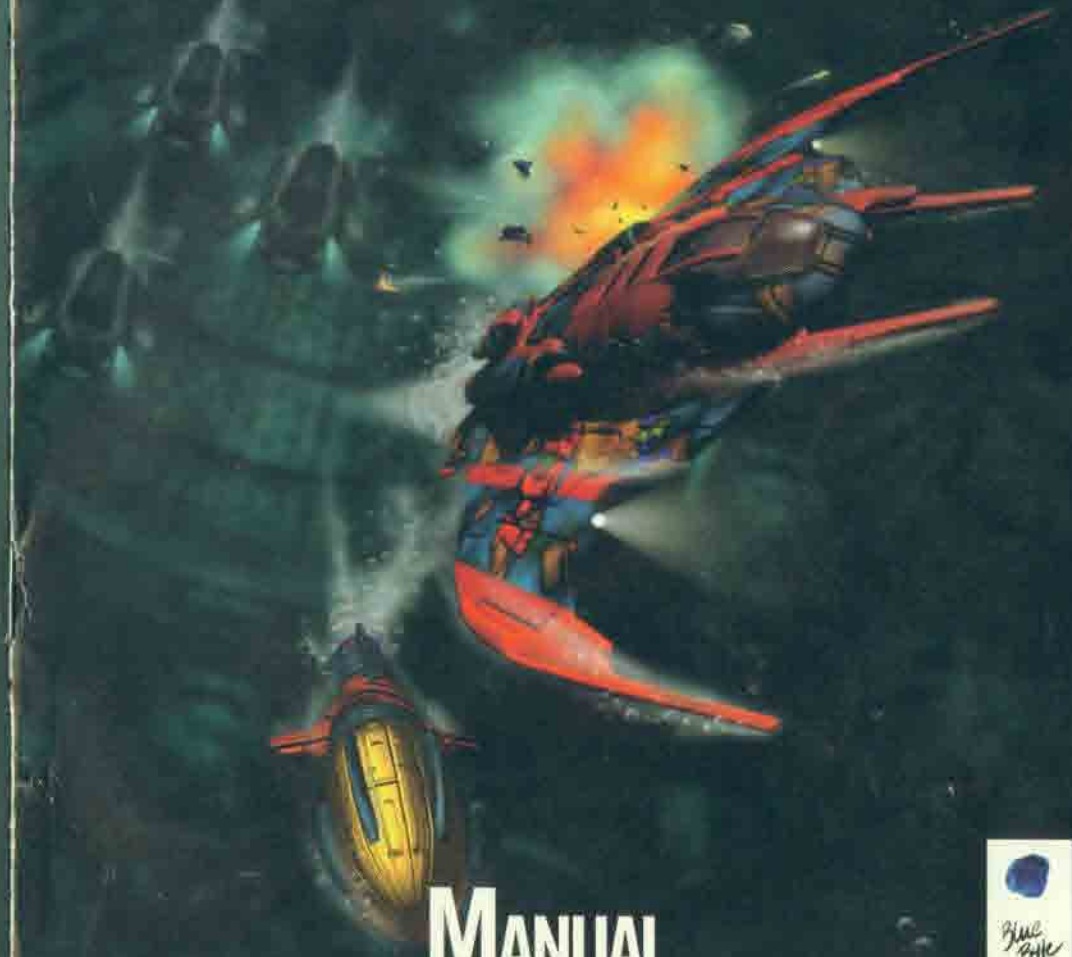


ARCHIMEDEAN DYNASTY



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MANUAL





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*...why I do not publish my method of staying under water and
how long I can survive without nourishment*

*... because of the evil nature of man, who would use this method
for killing by destroying ships under water and making them sink,
and thereby killing the people in them*

Leonardo da Vinci (1452-1519)

This game is dedicated to Marco Fischer.

PREFACE

*When we laid the foundation of this project on a stormy November day in
1993, in a small village near the North Sea coast, we were not aware of how
much of us, our nature, our experiences, in short; our whole lives we would
have to invest.*

*Our influences enabled us to create and mold the world of ARCHIMEDEAN DYNASTY
- our experiences are part of every moment of the game and we're sure that
this fact will be reflected in your enjoyment.*

The MASSIVE team

ABOUT THIS MANUAL

Together with the additional Weapons Manual this manual will help you to get a quick but comprehensive insight into the operation and details of ARCHIMEDEAN DYNASTY.

The manual is organized as follows:

After the installation instructions you'll find a short summary of the history of where the game is taking place. Since this story is extremely exciting and informative we compiled some historic documents for the interested reader. The documents explain the incidents and power blocs in Aqua in much greater detail. The map of the world on page 42 will help you identify the places and scenes you may encounter.

The appendix contains a chapter with combat strategies, a tabular chronology of the course of the most important events as well as a glossary with foreign words and terms used in the historic documents.

Beginning with page 38, the interface and control of the game will be explained step by step. Please simply follow the instructions in the manual to learn how to play.

Note:

You'll find this symbol at several places in the manual. It will point you to important facts that should be noted accordingly.

Tip:

If you find this symbol, you will gain valuable tips and hints that will help you finish the game.

In the Weapons Manual you'll find a detailed list of all weapon systems and equipment, as well as some hints on how to make the best use of them. With the help of the Weapons Manual you should be able to design, purchase and use new fighting tactics more efficiently.

Have fun reading this manual!

Thomas Friedmann
Author

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INSTALLATION

Important!

Please read the README.TXT file on the CD, it contains important tips that didn't make it into the manual.

Please read through this file carefully.

In order to play ARCHIMEDEAN DYNASTY, you must have MS-DOS™ 5.0 or higher, or Windows® 95 installed on your PC. In addition, you need at least 35 Mbyte of free hard-disk storage and a Microsoft™ compatible mouse.

INSTALLATION UNDER MS-DOS™

1. Turn on your computer and insert the game CD into your CD-ROM drive.
2. After starting your computer (please make sure that the CD-ROM drivers are loaded), switch to your CD-ROM drive. To do so, type the drive letter of your CD-ROM (usually D or E) at the MS-DOS™ prompt, followed by a colon, and press [RETURN].
Example: "D:" [RETURN]
3. Enter "INSTALL" [RETURN]. The initial menu of the installation program appears.
4. Follow the instructions that are explained in the section "THE INSTALLATION PROGRAM."

INSTALLATION UNDER WINDOWS® 95

1. Switch your computer on and boot it under Windows® 95.
2. Insert the game CD into your CD-ROM. The Windows® 95 autorun screen will appear automatically.
3. Click the "Install ARCHIMEDEAN DYNASTY" button on the autorun menu.
4. Follow the instructions that are explained in the section "THE INSTALLATION PROGRAM."

Note:

Make sure that your sound card is correctly working in Windows® 95. For assistance please see the Windows® 95 On-line Help.

If you need to make changes to your sound settings later on, start the ARCHIMEDEAN DYNASTY installation program and change the corresponding parameters.

THE INSTALLATION PROGRAM

1. Select the menu option "Install ARCHIMEDEAN DYNASTY."
2. Indicate the drive on which you want to install ARCHIMEDEAN DYNASTY. You can only select drives on which there is enough space for the installation.
3. You can then enter a path for installation. Confirm by pressing [RETURN]. The game is then copied onto your hard disk.

CONFIGURING THE SOUND CARD

1. Select the menu option "CONFIGURE SOUND CARD."
2. Confirm the menu option "SELECT AND CONFIGURE DIGITAL AUDIO DRIVER", otherwise select "NO DIGITAL AUDIO" and continue with section 5.
3. A list of common sound cards appears. Select the sound card that is installed on your PC. If you do not find it in the list, select "CREATIVE LABS SOUNDBLASTER OR 100% COMPATIBLE." Most sound cards will function properly with this selection.
4. The menu option "ATTEMPT TO CONFIGURE SOUND DRIVER AUTOMATICALLY" will enable your sound card to be automatically recognized and configured.

If problems arise here, experienced PC users can try to configure the sound card manually ("SKIP AUTO-DETECTION AND CONFIGURE SOUND DRIVER MANUALLY"). We advise less experienced players to "SELECT A DIFFERENT SOUND DRIVER" and try to use the automatic configuration again.

5. If your sound card has been recognized successfully, give your confirmation with "OK" and exit the setup program with "DONE."

5. If your sound card has been recognized successfully, give your confirmation with "OK" and exit the setup program with "DONE."

ADDITIONAL INFORMATION

Please read the README.TXT on the CD, it contains updated information that was not included in the manual and details of any last minute changes to the game.



Tip:

If you have any technical problems or questions regarding how Archimedeas Dynasty runs, please call our hotline. Before you call, please make a note of all your system data and specifications of your computer. This includes the hardware, such as the sound and graphics cards that are installed, storage devices like hard drives and any additional hardware such as AVI accelerators. Also note such things as the software you are using in order to enable problems to be analyzed quickly and accurately.

Call our US hotline at: (847) 534-7934 Monday through Friday from 10 a.m. to 5 p.m. Central time, or email us at hotline@bluebyte.com.

Alternatively, for all European territories (except Germany, Switzerland and Austria), you can call our UK hotline at +44 (0) 1604-25 90 90 Monday through Friday, from 2 p.m. to 6 p.m. UK time or email hotline@bluebyte.co.uk.

Note:

You can learn more about our latest products on our Internet WWW pages at any time!

To access our pages, set your web browser to <http://www.bluebyte.com>.

THE HISTORY OF AQUA

In the 21st Century, raw materials on earth became increasingly scarce and as the end of the resources loomed, people began to prospect for resources on the ocean floor. Many countries set up DEEP-SEA STATIONS where workers and engineers extracted the ocean's treasures. Nevertheless, the output was far from enough to cover the increasing demand. When the raw materials on the earth's surface came to an end, a time of destruction and wars began. In the fight over the last remaining raw materials, alliances fell apart, countries became hostile and old conflicts flared up.



With increasing cruelty and senselessness, man destroyed the very basis of life on the surface of the earth. Nuclear weapons completed the destruction that man had not yet finished with his industrial pollution. When the last glimmer of hope for humanity's survival was extinguished, people fled into the depths of the ocean.

The former extraction stations became the last refuge of those fortunate enough to be able to pay the price of entry into the underwater world. The poorest of the poor were left behind, condemned to die in a desolate world polluted by radioactivity. The continents were flooded by the rising sea level and covered with a layer of ice a meter thick, caused by the ensuing nuclear winter.

A 40-meter-thick layer of dead organic material, the so-called POM layer, covered the oceans. Not a single ray of sunlight penetrated the particle layer that plunged the hemisphere into darkness.

The world sank into a darkness like none other. Nevertheless, mankind rose still one last time to a new life, the only life, in a dead world.

This new world was man's creation, he christened it "AQUA."

Today, in the year 2661, mankind lives in gigantic cities underwater. In the course of the centuries, the old power blocs have again stabilized, more or less unchanged.

Among others, there are the Aquatoria of the capitalistic, democratically governed ATLANTIC FEDERATION, the oligarchically ruled ARABIC CLANS UNION and the monarchically ruled Russo-Japanese SHOGUNATE. In the South Pacific TORNADO ZONE, which is stirred up by surface storms, an anarchical pack of mercenaries, pirates, buccaneers and outlaws gather, ever ready to sell their friends and their souls.

Note:

In the following chapter, we have brought together some historical documents that describe in some detail the development of the most important power blocs. You are strongly advised to study the documents to learn more about the existing cultures and power relationships in AQUA. This information will be useful on your numerous missions. However, if you would like to begin right away, turn to page 38 to find out how to start the first mission.

HISTORICAL RECORDS

... from the time after the great war

Note:

To give you a better guidance the high-ranking numbers refer to the regions on the map of the world on page 42.

THE END OF MANKIND

Extracted from a speech given on the 550th anniversary of the Ocean Settlement (delivered by the Vice-Administrator of the Atlantic Federation in Neopolis²⁰ in the year 2611)

"The year 2061 is regarded by the inhabitants of the Atlantic Federation as the threshold between continental and suboceanic cultures. With the Constitution of the first independent Parliament in what was then the North Atlantic League, we started to free ourselves politically and economically from the upper world. This step was indispensable for making it possible for people to live permanently under the surface of the ocean.

The nuclear war was still raging on the continents, while parts of the Earth, such as Australia and South America, had already been uninhabitable for three decades.

It is difficult to find the 'starting point', the event which precipitated all the other events. The demise of the world that our remote ancestors knew came gradually. Even before India dropped the first H-bomb on Pakistan, the world's surface was already facing political, economical and ecological deprivation.

Was it the trouble spots in the states of the former Soviet Union that had just become independent at that time, the unstable situation in the Balkans, the mass exodus of people from Australia, the religious wars in the Middle East or in South America that led to beginning of the demise? Or was it the economic wars between the U.S.A. and Japan that were being carried on with ever more military force?

We don't know.

Mankind at that time began to hate itself for all the misdeeds and cruelties that it had inflicted.

Nuclear weapons systems aided by the most modern computer-guided targeting systems were marketed and sold internationally. An ethical organization to keep it in check failed once and for all with the collapse of the UN in 2030. In the same year, the first H-bomb fell on Pakistan.

It was as if suddenly all the simmering flash points and trouble spots around the globe exploded at once. At the same time, massive consequences of the climatic catastrophe were observed. The polar ice caps melted by more than 30 percent and the temperate climate zones heated up, leading to an increase in hurricanes.

Coastlines eroded from the rise in sea level and entire countries were flooded by the water of the oceans. Southeast Asia was overrun by the greatest mass exodus in human history, the so-called Australian continental flight. All the while, life in Oceania became impossible. In the end, Japan responded to the invasion of the climate refugees with military force.

The fight over the last dwindling raw materials on the continents carried without restriction and with all possible military force. Old alliances fell apart and at the end of the year 2030, it was possible to count a total of over fifty theaters of war on the face of the earth.

In the year 2050, the number of wars had already tripled, in most cases nuclear weapons were being used.

It finally happened, worldwide but still locally-restricted atomic war. Every nation now succumbed to the inevitable war, whether through annexation or by the consequences of the nuclear winter that had now set in.

For years, no ray of sunshine had been able to penetrate the particle belt that had arisen from all of the atomic explosions. Even Australia, previously one of the planet's hottest spots, experienced an ice age that was able to extend its freezing hand over the war torn cities and radioactively contaminated deserts. Plagues and epidemics took care of the rest.

In the year 2100, after seventy years of systematic destruction, pollution and contamination of the earth, the last of survivors fled into the oceans..."

THE CREATION OF AQUA

Summary of the history of the Shogunate (delivered by the Shogunate's Minister for External Dialog, Svesda Vostock¹⁹, in the year 2657)

"Even before the great war, which led to the complete destruction of the surface of the Earth, engineering teams were working all over the world on the planned exploitation of the oceans. There in the depths, far from the problems and conflicts of the upper world, scientists and politicians envisioned the future of mankind. A sheer, endless reservoir of raw materials and energy opened up.

The People's Republic of China, the ancestor of our present-day Shogunate, started with deep-sea experiments at a depth of 6000 m on the slopes of the Mariana Trench¹⁰. This also happened in the European-Atlantic area²⁰, off the Pacific coast of North America²² and in the Gulf of Bengal²³.

On the 11th of October in the year 2014, the world finally learned about the People's Republic of China's first permanent deep-sea ore-extraction and experimentation station. "ZHONG" (The Center) is still today, after over 300 years, completely capable of functioning and serves as the prototype of all the stations that were built later. The efforts of the other power blocs were soon crowned by similar success. In the last years before the war, the deep-sea habitats, stations, villages and little cities grew up on the floor of the ocean.

The creation of Aqua was also a race against time, which quickly became clear to all the countries involved. The surface of the earth had already been lying exposed, without any protective ozone layer, without rain forests to regulate the climate, without drinking water, afflicted by deadly epidemics and disease.

Before 2030, while the political and social unrest on the surface turned into war, due to the madness of an individualistically formed society, there were already as many as fifty thousand people working and living in Aqua.

Life was hard in the stations of that time. Suboceanic medicine practically did not exist in those days. People died in the nitrogen-oxygen-high-pressure atmosphere from embolisms, oxygen poisoning, cerebral infarcts and bone necrosis.

Nevertheless, while the first bombs were falling, engineers, planners and laborers worked together and built more stations, provided an often adventurous manner for the supply of raw materials from the surface and smuggled technology and entire industries into the depths.



Many countries did not seriously believe enough in the victory of man over the depths, darkness, pressure and innumerable other dangers. However, the ones that invested in the vision survived and were rewarded. What many had considered impossible, took place in AQUA. It was possible to prevent the war on the surface from being dragged into the

depths. Even if our world is still not peaceful today, when all is said and done, this circumstance provided for the survival of humanity and the blossoming of our culture. Perhaps a worldwide war under the surface of the sea was technically not possible. The distances are simply too great to be at war with ships no faster than 40km/h. ...

The year 2100 was the beginning of a new epoch.

The survivors of the nuclear wars fled into the oceans and precipitated an enormous crisis. The capacity of the stations and cities that had been built up to then were nowhere near sufficient to take them all. This led to competitive conflicts, alliances and warlike confrontations, but in the end common sense still triumphed.

Today we look back on these events with the realization that the dangers of life under water have been overcome. The Shogunate will continue to look forward in the light of its illustrious Emperor, because we still have to master many great challenges that the depths present to us."

THE SHOGUNATE

Records on the origin of the Shogunate, military secret archives of the Shogunate (unknown author of the year 2660, file 211, excerpt)

"... Out of the independent deep-sea experimental stations of the JAPANESE, CHINESE AND RUSSIANS in the NORTH PACIFIC, a loose coalition was founded in the year 2055 that was supposed to assure the survival of the suboceanic citizens.

Even as these nations were waging a nuclear battle on the surface, in AQUA a well-structured transportation, trade and information network was set up between the individual stations, villages and the first SMALL CITIES.

Smuggler squads were trained and went to the surface regularly. They were ordered to procure new technologies and materials illegally at the risk of their lives.

Towards the end of the 21st century, the North Pacific Coalition became largely self-sufficient and independent from supply by the surface. The onetime smuggler squads became a military-police intervention and protection force.

The year 2100 was marked by the dramatic immigration flood of the surface inhabitants. They were fleeing from what had in the meantime become the total destruction of the surface of the earth and were seeking their salvation in the underwater stations. Capacity was soon exceeded in the North Pacific and breathing-gas production could no longer satisfy the demand. To find a way out, people bound together with the stations in the North Atlantic and the Indian Ocean to find the swiftest and most promising solution.

At the FLORIDA CONFERENCE in 2106 it was finally decided by these three Coalitions to try for a central and independent control of the production of energy and breathing gas. The site of this authority, called ENTOX (Energy-Transport-Oxygen), was planned in the Gulf Stream in the Florida Strait¹². At the same time, all nuclear reactors and heliox-production facilities were placed under its control. ...

While the situation with the flood of immigrants became ever more critical as time went on, the first North Pacific Parliaments saw to it that the tribalist currents had as little chance as possible. Soon the stations of the Russians, Japanese and Chinese united under the leadership of the Parliamentary President of SVESDA VOSTOCK¹⁰, Long Guiwen. They formed a centrally ruled unit that from 2108 on wielded the power in the whole North Pacific League.

However, the streams of fugitives also brought the dangerous prejudices of the surface with them into the depths. It quickly became clear that without reeducation of the people and strong leadership, the existence of AQUA would soon be jeopardized. It was at this point of time that Long Guiwen was able to demonstrate his political greatness. Long appointed himself Conductator and with his connections to the military-police intervention force, was able to keep the peace in AQUA for over four decades.

A sort of constitutional monarchy was set up in the North Pacific, the center of which was the city of SVESDA VOSTOCK¹⁰ in the Japanese Trench.

The League flourished under Long's rule. Technical projects for the extraction of energy and the production of food were created. The military was heavily strengthened and the production of breathing gas was made largely self-sufficient.

Prosperity moved into the depths. Expensive educational projects laid the cornerstone for a stable peace and the selection system of the later SHOGUNATE. The Conductate was also directly involved in the development of the first nuclear fusion reactor in the Gulf of Florida¹¹. In 2135 international cooperation terminated in the production of energy by nuclear fusion. The danger of being cut off from the energy supply by a swift blow of the Atlantic Federation had become too great. In addition, too much of the energy was being lost on the long path from the Florida Strait to the North Pacific. Here too, the great foresight of Conductator Long showed itself: he recognized sooner than others the necessity of complete self-sufficiency of the Conductate.

The great love of our entire people to their great leader is thus understandable; they soon revered him as Imperial Majesty. He brought security, assurance of survival, prosperity and stability into the Conductate. Upon Long Guiwen's death, power passed to his half-Japanese son Akira. He solidified the foundation of the Long Dynasty in the following

decades and developed the Conductate into a monolithic monarchy with his wise, enduring and uniform code of law.

In 2178, Akira Long appointed himself as SHOGUN and the Conductate officially became the SHOGUNATE. At its head stands the divine Shogun, whose power is transmitted from father to son and whose word is divine law. At his side stands a staff of military officers, initially all members of the Long family, later including officers from all three nationalities who were true to the line.

In the following centuries, the military became the most important part and the principal employer of our Shogunate. There was no higher goal for citizens in the Shogunate than the rank of an officer of his Imperial Army.

The military was and is the supporting framework of the Shogunate. Every subject, irrespective of sex, attends a martial-arts school for at least five years, leading to training to be one of the lower military ranks. During training, a commissioned officer observes the graduates and assigns them to a special department, according to position, where they are trained either as simple soldiers, samurai, fighting-ship pilots, captains or secret-service officers...

In order not to be exposed to the danger of over-individualization, the Shogun in his great wisdom created a People's School. Here, all citizens learn to recognize the divinity of their leader and to follow him, no matter what he demands of them. At the same time, all citizens of the Shogunate are thereby monitored from their third year of life, so that not even the slightest talent is wasted that could serve the welfare of our state. Through this early selection and encouragement of subjects, the succeeding generations of workers, officials, military and scientists are continually controlled and assured within the Shogunate.

Even if the top ranks of the military or a position as a top official were and are the most sought-after goals within the Shogunate, every subject is proud to be a part of the whole society. There is no unemployment, poverty, crime or drug misuse such as is commonplace in the capitalistic Atlantic Federation. A staff of scientists and officials watches over the mental health of the subjects and if necessary, mixes mood-enhancing and motivation-encouraging vitamins into the drinking water.

Scientists are given a special position within the Shogunate. Since their fidelity to the state is assured by their education, they enjoy greater intellectual freedom than other subjects. Our divine leadership recognized early on that it is more encouraging to accord greater intellectual freedom to a brain that does research. The excellent results speak for

themselves. Thus, it was already possible in the year 2617 to build a geothermal power station in the Mariana Trench¹⁰ and shortly thereafter a functioning seismic early-warning system.

Since the last war in AQUA in the years 2625-47 and the subsequent peace conference in "New Bombay," the capital of the Clans Union⁰⁴, many soldiers, samurai and fighting pilots are unemployed. Most of them were subjected to re-schooling and some of them were sent off to an international peace corps. Nevertheless, there remained some who could not adapt to the times of peace. The latter formed a group that call themselves "RONIN," or "people on the crest," reminiscent of the leaderless and jobless Samurai of the Japanese Middle Ages.

A state purge was able to seize the greater part of the Ronin and banish them to reeducation in the clinics in the Sea of Okhotsk⁰⁷. However, those who eluded the police formed underground cells or fled beyond the borders of the Shogunate to settle in the South Pacific's Tornado Zone, as mercenaries, buccaneers or warlords...

Today, the power structure of the Shogunate is more stable than ever. The Long Dynasty still rules in divine harmony and the peaceful coexistence of the power blocs in AQUA guarantees undisturbed development of science and technology. Relations with the main political opponent of the Shogunate and the Atlantic Federation have become cool and formal in the meantime. Cultural exchange practically never occurs, while trade with the Clans Union and the Atlantic Federation is becoming increasingly important.

However, one special problem is presented by the numerous military personnel that have become superfluous in time of peace. Their activities are strictly monitored by a special committee of the Shogun."

THE ATLANTIC FEDERATION

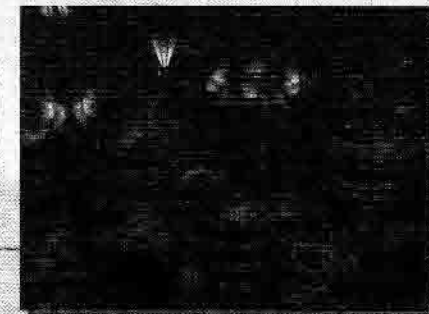
Records of the Ministry for History and Age Research, Atlantic Federation (The History of Aqua, Edition of 2660, Chapter 4, summary):

"Similarly to the Eastern Shogunate, the research stations of the AMERICANS and EUROPEANS united in the year 2044 into a loose league in the Aquatorium of the NORTHERN ATLANTIC.

It was the larger industrial concerns that already had enough power and capital on the surface who promoted the research, development, residential and ore-exploitation stations.

If a war was being waged on the surface, down here in AQUA, on the contrary, the laws of progress and human evolution prevailed. Experiments on the extraction of food, water treatment, energy supply and the production of breathing gas soon showed results so that the Aquatorium was completely independent from the surface at an early stage.

In 2061, the unification of what had meanwhile become high-tech stations of the U.S.A. and Europe was consolidated by the Conference in the West European Basin²⁰. The spacious living and extraction station of "Neopous" in the Bay of Biscay²¹ was designated as the center. An elected parliament took over the administration of the union and the buildup of an army was started in order to combat any possible dangers from the surface or from Eastern Aquatoria.



The stability that prevailed within the North Atlantic Union motivated numerous other concerns of the surface to invest here and set up new habitats. The result was continuous rapid growth of the Aquatorium.

Farsighted politicians had a secret military base built in the vicinity of the North Pole¹⁸, in order to have an advance post at the entry of the Northwest Passage that could provide protection from possible invasions from the East. At the same time, this meant that they had a highly developed attack base for a possible first strike. When the Eastern Conductate was founded in 2110, such a base became highly necessary. While the Atlantic Federation was driven forward in the following period by the self-initiative, confidence and zeal of the inhabitants, the developments on the surface had to be viewed with increasing dismay. Within the framework of increasing tribalization of the former alliances, an embittered

war broke out in the former territories of the European Union, the Balkans and the Community of Independent States (CIS). For a while, it was still waged with conventional weapons but became just as threatened by the use of chemical weapons as with the use of ballistic nuclear weapons.

However, the economic war between the USA and Japan had long since escalated into a nuclear war. Neutron bombs annihilated large portions of the population on both sides. Enormous naval battles dominated the South Pacific and as a result of the conflict between the Arabs and the Israelis in the Middle East, thousands of burning oil wells darkened the atmosphere.

Refugees began to flood into the Aquatoria. Initially the North Atlantic Federation limited itself to taking in only those who could be useful for life under water: workmen, engineers, scientists and other skilled people that could bring material, technology and knowledge into the depths. Soon, however, the steadily growing flood of refugees could no longer be kept at bay with simple measures. In order to counter the dramatically growing overpopulation of the stations, the League defended itself with military means. There were embittered naval battles in which refugee boats were driven as far back as the South Pacific. They were either destroyed in naval battles between Japan and the USA, or barely escaped into one of the few descent locks of the stations being set up in the TORNADO ZONE.

At the same time, work was going on feverishly in Neopolis²⁰ on setting up new reception camps to try and accommodate at least some of the refugees. Whoever was lucky enough to be taken in had to make himself available for working for the welfare of the community and participate in the construction of the new stations. In this manner it was possible to create enough living space for everybody within ten years.

In time the situation became more stabilized. Economic interests pushed into the foreground and the concerns that had established themselves under water started again to compete with one another. The first trading expeditions into the Arabian Sea brought money, raw materials and economic improvement to the Clans Union.

During the FLORIDA CONFERENCE of 2106, the participating suboceanic nations emphasized their intention to work together. The representatives of the Eastern Alliances, Indian-Arab nations and technicians of the North Atlantic League, joined forces. They set up gigantic fields of turbines in the Florida Strait¹⁷ to extract energy along with huge water-treatment plants and a research center for nuclear fusion and the production of breathing gas. ENTAO¹⁸ was created as a supernational authority with its business to control and administer these resources.

In 2110 Long Guiwen in the East made himself the sole ruler of the North Pacific League and with his Conductate forged a politically self-sufficient power bloc out of the formerly independent federation. Thus, the nations of the North Atlantic League decided on an even closer collaboration, which culminated in the year 2112, in the founding of the ATLANTIC FEDERATION.

A democratically elected parliament with the President of the Federation at its head, as well as ministerial councils, committees and opposition parties, are supposed to assure the preservation and further development of DEMOCRATIC PRINCIPLES.

In the year 2135, Conductator Long in the East abrogated the treaty on common utilization of nuclear fusion by setting up his own nuclear reactors, whereupon the great era of the mercenary armies began in the Atlantic Federation. The principle of cost-effectiveness from then on regulated the economy and the army. Soldiers were paid well, given expensive training and stationed at strategically important points in Aqua. The creation of the Shogunate in 2178 finally crowned the monarchist developments in the North Pacific. A power bloc had thereby manifested itself with political goals and views in stark contrast to the democratic understanding of the Federation. The existence of a powerful army, ready for combat, thus gained increasing importance.

In the following decades, the capitalistic-democratic consciousness became solidified within the Federation. At the same time a close-meshed social safety net was set up as the tough competition also produced victims like the weak, the sick and those who were not equal to the demands of the capitalist system. The school system was developed, universities were set up and separation of powers were established. However, the top power was the economy and remained so because only the economy possessed the financial means to hold the structural framework together.

In the course of the 23rd Century, the system, which up to then had been self-sustaining, reached its limits. For over 100 years, the economy had been carried by the battle against an environment that was harmful to life, by a continuously challenged spirit of invention and by the ever-increasing need of a growing population for ever more prosperity. When this prosperity was reached and the increase in population passed into decadent complacency, the hitherto stable system started tottering.

More and more people became victims of an increasing productivity that no longer corresponded to any real increment in buying power. A direct result was that the social safety net became loosely meshed. As had already been the case at the turn of the millennium, the only recipe was the production of poverty. Many fell into a desperate

state and were driven to begging. Unemployment rose just as fast as the crime rate. The selling market of the Federation became too small and the trade routes to the other Aquatoria were too difficult, long and dangerous. The consequence was a concentration of the markets leading to oligarchic structures. A small number of concerns dominated the financial markets and the parliament and suppressed everything that opposed their interests. The upturn was followed first by stagnation and then by decay.

Drug trafficking, prostitution and piracy blossomed. Organized crime, which soon gained the upper hand, was fought against by special-mission commandos. Whoever could save himself finally withdrew into the area around GIBRALTAR.²¹ Here, behind the strait a totally invincible fortress of pirates and buccaneers was soon set up. Overseas trade came to a complete standstill as a consequence of piracy. *The Dark Age began.*

Mercenaries were recruited to protect cargo ships, the transport of people and the fixed locations, from the numerous attacks by criminals. The criminal degenerates under the domes of Neopolis were quickly recruited as a paramilitary private army. Numerous scandals, among them the EnTrOx scandal, which is still often mentioned, shook belief in the self-cleaning power of democracy. The majority that were still working voted, on orders from their employers, for the liberal parties that were opposed to any intervention in the economy by the authorities in control.

For a long time, proposals were put forward for improving the long-lasting crisis but all of them would have entailed the end of the oligarchic structures and the absolute power of the concerns. It was the power of the concerns that preserved the intrinsically unbearable conditions well into the 26th Century.

Up until the year 2544 LEO VAN DER WAAL, director of the family concern of the same name, started to criticize these conditions. As a consequence, he withdrew from the government coalition together with the UFT (Union of Free Trading) that he controlled, in order to form a new government with the opposition socialists.

He even acquiesced to the breakup of the concerns, which was on the socialists' main program. His only condition was the privatization of the EnTrOx bureaucracy, which had long since been insignificant. It enjoyed the monopoly on the production of breathing gas but even after privatization it was not allowed to make a profit.

Only years later did it transpire that Leo Van der Waal was not a selfless reformer but that he was pursuing completely different, extremely selfish goals with his manner of operation. As a consequence of his popularity and of the slowly recovering economy, falling unemployment and a renewed improvement in the standard of living, his UFT succeeded in becoming the governing power in the coalition.

Twenty years after the breakup of the concerns, nothing could be done without the UFT. It was at this moment that the EnTrOx PUSH came.

Van der Waal prevented the breakup of his own concern by previously founding a web of fictitious companies that continued the concern after its breakup, almost without change and completely unnoticed by the public. In the following years, these companies began to buy up EnTrOx shares little by little, until the latter company was finally in the hands of the Van der Waal clan.

In 2565 Leo Van der Waal declared the independence of the EnTrOx Aquatorium in the Florida Strait²². Any aggressive action from the federation would be met with an immediate cessation of breathing-gas deliveries. With the same means, every attempt to break the breathing-gas monopoly or to limit the commercial activity of the Van der Waal concern (which would henceforth be called simply EnTrOx) would be throttled. Otherwise, people had the "option" of continuing to build on the customarily good commercial relations.

From one day to the next, the Atlantic Federation had been made into the slave of EnTrOx. Van der Waal was too clever to slaughter the cow that gave him milk. The economic prosperity of the Federation was in his interest, thus the 'collaboration' led to success on both sides, so that plans for stripping EnTrOx of its powers soon disappeared from the political agenda. With the help of the profits from the production of breathing gas, the JUMP-SHIP TECHNOLOGY arose and there were quite a few who actually had nothing against being ruled by EnTrOx.

These 500-m long jump ships were capable of reaching a speed of up to 900 km/h and Aox owes the greatest economic upturn since its founding to the invention of them. It also has them to thank for the first great war.

Since the surface of the earth was lost, trade between the power blocs had been taking place only to a limited extent. With the huge fast jump ships, there was the possibility of transporting merchandise over long distances. Suddenly there was both worldwide trade and worldwide protectionism. From the latter arose the first underwater war, the so-called Digger War.

The controversy over the digger stations whose nitrogen production is essential for the production of synthetic food, broke out at the start of the 27th Century. Again, there were minor border disputes between the Shogunate, the Federation and the Indian-Arab Clans Union that had become wealthy through its position in the middle. All attempts at arbitration on a diplomatic level came to nothing. Old resentments from the time of the surface wars resurfaced and prevented any peaceful resolution of the conflicts.

Finally, in the year 2625 the Shogunate's forces attacked a digger station of the Atlantic Federation on the Cape Verde Rise²² and caused a border violation that could not be tolerated by the Federation. The resulting war between the Federation and the Shogunate brought the entire political equilibrium of Aqua into disarray.

The Clans Union sought to take a neutral position but because of its location in areas with very high concentrations of raw material, it kept getting involved in the conflicts. However, in spite of the determination with which the power blocs fought over the raw materials, none of the nuclear weapons available were employed.

Nevertheless, in the year 2647 there was a disaster. A fusion-powered battleship of the Shogunate exploded under bombardment by Federated forces directly in front of New Bombay²⁴, the capital of the Clans Union, and threatened to contaminate the entire Aquatorium.

Awakened by the shock of this event, people sought a cease-fire very quickly. Diplomatic negotiations were undertaken and a peace conference took place in New Bombay, where after long and arduous negotiations the borders of the individual power blocs were redefined. The peace treaty that resulted therefrom is still in force today, in the year 2660.

The Clans Union received large financial and industrial assistance from the other power blocs for the rebuilding of their capital on a floating balanced platform, since then called "Floating Bombay."

In the time of peace that followed, many of the mercenaries that became jobless through the peace treaty migrated into the Tornado Zone or joined up with the pirates of Gibraltar...

THE CLANS UNION

Article on the founding of Clans Union, by Mohandas Karamchand, Chairman of the Clans Union press Council, published in 2660.

"... In the year 2030 the first H-bomb was dropped on Pakistan at the command of the Indian government. War arose because of the conflict between territory and religion from the groups involved, causing an immense impact in the suboceanic stations of the ARABIAN SEA⁰². Down here in the Indian Ocean, between the Arabian Peninsula and India, people had long since set aside all nationalist and religious prejudices and were working closely together to conquer the oceans.

Out of fear that the new suboceanic world could be destroyed by the chaos on the surface, a society of Indian-Arab interests was formed at an early date. Strengthened in their effort, the participating nations (including PAKISTAN, LEBANON and ISRAEL) put out feelers for the solidarity of the other deep-sea stations in the North Pacific and the Atlantic as opposed to the states on the surface.

Similarly to the initial decades of the later Shogunate, in the middle of the 21st Century, a buildup phase began here as well. This was pursued with the greatest energy, predicated by the situation on the surface, which was becoming ever more dramatic. Habitats were erected at high speed to offer space for the continuing flood of refugees.

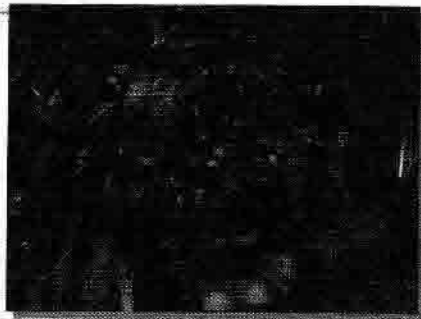
As far back as 2050 there was a so-called family council in the Arabian Sea. The council had the task of smuggling members of the families, castes and tribes living here from the surface into the depths, in order to preserve them from certain destruction. The soldier councils convened by the family council and organized the transfer of raw materials, technology and industrial equipment into the depths of the ocean.

In the year 2100, as the last great flood of refugees began, fourteen family councils already existed in the Indian Ocean, into which the immigrants were assimilated according to their origin.

The complicated and conflict-ridden history of the nations involved on the surface had taught the inhabitants of the individual stations that mixing the various peoples, castes and family clans would also inevitably lead to problems in the depths. The patriarchs of the fourteen families and the family council in charge of them therefore decided to set up a central administration.

Within 15 years, an enormous administration center had been built for this purpose in the Aquatorium of the Central Indian Basin⁰⁴, which in the history books was referred to from then on as 'Jerusalem 2,' 'New Bombay' or 'FLOATING BOMBAY.'

The shallow and radioactively contaminated waters of the Red Sea⁰¹ appeared to host an inexhaustible supply of minerals, petroleum and other raw materials. Favored by this circumstance, the trade with raw materials became the main source of income of the families during the subsequent centuries. It was also the administrators of the Indian



Aquatorium that were the first to further the development of a merchant marine in Aqua.

In contrast to the Aquatoria of the North Pacific and of the Atlantic, they did not concentrate here on building up an expensive central army but rather on the advantages of a functioning trade, an organized transportation system and a highly developed communications network system.

At the Florida Conference, when the three great leagues decided to work together on supernational production of energy and breathing gas and a common transportation system, the representatives of the Indian-Arab Aquatorium were much sought after on account of their competence in transportation matters. They also gave the suggestion of setting up a compact network of supervised RAPID-TRANSPORTATION CONNECTIONS that were supposed to cover all of Aqua and interconnect the individual Aquatoria with each other.

While the fourteen family councils were working on the economic development of their Aquatoria, they failed to notice the increasing domestic political instability. The difference between the nations and cultures that live here was too great to be able to assure peace over a long period of time. Minor clashes as well as violent attacks in the ancillary and outer stations became ever more frequent.

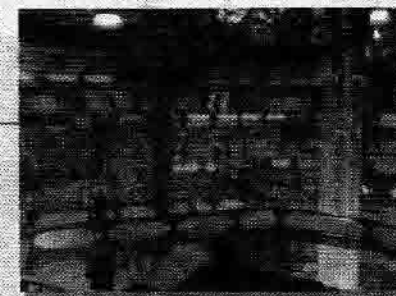
In contrast to the Aquatoria in the East and West, which had already formed a consolidated government, the structure within the allied families was too heterogeneous to guarantee a secure peace. The conflicts became more acute when a technology was developed that permitted massive exploitation of the envied manganese-nodule fields in the Southeastern Pacific⁰⁶. The individual family clans fought with one another with ever more vehement means over the profitable mining rights.

In the year 2185, an open civil war broke out in which several of the outer stations at the edge of the Pacific Ocean were destroyed. The Shogunate and the Atlantic Federation sent mediators into the crisis zones but in the end, there was a breakup. Two families left the loose alliance of the family councils and migrated into the technically underdeveloped Aquatoria of the Tornado Zone. Here they immediately put together a huge mercenary army and recruited cheap workers for the exploitation of the manganese nodules.

Finally, in 2200, as the result of a long and hotly debated conference in the Central Indian Basin, the Clans Union was formed out of the remaining families. There was a close unification between the clan chiefs and the family elders. They decided to call the capital 'New Bombay' as a sign of a new beginning, it was governed from then on with a firm hand.

The maintenance of internal political peace was viewed as the most important task of the united family council, as well as the intensification of trade and mining. After the first hurdles were taken, it soon became possible to bring peace and satisfaction into the once splintered country. Within the following centuries, the citizens of the Clans Union became wealthy and contented. They busied themselves with the embellishment of their existence and succeeded in bringing a great deal of light into the darkness of the suboceanic depths.

After the invention of the jump stars at the beginning of the 27th century, they founded a gigantic PLEASURE CENTER with international access in the Malay Archipelago⁰⁴. This created an impressive tourist industry out of the floor of the ocean, which successfully attracted customers with slogans such as 'Surface Simulation,' 'Light Vacations' and 'Emerald Festival.'



The executive floors of the Shogunate and of the Atlantic Federation soon discovered these facilities to be an ideal way of diverting and motivating the leading managers and military figures from time to time in the sparkling waters of the Clans Union. Thus a series of comfortable conference centers and vacation attractions soon grew up, which were avidly utilized and visited.

The Clans Union thus became the political buffer zone between the two great power blocs of East and West, which found expression in the fact that the Peace Treaty of 2650 was signed in New Bombay⁰⁴.

Intensive trade, the continuous meeting of representatives of the Shogunate, the Federation within the Clans Union and an increasingly prevalent general decadence of the Union citizens laid the cornerstone for a completely new branch of commerce.

Illegal technology transfer, software smuggling, sale of weapons and human beings, drug trafficking and the worldwide infamous 'Know-How Market' brought the Clans Union a bad reputation. However, this bolstered their position as 'Power of the Center,' because there was soon nothing that could not be had for money in these waters (except for the knowhow for the jump ships, which remained stored deep in the safes of EnTrOx).

Long accepted as a world trade center, the Union raised itself to become a 'world information center' and since then has become synonymous for military, political and industrial espionage.

While in the year 2625 war broke out between the Shogunate and the Atlantic Federation, the Clans Union took pains, largely successful, to maintain a neutral mediating position. An attempt was made to protect the resources of the Red Sea as well as the virtually inexhaustible deposits of titanium, one of the most important materials in Aqua. The embittered battles of the two great power blocs largely destroyed the infrastructure of the Clans Union. They had nothing to defend themselves with against their great military opponents. Then it came to catastrophe when a fusion-driven battleship of the Shogunate was shot down by Federation forces right in front of New Bombay and the entire Aquatorium ran the risk of becoming radioactively contaminated.

Frightened by this event, a cease-fire was agreed at a hastily convened peace conference in New Bombay and the borders of the individual power blocs were redistributed. In addition, the powers agreed on reparations to the Union. It was generally clear that the latter should not lose its position as 'Power of the Center,' as it was precisely this that was viewed as being necessary as a guarantee for peace. Engineers of all the powers erected a free-floating platform that was self-sufficient in energy, which the living stations, administration buildings and office buildings were anchored. New Bombay became "Floating Bombay," a city full of marvels and tourist attractions well worth seeing.

Today, in the year 2660, the Clans Union is a politically stable power in Aqua, economically well consolidated, even if in large part through illegal trade, weapons and industry."

THE EnTrOx CORPORATION

The History of the EnTrOx Corporation, excerpt from a speech by Jonathan Barks, Managing Director of Public Relations at EnTrOx¹⁷, in the year 2661.

"... In the year 2105, the three great power blocs of Aqua, i.e. the Indian-Arab Alliance, the North Pacific League and the North Atlantic League founded a supernational and largely independent commission. The commission concentrated on the development of new energy technologies, transportation possibilities and methods of producing breathing gas. A team of engineers and scientists worked intensively on the optimizing of the still new nuclear fusion technology under the leadership of Alexander Chang, one of the close confederates of the future Conductator Long Guiwen.

Other work groups were founded in the years following. The representatives of the Indian-Arab Aquatorium pressed for the development of new reliable rapid transportation systems that would make worldwide trade easier. At the same time, scientists of the Atlantic Federation concentrated on optimizing the techniques for producing breathing gas.

In the year 2135, the Conductate in the North Pacific broke with the 'INTERNATIONAL CONVENTION FOR MONITORING THE PRODUCTION OF ENERGY BY NUCLEAR FUSION' that was agreed on in 2106, by developing fusion reactors on its own and erecting them in its Aquatorium.

This heavy handedness destroyed the project as an international affair. The Clans Union threatened to withdraw all the scientists and fruits of their research and although problems with the incompatibility of the customary breathing-gas mixture kept cropping up, the commission broke apart. The difficulties with rapid transportation underwater, sufficient production of food and energy as well as the many technical problems in mining were also unresolved. From 2142 on, the research station in the Florida Strait¹⁷ was nothing more than an arm of the Atlantic Federation.



Energy-Transportation-Oxygen, or EnTrOx for short, as this authority was named, worked initially with astonishing efficiency. Up to the year 2200, licenses were sold all over the world for the production of nuclear-fusion energy. In addition the manufacture of Helinox breathing gas was made possible by the development of an entirely new inert gas (Helium 17). The manufacturer of this breathing gas is a secret that has been guarded up to the present day. With it, all the negative side effects of the breathing gases could be avoided.

The life expectancy of the inhabitants of Aqua increased by leaps and bounds. Eventually even the monarchical Shogunate could not get along without buying into EnTrOx, which was therefore soon under international control. The Atlantic Federation opposed this viewpoint and found itself prepared to agree, in the 'BREATHING GAS CONVENTION' of 2213, to validate licensing contracts in which being supplied with Helinox was laid down as an international right.

As a result, EnTrOx buildings that were regarded as extraterritorial zones sprouted everywhere in Aqua and from them EnTrOx supplied the stations of the world with breathing gas. To guarantee these production locales and to protect the concern from plant espionage, the authority quickly established a hi-tech police unit called EnTrOx-Pol.

EnTrOx remained an arm of the Atlantic Federation and in order to maintain sole control over it, the Federation had to agree not to make any profit from Helinox.

This last condition led to EnTrOx being inflated into an enormous bureaucracy that had the sole purpose of using up the profits that accrued in spite of all the contracts and price controls. A mechanism was soon set in motion that made a cumbersome monster out of EnTrOx. Every research proposal was sifted through mountains of rules and regulations for so long that in the end nothing more remained of it, until Leo Van der Waal came along.

This man can be regarded today as the greatest economic genius of all time. Not only for ending the 200-year-old stagnation of the Atlantic Federation but for saving EnTrOx for the good of humanity.

Eventually EnTrOx went public through political means. The 'Van der Waal' trust located in Neopolis²⁰ acquired a monopoly of the shares between 2545 and 2557 and made itself and EnTrOx an internationally independent corporation in the Florida Strait, March 12, 2565.

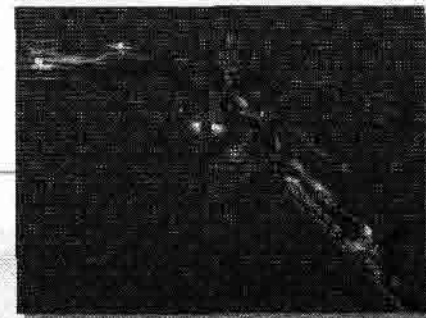
The power blocs thought they were helpless in the face of this coup, inasmuch as Leo Van der Waal, with the breathing gas, had the existence of Aqua in his hand. People with negative views were of the opinion that he really would have made use of this power to protect his interests.

Once in private hands, the image of EnTrOx changed rapidly. Van der Waal could afford to pay the best scientists in the world with the profits from the production of Helinox. The rewards were soon to arrive. Building on the results that had drowned in the bureaucratic morass, it was possible by the beginning of the 27th Century to develop the revolutionary

THE TORNADO ZONE

technology of the 'jump ships': 500m-long ships that attain an underwater speed of up to 900 km/h.

Only with this technology, based on the dipolar properties of the water molecule, was Aqua able to carry on international trade. A compact network of so-called 'ENTROPOINTS', where jump ships could dock and cast off, soon spread over all of Aqua and a golden age of development ensued for the whole world.



Unfortunately, people could not live with the envy of a neighbor possessing more. Thus following the introduction of world trade in the year 2625, the first trade war came to pass. Despite the fact that EnTrOx raised the prices for transporting weapons drastically, this war lasted more than twenty years and did not come to a final end until the Peace of New Bombay.

Today, in the year 2661, EnTrOx is not only the largest and most powerful concern in the world. It is also aware of the responsibility that this circumstance entails. Thus for us, moderate price-setting is just as important as breathing and trading are to human rights. Here at EnTrOx we take pains to ensure that people can exercise these rights."

THE TORNADO ZONE

Report of the Ministry for External Affairs, Atlantic Federation (On the Situation in the Tornado Zone; edition of 11/2/2643)

"With the great waves of refugees around 2100, the lawless Aquatoria that today are generally designated as the TORNADO ZONE, grew up. Here, those who had been driven out of all the power blocs gathered: adventurers, opportunists, pirates and criminals.

The greatest power construct of these Aquatoria lay in the middle of the Pacific, South of Hawaii¹² in the year 2200. This was subject to a kind of arbitrary rule by two subsequently hostile clan chiefs from the Indian-Arab Aqua. The two families that did not join the Clans Union tried to exploit the manganese nodules of this Aquatorium with the use of stolen technology, which they would certainly have succeeded in doing if they hadn't split up and waged war on one another. Since then, the strongest one takes over the mining of the

sought-after raw-material suppliers.

The Tornado Zone is an explosive mixture of trade partners who are to be taken seriously. The exploitative warlords, vagrant jobless mercenaries and Ronin, live by the law of the mightiest prevails. In the course of centuries, all sorts of income sources were able to be developed, such as the production plants of chemosynthetic protein around the Hot Vents off the Galapagos Islands¹³.

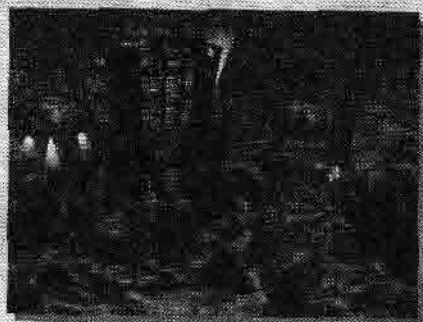
There is a saying that goes: "What you can't buy in the Clans Union, you get in the Tornado Zone. If you can't get it in the Tornado Zone, it doesn't exist". Whether it's modern weapons, detection or sonar-protection systems, the newest firearms software, the best fighting boats or the most bloodthirsty killers: here EVERYONE finds what he wants.

The Tornado Zone is an unruly, dangerous and disreputable Aquatorium where the craziest legends and stories have evolved over the course of time.

It is said that the waters near the surface are not altogether radioactively contaminated (which is an evil rumor). Here the POM layer, a dark mixture of dead organisms which lies over all the oceans of the world, is supposed to be less dense than in other parts of Aqua (which could be the case in the areas stirred up by tornadoes, which, on account of this circumstance are especially radioactive).

There are still supposed to be fish, whales, sharks and other sea creatures, (this is the case in the vicinity of the Hot Vents¹³, but even THERE ocean life is limited to only a few chemosynthetically functioning worms, mussels and crabs).

Discussions between the Shogunate, Atlantic Federation and the Clans Union, are not at all uncommon. However, they are largely limited to price negotiations for chemosynthetic protein, manganese-nodule products, services and smuggled merchandise of all kinds.



Without doubt, the 'MACHINA ANTARCTICA,' located in the South Polar Basin off the coast of Antarctica¹⁴, occupies a special position of the neutral-state Aquatoria. When the EnTrOx Corporation was privatized, some highly qualified scientists distanced themselves from the profit-oriented methods of the 'Van der Waals' and founded an independent research station in the icy waters of the South Polar region.

Initially they were dependent on minor jobs from the Tornado Zone and made their services available to the large power blocs as well. In time the little station became a large center of 'Pure Research' respected throughout the world. Among other things, it has set itself the goal of the evolutionary adaptation of gas-breathing humans.

Throughout the large cities in Aqua, the media later spread all sorts of horror stories about the 'mad scientists at the South Pole', who were supposedly working on the creation of liquid-breathing humans with other marine characteristics.

In spite of their dubious origin, the scientists of the Machina Antarctica succeeded in getting the EnTrOx Corporation to set up a regulated jump point within their Aquatorium in the year 2615, which makes it possible to connect the stations to the great traffic network.

The secrecy-shrouded researchers spend 70 percent of their work time on developing free ideas, some being ridiculous for suboceanic life. With the remaining purpose-oriented 30 percent of their work time, they finance their STATIONS, projects and supply themselves with raw materials and technology. It is said that they are still trying to copy the secret propulsion system of the jump ships.



It is precisely for this reason that the representatives of the power blocs keep on good terms with the socially inept technocrats, because nothing would suit them better than to break EnTrOx's transportation monopoly."

ENTRY INTO THE GAME

STARTING UNDER MS-DOS™

Move to the directory of your hard disk, in which you have installed ARCHIMEDEAN DYNASTY. Enter "AD" and press the [ENTER] key to start the game.

STARTING UNDER WINDOWS® 95

Insert the AD CD into your CD-Rom drive and the autorun box will appear. Click "START" to begin the game.

You are the principal person in the game and are called EMERALD "DEADEYE" FLINT. He is a mercenary who was formerly one of the best fighter pilots in all AQUA. He earned his name "Deadeye" when he sent an entire armada of police boats of the Shogunate to Davy Jones' locker for the Anarchists of the Tornado Zone. He hit everything that came within range of his gun

and if people had not exterminated everything that ever flashed its teeth at them, he would have been able to fill a shark's bad tooth with a hard-cased shot at a distance of 1000 meters.

Today, in the year 2661, when the various power blocs are living in a more or less stable peace, times are tough for mercenary armies. One is grateful for any job, no matter how boring and senseless it is. Like so many of his colleagues, Flint kept the wolf from the door by taking occasional jobs. Morals and conscience didn't matter much to him, so long as the accounts added up at the end of the month. With this point of view Flint had always been more or less successful up to now.

However, his last job went terribly wrong!

ENTRY INTO THE GAME

Flint was supposed to escort a sulfur transporter from the Gulf of Bengal to the Argentine Basin.²⁴ This was a commission from El Topo, one of the mighty wirepullers in AQUA, mainly working in secret. Sulfur isn't a particularly attractive prize for pirates and so it was all the more astonishing that Flint was suddenly confronted with a small armada of fighter boats under the flag of the Shogunate. Faster than his torpedoes could cut through the water, the transporter was captured and his ship was riddled with countless bullet-holes.

Flint was lucky and survived the attack, thanks to the fact that the ambush was led by his archenemy, the RONIN HONG LONG. A sort of love-hate relationship had already linked him with her. Now it was she who

picked up the safety capsule that allowed him to leave his destroyed ship at the last moment. The conversation that followed was not exactly a polite one. As she expelled him out of the lock, into the ocean, he thought back to the time they spent together in the penal colony in the Sea of Okhotsk²⁷. He was beginning to have deep feelings for her.

Just before his breathing gas ran out, Flint was picked up by an ore freighter of the Atlantic Federation and brought to the Argentine Basin. There, where the whole nasty business started, he is now facing what is sure to be a very unpleasant conversation with his boss. This is the point at which you, the player, slip into the role of Emerald "Deadeye" Flint, to save him from his misery.

You will have to learn what it takes to be a mercenary and have to earn your living in battle, always mindful of earning enough money for new weapons systems, accessories and torpedoes. You must always be on guard, since you can never be sure who is your enemy and who is your friend. You will have to get to know lots of people and hope that you get a remunerative commission from one of them.

You will soon realize that you are in the thick of it, in the greatest adventure of your time!



THE START MENU

After the trailer, the start menu appears, in which you have the following options:

NEW GAME

Starts a new game.

LOAD GAME

You load a previously saved game.

INSTANT ACTION

You can start several single missions to improve your fighting skills. Also choose this option if you just want to have some fun now and then.

OPTIONS

If you have a joystick connected to your PC, you must calibrate it before you start ARCHIMEDEAN DYNASTY.

Select the menu option "CALIBRATE JOYSTICK" and follow the instructions.

QUIT

Terminates the game.

In order to enter into the great adventure, please select "New Game."



To start with, you are in MAGELLAN, a mining station in the Atlantic Federation which is in the Argentine Basin²⁴.

On your notebook, you get a call via ENCOM from Perry Lasalle, the secretary of your client El Topo, whose sulfur transporter you have just lost.

THE DIALOG SYSTEM

Your notebook is always ready during your stays in the various stations and power blocs of Aqua but not when you are looking for people or commissions. Here you will store (among other things) important news and commissions; you can call up a seamap of the area you are in at the moment, or even get a call, as just happened from Perry Lasalle.

Before you acquaint yourself with the use of the notebook in the next section, just a few words on the conversations that you will be having.

THE DIALOG SYSTEM

When you talk with somebody, whether in person or via ENCOM, a dialog window appears in which you can read in the UPPER PART what your correspondent is saying to you at the moment.



In the LOWER PART you see a reply to the particular situation. By clicking the mouse on the desired text, you say these words to the person you are talking to.

Many conversations are linear and you have only one possible reply to choose from. Here you can't go wrong, since you only have one option to choose from.

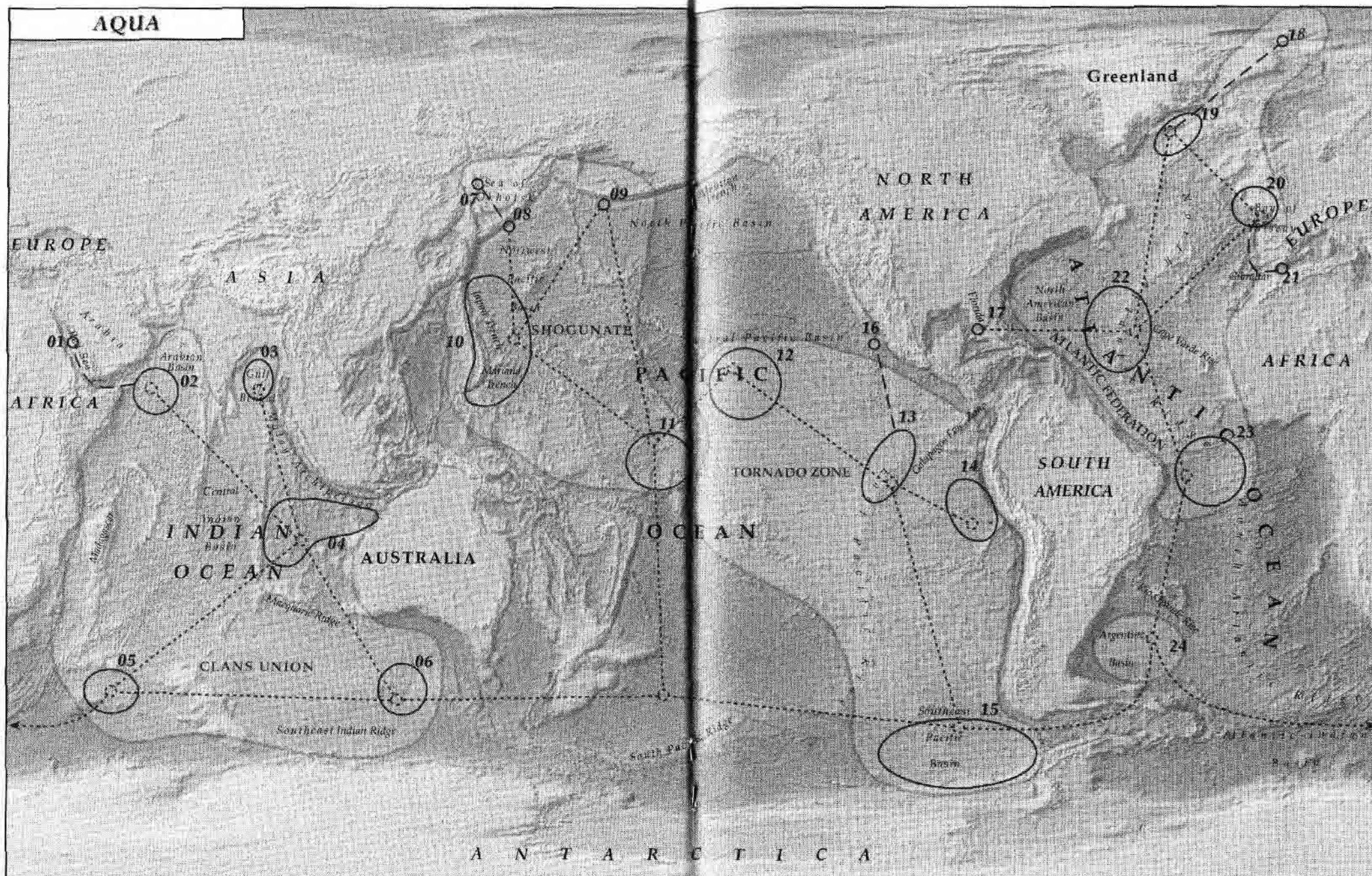
Other conversations are more complicated. You have several reply options to choose from, one of which you have to decide on. You should be aware that with many persons you can only talk once! So be careful what you say. An insult in the wrong place can cost you a valuable commission. However, if you are too friendly, you could lose your reputation as an old warhorse and a fighter and likewise fail to be engaged.

So it's up to you what to do. In any event, you can't keep trying until the right answer comes up, as with other games. You will probably have to play the game many times to be able to run through ALL the missions. If you don't deliberately ruin your chances with ALL the people, you should be fine.

Note:

Other people have friends too. If you offend someone deeply, they may tell their friends, and spoil your chances with them as well. Which again can cost you valuable commissions...





Power blocs / Aquatoria

Regions

Jump ship route

Connecting route

01 Red Sea

02 Arabian Sea

03 Gulf of Bengal

04 Bengalian Ridge

05 Southwest Indian Ridge

06 South Australian Basin

07 Sea of Okhotsk

08 Kuril Trench

09 Aleutian Trench

10 Mariana Trench

11 Central Pacific Basin

12 Hawaiian Ridge

13 Galapagos

14 Atacama Trench

15 Southeast Pacific Basin

16 Baja California

17 EnTrOx Corporation

18 European North Sea

19 Greenland-Iceland Rise

20 Bay of Biscay

21 Gibraltar Canyon

22 Cape Verde Rise

23 Brazil Basin

24 Argentine Basin

Always follow the conversations very carefully. You will keep getting important tips that can help you get further in the game.

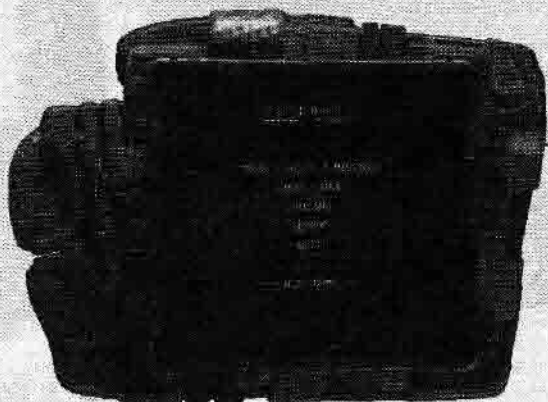
When you have finished the conversation with Perry Lasalle, you will see Magellan with it's three main buildings before you. At bottom right, in the corner of the screen you will recognize your NOTEBOOK, represented as a small symbol.

Please activate it now with a click of the left mouse button.



THE NOTEBOOK

You can always use the NOTEBOOK when you are staying in a station but when you are looking for people or commissions. If you are en route on a ship, or are involved in a fight, you do not have access to this useful piece of equipment.



You can activate the following programs with the notebook:

TASKS / HINTS / MISSIONS

This program automatically stores all important notes and all commissions that you get in the course of your conversations with other people. If you ever lose the thread of the story, you can look it up here.

LOAD / SAVE

With this program you can save your current game or resume the game at a previously stored location.

• LOAD GAME

Select the option "LOAD GAME," a list of all saved games appears. Select the one you want by clicking the mouse and confirm your choice.

• SAVE GAME

To save a game, select the corresponding option. A list of all the saved games appears. choose which one you want to overwrite or store elsewhere. In the case of overwriting an already existing game, you will be asked again, just to make sure, whether that's what you really want.

You can now input your own designation and wind up the procedure with [RETURN] or clicking the "SAVE" button. You can abort the procedure with "CANCEL" without saving.

OPTIONS

This program allows you to adapt the game to the speed of your computer system.

• SOUND

By clicking the individual menu options, you can regulate the volume, swap the stereo channels, turn the CD music on or off while in the 3-D missions and set the number of voices (simultaneously audible sound effects).

• VECTORGRAPHIC

With the options offered here, you can set the quality and speed of the graphics during the missions.

•• HALF-LINE MODE

The 3D-graphics are presented in half-line mode, where only every other horizontal line is drawn.

The speed advantage is about 25%

•• SHADING MODE

You choose between Gouraud and flat-shaded graphics. The speed advantage of flat-shading is about 25%.

•• PERSPECTIVE CORRECTION

This switches the calculation of distortion-free textures on or off. The speed advantage of distortion being off is about 20%.

•• COCKPIT

This switches the presentation of the cockpit of your ship on or off. The speed advantage with cockpit off is about 25%.

•• DIFFICULTY

Easy, Medium or Hard set the level of difficulty.

• MOVIE

Throughout the game, you will see film sequences that tell the story further and provide you with important information on what is happening in the game. These films cannot be turned off. Certain other film sequences are repeated in particular situations. These you can turn off.

Note:

You can interrupt every film by pressing [ESC] or clicking a mouse button.

•• SHOW AUTOPILOT MOVIES

These appear only when you travel to another place via autopilot.

•• SHOW APPROACH MOVIES

These show you approaching a station with your ship.

•• SHOW HARBOR MOVIES

Will show your ship lying in the harbor dock; shortly before sailing out.

• INPUT

•• STEERING TYPE

Here you set what input devices you can play Archimedean Dynasty with. You have the choice between the combinations of JOYSTICK OR JOYSTICK WITH KEYBOARD.

•• TYPE OF JOYSTICK

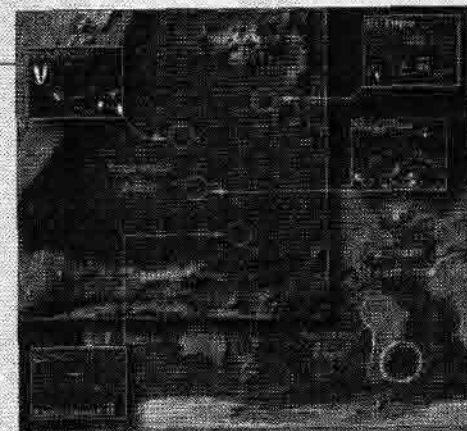
If you are playing with a joystick indicate which type it is here. You can choose a normal joystick with two firing buttons or a Thrustmaster™ compatible joystick with four firing buttons.

• QUIT

You quit the program for adaptation of the game and return to the notebook's main menu.

SEAMAP

This program provides you with a SEAMAP of the region in which you are located. In the background you see the global position of the region, while in the foreground you see an enlargement of the excerpt with all the stations located in this zone. Click the chart in order to quit this program option.



QUIT

To close the notebook.

QUIT GAME

With this program you terminate the game.

Now that you are familiar with the functions of the notebook, you can close it for the time being.

Again you see Magellan in front of you, with its locations "HANGAR," "CREW ROOM" and "DOCK."

Go into the crew room. To do this you click on the label "Crew Room".



It opens a window in which, in addition to the room, several persons can be seen. You can talk to anyone labeled with a name. Try talking right away to LINDA KRULL.

In the following dialog, you get a tip from Linda to look up a man named CROSSHEAD in Vespucci and talk with him.

You will find this tip in your notebook later, in the Tasks/Hints/Missions section. Now you can chat with the other people present if you want to.

You can leave the crew room by selecting the CLOSE SYMBOL in the upper left window corner, or by clicking in the opened window with the RIGHT MOUSE BUTTON.

As soon as you have left the crew room, your client El Topo calls via EnCom and in a more or less friendly conversation, gives you the job of picking up his secretary PERRY LASALLE in Vespucci and bringing him to his Asylum.

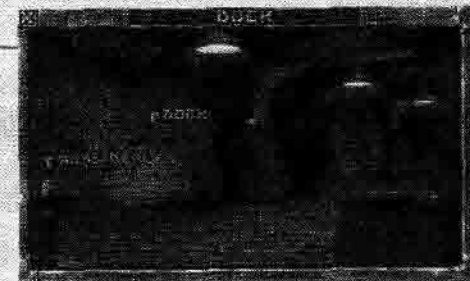
You have to keep on good terms with El Topo so you have no other choice.

Go into the DOCK, where an ARMS DEALER is standing next to the door to the dock in which your ship is waiting for you.

Speak to him.

THE DEPOT

ARMS DEALERS are capable of EQUIPPING the ships. You can get your ship supplied with better energy systems, buy torpedoes from them, resupply your weapons systems, repair your ship etc.



As necessary as it may be to have the hottest afterburner under the hood and the very latest in the torpedo magazines, death is the only thing you don't have to pay for, but it costs you your life!

The currency in Aqua is called CREDITS. You must pay for all purchases in credits. Therefore you must always make sure you have enough cash in your account, otherwise you may loose your chance of winning.

Note:

A mercenary earns money for the successful execution of commissions. Therefore always try to get remunerative commissions and try to finish them as cheaply as possible.



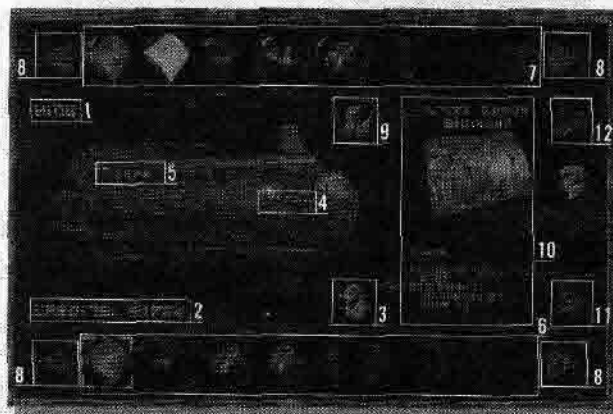
Then you should have relatively few money problems.

Tip:

Firing wildly all over the place costs a lot of money. Try instead to put your opponent out of action with a few well-aimed shots. Your purse will thank you for it.



If you've followed the instructions, you will see the DEPOT WINDOW in front of you.



In the middle of the window, you see the ship in which you were just traveling. The Biblical name **HIOB** (Job) (1) does not portend anything good but don't let yourself be frightened by it. If you are successful, better equipment will probably be entrusted to you.

You will recognize your **BANK BALANCE** (2) underneath your ship. By clicking on **Symbol** (3) you can turn your boat onto the **BACK** or **FRONT** SIDE.

Note:

It makes a big difference which side of your ship a weapons system is located on. A firing turret that is built on the underside, for example, cannot fight against targets that are above you, and vice versa.

Depending on the type of construction, a ship has several slots with which you have the option of swapping or expanding the available systems. The **HIOB** is a relatively small ship of a simpler construction type and has only four slots, one for a **TORPEDO MAGAZINE** with torpedoes **TORP**, one for **DEFENSIVE WEAPONS** **DEFE** (4), one for more powerful **GENERATORS** **GENE** (5) and one that can take a **GUN**.

You can equip larger ships with one or two programmable turrets **TUR1** and **TUR2**.

Note:

In the **Weapons Manual**, you will find a detailed listing of all the weapons systems and accessory parts that can be bought in **AQUA**. Just bear in mind that not every depot will have all weapon systems in stock, you will sometimes have to travel to other stations to find special weapons. Parts marked with a red **X** (7) cannot be built in or attached to your current ship for technical reasons.

BUY PIECES OF EQUIPMENT

At the lower edge of the window (6), you will see everything that is already to be found in the slot that you have just chosen on board your ship.

If you click the **TORPEDO MAGAZINE** **TORP**, the **HIOB**'s torpedo magazine appears, which is already laden with several torpedoes. You will find a **VENETTA I** with 900 rounds of ammunition in the **GUN**.

At the upper edge of the window, the items the depot administrator (7) is willing to sell appears, relevant to the slot you have just chosen. If there should be insufficient space for the available selection, you can use the direction arrows (8) to shift the excerpt shown. Ordinarily, the further right an object is in the list, the more powerful it is.

Tip:

In time you will learn which weapons are most successful against which opponents. For example, a fast torpedo can be **TOO** fast for a slow opponent, while a slow **BIG BANG III** torpedo, which has enormous striking power, is unsuitable for a small nimble ship. You will also find notes on this subject in the **APPENDIX**, or get information from people you meet during the game.

REPAIR

To repair parts of your boat, click on symbol (9) and choose the elements you wish to repair from the **MENU** that appears.



BUY PIECES OF EQUIPMENT

Note:

The kind and quality of the equipment and weaponry of your ship will be largely decisive as to whether your next commission succeeds or not. So think about what weapons you plan to take along for your next fight. Certain people can even give you tips on what kinds of enemy units will be confronting you in certain areas of **AQUA**.

Don't ignore these warnings!

In order to buy new parts, you first activate the slot that you want to equip. Then, in the offer of the depot administrator (7), you click **ONCE** on the object you are interested in with the mouse button. To make it easier for you to decide, you now get a **DETAILED PRESENTATION (10)** including price and other important technical details of the item you selected.

If you agree with the choice and have enough money, you can make the purchase by clicking on symbol (11).

Note:

Please note that every slot has only a limited capacity. If, for example, your ship has a torpedo magazine with space for only two torpedoes, then you can only put in two torpedoes. If you want more, then you have to buy a larger magazine.

Note:

In principle, gun turrets without software can only be used as additional on-board guns. You can either have them fire at a target in synchronization with the on-board guns (see "KEY ASSIGNMENT IN THE BATTLE", [F5] - [F12]), or else switch them off.

Equipped with the right **SOFTWARE**, a gun turret becomes an independently operating weapon which seeks out and fights targets autonomously.

The available software versions primarily differ in the type of target objects they seek out and fight. The higher the **VERSION NUMBER** (and therefore the price) of a program, the faster and more accurate a gun turret controlled by this program will combat its opponents.

In addition to the previous options, you can now also lock a gun turret onto your own accurately detected target using software, or have it seek out and fight its own target independently.

Please note that a software program can only control one gun turret. If you have installed several turrets in your ship, you have to buy separate software for each one.



SELL PIECES OF EQUIPMENT

By clicking symbol (12) you sell an object that is in one of your slots (6) to the Arms Dealer.

As soon as you have equipped the Hiob to your satisfaction, leave the depot window by clicking the **CLOSE** symbol in the upper left corner of the window or by clicking the **RIGHT MOUSE BUTTON** inside the window.

Now you should start executing your commission and set out for **Vespucci**, where Perry Lasalle is already waiting for you.

To do this, click onto the entry gate to the dock.

TRAVELING IN AQUA

In order to travel from station to station in a particular region of **AQUA** (you will see what region you are in on the seemap in your notebook), use the **AUTOPLOT** that now appears. Simply select the desired destination (in this case **Vespucci**) with the mouse and your journey can begin.

Note:

If you want to leave a region, you need a ticket for transportation with one of the gigantic jump ships, or you will have to sign onto a ship that is capable of covering great distances under water.

Bear in mind that the various **Aquatoria** are sometimes thousands of kilometers distant from one another. A normal ship with a maximum speed of a few km/h would take forever to cover these distances. To say nothing of the dangers that lie in wait for you off the usual routes...

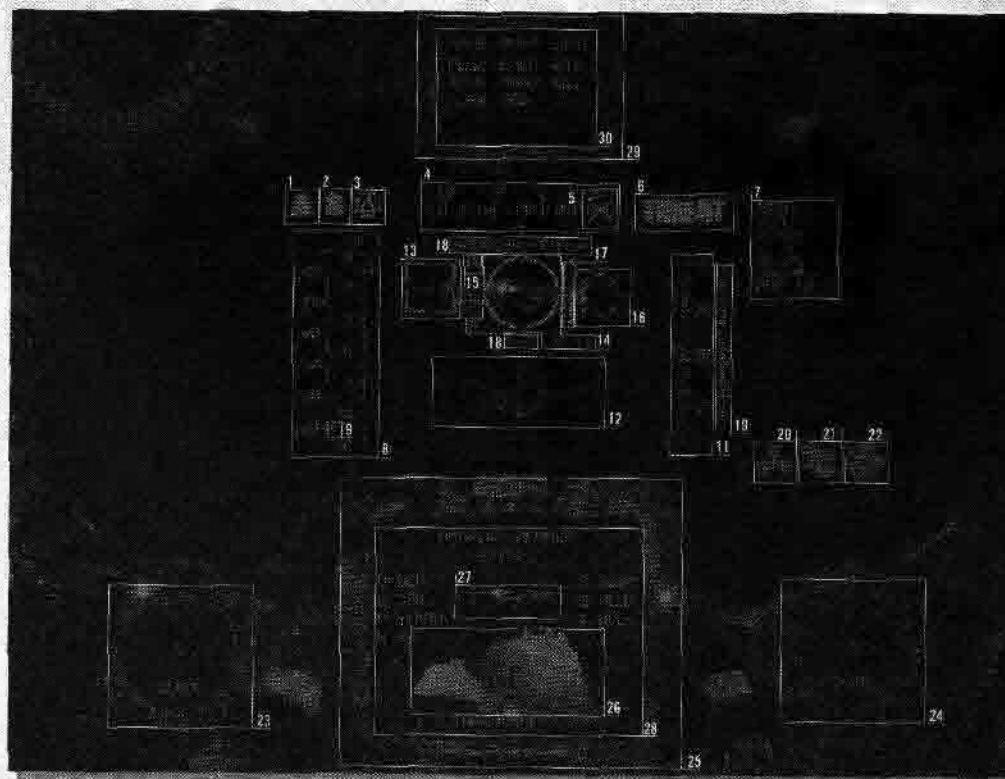
As soon as you have arrived in **Vespucci**, you will be able to start looking for Perry Lasalle. In spite of the urgency of your job, you should still take time to exchange a few words with the other people at the station. Perhaps one of them has some useful information for you.

When you have found Lasalle, go to the dock and start in the direction of **EL TOPO'S ASYLUM**.



FIGHTING

On the way you will quickly establish that you are not the only one that has a certain disdain for the arrogant and grumpy manner of your passenger. Suddenly you are attacked by a ship full of ANARCHISTS who demand the immediate surrender of Perry Lasalle.



If you didn't have a job to do, you would only be too glad to do the Anarchists this favor but under the present circumstances, it is your duty to protect Lasalle and deliver him safely to El Topo.

THE COCKPIT

THE COCKPIT

Before you throw yourself into battle, press "p" to pause the game. Now you can study the cockpit with its indicators in peace and quiet.

In the following pages, you will see a complete overview of all possible indicators. Many of the indicators shown cannot be seen at the moment on your screen because of the present situation.

- 1 **Autopilot**
With the autopilot, you travel automatically to a particular destination.
A light appears and blinks when you have fulfilled a mission and the autopilot is available.
- 2 **Status of the active sonar**
The active sonar sends out location signals in order to detect objects located in its vicinity. Once it has picked up an object, it can display further information based on the signals received.

Your opponent can likewise detect the signals of your sonar with the appropriate equipment. Therefore if you want to sneak up on someone, be sure to switch off the active sonar beforehand (see "KEY ASSIGNMENT IN THE BATTLE").
- 3 **Status of ship's armor**
fore, aft, left and right



is in the warm-up phase



is active and is sensing the vicinity

INVISIBLE:

is turned off

GREEN:

50% - 100%

YELLOW:

25% - 50%

RED:

0% - 25% FLASHING WHITE:

Your ship was hit here

4 Compass



5 Navigation point

Displays the direction in which you will find the navigation point that you have currently selected.



6 THREAT

Blinks when a torpedo is heading towards your ship. At the same time you hear a WARNING SIGNAL.



YELLOW: torpedo can be destructed by dropping a Buzzer
RED: torpedo can NOT be destructed by dropping a Buzzer

Note:

The color marks always apply to the torpedo that is closest to your ship.

Tip:

With a little skill you can entice an enemy torpedo away from your ship by firing one of your own torpedoes..

7 Position displays

853M Height above the ship
 45M Height of ship above ocean floor
 OKM/H Velocity
 NL4 Noise Level (the higher the value the louder your ship)
 00:25 Time since mission did start
 NAV A Navigation point that you are taking a bearing on
 BUZ 10 Remaining Buzzers



Note:

Your standard engine causes a noise level of three points. The noise level will grow when your active sonar is switched on. You are easily discernible by enemies with a passive location system. Your noise level can be decreased by a SILENCER or a NOISE REDUCTION SKIN (see WEAPON MANUAL).

8 Depth indicator

Displays the depth of your ship, broken down into meters (M) and kilometers (K)



9 Floor sounder

If you should be less than 50 meters away from the floor, this display shows the depth to the floor of the ocean under your ship.



10 ALERT

Blinks when your armor has fallen below 15% and a system collapse is imminent, or if your ship is exposed to extreme radioactivity.



11 Angle display

Rise / Dive angle of your ship to the horizon (marked in amber colors).



12 Cross-hairs

Indicate where your shot is aimed. The side wings indicate the horizontal position of your ship and the small corners always point toward the horizon (horizontals).



13 Sonar detection





LARGE: Object is actively detected by your sonar; additional information is displayed (only with active sonar switched on).
SMALL: Object is detected passively by your ship sensors.
RED: Enemy object (only if your sonar system is able to distinguish between friend and enemy).
GREEN: Friendly object (only if your sonar system can distinguish)



14 Locking

Locking serves as your orientation in battle so that you always know where your opponent is located at the moment. Secondly, your torpedoes - if they have a built-in target-locking system - also have a locked target in sight as soon as they are fired.




- LARGE:** Object is actively located (only with active sonar switched on).  
- SMALL:** Object is passively located by your ship sensors.  
- YELLOW:** Torpedo is locking on to object. The remaining time that is required to lock the target can be seen beside the enemy distance display (see 18)
- RED:** Torpedo has locked on to target.

FLASHING RED / GREEN RESP. YELLOW / GREEN when you are locking a friendly object.

The red "R" is approaching when your opponent is within range of your guns.

15 Location system of the locked opponent

- YELLOW:** Your opponent has got a passive location system. 
- RED:** Your opponent has got a active location system.


Note:

If your opponent owns just a passive location system, you are in a position to tiptoe close to him. The quieter your boat is (see NOISE LEVEL above, 7) the harder it is for your opponent to make you out.


Tip:

If you did switch off your boat engine and your active sonar, an opponent who owns just a passive location system is unable to detect you. If there's a current quite near you...

16 Lead point


Calculated target point. You have to shoot at this point in order to hit the opponent (provided he maintains his present course and speed). 

17 Kinetic shield of the opponent


Visible only when the active sonar is turned on. 

The blue bar shows the damage of the electromagnetic shields of your opponent (important if you use ELECTROMAGNETIC weapons).


18 Opponent type

Displays the name and distance of your opponent. Visible only when active sonar is switched on (and if your sonar system has the ability to identify this information). 


19 Energy

Energy stock of your ship. Plasma weapons, the booster and in a certain degree also normal weapons use up energy that will be refreshed by the generator system (GENE) of your ship. The better this system is, the faster the weapons' energy is restored. 


20 Radioactivity warning

Appears if you are in a radioactively contaminated area. The further you penetrate into such an area, the worse effects this will have on your on-board systems. Therefore see to it that you get out of a radioactively contaminated area as fast as possible. 


21 Current warning

Appears if there is a current within a radius of 50 meters. 

22 Sonar warning

If this symbol appears, an opponent has you locked as a target. 

23 Sonar screen 1

Shows all objects in a certain radius that can be detected by your locations system. Your ship is always in the mid-point of the display, which is equipped with a color-indicating system. 

- YELLOW:** Your ship
- RED:** Enemy object
- BLINKING RED:** Torpedo
- GREEN:** Friendly object
- GRAY:** Detected target

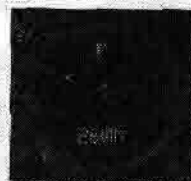
With this TOP sonar you see everything that is to be found around your ship but you do not get any indication of the height of the objects detected.

You can alter the range of the sonar with "[ALT]r."

24

Sonar screen 2

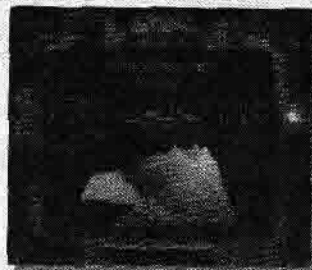
Like SONAR SCREEN 1 but here you are dealing with FRONT sonar. On this screen you see all the detected objects that are to be found in front of your ship. The position of the objects in relation to the midpoint reflects their height in comparison to your ship.



25

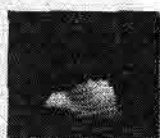
Large multifunction display

On the large multifunction display all the important information is faded in.



26 Voxel sonar

Shows a certain area around your ship in schematic representations. Your ship is in the midpoint of the display, which is equipped with a color-indicating system. The height of the individual lines gives the height of the corresponding objects above the floor of the ocean.



YELLOW:	Your ship
RED:	Enemy object
FLASHING RED:	Torpedo
GREEN:	Friendly object
GRAY:	Sighted target
BLUE:	Current
OCHE:	Building

27 Picture of opponent

Shows a picture of the opponent you have locked onto, from the viewpoint of your ship. This way you can more or less recognize what maneuver your opponent is carrying out at the moment.



The displayed information depends on the power of the sensor that is installed in your boat.



28 Information on opponent

At this point there are shown detailed information about the locked object. The displayed information depends on the power of the sensor that is installed in your boat.

D	DISTANCE from the opponent to your own boat.
H	HEIGHT of opponent above floor.
V	VELOCITY of opponent.
N	NOISE LEVEL of opponent.
R	RANGE of enemies sonar.
G	Enemies GUN type.
T	Enemies TORPEDO model.
CARGO	CARGO that locked object has on board.

Note:

If your opponent has an active sonar, "RANGE OF ENEMIES SONAR" will show the exact distance from where he is able to detect you. However, if he owns just a passive sonar, the range from where you are detected at a noise level of three points will be shown. If the noise level of your boat is lower, you'll be detected later!

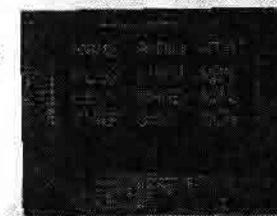


29

Small multifunction display

Depending on the ship, you will have one or two of these display systems at your disposal.

You can switch the individual displays around with the function keys (see "KEY ASSIGNMENT IN THE BATTLE").



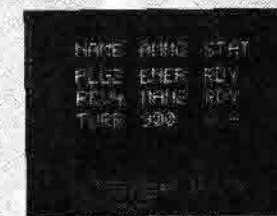
30

Text overview of the weapon systems

A quick overview so you can recognize the kind and state of single weapon systems.

The following abbreviations are used in this connection:

NAME:	Name of the weapons system
AMMO:	Munitions
ENER:	ENERGY; is fed by the generator system.
Number:	Number of shots available



Note:

If the displayed weapon system is a TORPEDO MAGAZINE, you'll find the short cut of the LOADED TORPEDO.



STAT:

STATUS

IN THE CASE OF TORPEDO MAGAZINES:

ARM: ARMING
EMP: EMPTY
FIR: FIRING
JAM: JAMMED
RDY: READY
WAI: WAITING

IN THE CASE OF FIRING TURRETS:

ARM: ARMING
FIR: FIRING
JAM: JAMMED
LOC: LOCKING
SCA: SCANNING for a target
STP: STOPPED
SYN: SYNCHRONIZES with what you are doing

IN THE CASE OF ON-BOARD CANNONS:

ARM: ARMING
ENE: WAITING for ENERGY
EMP: EMPTY
FIR: FIRING
JAM: JAMMED
RDY: READY

So now you should know about the cockpit and its functions. You will learn in the next chapter how to steer your ship, what keys fire off a torpedo and how to switch the different displays of the cockpit.

KEY ASSIGNMENT

KEY ASSIGNMENT IN THE BATTLE

If you have forgotten, in the heat of battle, how to give a particular order, press "h" to stop the game and obtain a list of the key commands listed below.

ESC ABORT mission; setup GAME OPTIONS

Cursor up Steering of boat, nose DOWN
Cursor down Steering of boat, nose UP
Cursor left Steering of boat, TURN LEFT
Cursor right Steering of boat, TURN RIGHT

SPACE Fire Gun
TAB Fire torpedo
ENTER Select next torpedo

BACKSPACE Drop Buzzer
d Drop Buzzer

a ACCELERATE. Accelerates only so long as key depressed
z SLOW DOWN. Slows only so long as key depressed.

s Set new speed 10 KM/H HIGHER
= Set new speed 10 KM/H HIGHER
x Set new speed 10 KM/H LOWER
- Set new speed 10 KM/H LOWER
c Reduces speed to 0 km/h

..... Switch ENGINE ON / OFF.
q Activate BOOSTER

t ACTIVE SONAR on/off
[ALT] r ALTER SONAR RANGE (reading in circles at left and right below)

l LOCK OBJECT in target area
t Set lock on NEXT OBJECT
i Set lock on NEXT ATTACKER
g Set lock on NEXT ATTACKING TORPEDO
u Set lock on ENEMY CLOSEST TO YOUR BOAT

[ALT] s Show FRIENDLY UNITS in sonar on / off
 [ALT] t Show FRIENDLY TORPEDOES in sonar on / off

m Get radio message
 b Read mission briefing

F1 Status of the FIXED CANNONS on the monitor as graphic display / SUMMARY TEXT
 F2 Status of the TORPEDO MAGAZINE on the monitor as graphic display / summary text
 F3 Status of TURRET 1 as GRAPHIC DISPLAY / summary text
 F4 Status of TURRET 2 as GRAPHIC DISPLAY / summary text

Note:

Pressing the function keys above twice will switch from a graphic display to a summary text (see above, 30)

If there is a programmable FIRING TURRET installed:

F5 Command to TURRET CANNON 1: Attack my target (only with software)
 F6 Command to TURRET CANNON 1: Shoot simultaneously with me at my target
 F7 Command to TURRET CANNON 1: Seek targets yourself and fight them (only with software)
 F8 Command to TURRET CANNON 1: Do not carry out any more actions (DEFAULT)
 F9 Command to TURRET CANNON 2: Attack my target (only with software)
 F10 Command to TURRET CANNON 2: Shoot simultaneously with me at my target
 F11 Command to TURRET CANNON 2: Seek targets yourself and fight them (only with software)
 F12 Command to TURRET CANNON 2: Do not carry out any more actions (DEFAULT)
 o TOWER CANNONS selection/orders

i Indicate the STATUS OF THE ARMOR on the monitor.
 Pressing this key twice will switch to STATUS OF
 THE WEAPON SYSTEM and- if existing- the REPAIR
 UNIT.

Note:

Strong damage to your shields will affect your weapons system. In the front of your boat are the onboard cannon and torpedo magazine. The turret cannons may possibly be affected by hits at the side and back of your boat. The status monitor will show your armor **ARMO** at its weakest point as well as the condition of your onboard cannon **GUN**, torpedo magazine **TORP** and the turret cannons **TUR1** and **TUR2** (if existing).

If you own a repair unit you can select it by pressing "[ALT] i" this will indicate the part of your boat that needs to be repaired.

n Select NEXT NAVIGATION POINT
 [ALT] n SET LOCK ON NEXT NAVIGATION POINT

[ALT] a Autopilot; available only when autopilot is active (flashing A)

[ALT] z Change steering (free steering, underside steering and topside steering)

p Pause function

h Pause, help screen
 [ALT] p Make SCREEN PHOTO; 24-bit TGA format

[ALT] 1 - 4 SELECT SOUND TRACK ON CD

[ALT] 0 SWITCH SOUND TRACKS OFF

JOYSTICK ASSIGNMENTS IN THE BATTLE

Joystick up Steering of boat, nose DOWN
Joystick down Steering of boat, nose UP
Joystick left Steering of boat, turn LEFT
Joystick right Steering of boat, turn RIGHT

Button 1 Fire GUN
Button 2 LOCK OBJECT in target area
Button 3 Fire TORPEDO
Button 4 choose NEXT TORPEDO

Now you should be so familiar with the game that you no longer need assistance. Press "p" for a second time in order to exit the pause mode and proceed with the game.

You should be able to handle the following battle without any great problems, but be sure of one thing:

The big challenge is still waiting for you!

Have a good time!

Blue Byte and Massive

APPENDIX A - BATTLE STRATEGIES

BATTLE STRATEGIES

In the following section you will find one or two tips and strategies which may be of great use to you on your missions. Since the world of illicit travel is based on real physical laws, only a handful of options are available to outmaneuver, trick and overcome opponents. The best thing is to try out all the possibilities. You'll be surprised!

TIPS ON CONTROL

INERTIA OF MASS

When controlling your boat the inertia behavior and friction (sleekness) of the ship's surfaces are simulated. You will notice this if you go into a curve at full speed and your boat continues to drift straight on for a while. You cannot accelerate from 0 to 100, or conversely brake from 100 to 0. However, you can put this effect to good use, as it affects not only your boat but your opponents and all torpedoes! See what happens if you race vertically towards the ocean floor with a fast but heavy torpedo on your tail and pull your ship up at the last moment...

The different ships which you will control during the game all have different inertia and steering characteristics. You will quickly notice the advantages a fast, powerful ship has over a relatively slow craft such as the Hiob...

CURRENTS

You can use currents to make specific maneuvers. If you move with a current, you may even be able to switch off the engine of your ship (which obviously reduces the amount of noise you produce...) and let yourself be carried past enemy sites. If you try to move against the current you will find that this can be far from easy and may present you with real problems when it comes to maneuvering. Remember, your opponents have the same problem...

Don't forget that torpedoes are also affected by currents! In other words, if you fire a torpedo against a strong current it may backfire - literally!

ACCELERATING / SLOWING DOWN

In the chaos of an underwater battle you should always try and control your speed manually using "a" or "z". With these keys you can accelerate or slow down only as long as you keep them held down. This will allow you to maneuver fast and accurately.

FIGHTING IN REVERSE

An important feature of all your ships is the possibility of traveling backwards. You can move backwards by continually braking ("z" or "x"), since underwater, this is done not by brake pads but by a reverse thrust. If this thrust is powerful enough your boat will start to move backwards.

In reverse it is possible, for example, to shoot and knock out a torpedo coming at you head on with the on-board guns. This may also enable you to tackle opponents more effectively. With a little skill you will be able to turn on the spot or outmaneuver opponents using the inertia of the ship and reverse thrust.

STICKING CLOSE TO THE BOTTOM

If you are attacked by opponents firing torpedoes with position-fixing systems, try to keep close to the ocean floor and steer the torpedoes into a mountain or some other object by making a quick sideways maneuver.

It is also easier to fight ground-based opponents from a position just above the ocean floor.

TURNING OVER

It is possible to turn your ship on its back ("ALT z") and steer it in this position. This is mainly useful if you have gun turrets on the underside of your ship. Depending on their position, these can only attack opponents beneath your ship.

Turn your ship onto its back and keep close to the bottom. On the one hand you are protected by the ocean floor and on the other your gun turrets can now attack those targets situated above you. This is a means of support you would do well to make use of!

APPENDIX A - BATTLE STRATEGIES

TIPS FOR USING THE WEAPONS SYSTEMS

NOISE - A SLIGHTLY DIFFERENT WEAPON

Passive position-fixing systems locate everything that causes detectable noise. A decisive role is played here by the volume of the source of the noise and its distance from the position-fixing system, since the volume underwater decreases the further away it is. You can take advantage of this!

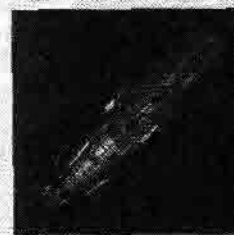
Torpedoes that have a volume dependent position-fixing system (see Weapons Manual: "DISTRACTION: BUZZERS / LOUD OBJECTS"), always target those objects which make the most noise.

With a little skill you can entice an enemy torpedo away from your ship by firing one of your torpedoes.

The success of this trick is solely dependent on whether the torpedo you fire is louder than your ship as far as the enemy torpedo is concerned. This is affected by the noise your ship makes (engine noise and active sonar), it's distance from the enemy torpedo, the noise of your torpedo and it's distance from the enemy torpedo.

Used properly, for example, a cheap STANLEY torpedo can bring a BULL SHARK off course and if you have targeted well, even steer towards your opponent!

THE IRRESISTIBLE TORCH

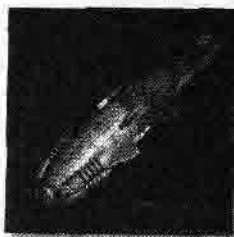


You can use this special weapons system to distract opponents with passive position-fixing systems (including tanks and gun turrets) in addition to several torpedoes. If you drop a torch, it will attract all these units.

Perhaps you can imagine the effect of a CLUSTER BOMB in the midst of such a gathering.



SUBSONICS AS A DECOY

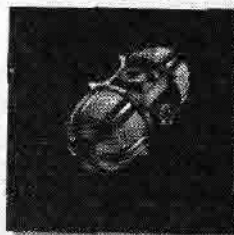


This type of torpedo is very slow but also very loud and heavily armored. This means you can use this torpedo not only as a weapon but as part of a distraction maneuver.

For example, if your opponent is pulverizing all your torpedoes with large guns, you can try firing a "BIG BANG" torpedo first, followed directly by a SUBSONIC. The noise it makes causes the Subsonic to attract the attention of the opponent, allowing the

BIG BANG a more or less free "target run".

GOOD, BETTER, BUZZER



This defensive system emits loud noises, thereby attracting the attention of passive position-fixing torpedoes.

A Buzzer is easily dropped from the back of your ship and sinks to the bottom. When you have dropped a Buzzer you should make sure you change course. You might become an unwilling target for the torpedoes moving towards the Buzzer!

If you want to play a wicked trick on a large, slow opponent, simply throw a Buzzer over him...

QUICKSILVER GROUND OPPONENTS

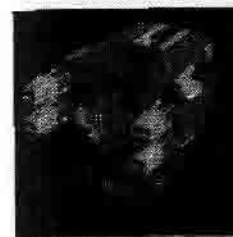


You should use torpedoes without position-fixing systems against GROUND OPPONENTS.

Guided torpedoes are generally too sluggish for the most nimble and maneuverable ground units. They would explode harmlessly on the ocean floor.

APPENDIX A - BATTLE STRATEGIES

FIERY GUN TURRETS



If you are up against a GROUND-BASED GUN TURRET with a passive position-fixing system, you can use the following tactic: engage the gun turret and fire a guided torpedo so that it has to traverse the wide arc to reach the gun turret. If it were to move directly towards the gun turret, it would be hit and destroyed by the next salvo. For this reason, there is no point using unguided torpedoes in this situation...

If the gun turret then targets the torpedo with a view to destroying it, you can silence it using your on-board guns or a second torpedo.

CHRONOLOGY

- 2014** First deep-sea experiments of the People's Republic of China at a depth of 6000 m on the slopes of the Mariana Trench. Similar attempts in the European-Atlantic area, off the coast of North America as well as in the Gulf of Bengal. Purpose: Exploitation of resources under the ocean surface.
- 2014** First permanent deep-seaworthy ore-extraction and experimentation station of the People's Republic of China, on the slopes of the Mariana Trench.
- 2030** Crises in the independent states of the former Soviet Union. Balkans politically unstable. Start of mass exodus from Australia, due to the increasing destruction of the ozone layer. Continuing destruction of the rain forest. Increase in epidemics and cancer cases. Religious wars rock the Far East and South America. Escalating trade wars between USA and Japan. Increasing illegal trade in nuclear weapons systems. Intensified construction of deep-sea stations.
- 2030** Collapse of the UN. India drops the first H-bomb on Pakistan; numerous flash points begin to escalate. Deep-sea stations in the Indian Ocean join to form a coalition of Indian-Arab interests in spite of the conflicts on the earth's surface. Australians flee their continent and head toward Southeast Asia. Japan reacts to the mass exodus with military force. Consequences of the climate catastrophe appear: Polar ice caps are over 30% melted, global warming marks increase in hurricanes and storm disasters and coastal areas become flooded by the rising sea level.

APPENDIX B - CHRONOLOGY

- 2044** Deep-sea stations of the Americans and Europeans in the northern Atlantic join in a loose coalition.
- 2050** Over 100 flash points on the globe, most use nuclear weapons. Consequences of the nuclear winter unforeseeable; particle belt in the hemisphere prevents any penetration of solar radiation; greenhouse effect turns into frozen cataclysm. Numerous plagues and viral epidemics decimate mankind.
- 2055** Independent deep-sea experimentation stations of the Japanese, Chinese and Russians unite to form a loose North Pacific League. A well-structured network is formed between the individual stations.
- 2061** Hardening of the North Atlantic League at the Conference in the West European Basin. Neopolis in the Bay of Biscay becomes the center of the federation that is freed from the surface states by the constitution of a provisional elected parliament.
- 2100** Secret military base in the North Atlantic League is established in the vicinity of the North Pole. The North Pacific League is almost completely economically self-sufficient and independent of supplies from the surface. A military-police intervention and protection force in the North Pacific League is established.
- 2100** Survivors of the destruction on the surface flee to the oceanic stations. Capacity problems lead to competitive conflicts and warlike confrontations between the individual underwater alliances. In the Pacific Ocean, the flood of refugees leads to the construction of new lawless aquatoria in the so-called Tornado Zone.
- 2105** International trade relations are strongly restricted by high transportation costs and times. Founding of a supernational and largely independent commission for developing new energy technologies, transportation possibilities

and breathing-gas productions is founded by the three great suboceanic leagues: the Indian-Arab alliance in the Arabian Sea, the North Pacific League and the North Atlantic League.

- 2106** At the Florida Conference, the establishment of a supernational facility for producing energy and breathing gas in the Gulf Stream of the Florida Strait is decided.
- 2110** At the Kamchatka conference, the North Pacific League is strengthened between the member states and placed under the leadership of Long Guiwen. Long, thanks to his good connections to the military-police intervention force, works his way up to be sole commander. He proclaimed himself Conductator. The center of his constitutional monarchy in the North Pacific is the city of Svesda Vostock in the Japan Trench. Long Guiwen is regarded as the founder of the Long Dynasty.
- 2112** The North Atlantic League takes the foundation of the Conductate as the occasion for uniting in the Atlantic Federation. It's government is a democratically elected parliament, at the head of which stands the President of the Federation. Ministerial councils, committees and opposition parties guarantee the preservation of democratic principles.
- 2135** With the construction of his own nuclear reactors, Conductator Long abrogates the treaty signed at the Florida Conference, the treaty on common use of nuclear fusion.
In reaction to this treaty violation, the military units of the Federation are strengthened. The significance of mercenary armies increases remarkably.
The resulting conflicts lead to a stagnation of the 2105 research projects, thus, all the leagues are affected.
- 2142** After the conflict of 2135 the former international control and research station in the Florida Strait becomes an administrative body of the Atlantic Federation and is called EnTrOx (Energy-Transport-Oxygen). Function of EnTrOx is to find a solution for the

lasting problems with the breathing gas compound.

- 2152** Following the death of Long Guiwen, his son Akira takes over power. Under his leadership, the Conductate becomes a monolithic monarchy with Akira at the head.
- 2178** Long Akira proclaims himself as the Shogun. The former Conductate now becomes a rigid Shogunate with the Shogun as supreme head. His power is passed on by law of inheritance.
- 2185** Civil war between the individual families of the Indian-Arab coalition over ambiguous surface-mining rights; several outer stations are destroyed; breakup of the coalition.
- 2193** Scientists at EnTrOx succeed in the synthesis of the inert gas Helium 17, that helps to avoid almost all problems with conventional breathing gas.
- 2200** The remaining families and clans of the Indian-Arab coalition join together in the Clans Union.
- 2213** Completion of the "B. G. C", in which EnTrOx is granted the worldwide monopoly over the production of breathing gas.
- 2544** Economic stagnation and time of crisis.
The different powers fall back into a state of isolation.
Big concerns take over the economical and political power within the Atlantic Federation.
- 2544** The chairman of the Van der Waal concern, Leo van der Waal, takes over governmental power in the Atlantic Federation by forming a coalition of his UFT party and the socialist opposition.
This leads to a split up of the big concerns and to a new economic start.
EnTrOx gets privatized and goes on the stock Exchange.

- 2565 Van der Waal takes possession of more than 99% of the shares.
- 2565 Van der Waal occupies the headquarters of EnTrOx in the Strait of Florida and claims political independence of the concern.
The Atlantic Federation gets dependent on Van der Waal through the breathing gas monopoly of EnTrOx.
- 2587 Former scientists of EnTrOx founded a research station in the Antarctic Ocean called the "MACHINA ANTARCTICA" with financial aid coming from anonymous investors in the Tornado Zone.
- 2598 EnTrOx succeeded in producing a prototype of a ship that is able to reach an underwater speed of 900km/h.
- 2611 Construction of a global net of "jumping stars", so called "Entropoints" where the new ships, with an average length of 500 m, can dock and take off.
A new world trade begins and with this a new era of protectionism.
- 2617 Shogunate scientists set up a secret geothermal power station in the Mariana Trench. At the same time, they start development of an early warning system for earthquakes.
- 2625 Shogunate forces attack at a digger station of the Federation near the Cape Verde Rise. Start of warlike conflicts start between Shogunate and Federation
- 2647 A fusion-driven battleship of the Shogunate explodes off New Bombay while under fire from Federation troops and threatens to contaminate the entire aquatorium. This is the start of peace and armistice negotiations.
- 2650 Peace Conference in New Bombay, three power blocks sign peace treaty.
- 2661 Start of the game

- Aquatorium** coalition of several underwater stations; territory of the state.
- Atlantic Federation** parliamentary democracy; capital: Neopolis in the West European Basin; additional centers are outposts in the Denmark Strait and on the Argentine Basin, the secret military "Naval Base" above the Arctic Circle, as well as a digger station on the Cape Verde Rise on the North Atlantic Ridge; created out of experimental stations of the Americans and Europeans.
- Biogenic** formed out of dead organisms.
- Bone necrosis** morbidity of bone tissue; can be fatal in conjunction with inflammations.
- Cerebral infarct** interruption of blood in the cerebrum; usually fatal.
- Clans Union** OLIGARCHY; Floating Bombay (also JERUSALEM 2 or NEW BOMBAY) in the Central Indian Basin; additional centers are the outposts in the Gulf of Bengal, the "Red Sea" raw-materials center, an outpost in the Indian Ocean on the Macquarie Ridge, as well as the famous pleasure center in the Malay Archipelago; created out of the stations of the Indian-Arab states (Pakistan, Lebanon and India, among others).
- Concretions** mostly of nodular, spherical mineral bodies in rocks.
- Digger stations** "gold-miner stations"; produce nitrogen for the manufacture of synthetic food; by mining the POM LAYER.
- EnCom** digital data network of EnTrOx.
- Entropoints** stations where the 500 meter long JUMP-SHIPS can dock.
- Entropol** military security police of EnTrOx.

- EnTrOx** Energy-Transport-Oxygen; multinational concern with transportation monopoly; located in the Gulf of Mexico off the coast of Florida; in the possession of the "Van der Waal" family.
- Habitat** capsule-shaped underwater station in which aquanauts can live.
- Helium 17** breathing gas admixture that avoids negative side effects of conventional mixtures.
- Hot Vents** hot-water currents occurring through volcanic activity; enriched with sulfur, nitrogen and oxides; constitute ideal basis for life of microscopic creatures.
- Machina Antarctica** independent research station in the South Polar Basin off the coast of Antarctica.
- Manganese nodules** ... enriched manganese ores in CONCRETIONS on the floor of the deep ocean; manganese is used, among other things, as the basis for alloys.
- Monarchy** in contrast to aristocracy and democracy, the form of government in which a single person exercises the power.
- Oligarchy** rule by a small group that uses its power for selfish interests.
- Plutocracy** Rule by money; socio-political system in which ownership alone guarantees political power.
- POM layer** 40-meter-thick layer made of dead organic tissue that covers the surface of the oceans; has high nitrogen content and therefore very well suited for extraction of nourishment.

- Ronin** "People on the crest"; former soldiers, samurai and fighter pilots; after the end of the wars to be found principally in the TORNADO ZONE as mercenaries, buccaneers and warlords.
- Sediments** rock or soil developed from depositions.
- Self-sufficient** independent, autocratic.
- Shogunate** monarchical form of government; capital Zvezda Vostock in the North Pacific basin; additional centers are a military base in the Aleutian Trench as well as research and energy-production centers in the Mariana Trench; created from deep-sea stations of the Japanese, Chinese and Russians.
- Technocrats** Group of scientists who do their own research in the Machina Antarctica. Originally former employees of EnTrOx who could not get used to the profit oriented methods of the concern after its privatization. They became self-employed in order to maintain the idea of independent science.
- Tornado Zone** Area in the Southeast Pacific that gets its name not only from the storms on the surface but also by virtue of its inhabitants' unpredictability. The main centers lie on the South Pacific Ridge, on the contested manganese-nodule fields of the central Pacific, on the continental slopes off South America, on the East Pacific Ridge off the Galapagos Islands as well as in the South Polar Basin (MACHINA ANTARCTICA); anarchistic AQUATORIUM in which outlaws, pirates and buccaneers have settled.
- Tribalizing** Splintering into individual tribes, ethnic groups.

TECHNICAL NOTE

In order to play ARCHIMEDEAN DYNASTY, you need a VESA compatible graphics card or a VESA driver (also called a VESA BIOS extension). This software should be on the driver disk that came with your graphics card. If this is not the case, please contact the manufacturer of your graphics card or your PC retailer.

If you do not have a satisfactory VESA driver, try using SciTech Display Doctor (formerly known as UniVBE) from SciTech Software, Inc.

You can find SciTech Software on the World Wide Web at <http://www.scitechsoft.com>, by typing "GO VESA" on CompuServe or under the keyword "VESA" on AOL. There you can download a shareware version of Display Doctor.

Tip:

We recommend VESA BIOS version 2.0 or higher. From this version upward, the data transfer rate to the graphics card is significantly higher, which makes the fight sequences a lot smoother.



NOTES

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