

DeepTrouble

Instruction Manual

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Deep Trouble

In year 2103 the melting of the polar ices had got to the point where the rising sea level was becoming more and more obvious. It was clear that most of the land mass eventually would end up under water.

In year 2148 more than 90 percent of the earth was covered with water. The temperature had now stabilized and the melting of the polar ices stopped. People now lived on huge floating cities anchored to the remaining land.

It is now year 2164 and a new serious problem has been discovered. The water is becoming contaminated with an unknown deadly pollutant. Whatever it is, it's not coming from the humans. The source of the contamination is clearly located under the water.

A team in an explorer submarine is sent down to try to find out what's causing the contamination and discovers underwater constructions on the ocean floor built by an unknown alien race. The constructions are polluting the oceans by dumping a poisonous substance into the water.

When the explorer team is taking a closer look at one of the constructions, the team is attacked by alien underwater vehicles and barely escapes. How long the constructions have been there and how they got there without being discovered we don't know but now they are threatening life on earth. You have been assigned to destroy the constructions to save the water and stop the alien invasion.

Have fun and watch out!

The Main Menu

Use the Up and Down Arrow keys and Return key to select options in the main menu.

A rectangular button with a dark blue background and a lighter blue horizontal stripe at the top. The word "Play" is written in a large, stylized, blue font with a white outline and a slight shadow effect.

Start a new game.

A rectangular button with a dark blue background and a lighter blue horizontal stripe at the top. The words "Saved Game" are written in a large, stylized, blue font with a white outline and a slight shadow effect.

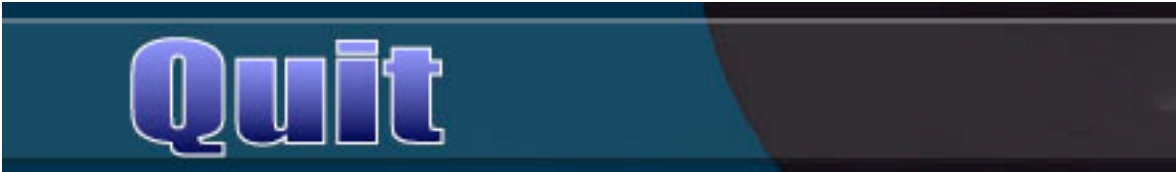
Play a saved game.

A rectangular button with a dark blue background and a lighter blue horizontal stripe at the top. The word "Options" is written in a large, stylized, blue font with a white outline and a slight shadow effect.

Game settings.

A rectangular button with a dark blue background and a lighter blue horizontal stripe at the top. The word "Credits" is written in a large, stylized, blue font with a white outline and a slight shadow effect.

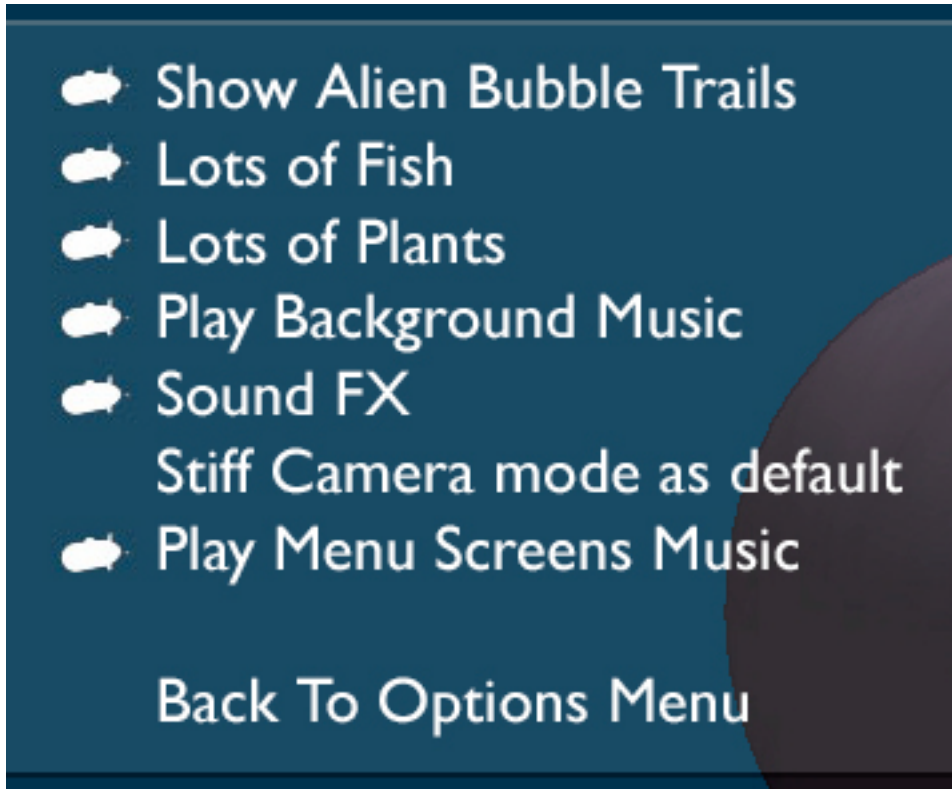
Credits and info.

A rectangular button with a dark blue background and a lighter blue horizontal stripe at the top. The word "Quit" is written in a large, stylized, blue font with a white outline and a slight shadow effect.

Quit the game. You can also press Esc or Command-Q to quit.

The Graphics and Sound Settings

Use the Up and Down Arrow keys and Return key to turn settings on and off.



- | | |
|---------------------------------------|--|
| - Show Alien Bubble Trails | When this setting is turned on, alien bubble trails will be shown. |
| - Lots of Fish | Turn this setting on to have a lot of fish in the game. |
| - Lots of Plants | Turn this on to have a lot of seaweed in the game. |
| - Play Background Music | Turn this setting on to have background music playing in the game. |
| - Sound FX | Turn this setting off if you don't want sound effects in the game. |
| - Stiff Camera Mode as default | Turn on to set stiff camera mode as the default camera mode. |
| - Play Menu Screens Music | Toggles the menu music on and off. |

Game Play

The goal is to destroy all the Constructions in each level. When you have destroyed the Constructions in a level you will be able to proceed to the next level. You also have the option of saving the game at this point.

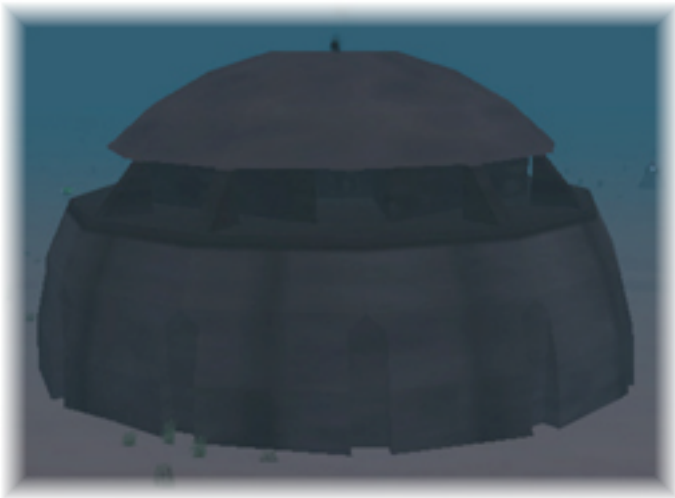
In order to be able to destroy the Constructions you first have to destroy all the aliens. Each Construction is a home base for a certain number of aliens and when all aliens belonging to a Construction have been destroyed you can destroy the Construction itself. When all Constructions are destroyed you return to the surface and this will take you to the next level.

When you have finished a level you have the choice of saving the game before you start the next level. You can then later load a saved level to start over from that level if you want.

The first level is partly a training level. The aliens don't fire any torpedoes at you until you have destroyed at least five aliens. This way you have some time to get used to the controls and how to aim with your submarine. After you have destroyed five aliens the aliens will start firing torpedoes at you.

The Constructions

The main task is to destroy all the Constructions in a level. Each level has two or three Constructions and in the upper right corner of the screen you can see how many Constructions there are left in the current level.



A Construction

This is what the Constructions look like in the first level. Each level has two or three Constructions. In higher levels there are other larger types of Constructions.

The Constructions send out new aliens at a regular interval so there are always around 10 - 15 aliens out protecting their Construction. There are also aliens already hiding out in the terrain when you start a level. You don't need to destroy these aliens in order to destroy the Construction but if they attack, you usually don't have much of a choice other than to try to destroy them before they get

you.

To stop the Construction from sending out new aliens you have to destroy its energy producers. Each Construction has a number of Energy Producers that supply the Construction with energy. When all of a Construction's Energy Producers are destroyed it stops sending out more aliens. So destroying the Energy Producers will greatly help you to destroy the aliens. A Construction has a supply of a maximum of about 30 - 50 aliens so they will eventually stop coming even if you don't destroy all of the Energy Producers.

While a Construction is being supplied with energy, a black smoke looking substance is being released from the top of the Construction. On the top is also a blue cone shaped indicator. This will turn gray when all aliens belonging to that Construction have been destroyed. As long as it's blue there are more aliens out there you need to destroy before you can destroy the Construction.



An Energy Producer

To destroy an Energy Producer you need to hit the upper part with the plasma sphere with a torpedo. For most of the time it's easier to hit if you turn off the torpedo guidance system when aiming at an Energy Producer, otherwise the torpedo may track an alien and not go straight towards the target.

The Aliens

There are a number of different types of alien ships, each with their own characteristics. Some are slow, some fast, some turn better than others and some are better at avoiding your torpedoes.

When an alien is hit by your torpedo it will loose energy. Depending on the hit and how much energy it has it may explode right away or just get damaged. When an alien ship is damaged it will slow down and start sinking. The bubbles also turn darker depending on how much damage it has

taken. Some aliens may take several hits before they explode.

The farther away you are when you hit an alien with a torpedo the more damage it will do. If you are up close to an alien it may require several torpedo hits to destroy it.

Colliding with Constructions and alien ships will drain your enemy. Being too close when an alien ship explodes will also drain your energy.

Controlling the submarine

You control the submarine with the keyboard. The controls can be configured to suit your own preferences.

Default key configuration:

Up arrow	Dive
Down arrow	Go up
Left arrow	Turn left
Right arrow	Turn right
A	Go forward
Z	Go backward
Q	Locks throttle at full forward. Press A or Z to unlock
Space bar	Fire a torpedo
S	Toggle shield on and off
Control key	Toggle torpedo guidance system on/off
Option key	Switch between Photon and Grenade torpedoes
Command key	Fire a Photon or Grenade torpedo
1	Toggle stiff camera mode on/off
3	Toggle FPS counter on/off
P	Pause the game

Power Up Pods

There are several different power up pods you can collect. The different types of power up pods are:

- Energy Pod
- Shield Pod
- Weapon Pod
- Photon Torpedo Pod
- Grenade Torpedo Pod
- Super Shield Pod
- High Performance Pod

Not all levels have all types of pods available but every level has a number of the regular Energy, Shield and Weapon pods.

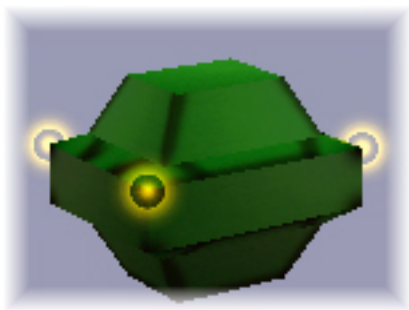
Collecting an Energy Pod gives you more energy. Collecting an Energy Pod when the energy level is full will not increase the energy level any further and will thus waste that pod. The same with Shield Pods. If the shield power level is full there is no advantage to collecting a Shield Pod.

Weapon Pods are different. There is no limit to how many regular torpedoes you can have. The torpedo count shows up to 32 torpedoes but you can have more so collecting Weapon Pods is always a good idea. The same goes for the Photon and Grenade Torpedo Pods.

Energy, shield and weapon pods will reappear after a while when they have been collected, but only 3 times. After the third time they will not reappear and are thus gone. Other pods will not reappear after they have been collected. Most levels contain a number of all the different pods. Level 1 is a training level and therefore doesn't have very many pods.

Energy Pod

Each time you are hit by an alien torpedo or you collide with an alien or Construction, your energy level will decrease. When the energy is down to zero you lose a life. You collect Energy Pods to increase the energy level.



Energy Pod

Shield Pods

There are two types of shield pods. The regular shield pod and the super shield pod. When the shield is turned on it protects you against alien torpedoes and contact. Having the shield turned on will consume shield power and if you are hit a larger amount of shield power will be consumed. You increase the shield power level by collecting shield pods.

The super shield is like the regular shield but when you collide with an alien with the super shield turned on the alien will explode instantly. Collecting a Super Shield Pod will give you full shield power. Super shield power is shown in red and regular shield power in blue.



Shield Pod



Super Shield Pod

Weapon Pods

There are three types of weapon pods. The torpedo pod, the Photon torpedo pod and the Grenade torpedo pod.



Weapon Pod



Photon Torpedo Pod



Grenade Torpedo Pod

High Performance Pod

Collecting a high performance pod will give you x1.5 speed and turning ability for a limited time. This can be very useful, especially when combined with the super shield.



High Performance Pod

Torpedoes

The regular and photon torpedoes have a guidance system that helps with hitting the target. But note that it only targets alien ships. You use the torpedoes against all targets but if you are aiming at something else than an alien ship the torpedo may not go where you intended it. This is also the case with Photon torpedoes. You can turn off the guidance system before you fire the torpedo so it won't track any alien ships. When the guidance system is turned off the torpedo follows a straight path. The torpedo goes where the submarine is pointing when you fire.

Even if the guidance system is on, it doesn't mean that you will hit aliens with 100% accuracy. The guidance system helps you in hitting the aliens but how you aim also makes a difference. How to

best aim the torpedoes in different situations is something you will learn when you gain more experience.

A radar indicator tells you if the guidance system is on or off. Note that once a torpedo is fired, you can't change the guidance system for that torpedo. You toggle the guidance system on and off with the Control key.

The Photon torpedoes are similar to regular torpedoes. The main difference is that when you hit an alien ship with a photon torpedo, other alien ships within a certain range will also be destroyed. This makes the photon torpedo especially effective when a group of aliens are close together. Photon torpedoes are guided just like the regular torpedoes and you can toggle the guidance system on and off with the Control key.

The Grenade torpedo is a bit different. It's not a guided torpedo so it goes where you point it. It's a timed torpedo. This means it will explode 2 seconds after it's fired. If it hits something before the 2 seconds are up it will explode right away. Alien objects within a specific range will explode when the grenade torpedo explodes. This means that you don't have to hit a specific target with the grenade torpedo. You can just aim it somewhere and whatever happens to be within a close distance will be destroyed. This makes the grenade torpedo a very effective weapon.

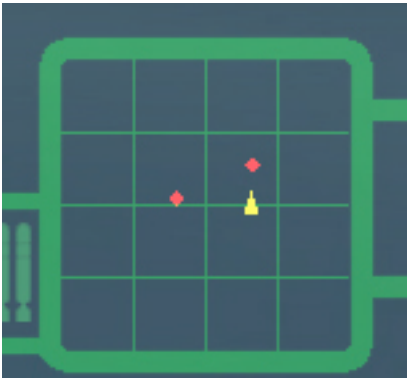
The Instruments



The Radar

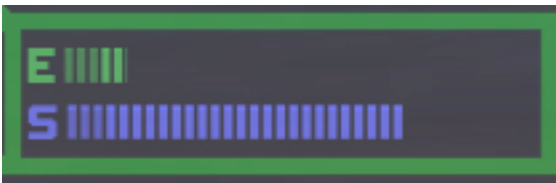
The radar shows you where the aliens are around you. The yellow triangle in the middle is your submarine and the red dots are the aliens.

The number in the lower left corner is the current depth in meters you are at.



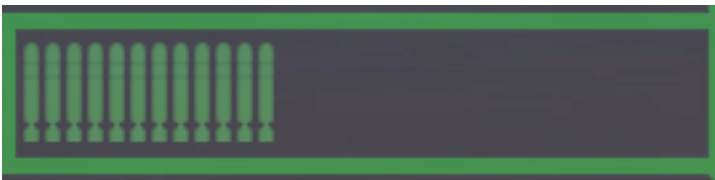
The Map

The map shows you where you are located within a game level and which direction you are heading. It also shows you where the Constructions are in that level. The yellow triangle is your submarine and it's pointing in the direction you are heading. The red dots are Constructions. If you leave the map you are also leaving the level area. There is nothing of interest outside the map.



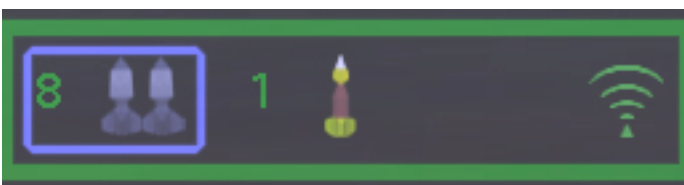
Energy and Shield Power

The green bar shows the energy level. When there is no energy left you lose a life. If you have more lives left you will start again from the location where you died but at a depth of usually 200 meters. You have three lives to start with. When a new life is used you get full energy and shield power. You will also get full energy and shield power when you reach a new level. If you have 20 or less torpedoes you will also get 10 extra torpedoes.



Regular Torpedoes

The torpedo count shows you how many regular torpedoes you have left. It shows up to 32 torpedoes but you can have more.



Photon and Grenade Torpedoes

The Photon torpedo counter is to the left, the Grenade torpedo counter is in the middle and the torpedo guidance system indicator to the right. The blue rounded rectangle shows which torpedo type is currently selected.

The Upper Screen



Lives

This shows you how many lives you have left. Each time you reach a new level you gain an extra life up to a maximum of 5 lives. The exception is when level 2. You don't get an extra life when you reach level 2 since level 1 is partly a training level. When you run out of energy you lose a life.



Construction counter

The Construction counter shows you how many Constructions you have left to destroy in the current level.

System Requirements

Mac OS 9.x (requires OpenGL 1.2.1 and CarbonLib 1.6)

Mac OS X 10.1 and up (10.1.5 or above recommended)

G3/333, iMac DV400 or better, 128 Mb RAM

Rage 128 with at least 8 Mb VRAM or better graphics card

Monitor at 800x600 resolution or higher

Credits

Developed by: CodeBlender Software

Programming, graphics and game design: Ken Drycksback

Music: Mikko Tarmia

Alien ships: Jerry Pritchard

Most of the sound effects were provided by iDevGames.com

Beta testers:

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