Bismarck-The North Sea Chase
Addendum for Atari 8-Bit Computers

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Important

Most of the Bismarck Manual is pertinent to the Atari, however some details are different. Please read this addendum carefully.

Making the Atari Seaworthy

1 Turn off the computer and connect a Joystick. **2** Turn on the tv or monitor, insert the game disk, and close the drive door. **3** Turn on the computer; the game loads. **4** Press the Joystick Firebutton to enter the Game Options Screen.

Keyboard & Joystick Control

There's only one Keyboard command for the Atari Bismarck: **X**. Pressing **X** lets you exit the gun mode to use other battleship controls during a naval engagement. Other than that, the whole game is played via a Joystick.

Quit Game & Save Game

When you quit the game, you're returned to the Game Options Screen (**Note:** there is no Select Options Screen on the Atari).

You can only save one game to disk. If you want to save another game, it is saved over the previous saved game.

The COM BOX

No white dots appear on any Units when you place the COM BOX over them. This is different from what the manual says.

Map Screen

A game hour equals about 5 real-time seconds in fast mode, 11 seconds in medium mode, and 18 seconds in slow.

A few of the Atari Map icons differ from the manual. Bismarck has no icon of its own; instead, it uses the same icon as other battleships. The crusier and light crusier have the following icons:

Crusier   Light Crusier

Destination Cross

You can tell if a Unit has reached its destination because the Cross appears on top of the Unit when the COM BOX is placed over that Unit. This is the opposite of how the manual explains it.

Action Screen Naval Engagement

*   When you select an option, it becomes black. Press the firebutton to use a selected option.

*   You don't need ot press **X** to move from one option to another; instead, move the Joystick to highlight an option and press the Firebutton to use it. To move to another option, just repeat the procedure. The only time you need to press **X** is to exit the gun option.

*   Port and Starboard are not shown with arrows as described in the docs. Instead, if you're facing Fore, a plus sign (+) signifies Port; a minus sign (-) signifies Starboard; if you're facing Aft, this is reversed.

*   The gun icon (the large box located in the center of the options) has two barrel-status boxes that become black when the barrels are loaded and clear when the barrels are empty.

*   The Fire Control icon is an **F** with a bit of flame next to it.

Radar Screen

The sweep line and blip on the Radar Screen are light blue.

Swordfish Attack

To hit the Bismarck, your plane's crosshair sight must be on the *bottom* of the Bismarck. Also, the light in the center of the cockpit control panel goes from black to blue to show you're on target.