *Commodore Magazine*, here is a copy.

Again, thank you for participating in the Red Storm Rising Ultimate Challenge.

Very truly,

A handwritten signature in cursive script that reads "Jack Kammer". The signature is written in dark ink and is positioned above the printed name and title.

Jack Kammer
Registrar

P.S. Thanks for sending your new address. Welcome back to the USA!

enclosure

Top 15 ERs

<u>Name</u>	<u>City</u>	<u>ER</u>
Thomas C. McClimans	Caldwell ID	40750
Jeffrey B. Clopton	Cedar Rapids IA	36179
James A. Kent	Colton CA	32637
R. Brian Fritz	Ashland KY	32604
Michael A. Kwiatkowski	Welaka FL	32604
David Matzdorf	Charlotte NC	32241
Alan Darcy Smith	Eugene OR	31746
Robert Allen Rusk	Wiesbaden West Germany	31460
Eric J. Dengler	Santa Rosa CA	31203
Kenneth E. Gillespie	Poulsbo WA	30888
Anthony Palumbo	Bayshore NY	30668
Paul D. Garrett	San Angelo TX	30668
Chaim Matusovsky	Brooklyn NY	30668
Brian Roadruck	Albertville AL	30459
Thomas E. Newland	Homestead FL	30420

"Red Storm Rising" **The Ultimate Challenge**

The last five scans are from this article presented in the September 1989 issue of Commodore Magazine.

Red Storm Rising

by Jim Gracely

On Red Sunday, April 30, 1989, ten newly appointed Vice Admirals competed against the Russians, each other and the clock trying to achieve victory in the Red Alert War Game. The winner would become more than Admiral of the Fleet, because victory also included a seven-day trip for two to Dunoon, Scotland (home of the U.S. submarine base at Holy Loch) and London.

Red Sunday and the Red Alert War Game were the culmination of the *Red Storm Rising* Ultimate Challenge sponsored by MicroProse and *Commodore Magazine*. Based on the MicroProse game *Red Storm Rising*, the challenge was one of the most unusual software contests ever devised. Let me tell you why it was unique, who entered, who won, and why they won. Whether you are just curious, or want some tips on playing the game, you'll find it here.

The Challenge

It all started innocently enough—"Let's have a contest based on *Red Storm Rising*." But the question of how to create a contest based on a strategy game soon arose. How would you enter? How would we verify the scores? What would the prizes need to be to encourage enough people to enter? And, inevitably, How would we insure that no one cheats?

Now, the question of cheating turned out to be the biggest single problem. If you can't eliminate cheating, then the contest won't be very fair (or much fun). In fact, it is for this very reason that you don't see more contests based on games.

However, cheating while playing a computer game is not quite the same as cheating on a test. After all, if you own the game, what's wrong with cheating? In fact, we run an entire column each month ("Gold Mine") that contains instructions for cheating on a variety of games. From "backdoors" to hints, from taking advantage of programmer's slips to editing a disk, there are lots of methods of cheating. The word *cheating* doesn't even seem to

quite describe this method of "accelerated success." But until someone coins a new phrase, I'll have to call it cheating. This cheating can roughly be broken into two categories that I'll refer to as "play cheating" and "hacking."

"Play cheating" is something that anyone playing the game can use. For example: hold down the SHIFT key and type "FUND" in *Sim City* to quickly acquire an extra \$10,000. In *Summer Games* if you make a dive and just hold the joystick to the right, you get a perfect score. The first is a hidden feature, the second possibly a programmer's slip (Epyx claims it's a feature), but they both allow you to cheat. So you could say that play cheating is just taking advantage of the game's design.

"Hacking" is a little more sinister. You might edit the scores sector on the disk to give yourself additional strength or abilities, or type in some POKE commands to do the same. Some people actually alter the game code on the disk to make "unlimited lives" versions, change the enemy or give themselves some other advantage. Still, if it's your game and if you've gotten as far as you can on your abilities, why not hack? I must admit I have used this method on occasion to get a little (sometimes a lot) further in a game.

When the question of cheating came up in this contest, two truths were self evident: Play cheating had to be allowed (it is a part of the game), and hacking had to be eliminated from the contest. Hacking, after all, is actually altering the game in your favor to create an unequal competition.

MicroProse claimed that play cheating wouldn't be a problem because there was no way to play cheat in *Red Storm Rising*. In retrospect, it appears that they were correct; no one reported anything more than some very mild tricks. Is there play cheating in any MicroProse game? Well, as it turns out *Pirates!* is filled with ways to play cheat as is *F-19 Stealth Fighter*.

Hacking is always possible in any game, and it can be very difficult to detect. The only possible way to eliminate hack-

ing was to make the contest so dependent on actual game knowledge and so closely scrutinized that any hacking would be quickly detected. This then was the birth of the Ultimate Challenge. Here's an overview of the stages of the contest, and the steps each entrant took to get from entering the contest to the final confrontation of the Red Alert Game.

A potential contestant needed to obtain both the Ultimate Challenge Official Rules and an Ultimate Challenge Official Log Form. They could either return the postcard that appeared in *Commodore Magazine* or write directly to the *Red Storm Rising* Board of Naval Examiners to get this paperwork.

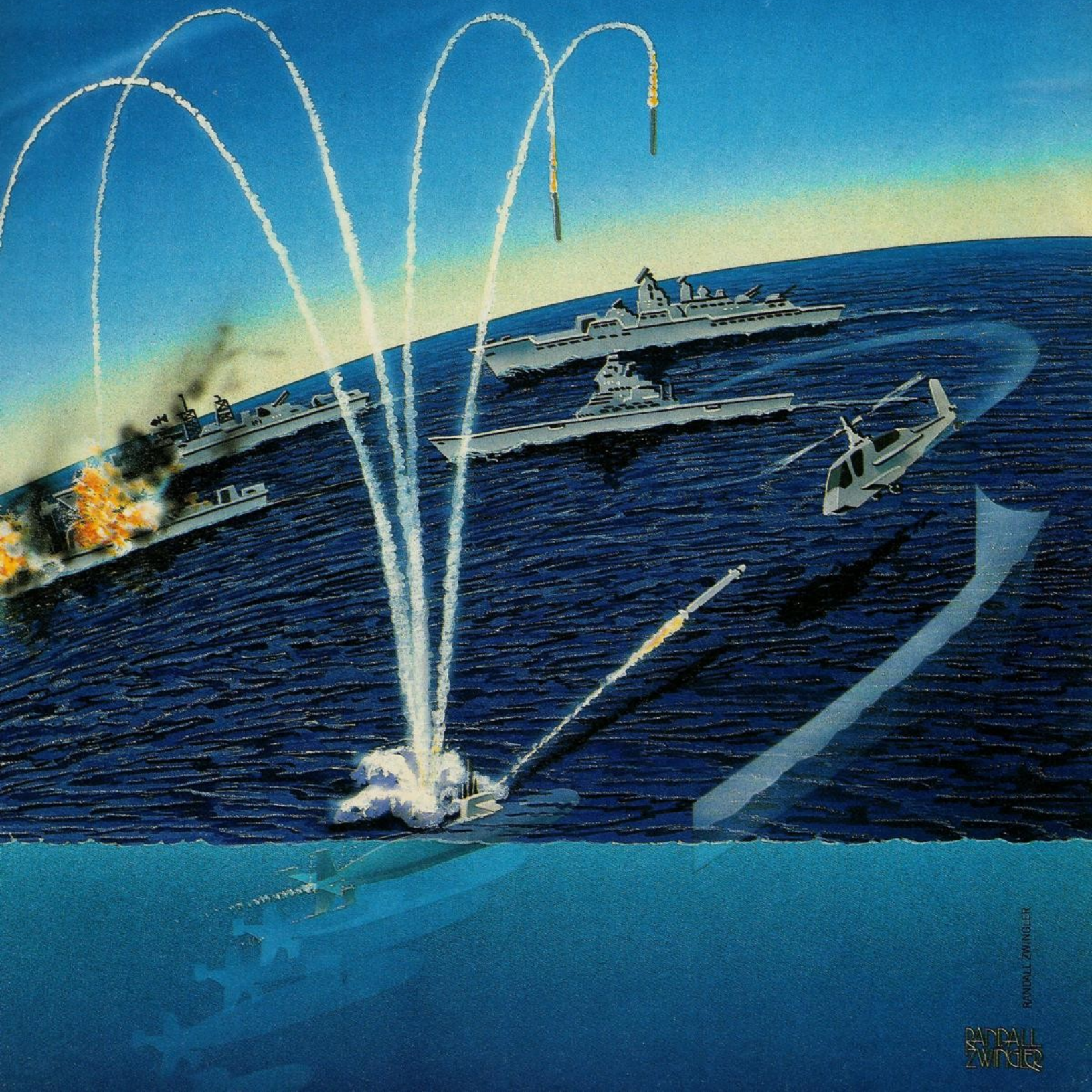
The rules hinted at the coming complexities of the contest with discussions of telephone interviews, verification equipment and communications from the Board of Naval Examiners.

The contestant then played the World War III campaign of *Red Storm Rising* using all his or her abilities (including play cheating) and recorded the results on the log form. The log form required the results and complete details of each encounter of each battle (typically 7-10) within the campaign as well as cumulative and final Efficiency Ratings. The completed log form and the final game-save disk were then sent back to the Board of Naval Examiners.

MicroProse received over 500 of these completed log forms with disks. The 15 top entrants were promoted to Rear Admiral, and their entries were checked for accuracy and completeness. As newly appointed Rear Admirals, these entrants had a tough first assignment: pass a telephone interview by the Naval Board of Examiners. While tough, it also gave them the chance to very quickly move up to the position of Vice Admiral.

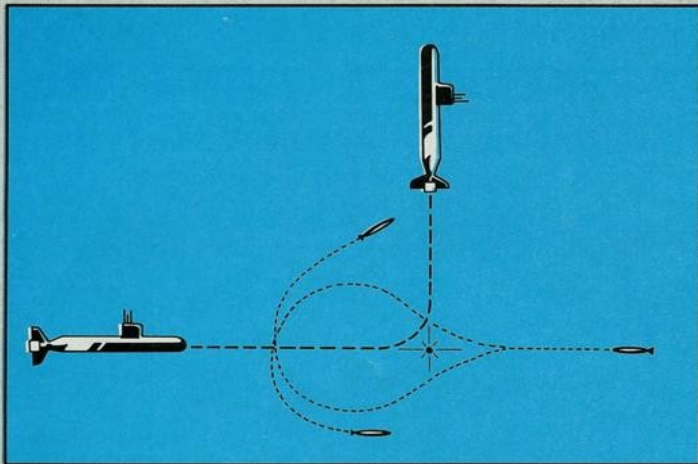
At this point MicroProse found no disks that were "modified" and no log forms containing inaccurate information. The telephone interview was both a method to determine the ten best players and a further attempt to verify that these 15 Rear Ad-

THE ULTIMATE CHALLENGE

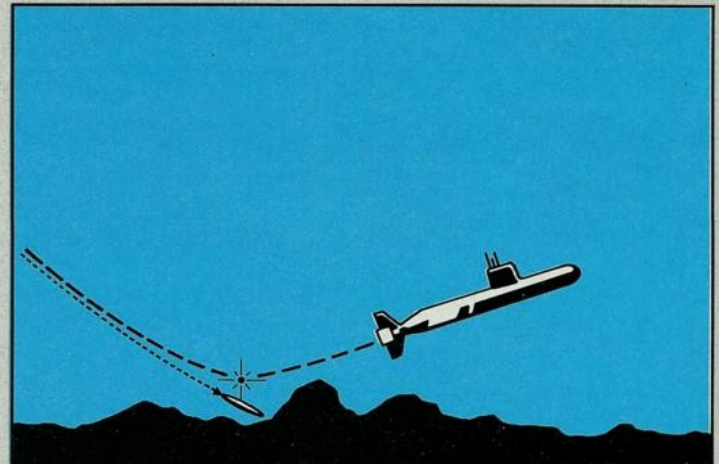


RANDALL ZWINGLER

RANDALL
ZWINGLER



Tip 4



Tip 6

Advanced Tips

Here are some tips and hints for the player who has earned his sea legs and wants to get some extra ER points.

1 Nothing gives you more points than an all-submarine mission. Save the game after your first successful mission. Keep restarting the game at the same point until the computer gives you an all-submarine mission. Play the mission successfully (the hardest part) and save the game again. Keep repeating this procedure. This is how our top entrant (Thomas McClimans) was able to get 40,750 ER points.

2 If you are put into a scenario with electric subs around you, go active and fire a torpedo! As one Rear Admiral worded it: "With an electric, by the time you have even a 50% solution, they already know where you are."

3 While you may not want to attack an enemy vessel before you get an 85–99% solution, you can launch torpedoes prior to that. Put your torpedoes in the water when you get about a 50% solution, but set the PAP (pre-planned activation point) short of the mark. You can keep moving

the PAP to get closer to the target as the solution improves. If you have time, you can have your torpedo go active when it is sitting right on top of the enemy vessel.

4 An evasive maneuver when a torpedo is homing was suggested by more than one of our Rear Admirals. This is a variation on the "Dance to the Side" technique in the manual. In this technique, you turn your submarine to face the torpedo. When you get within about 2000 yards, you launch a noisemaker (and/or a decoy) and knuckle to the left. In the advanced levels, the Russian torpedo will drive around the noisemaker and try to reacquire using either a left or right search pattern. If it uses a left-search pattern you're clear. If it uses a right-search pattern, continue turning hard and you should pass through the torpedo's turn radius before it reacquires your sub.

5 The top ER ratings are given for playing in the year 1996, on the Ultimate level, using a Sturgeon class submarine.

6 In shallow water, a torpedo that is homing on you is much harder to shake. Because there isn't much room to maneu-

ver, it is almost necessary to become proficient at the technique of driving a torpedo into the sea bed. The concept is simple; dive towards the sea bed, and when you get uncomfortably close, launch a noisemaker and begin rising. If you time it correctly (and avoid grounding yourself), the torpedo will run through the noisemaker into the sea bed. The same technique can be used with ice flows and under the Arctic icepack as well, by rising first and then diving. Although the concept is simple, you need to practice timing and using the "Shallows Depth" map overlay.

The Vice Admirals

R. Brian Fritz, Ashland, KY
 Paul D. Garrett, San Angelo, TX
 Kenneth E. Gillespie, Poulsbo, WA
 James A. Kent, Colton, CA
 Michael Kwiatkowski, Welaka, FL
 Thomas McClimans, Caldwell, ID
 Thomas E. Newland, Homestead, FL
 Anthony Palumbo, Bayshore, NY
 Robert Allen Rusk, Wiesbaden,
 West Germany
 Alan Darcy Smith, Eugene, OR

mirals had gained their positions by skill alone.

The telephone interviews were about 15 minutes long and allowed the four Naval Examiners to ask any manner of question about the game, tactics, strategy and personal preference. As one of the examiners, I can verify that all 15 of these guys (nothing sexist—all 15 were, in fact, male) knew how to play *Red Storm Rising*! In fact, during the conversations many use-

ful tips were mentioned that will be revealed a little later.

The four Naval Examiners choose ten of the Rear Admirals to be promoted to Vice Admiral, with the opportunity to play the Red Alert War Game on Red Sunday. On Red Sunday each Vice Admiral had four hours to successfully play 16 different battles. Ranging from tough to nearly impossible, these 16 battles were created by Roy Gibson at MicroProse

especially for this event.

During the week preceding Red Sunday the ten Vice Admirals received an unusual package from the Board of Naval Examiners. In the package were the rules for Red Sunday, a description of the verification equipment (a VCR) and a package of 13 sets of disks.

Each Vice Admiral was required to obtain the use of a VCR for Red Sunday. If the Vice Admiral didn't own one he could

rent one (and would be reimbursed). They also had to figure out how to connect the Commodore 64 to the VCR and the VCR to their monitor. They again were reimbursed for any cables or connectors that had to be purchased. When everything was set up, the Vice Admirals could play the Red Alert Game on the computer and record everything on the VCR at the same time. The purpose of the VCR? To verify that each Vice Admiral adhered to the rules without any abnormal assistance (hacking).

The 13 disk sets contained one practice set and 12 possible sets of game disks. The practice set was not to practice the battles, but to practice opening the other disk sets! Each set was sewn together with fishing line, sealed in an envelope, wrapped with a couple of yards of plastic tape and covered with MicroProse labels. The use of 12 sets of possible game disks was to insure that no one took a sneak peek at the game disks for Red Sunday. Only one of the 12 numbered disk sets contained valid Red Sunday disks. After Red Sunday, all 12 sets had to be returned—unopened!—except for the one set they were instructed to open.

On Red Sunday, each Vice Admiral was telephoned and told to turn on his VCR and to begin recording. They were then instructed to type a code word on the 64 (the code word was *baseball*) and press RETURN. Of course this created a syntax error, but the purpose was to get it on the videotape. They were then given the number of the disk set to open and play. Four hours later, they were telephoned again and told to stop. The results of battles, completion of each mission, and Efficiency Ratings were recorded, and the Ultimate Challenge was over.

The VCR tape, completed log forms from Red Sunday and the unopened disks were returned to Red Storm Headquarters for final verification. Once all the Red Sunday materials were verified, the winner was announced.

The Players

Now that you understand how it all worked, we can look at the players themselves. MicroProse received almost 2000 requests for the Official Rules and Log Forms. From these requests, 453 players returned completed log forms for a total of 556 entries (some players submitted multiple entries). The entrants were immediately divided by the total score (ER rating) on their log forms. The ER spread was from around 1000 points to

over 40,000 points.

A glance at the list of contestants shows that maybe four out of the 453 entrants were female. The most determined player? Well, N. Bausch of San Diego entered ten times between January 24 and March 31, 1989. Each time he (?) entered, the ER rating was higher. In fact, with another week or two of play he probably would have made the top 15. The earliest entry received was on January 23; in fact there were three received that day. The earliest entrant to make it into the top 15 was received on January 27.

In all, 22 entrants had ER ratings above 30,000, while 27 had ER ratings below 10,000. The scores were spread along a pretty typical bell curve. (A bell curve looks like a bell and represents the statistical spread of scores, or people, or some other statistic among a sample.) In this case it verifies that the entries weren't

One of the results of this complexity is that there are no right or wrong strategies.

skewed by some unknown variable (like an unknown trick to instantly get a 20,000 ER.)

The Interviews

The Naval Examiners interviewed each of the 15 Rear Admirals for about 15 minutes. In that time we found out a little about their style of play, their reactions and tactics employed in specific situations, and their weapons of choice.

Red Storm Rising is amazing in its complexity. More than one of the final contestants noted that he thought it was incredible for a game such as this to run on a Commodore 64. One of the results of this complexity is that there are no right or wrong strategies. Whatever gets you through is correct. Depending on the player, that means different tactics. Here are some of the tactics used by our top 15 entrants and their comments on missiles, torpedoes and evasion.

All 15 of the top contestants referred to themselves as "aggressive." They all were quick to attack, while still insuring the safety of their sub. It was the method of attack that showed the differences in their styles. There were two main attack methods used against surface ships, one using MK-48 torpedoes, the other using Tomahawks.

The torpedo attack is carefully planned. You track the enemy ships quietly and carefully until you are within 10–20K yards with a solution of 80% or better. You then fire a couple of torpedoes at an angle away from the ships and have them run deep. By aiming off to the side of the ships you can hand guide them around into the enemy without them having any idea where you might be. Actually, they think that you are in the direction that the torpedoes came from. This method can be used to easily destroy four or five ships, without anything being shot back at you! The only shortcoming to this method is time—you spend a lot of it waiting and guiding.

The Tomahawk attack is much faster, and can also be used to take out several surface ships. However, you won't get away without being shot at. Only two of our top 15 contestants used Tomahawk attacks, but they were both successful with them. You start, as with torpedoes, by getting an initial solution on the location of the enemy ships. Now things start getting hectic, so be prepared to react. Get up to flank (top) speed and surface! Turn on your radar and you'll immediately get accurate fixes on all surface ships. Fire a round of Tomahawks, and keep your eyes open. Missiles and torpedoes will start coming your way, but don't dive! By staying up you can track incoming missiles, keep an eye out for helicopters, and maintain accurate fixes on the ships for your next round of Tomahawks. The results? Those who do it well are able to get through those scenarios pretty quickly. In fact, our Grand Prize winner used this attack method!

Unfortunately, all-ship scenarios are fun but infrequent. Anti-submarine attack groups, submarine wolf packs and convoys with submarine escorts are much more common. Each of these scenarios requires its own ever-changing attack strategy. So instead of asking about strategy, we asked the top contestants about their weapons of preference and their observations about each weapon.

Mark-48 Torpedoes: Obvious weapon of choice for all submarine kills. Widely used on surface ships as described previously.

Tomahawk Missiles: Weapon of choice on unarmed ships once armed ships are destroyed. Used on surface ships at great distances and as described previously.

Harpoon Missiles: Faster than the Tomahawk and less likely to be shot down, but doesn't have as much range and

unlikely to take out a ship with one blow. Not a highly used weapon for any of our top contestants, but used occasionally in a rush.

Sea Lance/Mark 50: A missile with a torpedo inside. Limited usefulness. The most popular use of this weapon was to keep an enemy submarine busy while hand-guiding an MK-48 in for the kill.

Stingers: Mast mounted and only used for shooting down helicopters. While the top contestants were divided as to whether to attack helicopters or avoid them, this is the required weapon if you need to get rid of one.

Other information gathered during the interviews was less universal, and I'll discuss some of the specific hints a little later.

Red Sunday

All the elements of the Ultimate Challenge led up to Red Sunday. The Vice Admirals each came into Red Sunday on an equal level. Each would have to play the Red Alert Game to the best of their ability to be named Admiral of the Fleet and claim the Grand Prize.

The Red Alert Game was a series of 16 mission scenarios designed to be played in sequence. The class of submarine the player used, the year, the water conditions and the enemy varied with each mission. This was a true test of a player's abilities. The class of the submarine affects speed and weapon quantities. The year affects the types of weapons available. The water conditions affect tactics, introducing problems such as shallow water and pack ice. And of course, the enemy varied creating everything from one-on-one submarine fights to convoy attacks to submarine wolf pack battles.

Both *Commodore Magazine* and MicroProse Software wish to thank Roy Gibson at MicroProse for his work on the Red Alert Game disks. Roy designed and programmed the 16 scenarios that were played. He also copied all the disks that were used.

On Red Sunday, each contestant had four hours to complete as many of the 16 scenarios as possible. The rules were simple: the missions had to be played in sequence, however, players could replay any mission any number of times before moving on. Each replay of a mission voided any previous plays of that mission. The scoring gave three points for each mission successfully completed (objective destroyed) without any damage to the player's submarine. One point was given for each mission successfully completed with some damage to the player's submarine.

No points were given if the player's submarine was sunk, and/or the mission was not successfully completed.

At the end of the four-hour period, each Vice Admiral reported the results of each mission. The total number of battle points for each Vice Admiral were calculated, and as soon as the results were verified, the Grand Prize winner was notified.

Grand Prize winner Michael A. Kwiatkowski of Welaka, Florida obtained the rank of Admiral of the Fleet by successfully completing 11 of the first 12 battles with no damage to his submarine.

Anthony Palumbo of Bayshore, New York won the first place prize by successfully completing nine of the first 12 missions. Thomas C. McClimans of Caldwell, Idaho won the second place prize by successfully completing eight of the first nine missions. Both will receive a Commodore 128D computer system, a complete library of MicroProse software for the Commodore 64, a one-year subscription to *Commodore Magazine* and *Red Storm Rising* materials autographed by Tom Clancy.

None of the Vice Admirals got any further than mission number 12. In fact, only Kwiatkowski and Palumbo even got past mission number 10! Of the first 12 missions, one seemed to give everyone fits. Mission number 5 was played under pack ice, in shallow water with your mission to destroy a boomer (ballistic missile submarine). What made it tough were two Alpha class nuclear attack submarines escorting the boomer (the Alpha class subs are the world's fastest). Only McClimans successfully completed this mission. Palumbo managed to get the boomer, but ended the mission damaged.

A contest as complex as this must be run by a dedicated individual. In this case, we had Jack Kammer, who works in marketing at MicroProse and was really the initiator of this contest. As Registrar of the Naval Board of Examiners, Jack was the players' contact from start to finish and was also responsible for creating and distributing mountains of materials. The success of this contest was directly the result of Jack's involvement. Well done Jack.

Looking back on the contest, I hope it was as much fun for those who entered as it was for those of us running it. Every disk that was checked was valid, and of the entries checked, not a single hacker was found. Whether it was because of the rules, or the nature of the player we'll never know. We thank everyone who took the challenge, and congratulate our winners.

Continued from page 35

held in Los Alamos, New Mexico in 1988. It is poetic irony that this site—the home of the atomic bomb—should be chosen.

No one really knows exactly what A-Life is, but those who are experimenting with it are defining it as they develop it. Looking at the characteristics that biologists use to define life—ability to reproduce, adapt to their environment and to grow—some computer codes could be defined as life. A Core Wars warrior, (see the May '89 issue of *Commodore Magazine*) for instance, could be endowed with the ability to reproduce, adapt and grow.

If we can digress to the barest essence of life, the DNA molecule, isn't DNA just a piece of digital information? It is exactly that, computer code. The only real difference between it and computer code is that one DNA "bit" has four possible states rather than two. Physically, DNA is comprised of molecules rather than just electron motions and patterns, but the function of both is identical.

A-Lifers hope to achieve the creation of a living electronic organism. Again, let me reiterate, this will not be artificial consciousness, just artificial life. This A-Life "organism" will have the ability to reproduce, adapt itself to differing environments, grow, move, and perhaps someday, even evolve.

While simple replication such as an amoeba splitting itself into two amoebas, is done regularly with computer programs, an interesting experiment is being planned at a Northeastern University wherein two computer programs with different codes will be programmed to reproduce sexually, that is, to take parts from each of the "parent" programs and create a new spawn with components of each parent. Some randomness will have to be added to the system so that an evolutionary pattern will occur. Mutant "children" may or may not have the ability to reproduce depending upon the conditions and which elements of the parent's code are present or absent.

All of these conditions will be set up in the computer, then the system is allowed to just run for 10,000, 100,000, 1,000,000, 10,000,000 generations. What will happen? What can we create? No one knows the answers yet, but serious A-Lifers all over the country are electrified by the possibilities.

It would be sheer folly to speculate about what research in A-Life will bring, so I suppose that I, like everyone else, will just have to wait and find out.

Conclusion

And this concludes this document. Hopefully, this presentation will make a worthy contribution to the retro-gaming community and give others a chance to become "Admiral of the Fleet" using the Battle Disk images released in conjunction with this document.

Acknowledgements

Listed below are some of the people, companies, and websites I wish to thank:

>>**Sid Meier and Bill Stealey**

For creating MicroProse Software and producing the best games ever to grace the Commodore 64.

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For writing the book "Red Storm Rising" and for allowing their story to be used for the game.

>>**Jack Kammer**

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>>**Roland Lieger**

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>>**Commodore Magazine (defunct)**

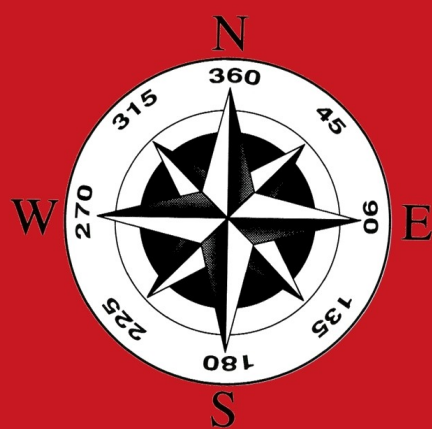
For working with MicroProse Software for making this contest happen.

>>**Wikipedia**

For information on the "Red Storm Rising" book and on the history of MicroProse Software.

Contact

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