AQUANAUT

System Information Sheet
for Commodore Amiga

This Package Contains

- Three 3 ¹/₂ inch disks.
- A manual
- This system information sheet
- A warranty information card
- A registration card
- A map of the Yendor Isles
- Backup disks order form

MINIMUM HARDWARE REQUIREMENTS: Amiga 500, color monitor, joystick, 3 ¹/₂ inch disk drive.

BACKUP INFORMATION: A special data format was used on the disks in order to accommodate such a large program. This means that you cannot make backup copies of your master disks using standard disk copying procedures or utilities. You may order a set of backup disks directly from Miles Computing, Inc.

Send $7.50 along with the order form included in this package to receive a complete set of backup disks. Then, in case something happens to your originals, you will have the backups to use while the originals are being repaired. See the Warranty Information card for disk repair procedures.

STARTING AQUANAUT

When your Amiga requests the Workbench disk, insert Diskum Oneum in drive df0:. The game will automatically load into memory.

The Map Grid

The game starts up with a question regarding the depth reading on the enclosed map of Yendor Isles. Find the longitude and lattitude markings on the edge of the map and locate the position in the map that the lines cross. Type the depth sounding at that location, then press **Enter**. If your selection is correct, you will then begin the game. If an error has been made, you will be given another chance. After failing twice, you will be returned to the desktop.

Game Play

After the map grid screen and the introductory credits and animation, you are given two choices:

F1 START THE GAME
F2 OPTIONS

Press the **F1** key to begin the game. You will then be presented with three choices:

F1 SECTION 1
F2 SECTION 2
F3 SECTION 3

At this time, you can only access Section 1, so press **F1**. You will be prompted to:
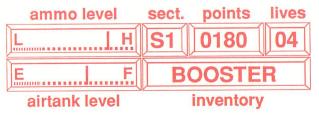
INSERT DISC 1
THEN PRESS F1

Since Disk 1 is currently in the drive, press **F1** and the game will begin.

Section 1: Encounter at Shark Reef

The first section takes place in shallow water in the vicinity of the enemy ship. You use the joystick to swim in any of the eight directions (N, NE, E, SE, S, SW, W, NW). The joystick fire button is used to fire your weapon. The **F3** key will pause the action. Pressing the fire button resumes action. The information section of the window keeps track of game play status.

	ammo level	sect.	points	lives
	L..............|..H	S1	0180	04
	E.....|......|..F	BOOSTER	

airtank level   inventory

DEATH: If you use up all of your lives, or run out of air (even with lives remaining) your life support reading becomes zero, and the game ends. There are other ways to die as well, so be careful under there.

Game points are scored by killing jellyfish, swordfish, sharks, or exploding mines. Each successful hit is worth 10 points. You can get additional lives by swimming close to the mermaids. Supply tanks need to be blown open to pick up their contents. The inventory window shows your active object. In order to change the active object, use the **F1** key to move backwards through the list and **F2** to move forward. Pressing the **Space Bar** activates the current object selected. For instance, to use the Booster, press the **F1** and **F2** keys to display the word **BOOSTER** in the inventory window, then press the space bar and the booster will propell you quickly through the water.

At the end of the first section, the screen will display an image of a disk with the number 2 as a label. Eject disk one and insert Disk 2 into the drive, the press the fire button to continue.

Section 2: **The Labyrinth of the Abyss**

Section 2 takes place in an underwater labyrinth. Game play continues as described above. You must destroy or avoid all enemies and collect necessary objects in order to continue. If you die in this section, you will be returned to the

> **F1 START THE GAME**
> **F2 OPTIONS**

screen. You may now choose Options to save your current status to the disk. The screen will read:

> **F1 LOAD ACCESS CODE**
> **F2 SAVE ACCESS CODE**

Press **F2** to save your access code. Then, the next time you play the game, you can begin in Section 2 by choosing **OPTIONS**, then pressing **F1** at the **LOAD ACCESS CODE** choice. Then begin the game normally, but press **F2** to start the game when you reach the

> **F1 SECTION 1**
> **F2 SECTION 2**
> **F3 SECTION 3**

screen. You will be prompted to:

> **INSERT DISC 2**
> **THEN PRESS F1**

Insert Disk 2 in the drive, press **F1** and the game will begin in Section 2. After completing Section 2, you may again save your access code in order to go directly to Section 3 the next time you play.

Section 3: **Rescue from Atlantis**

In this section, you are no longer in water, but in a sunken city. You still control your movement with the joystick, and fire your weapon with the fire button. Joystick movement in SE and SW direction will cause you to duck and roll. The NE and NW direction raises your weapon to fire up at an angle (this can only be done when you are stationary), while N will allow you to enter doorways. There are more objects to collect and use, and some will allow you to travel to other hidden levels of the city. Strategy is very important (along with a really quick trigger finger).

CREDITS

Aquanaut

Programming: Adam Smith
Story/game design: Rodney Wyatt
Gameplay: Adam Smith and Rodney Wyatt
Graphics: Wilson Sharp
Sound Effects: Adam Smith
Music: Kevin Collier and Rodney Wyatt
Producer: Michael Sutin

North American Version

Product Manager: *David J. Weiss*
Producer: *J. David Koch*
Product Supervisor: *Paul Mithra*
Graphics Coordinator: *Brad Parker*