

main

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Chapter 1

main

1.1 Aqua

Aqua

Hello welcome to the documentation for Aqua
playable demo version.

Thank you for downloading the demo, enjoy!

Story

Requirements

-*Installation*-

How to play

Author

TroubleShooting

To purchase Aqua english version please visit EmeraldImaging:

<http://browse.to/emerald>

or

<http://www.telusplanet.net/public/samel>

To purchase Full German version of Aqua visit

Funtime World:

<http://www.funtime-world.de>

Support questions, email:

samel@telusplanet.net

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German translation and distribution by AmigaArena

and Funtime World. Translated by: Christian Busse

1.2 Introduction

Introduction

Chapter 1: Deodand

Somewhere in the Atlantic... A dark storm is raging. The sky is in turmoil the greyed clouds moving swiftly overhead. Waves sway wretchedly in agony as if to spew forth the sea's contents from the very bowels of the earth. A sole shape sits in this great whirlwind of waves. An off-shore oilrig that stands stubbornly against the deafing blow of the wind. Suddenly from high above comes a fist of lighting followed by a thundering so intense that everything around seems to pause for a moment, eyes wide, wondering. The billowing wind and boiling sea slowly recover from the attack and continue their own assault on the rig. What happens next is not quite clear, another flash, a sound, a haze, a whirling unseen force. The sky calms, the clouds slow, and the waves roll more softly. Where once a solid structure stood there is nothing. Only a barren sea and slumping sky is left. The wind cries.

The next day...

You have heard of the mysterious sinking of the oilrig and, always being the opportunist, decide that there could be valuable salvage left from the crash. Valuable salvage that could be worth a lot! You must find a way to explore the abandoned crash site. Scuba gear won't due; the wreckage would be too deep beneath the waves. There has to be a way! You finally rent a mini-sub from a poor researcher that needs the money to continue his work. Always the opportunist.

Soon afterwards...

You are now standing on the dock leading to the vessel, ready to begin your grand treasure hunt. Unbeknownst to you a secret lies deep beneath the cold waves of the sea. A secret that will lead you on the journey of your life. A journey into a world unknown to mankind. A world filled with magic, beauty, wonder, enigma, and a destructive force that rules over all it's kingdoms. Hardship, intrigue and great rewards await the one brave enough to take the challenge. Are you up to it?

It is now time for you to write the remaining chapters of this story, chapters that will be shaped by the events that follow in your path. Go Forth!

1.3 Requirements

Requirements

- Amiga computer or emulator (it's great on Amithlon) :)
 - 68020 or higher processor
 - AGA or RTG display (Picasso96 or CyberGfx4)
 - 8MB of ram
 - OS3.x
 - CD-ROM
-

- HardDrive
- AHI installed for AHI sound version

1.4 Installation

Installation

Preparation

First double-click the ScreenMode program.

First it will ask for a screenmode for the main GameScreen.
Try to choose something as close as possible to 640x400 in size.
Example: "NTSC:High Res Laced"

Second it will ask for a screenmode for the CinemaScreen.
Try to choose a mode as close as possible to 320x200 in size.
Example: "NTSC:Low Res"

Note: The screenmode requestor will allow you to choose "unsuitable modes" This was done to allow Aqua to work even on machines that do not have "regular" sized display modes available. Also if the game is slow switching from the game to cinema screens on UAE or RTG displays you may want to set both modes the same. However this results in the cinemas being quite small in size compared to on AGA.

Starting The Game

Simply Double click the icon labeled "Aqua_AHI_AGA" if you have an AGA Amiga.

If you have an Amiga with a Gfx card or are using with Picasso96/CGFX double click on the icon labeled "Aqua_AHI_RTG" to play.

Note: AHI is required for demo version.

Note: You must have a working AHI installed.
You must also have some "monitors" installed in "Devs:Monitors/" to be able to choose a screen mode. NTSC or RTG displays are advisable.
Also a standard envarc: directory must be available for "game saves" and "screenmode prefs" to be saved.

if you encounter any problems email Emerald Imaging at:
samel@telusplanet.net

1.5 How to play

How to play

Contents:

-
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 2. Starting the game
 3. Where you begin
 4. Using the pointer and pointer shapes
 - a. Pointer Shapes and meanings
 5. Mouse Keys
 6. Using the Inventory
 - a. Using items
 7. Saving and Loading

1. Concept

Aqua is a game where the player is faced with solving various mysteries and exploring the terrain to proceed. If you get stuck don't worry there is always a way to proceed in the game. Just try to think about how to get past where you are and try everything possible. You may need to have your sound turned up for some parts of the game. Good Luck!

2. Starting the game

Aqua is controlled with the Mouse.

When the game begins you will have 3 options to choose from. You can choose an option by simply left-clicking the selection you want. Here are your 3 choices:

- "New Game" - Start a new game of Aqua from the beginning
- "Continue" - Resume a previously saved game
- "Quit" - Quit the game

3. Where you begin

When you start the game a cinema display will commence. After watching the cinema you will appear on the dock. This is the play screen.

4. Using the pointer and pointer shapes

The pointer is what allows you to interact with the game world. You can move your "hand pointer" with the mouse. Depending what area of the screen your "pointer" is located in it can change into

one of several shapes.

a. Pointer Shapes and meanings

Pointing forward:

This is the standard cursor shape and you can use it to move forward - pick up items - operate objects select and use items from the inventory

Pointing Left:

This generally means that you can turn to the left of where you are standing.

Pointing Right:

This means that you can turn to the right of where you are standing.

Pointing Back:

This means that you can back up from where you are standing, this is usually only available on close-up views.

Open hand:

This means you are currently trying to use an item from your inventory.

5. Mouse Keys

Here is a description of the function of the mouse keys

Left Key:

(On game screen)

Clicking the left key on the game screen can move you forward - operate an object - turn left turn right - pick up an item - use an item

(On the inventory screen)

choose an item to use

Save game - Load game

Right Key:

(On game screen)

One click brings up inventory screen.

Clicking again hides the inventory.

6. Using the Inventory

During the course of Aqua you can collect various items by clicking on them with the left mouse key.

These items appear in your inventory screen which can be opened and closed with the right mouse key.

a. Using items

To use an item simply open the inventory screen with the right mouse key and then select the item you want to use with the left mouse key. You will return to the game screen and your pointer will turn into an open hand. Now you can select what you want to use the item on by left clicking on the game screen. If the hand stays open then the item can not be used there, simply right click to return to normal gameplay.

7. Saving and Loading

If you want to save your game so that you may quit and come back to it later simply open the inventory with the right mouse key. Now select one of the numbered logbooks to the right of the word "Save". If the save was successful you will automatically return to the game screen. You can save in one of 3 different save slots.

You can load a previously saved game either by choosing "Continue" from the title screen and then choosing a log or clicking on a numbered log book beside the word "Load" on the inventory screen.

Note: Aqua is a multitasking program so feel free to press "LeftAmiga + m" to swap back to workbench at any time.

1.6 Author

Author

This game is written by Kelly Samel.
Additional Beta testing and Gfx touch up by Wayne Samel.
German translation by Christian Busse.
Developed by Emerald Imaging.

Aqua was entirely developed on Amiga computers for Amiga computers using Amiga software. The primary development machine was a 68060 equipped Amiga 1200.

Send questions and comments to Kelly Samel at:
samel@telusplanet.net

Please check out the Emerald Imaging website at:
<http://browse.to/emerald>
or
<http://www.telusplanet.net/public/samel>

German version available at:

www.funtime-world.de

1.7 Troubleshooting

Troubleshooting

Problem:

Screen wont open freezes at start

Solutions:

Make sure you select appropriate screen modes using the included screenmode utility

Copy the included iff.library into your libs: drawer to insure you have latest version installed

Problem:

RTG version flickers when changing screens

Solutions:

Try using Picasso96 or CGFX 4 for your RTG gfx card, alternatively try to use AGA version if possible
