

ENIGMA: RISING TIDE

SHIP OPERATIONS MANUAL

1937

A Publication of
The Department of Officer Training

**ENIGMA: RISING TIDE is Copyright © 2004
Tesseractaction Games, Inc.
ALL RIGHTS RESERVED**

250519082101-1209220519-J316.P-Q4

ENIGMA: RISING TIDE

SHIP OPERATIONS MANUAL

TABLE OF CONTENTS

I. INTRODUCTION	4
II. SETUP	5
<u>PREFERENCES</u>	5
<u>MAIN MENU</u>	6
III. SELECTING MISSIONS	7
<u>PATROLS</u>	8
<u>CAMPAIGNS</u>	8
VI. VESSEL COMMAND & CONTROL	10
<u>NAVIGATION</u>	10
<u>DIVE CONTROL</u>	14
<u>SITUATIONAL AWARENESS</u>	16
VII. SHIP STATUS	20
VIII. FIRE CONTROL	22
<u>GUNNERY</u>	22
<u>TORPEDOES</u>	24
<u>DEPTH CHARGES & HEDGEHOGS</u>	25
IX. KEY CONTROLS	32
X. VOICE COMMAND & CONTROL	35
XI. CREDITS	39

I. INTRODUCTION

Supreme Headquarters
NAVAL INTELLIGENCE AGENCY
Office of the Secretary General Staff

MEMORANDUM: TO ALL NEW SHIP COMMANDERS

May 9, 1937



Commander:

Congratulations on attaining command of your first vessel. Your courage and skill are needed more than ever to keep our nation safe.

It is a different world than that of our fathers. The United States, untouched by World War, drives aggressively into Asia and Europe. The German Empire, victor of the Great European War, enjoys the fruits of international primacy. The League of Free Nations, made up of Imperial Japan and the Royal Navy in Exile, defends its waters in Asia, while the RNE dreams of an England free of German rule.

I am sure you will be up to the task ahead of you. This Ship Operations Manual will brief you on the control systems of your vessel and its weaponry. Study it well. The best captains are those who are best prepared. Godspeed. I wish you well.

S.M. CARP
CMDR, G.S.N.
Asst. Sec. Gen. Staff

II. SETUP

Insert the ENIGMA: RISING TIDE CD into your computer's CD drive. Follow the instructions and install the program.

See the readme for min spec requirements and last minute troubleshooting. If you encounter problems during installation, go to TECHNICAL SUPPORT at

<http://www.warfleet.net/index2.htm>

Once you have installed the program, open it by double-clicking the desktop icon. You can bypass the introductory AVI by pressing ENTER. You will go to the **Preferences Screen** the first time you open ENIGMA: RISING TIDE, but in subsequent sessions, opening the program takes you to the **Main Menu**.

PREFERENCES

At **Preferences**, you will enter your name, country, and (if you live in the United States) state. In addition, you select the faction you currently wish to play in the Campaign missions. At any time, you may return to this screen to change your faction. Click on one of the three flags to select your faction.

In the **Graphics** section, you may adjust any or all of the following properties. Lower settings are generally less taxing on your computer's resources.

SCREEN RESOLUTION - The scope of detail you wish to show on screen.

OCEAN EFFECTS - Detail in the ocean's appearance.

PARTICLE EFFECTS - Special effects such as ocean wake, smoke, and flame.

MOUSE SMOOTHING - Slows and smoothes the transition of the mouse movement.

VISIBLE DISTANCE - How far you can see. Lowering visible distance reduces the amount of content your computer must display.

GAMMA - Affects the overall brightness level of the game.

In the **Sound** section, you may adjust your sound profile as follows:

MUSIC - Toggle the musical score on or off.

SOUND VOLUMES - These controls let you adjust the volume of the various sound components in the game.

The **Voice Command** and **Microphone** sections control the voice command and control function and the associated hardware.

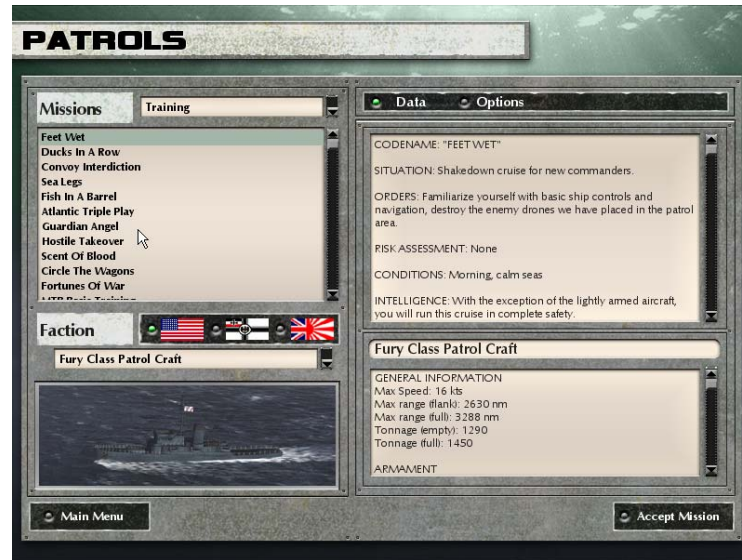
From Preferences, you may go to the **Main Menu** or **Exit** by pressing the red "X" button.

MAIN MENU

At the Main Menu, multiple choices are available: *Preferences, Patrols, Campaign, Statistics, Credits, and Exit.*

Preferences allow you to customize your game settings. Patrols and Campaign are the gateways

into the game's missions. Statistics tracks your "war record" of ships and tonnage sunk the number of aircraft shot down, and the like.



III. SELECTING MISSIONS

PATROLS

There are three types of patrol choices: training, combat, and tactical. The training missions are the easiest and allow you to get a feel for each type of ship. The combat missions are challenging encounters from the Enigma world. The tactical missions are random encounters that truly allow you to test your skill as a naval commander against the unknown.

Select which faction you want to fight for, then select which type of vessel you want to command. You can play any scenario in any type of vessel. Then select the enemy faction. You can also select the weather, time, ocean condition, and length of day, or have it completely random.

CAMPAIGNS

Campaigns are sequential, story-linked missions organized by faction and either surface or submarine service. Once you have made these decisions, you can begin the first mission of your selected campaign.

From the Main Menu, you will first select whether to play from the submarine or the surface vessel service of your faction. Then you will go to a **News** page that will contain relevant news excerpts about the state of the rising international conflict. As you play through the missions, the headlines may well track your impact on world events.

When you have perused the news, you will go to the **Briefing** page. This updates you on your ship's log entries and the current situation of your vessel. Then you will receive your mission **Orders**. From this point, you can exit or continue with the mission, or return either to Briefing or News. Once you have completed a mission, you may receive promotion. News and Briefing will update between missions.

VI. VESSEL COMMAND & CONTROL

NAVIGATION

THROTTLE CONTROL: Set ship's engines to forward or reverse by **clicking and dragging** the red bar, or **clicking the setting** you want. The horizontal bar in the center represents idle engines (shown) and zero speed. In Forward or Reverse, the throttle has four (4) settings ranging from slowest to fastest: one-third, two-thirds, full, and flank.



RUDDER CONTROL: Right above the throttle, this provides horizontal steering ability when you click and drag the indicator left or right. In addition, you can make very tight **pivot turns** by clicking on the **P** (Port or left side) or **S** (starboard or right side) located on either end of the rudder control. Pivot turns reverse one engine while going full forward on the second, such that the engines provide additional power to the turn. NOTE: Some vessels have only one propeller and cannot pivot turn.



COMPASS: Click the area inside the blue bezel to set your course. A white line indicates your desired heading. The red arrow shows your current heading. Compass points rotate as your ship turns to match the new course. The compass doesn't

change throttle settings. If your engines are idle, you won't go anywhere.

TACTICAL DISPLAY: in the lower right corner. This looks like a radar screen, but actually represents a combination of your vessel's Asdic (Sonar), crew lookouts, hydrophones, and transmissions from friendly units.



Right-click on the display at your desired location to plot a waypoint. Your ship will automatically proceed to that waypoint at best speed. Your ship is the icon located in the direct center of the tactical map. When your icon reaches the red 'X' and the 'X' disappears, you've arrived.

Change waypoints at any time by right-clicking another point on the display. You can plot a series of waypoints by holding down CTRL while right-clicking in desired locations. Your vessel will travel to each waypoint in the order set. Your immediate waypoint is red. Secondary waypoints are yellow.

BIG TACTICAL DISPLAY: ("B-TAC" for short) is an larger, expanded version of the normal tactical display. Toggle **B-TAC** by pressing the icon on the Tactical Display. B-TAC provides greater control over Navigation, Crew Command, and Allied Fleet Command.



1. Tactical Display: Works in the same manner as the smaller Tactical Display.

2. Information Display: Profiles any vessel selected from the Tactical Display. This information includes a ship silhouette, Commanding Officer, Ship ID, Ship Name, Ship Class, and its armament and speed. Below this information is the immediate status of the selected vessel (e.g., Attacking DD114).

3. Allied Fleet Command: These buttons allow you to assign commands to allied vessels controlled by commanders whose rank is less than your current rank. If a commander outranks you or matches your rank, the AFC function will remain inactive for that vessel. If an Ally is command-eligible, you may choose from the following orders:

Attack: Directs a ship or group of ships to attack a target. First select the Ally or Allies from the Tactical Display. Then select "ATTACK" from the Command Interface. Finally,

select the enemy ship you wish your Ally to attack.

Protect: Directs a ship or group of ships to actively patrol the vicinity of a target ship and aggressively attack any enemy ships that come into range. Select the Ally, click "PROTECT," and select target ship to protect.

Escort: Directs a ship or group of ships to follow a specific target. Select the Ally, click "ESCORT," and select the target ship to escort.

Wait: Directs a ship to a specific location. Upon arriving at that location, the ship will remain there until receiving further orders from you. Select the Ally, click "WAIT," and select the target location.

Resupply: Directs supply ships to a re-supply point. Select a supply ship and choose a re-supply point on the map. Once the supply ship has reached the supply point, pull up next to the vessel and wait for the radio signal. Different ships provide specific types of supply:

Tankers- fuel

Merchants-ammo and repairs

Oilers-ammo, fuel, and repairs.

Resume: Directs a ship to return to its original mission and disregard your current orders. Simply select your Ally and click "RESUME."

SETTING WAYPOINTS: Left-click over an allied vessel to select it. Then right-click on the grid to set a waypoint for that ship. Sequences of waypoints can be created by pressing CTRL+RightClick. You can also select multiple ships by holding the left mouse button down and drag the square over the desired ships.

4. Crew Command/Alarm: These buttons toggle automatic actions by your crew. They include Defend AA, Defend Deck Guns, and Auto-Evade. When

defending, your crew will fire your ship's guns at the nearest enemy vehicle, with AA against aircraft, Deck Guns against ships.

5. Clear Button: Clears your display of all current waypoints.

6. Resolution Dial: Changes the radius of your display to different distances.

7. Coordinate Display: Shows the Latitude and Longitude of your cursor's location on the Tactical Display.

8. Mayday: During the course of a mission, a player can issue a call for help. Click on MAYDAY at the bottom. This will automatically send out a distress signal. This assistance is not based on rank and vessels may or may not help.

EXIT turns off the B-TAC display.

DIVE CONTROL



PREPARATION: Diving or fully surfacing a submarine requires a preparatory step. When you are on the surface and wish to dive, you



must get your crew below and **prepare to dive** before you can dive the boat. When you are submerged and wish to surface, you must bring the sub to the surface, then **rig for surface** operation. Whenever you prepare to dive or rig for surface, you will experience a 20-second delay before you can actually dive or deploy your deck guns on the surface.

DIVING THE SUBMARINE:

(1) NORMAL OPERATION. In a standard dive, simply click on the **Depth Gauge** to set your desired depth. Your crew will prepare to dive (20 second delay) and then take the boat to the depth indicated.

The **Depth Gauge** looks a little like a tachometer. You can surface or dive using this control, though your submarine will do so at a more leisurely rate than a crash dive or emergency surface. **Periscope depth** is marked in blue. Below those depths, you can't use the periscope. Green shows optimal operating depth, yellow signals hazardous pressure, and red warns of **crush depth**, where pressure endangers your vessel.



(2) EMERGENCIES. In an emergency, press the **Crash Dive** button. Doing so sets your depth gauge to 150M and immediately begins the 20-second dive prep countdown. Once preparations are complete, your sub will dive as rapidly as it can. Be sure to set your desired depth by clicking on the depth gauge, or you will dive to crush depth and the pressure will destroy your submarine.

**SURFACING THE SUBMARINE:**

(1) NORMAL OPERATION. In a standard surface, set your desired depth to zero on the **Depth Gauge**. Once your submarine has surfaced, command your crew to rig for surface by pressing the **Rig for Surface** button - the hatch icon with the "up" arrow. Twenty (20) seconds later, you will be rigged for surface and can bring your deck guns into action.

. (2) EMERGENCIES. In an emergency, press the **Emergency Surface** button. Doing so sets your depth gauge to zero and immediately drives you to the surface as fast as possible. Again, clicking on the depth gauge interrupts the operation and levels the submarine at the depth you set.



Remember, once you've surfaced, you must press the **Rig for Surface** button to deploy deck guns. Until you do so, you're just a single officer on the conning tower without any crewmen on deck to man the weapons.

When your hatch is down without arrows, you're prepared to dive at any time, and need not rig for dive.



SITUATIONAL AWARENESS

DETECTING ENEMY VESSELS: The **Tactical Display** is your best bet to find the enemy. Click on the tabs under the tactical map to change the radius of your ship's awareness to a larger area or a smaller area. The color of the icon identifies whether the vehicle is friend, foe, objective, or current gunnery target.

Note: *The fast moving blips are airplanes!*

TACTICAL DISPLAY ICONS

RED	Enemy ships
BLUE	Unknown contact
GREEN	Friendly ships
YELLOW	Special ships or objectives
WHITE	Target status for your gunners
FLASHING RED	Enemy firing on your vessel
RED "X"	Current waypoint
YELLOW "X"	Future waypoint

TRACKING ENEMY VESSELS: Detection at sea as represented by the Tactical Display is not always reliable, particularly when tracking submerged submarines. Asdic and hydrophones are still chancy technologies in 1937, so that you can lose track of enemy vessels under the proper conditions. In addition, use of depth charges nearby will blank out detection of submerged vessels (or surface vessels if you are underwater). Generally, the closer you are to another vessel, the better your chances of maintaining accurate contact. The dots on your Tactical Display represent the last known positions of other vessels and aircraft. If you lose contact with them and then regain it, they will appear to "jump" on your display. Detected

vehicles will fade until refreshed by the "radar sweep."

ESTABLISHING SUBMARINE CONTACT:

HYDROPHONES AND ASDIC (SONAR): are the means by which surface ships detect and track submerged submarines. **Hydrophones** detect in a 360-degree arc around your vessel, out to great distances. The slower you travel, the greater the distance you can "hear" other ships. However, the faster the target, the greater the distance of detection. **Asdic** operates in a 12-degree cone emanating from the bow of your vessel, covering a conical area of 12 degrees depth and 24 degrees width out to 4000 meters. The reach of the cone means submarines at greater depth stand a greater chance of evading detection the closer they are to the vessel using Asdic.

ACTIVATING DETECTION DEVICES: Speed determines which detection technology is used. Your vessel uses **hydrophones** automatically at speeds below full. At full or flank speeds, however, you automatically shift to **Asdic** and deactivate hydrophones. Note that submarines use hydrophones only and are not equipped with Asdic. At full or flank speeds, a submerged submarine uses hydrophones at dramatically reduced effectiveness.

ESTABLISHING VISUAL CONTACT:

COMPASS: The **Compass** includes a blue bezel ring around it and a binoculars icon. Left-click on any part of the bezel ring to direct your view in that direction, or left-click, hold the mouse button down and drag along the bezel to rotate your view. Right-clicking anywhere on the bezel centers your view over the bow.

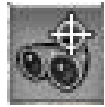
MOUSE CONTROL: You can also direct your view by left-clicking on the screen and dragging the main window around.

BINOCULARS/PERISCOPE: Use the **Binoculars** to search the seas for your enemy. Click on the **Binoculars**



button (the one without a targeting sign), then left-click on the screen and drag the mouse to rotate your view. The expanded compass controls also let you direct your view to compass points by clicking on an arrow icon. To look and shoot, use the targeting binoculars. You can zoom in or out by clicking the magnification number on the compass (e.g., x10, x20, etc.). Clicking on the eye icons sweeps your view from the current direction to that indicated by the eye you pressed. Unlike the blue circle on the compass, which takes you right where you clicked, the eyes swing you through the entire field of view from Point A to Point B. Hit ESC to return to the HUD view.

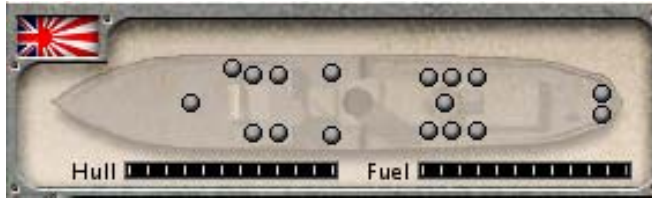
Activate **Targeting Binoculars** by clicking binocular button with crosshairs. You can shoot torpedoes from this view, but you can't move the binoculars up or down, so they're no good (for example) in spotting aircraft. See the Fire Control section for instructions on how to use Targeting Binoculars.



IN A SUBMERGED SUBMARINE, a **Periscope** and a **Targeting Periscope** replace binoculars. A periscope works exactly the same as binoculars, except that when deactivated, a periscope is considered to be down.



VII. SHIP STATUS



The **Ship Schematic**, located on the left side of your HUD, is a top-down view that displays the locations of your deck-mounted weapons (except torpedoes). When you select a weapon type, all weapons of that type light up on the ship schematic. To jump to a first-person control of a gun, right-click on a blip corresponding to the desired gun type.

Under the **Ship Schematic**, two **Status Bars** show the state of your vessel: *Hull* and *Fuel*. If you are commanding a submarine, you will also see *Batteries* and *Air Quality*.

Hull
indicates
your
vessel's



hull integrity. When this bar shrinks, you've taken damage to your vessel. If the label turns yellow, you're in trouble. When the label turns red, your situation is critical. Once your Hull bar is empty, your ship is dead.

Fuel indicates how much fuel you have for your boilers. Without fuel, your vessel can't move.

Batteries (submarines only) indicate how much electricity is available to power your submarine's engines while submerged. At zero, you must surface and recharge by running your engines before you regain underwater mobility. However, you can remain submerged at zero batteries until your air runs out.

Air Quality (submarines only) puts another limit on the length of time your submarine can stay submerged. When it hits zero, you must surface immediately or perish from asphyxiation.

Special Damage: Damage to certain areas will result in fuel leakage, fires, or engine damage; ships that run out of fuel are stranded and unable to move. Ships with engine damage have their speed reduced. Crew members will automatically attempt to fix any special damage.

VIII. FIRE CONTROL

GUNNERY

OPTION 1 - AI crew gunnery/Alarm. Click one of the **Gun** buttons to select all the guns of that type on your vessel, then click an enemy ship icon in the tactical map. Doing so designates that enemy as your target. Press **Fire**. You can also select a target first, press the desired gun type, and then fire.

When the enemy comes within the range and firing arc of your selected guns, your ship's AI crew will automatically commence firing. Click **Cease Fire** with that gun button selected to stop shooting. You can control all your guns this way, one group at a time. Gunners will target what they view as the greatest threat within range unless you have toggled one of the Defend options in B-TAC.

The command buttons **Defend Deck Guns** and **Defend AA Guns** on B-TAC order your crew to fire on the nearest enemy vessel or aircraft in range. They will change targets to any enemy that comes closer to you.

To fire at multiple targets, aim each weapons system independently, or direct individual turrets by right-clicking on the highlighted yellow dots from the **Ship Schematic** (these appear whenever you click a gun type) and selecting a target on the tactical display. If you wish to direct all guns at a single target, hold CTRL down and click on the weapon buttons to select all gun systems at once.

3" Deck Gun



40mm AA Gun



4" Deck Gun



Depth Charges



5" Deck Gun



Hedgehogs



20mm AA Gun

50 Cal Machine
gun

OPTION 2 - Take a shot yourself. Right-click on a gun location from the ship diagram. If you're not sure what gun you're selecting, click on the button for the weapon you want. A yellow light will appear at the appropriate location on the ship. Right-click on that light, and you'll shift to a first person view behind the gun itself. Once there, use the mouse to control the vertical and horizontal aim of the gun. Once you're ready to shoot, press left mouse button to fire or hit the SPACE key. When you've had enough, hit ESCAPE to return to your bridge view.

TORPEDOES**OPTION 1 - Eyeball it and shoot from the HUD view.**

When a ship seems close enough, look at the little number readout on your HUD controls. You will see small green buttons on either side of that readout. These represent your torpedo tubes.



On a submarine, the bow (FRONT) torpedo tubes are to the

port (LEFT) of the torpedo picture, and the stern (REAR) torpedo tubes are to the Starboard (RIGHT) of it. On a surface ship, the torpedo launcher points either to port or starboard. If you command a surface vessel with torpedoes, you can order a launcher to shift its aim from one side to the other by clicking on the horizontal arrow next to your torpedo number readout on the HUD. Fire by pressing one of the little green buttons on the desired end (or side) of your ship. It will turn red to show the torpedo has fired, and then yellow to indicate your crew is reloading the tube. When green, it's good to go again.

Note that you can also fire torpedoes from up to 50M depth, though in doing so, you are firing completely on the strength of your hydrophone detection.

OPTION 2 - Shoot from the targeting binoculars. Go to the targeting binoculars and check the compass. You will see cones that represent your torpedo firing arcs (bow or stern on submarines, port or



starboard if on a surface ship). Right click on the compass bezel to reset your binocular view over the desired firing arc. A cone remains gray until your binocular view comes within either edge, at which time it turns green and you can fire your torpedoes on that side of your vessel.

When you fire from a **green cone**, you can set a gyroscope angle for your torpedo so it comes straight out of the tube but thereafter angles in the direction you were looking when you fired. This angle applies up to 13 degrees either side of center.

Press the **Fire** button at the bottom of the compass to fire torpedoes. You can also fire by clicking the green torpedo buttons.

OPTION 3 - Torpedo Computer.

FIRE BUTTON

Select a tube by clicking on one of the torpedo



indicators, then press fire to launch that specific tube. If no tubes are selected, the next available tube will fire. BOW/STN BUTTONS (Boats with bow/stern tubes only): Selects either the forward or aft tubes.

PRT/STB BUTTONS (Boats with torpedo racks only): Rotates all torpedo racks on the boat. Buttons can

both be turned off - this centers the torpedo rack.

TORPEDO STATUS LIGHTS (top row):

Green: Loaded

Yellow: Loading

Red: Fired, not yet loading.

Gray: Unable to fire (Torpedo rack is not in firing position or the target is not in the firing cone).

TORPEDO TUBE SELECTORS (bottom row):

You can individually set each torpedo by clicking on the light. Now you can select the Gyro Angle, Speed, and depth. If you want the same setting for each torpedo, only set the Gyro Angle, Speed, and Depth. Each time you press FIRE, the same settings will be used on all torpedoes.

Reset Button:

Sets all selected tubes back to default settings: 0 gyro angle, 27 knots, and 1 meter for depth. If no tubes are selected, all visible tubes are set to default settings.

TIMER SELECTORS/INDICATORS:

Each tube keeps track of each torpedo it has fired, until the torpedo expires.

Tubes correspond to the upper rows like so:

Status lights/tube selectors:

1 2 3 4 5 6 7 8

Timer selectors/indicators:

1 5

2 6

3 7

4 8

Clicking a selector button cycles between all torpedoes launched from that tube, as well as an OFF position. If a timer selector is NOT selected, it displays the count of active torpedoes for the tube.

If a timer selector IS selected, it displays the count of torpedoes followed by which one you are watching.

The timer for each torpedo stops when the torpedo explodes or runs out of fuel.

If a timer completely expires while you are watching it, another timer is chosen from the same tube (if available).

TORPEDO TIMER CLOCK:

Displays the minutes/seconds since a torpedo has been launched.

Uses the currently selected torpedo from the TORPEDO TIMER SELECTORS.

The dial is 12 minutes for a full revolution instead of 60 minutes on a standard clock (each tick mark is one minute).

GYRO ANGLE SLIDER:

Modifies the angle that a torpedo will steer to after you fire it. Maximum angle is 13 degrees to either side.

Any tube that is currently selected & visible will use the gyro angle you have set.

SPEED KNOB, SPEED/RANGE INDICATORS:

Modifies the desired speed for torpedoes launched by a particular tube.

If you want the torpedo to go farther, use a slower speed. If you set the torpedo at a faster speed, it will use up its energy faster, reducing its range.

The range is calculated based on the selected speed of the torpedo.

Any tube that is currently selected & visible will use the speed you have set.

Speed is displayed in Knots, Range is in Meters.

DEPTH KNOB/INDICATOR:

Modifies the desired depth for torpedoes launched by a particular tube.

The "desired depth" is how deep(in meters) from the surface the torpedo will run at.

Torpedoes take several seconds to adjust their depth.

For these reasons, a torpedo set to a desired depth of zero will usually vary between 0 and 2 meters in actual depth, sometimes broach in choppy seas.

NOTE: making changes to the control settings will affect ALL SELECTED VISIBLE TUBES. If you want to give each tube a separate setting, make sure you do not leave the previous tubes selected.

DEPTH CHARGES & HEDGEHOGS

Depth Charge Controls

The depth charge control provides three types of settings: Pattern Selection, Depth Selection, and Trigger Selection.



Pattern Selection

The Depth Charge Control has a dial which provides the following charge patterns:

- Full Pattern

This pattern consists of 4 charges from every rack on the ship, and all k-guns on the ship. A ship must have at least 1 k-gun and 1 rack to select this pattern.

- Half Pattern

This pattern consists of 2 charges from each rack on the ship, and half the k-guns on the ship.

A ship must have at least 1 k-gun and 1 rack to select this pattern.

- K-Guns Only

This pattern consists of all the k-guns on the ship. A ship must have at least 1 k-gun to select this pattern.

- Full Racks

This pattern fires 4 charges from each rack on the ship. A ship must have at least 1 rack to select this pattern.

- Half Racks

This pattern fires 2 charges from every rack on the ship. A ship must have at least 1 rack to select this pattern.

- Single Pair

This pattern fires off a total of two depth charges. A ship must have at least 2 weapons capable of firing a depth charge to select this pattern.

There is an indicator light on the pattern selection dial. The indicator light shows if the selected pattern is loaded and ready to go. If the ship does not have enough ammo loaded to fit the above profile, the light will switch on. Firing a pattern while the light is on will still cause any weapons in that pattern that are loaded and ready to fire. During firing of the pattern the light may go from an unlit to lit state as ammo is depleted. This simply means that to fire the same pattern a second time would require more ammo than is available.

Depth Selection

The DCC provides a dial for selecting the depth of the charges. The depths allowable are from 5 to 300 meters inclusive. The depths will automatically be set in 5 meter increments.

Trigger Selection

The DCC provides a method for selecting a trigger variation on a per charge basis. Three modes are provided: all charges level, charge depth increases 5M per round; charge depth increases 10 M per round.

All of the states can not be modified during a firing cycle. If the cease fire command is given, the controls go back into a state that is adjustable.

When you are commanding a corvette carrying only Depth Charge racks, you will be able to drop them in pairs, and even select varying depths for each pair for up to four pairs before the rack reloads (which takes about 45 seconds).

NOTE: *Numbers on the weapon icons show the ammo remaining for that particular weapon system.*

Hedgehogs

The hedgehog is a spigot mortar, which launches 24 contact charges 230-260 meters in front of the escort. If you do not hit the target there will be no explosion. The launcher is loaded and ready when the light is green. To launch, press the fire button.

IX. KEY CONTROLS

Though you can control your ship completely from the HUD, you can also use the keyboard.

Exterior camera view. Hit **F5** to toggle an outside view of your ship. When you do so, your HUD disappears, and you cannot steer or direct your vessel in any manner.

KEYBOARD CONTROLS	
F5	Toggle third person view
P	Pause/unpause game
SPACE	(1) Fires gun in 1 st person gun view
	(2) Toggles freelook on HUD
Q	Zoom in (binocular/periscope only)
A	Zoom out (binocular/periscope only)
Z	Toggles binocular/periscope view
X	Toggles targeting binocular/periscope view
T	Throttle up
G	Throttle to idle

B	Throttle down
S	Rudder left
D	Rudder middle
F	Rudder right
W	Pivot turn to Port (left)
R	Pivot turn to Starboard (right)
Arrow keys	Aim first person deck guns
KEYBOARD CONTROLS	
C	Reduce desired depth
E	Increase desired depth
Y	Stop/start engines (5 sec. delay to restart)
ESC	(1) Exit binocular/periscope or 1st person gun view
	(2) Exit Mission from main HUD
ENTER	Confirm dialogue boxes
1	Ambient volume down
3	Ambient volume up

4	Engine volume down
6	Engine volume up
7	FX volume down
9	FX volume up
2	Music volume down
8	Music volume up
NUMPA D -	Master volume down
NUMPA D +	Master volume up
V	TOGGLE MICROPHONE

X. VOICE COMMAND & CONTROL

You can control your ship using pre-embedded voice commands. To do so, you must have a microphone input and an appropriate microphone connected to your computer and set to active status in the **Preferences Screen**. Project and speak clearly when issuing a voice command.

SUBMARINE VOICE COMMANDS	
DIVE-DIVE-DIVE	Executes crash dive
BLOW BALLAST	(1) Stops crash dive (2) Blows tanks <i>after dive stops</i>
SURFACE THE BOAT	Surfaces submarine
RIG FOR SURFACE	Deploys submarine guns on surface
RIG FOR DIVE	Prepares submarine to dive
PERISCOPE DEPTH	Brings sub to periscope depth
MISCELLANEOUS VOICE COMMANDS	
SPECTATOR	Toggles exterior 3rd person view
NEGATIVE	No on the yes/no dialogue
CONFIRMED	Yes on the yes/no dialogue

THROTTLE VOICE COMMANDS	
AHEAD...	Opens throttle to propel vessel forward
BACK...	Reverses throttle to propel vessel backward
...ONE THIRD	Slow speed
...TWO THIRDS	Moderate speed
...FULL	Fast speed
...FLANK	Maximum speed
ALL STOP	Sets engines to bring vessel to a complete stop
CUT ENGINES	Engines stop - vessel coasts - useful for silent running
START ENGINES	Brings engines online
RUDDER VOICE COMMANDS	
HARD TO PORT	Maximum rudder to port
HARD TO STARBOARD	Maximum rudder to starboard
PIVOT PORT	Pivot turn to port
PIVOT STARBOARD	Pivot turn to starboard

HOLD COURSE	Sets rudder to center
WEAPONS VOICE COMMANDS	
FIRE... or LAUNCH...	Fires named torpedo weapon
...BOW (TORPEDO)	Fires torpedo from bow tube, "torpedo" optional
...STERN (TORPEDO)	Fires torpedo from stern tube, "torpedo" optional
...TUBE	Fires torpedo from next available tube in surface ship torpedo launcher in the direction of your view
TUBES PORT	Turns surface ship torpedo tubes to point off port side
TUBES STARBOARD	Turns surface ship torpedo tubes to point off starboard side
DEFEND AA GUNS	Ship AI fires AA guns at closest enemy plane
DEFEND DECK GUNS	Ship AI fires deck guns at closest enemy surface vessel
CEASE FIRE	Stops all guns from firing
TACTICAL VOICE COMMANDS	

EVASIVE	AI will try to avoid collisions
MAP IN	Zoom tactical map scope in
MAP OUT	Zoom tactical map scope out
UP TACTICAL	Raise targeting binoculars or periscope
DOWN TACTICAL	Lower targeting binoculars or periscope
UP PERISCOPE	Raise normal periscope
DOWN PERISCOPE	Lower normal periscope
ZOOM IN	Zoom in - binocular or periscope view
ZOOM OUT	Zoom out - binocular or periscope view
ZOOM NORMAL	Zoom to the default 5x setting
BINOCULARS	Toggle binocular view

XI. CREDITS

ENIGMA: RISING TIDE
tesseractaction games, inc.

in conjunction with

INTRINSIC GRAPHICS
powered by Alchemy

CYBERNET SYSTEMS
OpenSkies Massively Multiplayer Technology

ARETÉ ENTERTAINMENT
Digital Gameware API

ANALOG DEVICES
SoundMAX audio technologies

RAD GAME TOOLS
Bink AVI technology

KELLY ASAY
producer

ALEX JIMENEZ
lead designer

BLAKE HUTCHINS
assistant producer - writer

SHAWN EASTLEY
lead programmer

HOWARD DAY
art lead

BOBBY WOLFE
art direction

ZACHARY BUENAU
artificial intelligence

NICK MUNROE
physics - gui

TIM OLSON
voice command

GREG LANCASTER
fx & graphics compression
systems

TIM CLARKE
musical score

DIANE THERESE
production assistant

RYAN CONDON
quality assurance lead

art

BOBBY WOLFE
IGNACIO ALINO

HOWARD DAY
DAVE LAUCK
MATT REYNOLDS
DAMON MITCHELL
MARK BROWN
MIKE MCCLAFFERTY

programming

JACKSON CLOUSE
MATT RAINS

SHAWN EASTLEY
GREG LANCASTER
GLEN WOLFRAM
ZACH BUENAU
TIM OLSON
NIC MUNROE
JEN SMITH
QSPED

design

ALEX JIMENEZ
BLAKE HUTCHINS
JEFF HERNE
ANDY SMITH
JASON LOBO

audio

TIM CLARKE
KEVIN MCDANIELS
JUSTIN PORTER

story by

KELLY ASAY
BLAKE HUTCHINS
ALEX JIMENEZ

voice response

'BROOKLYN' JOHN TARTAGLIONE
BRAD DUMILIEU
ALEX JIMENEZ
JASON LOBO

quality assurance

RYAN CONDON
MIKE SMITH
IAN SPENCER
STEVEN CHASTAIN
TOBIN GREENLEAF
SPENCER GRIFFITH

webmaster

JARED EDEN

translations**GERMAN - www.enigma-rt.de**

Stephan Krüger
Felix Schulze
Timo Prüssing

FRENCH

Ken Gerts

SPANISH

Maritzah Holowatz
Manual Holowatz

OPERATIONS

president - ceo
KELLY ASAY

vice president - operations
ALEX JIMENEZ

secretary-treasurer
DIANE THERESE

legal counsel
GWEN GRIFFITH

certified public accountant
GENE EMGE

bookkeeping
TOM DOBSCHA

**We Wish To Extend A Special
Thanks To The Following**

Dave Lauck Sr.
Linda Morrison-Lauck
Bob Harrison
Jack Louie
Dave Georgeson
Eric Johnson
Beth Doherty
Charles Cohen
Chuck Jacobus
Beth Brezina
Dave Wasson
Jim Gregg
Adam Shelley
Neil Stevens
John Keefer
Richard Aihoshi
John Callahan
Gwendolyn Griffith
Eugene Emge

Tom Dobscha
Chris Nystrom
Brian Gladman
Robert Stevenson
Leslie Rosenthal
Cindy, Sam & Henry Asay
Jeff Childs
Brian 'Duke' Myers

And the IW old salts:

Dave "Argon" Maisano
Phil "Buxton" Dempster
Steve "Shad" Dowden
Rick "OneBadDude" Simmons
Todd "Tbar" Markham

**for their help with the
original game designs for
Enigma.**

**ENIGMA: Rising Tide uses Bink Video.
Bink Video Copyright (C) 1997-2003 by RAD Game Tools, Inc.**