

# SUB CULTURE®

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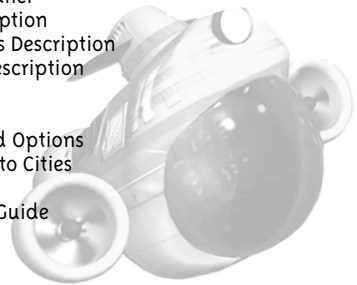
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# EPILEPSY

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns on background on a television screen or while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epilepsy. If anyone in your family, has an epileptic condition, consult your doctor prior to playing. If you experience any of the following symptoms while playing a computer game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, immediately discontinue use and consult your doctor before resuming play.

## I-INTRODUCTION

Thank you for purchasing Sub Culture. We have sweated blood to create what we believe to be unique and challenging game through which we hope you will enjoy many hours of pleasure. Please remember that via the on line connection button you can find out a lot more about how we developed this wonderful title, air your views on the game, get technical help and of course there are a lot of hints and tips to guide you along if you need help...and lots more.

## II-IMPORTANT, PLEASE READ BEFORE INSTALLING DIRECTX™

DirectX 5.0 increases the performance of games played under Windows® 95. Using DirectX Sub Culture has instant access to your PCs Hardware allowing vast improvements in Graphics, Sound and Video.

However DirectX 5.0 is a relatively new program and not all manufacturers have adapted their video cards to run with the new software. However the majority of manufacturers are releasing updated drivers that are supported.

Before installing DirectX 5.0 you should check whether your hardware supports the new software. To do this, use the "find" option from the start-bar. Select your CD-ROM e.g. D: then type DXSETUP.EXE in the named box and press enter.

When the file is appears in the "name" box double left click on it to run. If more than one appears click on the one that has a small PC icon next to it.

You will be presented with a list of drivers currently supported by DirectX 5.0 . If there is a blank space in the third column for one of the components (see example below) this may mean that you will need to obtain an updated driver from your manufacturer. (Take mind however that some manufacturers have their own version of DirectX drivers which will not show up but may still work perfectly).

Blank with no driver version listed:- The performance and stability of this of this type of certification is essentially unknown. It is recommended that you check with the components manufacturer for any updated drivers that may be available. Most likely drivers that certify in this manner will not work at all.

Blank with Driver version listed:- The driver has DirectX 5.0 support but was not included with the version of DirectX that is currently on your system. These drivers will usually function correctly, however some problems may occur. It is recommended that you contact your hardware vendor for any updated drivers (try running the game before obtaining new drivers).

No Hardware Support:- The driver does not support DirectX 5.0 so hardware emulation will be performed. This may work fine, but game performance may suffer as processor power is used to make up for the deficiency. It is recommended that you contact your hardware vendor for updated drivers that may be available.



If your computer does not have drivers that have been tested with DirectX 5.0 you will see the following message during installation:-

Setup has detected drivers that have not been tested with DirectX 5.0. To get the best game performance, setup can replace your existing drivers. Do you want setup to replace the drivers?

If you receive this message we DO NOT recommend replacing the drivers. Contact your manufacturer and ask them to send you drivers for your components that support DirectX 5.0. Alternatively you could install the game without installing DirectX 5.0, this should allow you to run the game, however you will experience some problems with your audio and video, e.g. slow frame rate, stuttery sound etc. If your existing drivers display an error message or simply refuse to run the game contact your manufacturer for compatible drivers.

### **III-INSTALLATION**

Insert the CD into your CD-ROM drive (usually D)

There are 5 versions of Sub Culture available to install: Unless you have a high specification 3D accelerator card then install the Windows 95 version. There are versions optimised for 3D cards using the following chips : 3DFX Voodoo ; PowerVR, Rendition Verite.

The D3D version is intended to be used for other high specification 3D cards with at least 4Mb of on-card memory.

The CD should autorun when put in the drive. If not, then click on AUTORUN.EXE in the root directory of the CD.

The game will take up approx. 80 MB of hard disk space if installed without the FMVs. In this case the FMVs will be read off the CD. If the FMVs are installed the game will take up approx. 200 MB of hard disk space.

### **IV-RUNNING SUB CULTURE**

Once installed you can run the game by selecting the Start button, then Programs and locate the program group you selected. The default group is Criterion Studios. Select Sub Culture with the left mouse button.

The Sub Culture CD must be in your CD drive to start playing the game.

The game can be run directly from CD by double clicking on the relevant .EXE file but there may be slight slowdown through contention between the CD music and data loading.

### **IV-THE STORY**

Out in the depths of the oceans are many life forms as yet undiscovered by man. Amongst these are a race similar to man in almost every respect : Bad breath ; antisocial behaviour ; rubbish television... The BIG difference is size ! No taller than a centimetre they are colonising the shallows, heading inland...

Bubba Kosh was about to have the worst day of his life! Out in the deep, prospecting for Thorium can be a hard business: long lonely hours, not much of a social life... But if you hit it big though, you can retire young and it'll all seem worthwhile then. Even when the Ore is scarce, if you're lucky salvage can give you a reasonable life style.

Bubba never had a break! His last few credits were invested in the generator for his home and a small processor...everything a growing prospector needs. But today was the biggest joke of all. Enough salvageable metal to feed him for a year just landed on his home, crushing it to a pulp. Huh! He has no chance of salvaging with his equipment smashed; he'd just have to leave it behind.....gutted!

What should he do now? Where can he go?

In the shallows are the colonies. A place for the desperate. The detritus of the human world litters these parts. Salvage is a plentiful, double edged sword. These are dangerous lands: civil war has split the colonists into factions, the Procha and the Bohine. Each has an axe to grind. When life style ideologies clash with survival needs, it doesn't take a genius to work out that all hell can break loose. That suits Bubba fine! Let them bicker! When trading and prospecting are looking thin there'll always be work for freelance mercenaries! Now if he can just work out how to avoid the Pirates...

## VI-QUICK START

You can dock at any of the cities in the underwater world. At these cities you can choose missions, trade tools and weapons and check out the latest news and gossip about this entrancing underwater world. You can prospect for ore, metal and pearls which will fetch good money when taken to the refinery or trade other commodities at the cities.

You start the game just outside the city of Touka Reef - you can dock here or seek out another city, it's up to you.

## VII-DEFAULT CONTROLS

### Views

F1	: Inside View
F2	: Follow camera
F3	: Toggles map with down camera
F4	: Toggles map with rear view camera
F5	: When ROV is operational shows ROV view
F6	: Briefing screen for missions and map (mouse moves map, arrow keys control text)
F7	: Message History screen
F8	: Toggle all panels on/off
F9	: Dumps a screen shot as a .BMP file in the Sub Culture root directory.
F10	: Swap screen resolutions (320x200 - 640x480 software only)
F11	: Decrease Brightness (Gamma correction down)
F12	: Increase Brightness (Gamma correction up)
ESCAPE	: In Interface : In game : In game when docking : During FMV
	Exit to previous screen : Go to configuration screens Quick dock (skips docking sequence and FMV) Skips FMV

Depending on your setup, some of these controls will be assigned to your control device of choice (joystick, mouse etc...)



## Manoeuvring

### Moving

A	: Forward
Z	: Reverse
S	: Thrust up
X	: Thrust down

### Turning

Left Arrow	: Turn left
Right Arrow	: Turn right
Up arrow	: Pitch up
Down arrow	: Pitch down

In sub culture you may have many weapons attached to your sub. These are selected and fired as follows :

## Weapons

-	: Backwards through current attached weapons
+	: Forwards through current attached weapons
SPACE	: Fire current weapon

There are a wide variety of tools available, which are selected and activated as follows :






## Tools

[	: Backwards through attached tools
]	: Forwards through attached tools
Ctrl	: activate current tool
R	: Swap control between ROV (remote operating vehicle) and sub

When playing sub culture the following panels are arrayed at the top of the screen. Each can be hidden individually (if you don't need them) The number in the second column is the key which toggles each panel.



## Sub Indicator Panels

	1	Orientation panel	Indicates pitch of sub
	2	Tools panel	Indicates currently selected tool
	3	Radar Rover camera Down camera Rear view camera	Shows other subs and terrain already explored When ROV is in use shows ROV view Shows view under your sub Shows view behind your sub
	4	Weapons panel	Indicates currently selected weapon
	5	Hull panel	Indicates hull integrity

The table following indicates the icon and gives a brief description for each weapon as they appear on the trade screen or on the weapons panel of your sub in the game.

## Weapons Description



Zapper : general issue electric shock weapon which is especially harmful to organic life.



Missiles : high speed missiles useful for taking on other subs (you need to mount a missile launcher on your sub to use these).



Homing Missiles : lock on to nearest metallic object and chase them to the end (you need to mount a missile launcher on your sub to use these).



Bubble Gun : a cloaking device which creates a cloud of bubbles around your craft which will disorientate enemies for a short while.

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Zapper Upgrade : twice as powerful with a much longer range.

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Depth Charges : adjustable time delay bombs (you need to mount a depth charge launcher on your sub to use these).

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Ripper : fast firing cannon most effective at short range.

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Electro Bolt : releases a ball of electrical energy which very little can withstand.

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To succeed at many of the missions you will need specialist equipment. Here is a brief description of each tool and the icon that represents it in the trading screens at the cities and in the Tools panel in your sub.

## Mountable Tools Description



Attractotron : draws fish toward your craft, handy for fishing.

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Repellotron : Makes fish run away from your craft for a short time (handy for fending off mutants).

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Woosh Drive : increases your craft's speed by 50%.

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Grappling Hook : allows you to tow rocks and debris.

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Suck-O-Matic : allows you to suck up broken up ore and pearls into your craft's hold. A status symbol in the tool panel indicates when the pod is full.





Deep Sea Lights : allow you to see in dark areas (tunnels, caves, etc).



Flares : when fired they light up the surrounding area.



Strobe : a very bright intermittent light which can also hypnotise certain fish.



Escape Pod : attaching the escape pod to objects allows transfer of lifeforms and equipment..



Magnet : allows you to tow other ships and metallic objects.



ROV : this small craft is attached to the back of your craft. It can be used on missions where you would not want to risk your own craft. It is also very useful for reconnaissance as it has a built in camera. To launch the ROV it must be selected and triggered. You will then have control, and can get an inside view by pressing F5 or cycling through the views. If you have a target (in a mission) the recorder is switched on with the tool trigger control.  
To go back to controlling the submarine, press R.

The following items will change the attributes or functionality of the sub. Once mounted they are always working, they do not have to be activated.

## Additional Equipment

Geiger Counter	Measures radioactivity (fitted as standard)
Shield Repair	Restores your craft's shields to full strength
Hull Strength	Increases the strength of your craft's hull
RADOFF	Decreases the effect of radiation
Map	Builds up a map of the areas you explore (fitted as standard)



The following is a list of commodities that are available to trade during the game. Some can be gained by prospecting the environment and then traded at the refinery for a more useful (and so more valuable) processed version. Other commodities are available at the cities, money can be made buying and selling these between cities and tribes.

## Commodities Description

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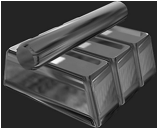
Pearls : Pearls can be collected from the sea bed and sold at cities.

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Unprocessed/processed metal : Unprocessed metal can be collected and sold at the refinery which then produces processed metal.

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Ore/Refined Ore : Ore can be collected and sold at the refinery which then produces Refined Ore.

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Copper : A brown metal that can be found scattered around the surrounding waters. Origin unknown.

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Treated Copper : This metal has been coated with microscopic fish scales to strengthen and protect it. Used in the manufacture of Subs.

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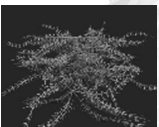
Oxygen : You can't live without it.

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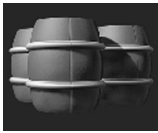
Purified Water : This sea water has had the salt removed and been treated. Used for drinking and bathing.

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Sea Weed : A robust, multipurpose plant used to make paper, rope and material. It was made illegal by the Procha government when they discovered it had hallucinogenic properties.

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**Kelp Beer** : This beer is one of the most potent drinks around. Served in small shots, the record number drunk in any one sitting is 7 hits.

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**Plankton** : General foodstuff, abundant in supply. Very nutritious. The main ingredient in all major food groups.

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**Caviar** : Rare exotic foodstuff. Environmentalists are against the sale and manufactured farming of this product.

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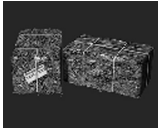
**Medical Supplies** : From surgical equipment down to seelastoplast, this kit has everything for all types of medical emergencies.

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**Methane** : A highly flammable, toxic gas used for fuel and in weapon production.

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**Tobacco** : A rare, poisonous dried plant. Illegal in most cities. Origin unknown.

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**Rubber** : A by-product of the Cod oil. Used as a sealant, in aquatic clothing and widely appreciated by the Brotherhood.

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**Cod Oil** : This oil is the preferred lubricant of all industrialists. Can withstand a wide range of temperatures. Strangely, also a favourite of the Brotherhood.

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**Lionfish Venom** : Delicately extracted from the Lionfish, this illegal substance is used by poachers and mercenaries.

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# VIII-THE INTERFACE

## 1.START SCREEN AND OPTIONS

On starting the game the first screen allows access to configuration of various controller devices, audio, save games and, of course, starting a new game. This screen can be accessed during the game by hitting the ESC key.

New Game	Starts a new game	
Continue	Returns the player to the game. If you have died whilst doing a mission this button takes you back to just before the mission was accepted.	
Load Game	Gives a list of saved games. When a saved game is selected you will start in the docking bay of the city where the game was saved.	
Graphics options	Gamma	Adjusts brightness of game.
	Graphics Quality	Toggles z buffering on and off. When off the game will be faster but some polygons may intersect strangely.
	Water Surface	Toggles the water surface. When off should increase game performance.
	Lens Flare	Toggles lens flare effect.
Audio	Swap Channels	Switches left and right stereo channels.
	Music Volume	Controls music Volume.
	SFX Volume	Controls sound effects volume.
Controllers		Allows selection of primary control method. Keyboard (default) Mouse, Joystick and joypad. All controllers will require some keyboard use
	Config	Allows configuration of currently selected controller, assignment of buttons/keys, mouse sensitivity etc. NB As this is a Win 95 game joystick calibration is done under windows.



## 2.INTERFACE GUIDE TO CITIES

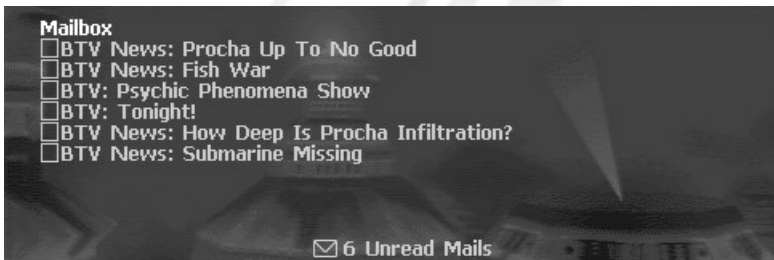
### Welcome screen



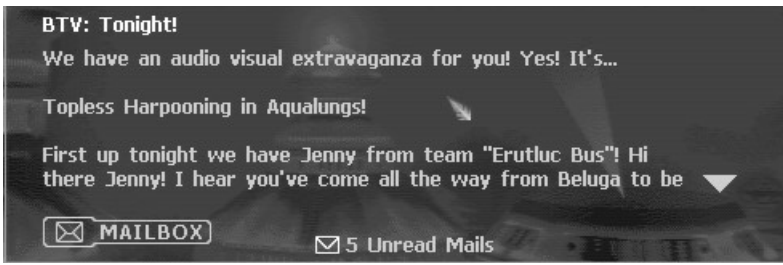
When you dock at a city this is the first screen you will encounter. The top section will usually contain general information on the city you are in and give an indication of your popularity. If you have completed a mission there may well be some feedback for you to read.

If messages are posted to the player. The Mailbox button will appear on the city welcome screen. This takes you to the Mailbox. This is arranged chronologically with most recent mails at the top of the list. A tick in the box to the left of the heading indicates a read mail.

When the mailbox fills up, scroll arrows will automatically appear.



When a message is clicked upon its content will appear in the window. To return to the main list of messages click on the mailbox button.



## Status

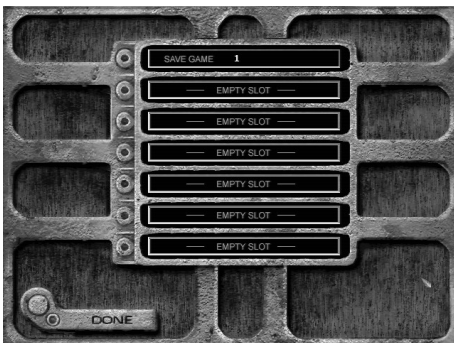
The status window gives you information on yourself and your sub, how much money you have, how popular you are with this race and some statistics on the state of your sub (remaining shields, top speed etc...)



There are four more buttons on the Welcome screen

**Launch** : Launches the sub from the city back into the world.

**Save** : This is only available when not on a mission. Takes you to the save screen: basically a list of saved games and empty slots. Clicking on a slot (whether empty or occupied) saves the game to this slot. An occupied slot will be overwritten. The saving is confirmed by hitting the done button which takes you back to the Welcome screen.



**Missions** : This screen will provide you with a list of missions which are available from the city and appropriate to you at that time. If you do not have sufficient resources, then there will be no missions available. In this case you must trade to build up your resources.

«To start a mission at the beginning of or during the game, select the mission of your choice ; a yellow dot will appear on the left, and the window below will detail the content of the mission. Then click on the Accept button.»



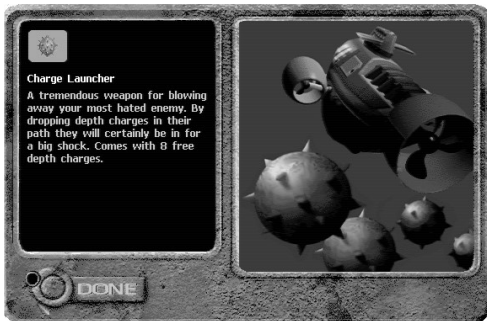
You are free to browse missions whilst you are already on a mission. Hitting the "accept" button in this case will summon a dialog asking if you want to change your current mission. You cannot be on more than one mission at a time.

As ever, "Done" takes you back to the main screen at the city.

**Trade** : This is a very important screen. It is here that items are bought and sold, that the sub is upgraded or configured for missions and the commodities market can be browsed.



The section on the left of the Trade screen offers items for sale to the player. Clicking on an item selects it (it is marked with a bullet) this also displays the cost of that item at the bottom of the field. The INFO button brings up a popup that contains a detailed description of the item and explains its use.



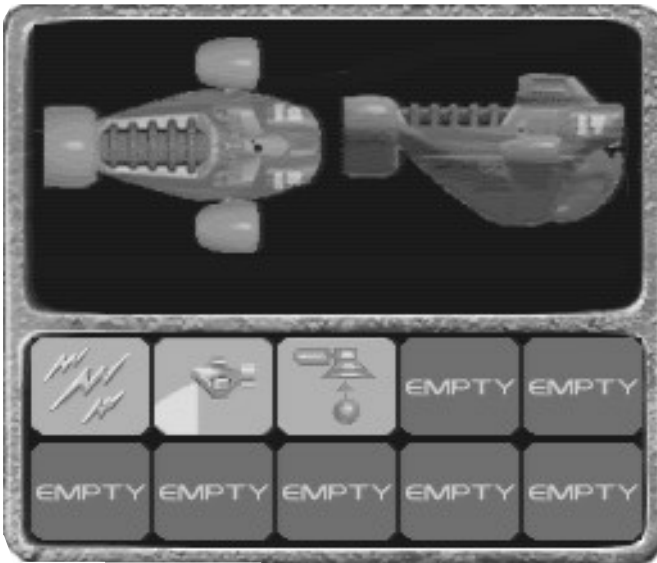
### Mounting Positions :

The sub can store items in the hold or in mounting positions. Tools and weapons cannot be used from the hold. They must be mounted. Certain items occupy mounting positions that other items also need. You must choose what items are appropriate for any mission you are attempting and ensure that these items are mounted.

When you buy an item it will automatically be mounted for you. If an item is already occupying the position it is shifted to the hold to make way for the new item.

The buy button will add the item to the player's sub if they have enough credits to pay for it.

## Mounted items Field



The boxes are in no particular order. They are there to show the icons of mounted items. Rolling over an icon will highlight it and corresponding lights will appear on the sub side and top views to show its mounting position.

### Dismounting items

Clicking on an icon will un-mount that item and place it in the hold.

### Mounting Items

Select an item in the hold by clicking on it so that a bullet point appears next to it.

Click anywhere on the section with the sub pictures or on an empty slot, and messages will appear to guide you.

### Swap Items

To mount an item that needs a slot already occupied by another item:

Select the item in the hold (click on it so that a bullet point appears next to it)

Click on the item you want to swap it with.

NB You can only swap items that need the same mounting position on the sub (as indicated on the sub diagrams).

### Selling

Select an item in the "Hold" field on the right of the screen (a bullet should appear and the offer price that the city is willing to pay for that item will appear at the bottom of the field).

If the price is good for you then click the sell button.



# IX-COMMODITIES GUIDE

There are many factors which affect the price of items. Each city has an optimal need for each commodity. This is the amount that they want to maintain at all times.

The amount they are willing to pay for a commodity and the price that they sell commodities for depends on the following factors:

- ✓ The amount of surplus of a product that they have: the more the surplus the cheaper the commodity can be bought.
- ✓ The amount of deficit: the more of an item that they need, the more they are willing to pay for it.
- ✓ The importance of an item, a large deficit of oxygen needs to be made up faster than a large deficit of pearls. The more important an item is, the more the city is willing to pay for it.
- ✓ Forecast: if the city is expecting a delivery of a commodity they will pay less for it from someone else.
- ✓ Other traders are competing with you! They can fulfill needs of the cities causing yet more price fluctuation.

Opportunities to make a lot of cash can be fleeting so the fast trader will usually be more successful.

This screen describes the state of the commodities market: a list of commodities, the prices they sell at, the prices they buy at and the quantity the player has in the hold of the sub.

COMMODITIES	WE SELL	WE BUY	HOLD
Thorium	--	36	--
Refined Thorium	2264	1266	--
Metal	--	271	--
Processed Metal	1750	--	--
Pearls	--	2385	--
Copper	--	202	--
Treated Copper	2476	1706	--
Oxygen	942	245	--
Purified Water	180	--	--
Sea Weed	--	764	--
Kelp Beer	676	442	--
Plankton	232	100	--
Caviar	--	--	--
Medical Supplies	1428	840	--
Methane	110	--	--
Tobacco	2100	1050	--
Rubber	975	700	--
Cod Oil	727	450	--
Lionfish Venom	--	4635	--

INFO ● BUY ● SELL ●

DONE

Credits: 0

Each line is highlighted when rolling over column entries so the information can be easily read off.

Once an item is clicked on, a bullet indicates that it is the currently selected item that will be affected by the buy, sell and info buttons.

# X-FRONTIER GUIDE

## 1. GENERAL

The shallows: close to the world above the surface, the world of humans.... The debris of "civilisation" litters the sea floor.

The Procha and the Bohine continue their civil war. Politically they're chalk and cheese. Both need to survive. The pollution pumped into the sea around these parts is choking the fish population. Basic needs such as food, oxygen and fuel are barely fulfilled. The war rages louder with every passing season!

## 2. THE PROCHA EMPIRE

Technologists to a man, these guys are on the pulse. They have the fastest subs, the coolest hardware... You'll see them in the aquadrome every morning doing high impact popmobility. Trouble is they spend so much time designing lifestyle technologies and labour saving devices that they don't have the free time to enjoy them. It's a good thing their technology is so efficient otherwise their basic needs wouldn't be fulfilled.

The capital city is Velcova station, a hotbed for designer wet-suits, enlarged foreheads and pattern baldness. Also worth a look is the pearlescent architecture and the Imperial guard (ever present on every corner). The Emperor lives a reclusive life in the imperial palace but has eyes everywhere. The loyalty of the guard and the constant surveillance have led to rumors of the Emperors omnipotence. A small fish such as a prospector can slip through with little hassle. Watch out though, their laws and customs can be harsh, awash with red tape and the ever present threat of litigation.

The Tryton Institute is where the most impressive research is done. The military gives funding to a wide variety of programs here, but much of the development is allowed to develop according to its own path. This freedom is granted because they always deliver. Project thirteen, a plan veiled in secrecy, may be the edge they need in the war with the Bohine.

## 3. THE BOHINE

If the Procha seem a little hard line for you there's always the Bohine!

On the surface the Bohine seem like a laid back, happy go lucky bunch, they have a healthy disregard for technology. If it's broke, use it for something else! Style isn't a strong point in the Bohine cities which are full of slums and ghettos which are dangerous to those not familiar with the pipe layouts. Best to avoid! Repairs to your craft may be a little cheaper at the Bohine cities but beware, sometimes you'll have more things wrong than right!

Street crime is more prevalent here due to the overstretched policing resources but at least black market commodities may be a little more forthcoming!

Beluga basin is an active port with much of the Bohine fishing fleet operating from this base. There's often work on the docks if you need quick cash.

## 4. REFINERY

The refinery is run by the Brotherhood, a mysterious religious sect. They are impartial to the squabbles of Procha and Bohine. Their only contact with the outside world is through trade. The importance of the refinery to both sides cannot be stressed enough. Ore is refined here, the cities need the refined product to generate oxygen and power. No ore means no colony. Attempts to bribe the refinery to gain an upper hand in the war have gone unheeded. Whatever their agenda is you can be sure it will remain secret until they want it known.

## 5. PIRATES

The pirates are just as you would expect, like the workers at the refinery they are impartial to the war. They are slightly less helpful than the Brotherhood. They offer nothing and take what they want. They don't feel pity, they show no mercy, they operate to a spartan code: young pirates are not fed by their parents, if they are to survive they steal food from friends and relatives. The pirates appear not to have a base, at least none that anyone has found and returned from alive! Nevertheless they are a force to be reckoned with.

## XI-TECHNICAL ASSISTANCE

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a big thank you to Bob Churchill and Craig Sullivan for absolutely nothing!



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