

# Sid Meier's **Covert Action**<sup>TM</sup>

## TECHNICAL SUPPLEMENT

for IBM PC & Compatible Computers

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### Contents

Your *Covert Action* game should contain a manual, this technical supplement folder, four 5 1/4" disks or two 3 1/2" disk, a player aid card, a registration card, and an order card for backup disks.

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### Required Equipment

**Computer:** This simulation requires an IBM PC, XT, AT, PS/2, Compaq, Tandy 1000, or a computer 100% compatible with one of those models. The machine must have at least 512K of RAM and DOS 2.x or 3.x. When using higher versions of DOS or MCGA, more RAM may be necessary.

**Controls:** The simulation can be run entirely from the keyboard, or with a joystick and keyboard.

**Display:** The simulation requires a color monitor with an IBM CGA, EGA, MCGA, VGA or Tandy 1000 graphics system. EGA systems must have 256K on the graphics card (standard on all but the earliest releases). The simulation will not run on a system with a monochrome monitor. If you are using a compatible graphics card/monitor, it must be 100% hardware compatible to one of the above.

**DOS:** You must have IBM or MicroSoft DOS, version 2.0 or higher. A version between 2.11 and 3.31 is recommended (3.1 or less on 512K machines).

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## Installation

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### Installation Concepts

*Covert Action* is not copy-protected. This means you can copy the game files from the original disks however you prefer — to other floppy disks, or to a hard disk. These files are normal in all respects, and should not cause special problems when backing up, restoring, or optimizing a hard disk. However, keep the original disks handy.

*Covert Action* has been left unprotected for your convenience in making back-up copies and when playing from a hard drive. However, making additional copies to give away or sell is a Copyright Violation. See the Copyright Notice at the end of the game manual.

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## Installation on Floppy Disks

This simulation is designed to run using copies of the original (distribution) disks supplied in the box. You can run the game using the distribution disks, but no information will be saved. We suggest making back-up copies and using those to play from. A description of how to make back-up copies follows. Also, format disks before doing any copying — to make sure the disk is “clean” and in good operating condition.

**Format a Floppy Disk:** Formatting a disk requires that you boot your computer with DOS, and at the “>” prompt type the appropriate format command. For example, on most machines this is “FORMAT A:” to format a floppy disk in the A: floppy drive. For details, consult the description of “FORMAT” in your DOS manual.

If you’re using 5.25” 360K drives (standard for PCs and XT’s) format five disks: four for the game, one for your save-game files.

If you’re using 3.5” 720K drives (standard for PS2 models 25 and 30, as well as recent Tandy 1000’s), format three disks: two for the game, one for your save-game files.

If you’re using 5.25” 1.2MB drives (standard for PC-ATs and many 386’s) or 3.5” 1.44MB drives (standard for PS2 models 50 and above), format just one disk, which can hold the entire game and all your save-game files.

**Copy to Newly Formatted Disks:** After formatting disk(s), now use the DOS “COPY” command to copy the disks with \*.\* as the file designators. Typically this command is entered as “COPY A:.\* B:.\*”, even if you just have one floppy drive. For details, consult the description of “COPY” in your DOS manual.

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## Installation on a Hard Disk

You can copy the original (distribution) disks onto a hard disk. The files copied are standard DOS files. They can be copied, erased, and optimized as desired.

**Install Program:** For your convenience, a batch file called “INSTALL” is included that automatically installs the program onto your hard disk. To use this file, place the “A” disk in your A: drive, type either “INSTALL C”, “INSTALL D”, or “INSTALL E”, press return (enter), and follow the prompts. Use the command INSTALL C if your hard drive has only one sector. Use the INSTALL D or INSTALL E command if your hard drive has more than one sector and you want to install the game on your second or third sector.

**Warning:** The install batch file assumes you will install from floppy drive A: onto hard disk C:, D:, or E:. If your hardware configuration is different, do not use the batch file. Instead, you must manually copy the files from the floppy to the hard disk, using the DOS “COPY” command.

**Technical Notes:** This install program creates a subdirectory on your hard disk titled “MPS” and a subdirectory of it titled “COVERT”. The program copies all files into the COVERT subdirectory. It then copies a runtime batch file into the MPS directory titled “COVERT.BAT”, for your convenience. If you’re an experienced IBM user, feel free to modify or move “COVERT.BAT” in the root directory.

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## Loading

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### Loading from Floppy Disks with a Single Drive

- (1) **Boot your machine** using DOS (version 2.11 to 3.31 is recommended).
- (2) **Insert Disks:** When the "A:>" prompt appears, remove the DOS disk and insert the Covert Action "A" disk. Thereafter during play you are prompted when you must remove the "A" disk to insert the "B", "C", or "D" disks. Note that at certain times the program accesses the "A" disk for information so do not remove the "A" disk from your drive once the game has begun unless prompted to make a switch. Also, be aware that game animations and certain additional graphics are only available from two disk or hard drive systems. Use the back-up copies made in the install instructions above.
- (3) **Set Speed:** If you have a "turbo" or multi-speed computer, use your normal speed setting.
- (4) **Load Program:** Type the following: **COVERT**  
and press return. The simulation will begin loading.

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### Loading from Floppy Disks with Two Drives

- (1) **Boot your machine** using DOS (version 2.11 to 3.31 is recommended).
- (2) **Insert Disks:** When the "A:>" prompt appears, remove the DOS disk and insert the Covert Action "A" disk. Put the "D" disk in the second drive to start. Do not remove a disk from your drive once the game has begun unless prompted to do so if saving a game or loading a saved game from a saved game disk. Use the back-up copies made in the install instructions above.
- (3) **Set Speed:** If you have a "turbo" or multi-speed computer, use your normal speed setting.
- (4) **Load Program:** Type the following: **COVERT**  
and press return. The simulation will begin loading.

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### Loading from a Hard Disk

This assumes your machine runs under DOS when it boots, which is true of 99+% of all IBM and compatible machines with hard disks.

- (1) **Turn on your machine.** If it is already on, exit all programs and return to the MPS directory with the "CD" DOS command. For example, if your hard disk is C: then "cd C:\MPS" does this.
- (2) **Set Speed:** If you have a "turbo" or multi-speed computer, use your normal speed setting.
- (3) **Load Program:** Type the following: **COVERT**  
and press return. The simulation will begin loading.



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## Graphics Options

**VGA:** Select this option if you have a VGA graphics board.

**MCGA:** Select this option if you have a PS/2 or an MCGA graphics board.

**EGA:** Select this option if you have an EGA graphics board. This option provides 16 colors.

**Tandy 1000:** Select this option if you have a Tandy 1000. This option also provides 16 colors.

**CGA:** Select this if you have a CGA graphics board. This option provides 4 colors.

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## Sound Driver Options

When *Covert Action* loads it asks you to select a sound option. The current options include the following:

**No Sound:** This turns off all sound throughout the game.

**IBM Sound:** This default sound is appropriate to all IBM PC, XT, AT and PS/2 machines with no special sound hardware.

**Tandy Sound:** Only use this option on Tandy computers, which include a special music chip.

**Ad Lib Sound Board:** Only use this option if you've added to your computer the Ad Lib music board.

**Roland LAPC-1 MIDI Board:** Only use this option if you've added to your computer this sound board produced by Roland. An MT-32 or CM32L can also be used with an MPU-401 compatible MIDI interface. If you encounter problems when using Roland sound hardware, remove any other MIDI input connections and try again.

**Custom Drivers:** In the future, MicroProse may supply custom sound drivers for new sound boards. To install one of these drivers, copy it into your game directory (disk B if on floppies), rename the driver program to XSOUND.EXE, and select "Custom sound driver" when starting the game.

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## Loading Problems?

The latest notes regarding this program and problems with "compatibles" can be found on disk, in an ASCII file named "READ.ME". You can read this file using standard DOS commands, such as "TYPE READ.ME".

If the program does not load or run correctly, turn off your entire machine and restart it. Make sure DOS and *Covert Action* are the only programs loading into memory. Certain RAM-resident programs or tools can conflict with *Covert Action*.

If you continue to have trouble, try the original *Covert Action* disks. Your copies may be bad. If the original don't work, try the original *Covert Action* disks in another PC. If the disks work in another machine, then your machine has compatibility problems (i.e., some aspect is not entirely IBM compatible). Try a different machine speed, or a keyboard/mouse, graphics, or sound option. Sometimes an alternate setting will work.

If you have trouble loading on other machines as well as your own, you may be one of the tiny percentage with a defective disk. In such cases, contact MicroProse Customer Service at (301) 771-1151, Monday through Friday, 9am-5pm Eastern time. Please have a pencil and paper handy when you call.



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## Saved Games

You may save games currently under way and recontinue them at a later date. Games may be saved onto your hard drive or onto a previously formatted saved game disk. You may not save games onto your game disks or back-up game disks. To save a current game, go to the hotel in any city and choose "Save Game". The game you are playing is saved under the code name you gave Max Remington when the game originally started.

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### Saving Games to a Floppy Drive

- 1) Place your previously formatted save game disk in the floppy drive you wish to save to, normally either your A: or B: drive. (Be aware that you cannot format a disk while the game is underway, so have formatted disks handy.)
- 2) Enter the letter of the drive where you have previously placed your save game disk and press return.
- 3) This opens the saved game files on your save game disk. You can have four saved games on it. Move the highlight to the file into which you wish to save your game and press return. This saves your game into this file.

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### Saving Games to a Hard Drive

- 1) The letter your hard drive is already shown in the window, so simply press return.
- 2) This opens the saved game files on your hard drive. You can have four saved games on it. Move the highlight to the file into which you wish to save your game and press return. This saves your game into this file.

You may only have four games saved on any disk. If the game files are full on any disk, move the highlight to the existing saved game you wish to overwrite and press return. This writes the new saved game over the old one, erasing the old one. If you don't want to erase any game on a full disk, hit the ESC key to return to the game, and start over. However, you cannot format a disk while the game is underway, so have additional formatted disks handy.

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### Loading a Saved Game

Saved games can be loaded as a pre-game option or restored during play. To load a saved game, follow these instructions:

- 1) Choose the option "Load a Saved Game" when you start the game, or during play, go to the Hotel and choose the option "Load Game".
- 2) Type the letter of the drive where the saved game disk is located, either your hard drive (D: or C: normally) or a floppy drive (A: or B: normally).
- 3) After selecting the drive, press return.
- 4) Move the highlight down the list of saved games until the game you wish to load is highlighted, and press return. This loads the saved game.

All saved games consist of one file, a CV#.SVE file, where # = 0-3. Saved game files are normal DOS files that can be moved and copied using standard DOS commands.

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## Controls

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### General

Function	Keyboard	Joystick
Change menu highlight	Numeric keypad/ Arrow keys	Pull joystick
Choose menu option	Return key/Space bar	Fire button #1
Leave menu or screen	Esc key	Fire button #2
Animations off/on	Alt + A keys	
Joystick off/on/reset	Alt + J keys	
Pause/Restart game	Alt + P keys	
Quit game	Alt + Q keys	
Sound off/on	Alt + S keys	

Note: If you begin a game using a joystick, it is calibrated by following the instructions as prompted. If the joystick begins drifting during play you can reset it by turning it off and back on. When you turn the joystick back on, "stir" it around to recalibrate it.

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### Combat and Break-Ins

Examine; Open; Close	F1	Fire button #1
Take Photo	F2	
Plant Bug	F3	
Enter Computer Password	F4	
Short Grenade Throw	F5	
Medium Grenade Throw	F6	
Long Grenade Throw	F7	
Remote Control (set off grenades)	F8	
Set Grenade	F9	
Select Grenade	F10	
Move in a direction	Keypad key	Push joystick
Jump in a direction	Shift + keypad key	Joystick + Fire button #2
Crouch/Stand up	5 key	Fire button #2
Fire gun	Space bar	Fire button #1
Fast game speed	F key	
Default game speed	D key	
Slow game speed	S key	

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### **Car Driving Controls**

Function	Keyboard	Joystick
Increase car speed	+/= key	
Decrease car speed	_/- key	
Car turns	Keypad/arrow keys	
Switch car under control	Space bar	
Arrest suspect	F1 key	
Escape into building	F2 key	
Follow suspect car	F10 key	
Fast game speed	F key	
Default game speed	D key	
Slow game speed	S key	
Quit chase	Esc key	

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### **Wiretapping/Car Tracing Controls**

Move highlight	Keypad/Arrow keys	Push joystick
Replace chip	Return key	Fire button #1

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### **Code Breaking Controls**

Select code letter	Letter key
Select replacement letter	Letter key
Erase replacement letter	Space bar
Computer assistance	F1 key
Erase all guesses	F10 key

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## **Colors**

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### **Grenades**

4-color	16-color	Information displayed
Magenta	Red	Fragmentation
White	White	Stun
Cyan	Green	Gas

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### **Movement Window Fills**

Magenta	Orange	Duration of gas attack
White	Gray	Duration of stun

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### **Car Chases**

Cyan	Green	Unsuspecting car
White	Red	Suspicious car
Flashing white	Flashing red	Very suspicious car
Magenta	Purple	Enemy Car



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## Organization Abbreviations

At various places in *Covert Action* an abbreviation is used instead of the complete name of an organization. The following list matches the abbreviations with the organization they represent.

### Abbreviation

AzCrt  
CCart  
CIA  
DActn  
DBtn  
FLN  
IrqSP  
Jamcn  
Junta  
KGB  
LibEb  
M18  
Mafia  
Mercs  
MI6  
Mossad  
Mrxst  
MslJh  
PFO  
PIFA  
PRC  
RArmy  
RedBt  
RedSp  
RevGd  
ShWay  
Squad  
Stasi  
Tupmr  
Union

### Organization

Amazon Cartel  
Cali Cartel  
CIA (Central Intelligence Agency - USA)  
Direct Action  
Dignity Battalion  
FLN  
Iraqi Secret Police  
Jamaican Gang  
Haitian Junta  
KGB (Committee For Public Security - USSR)  
Libyan Embassy  
M18  
Mafia  
Mercenaries  
MI6 (British Secret Intelligence Service)  
Mossad (Israeli Secret Service)  
Marxists  
Muslim Jihad  
Palestine Freedom Organization  
Provisional Irish Freedom Army  
PRC  
Red Army  
Red Battalion  
Red September  
Revolutionary Guards  
Shining Way  
Death Squads  
Stassi (ex East German Secret Service)  
Tupamaros  
Unione Corsique