Help Manual:

Objective: Catch all 7 different types of ocean creatures. Capture statistics can be saved and loaded across sessions and may be required to actually complete the objective.

HUD:

Top left corner, the values from top to bottom are:

1) Co-ordinates

2) Buoyancy value

3) Velocity vector

Movement:

w/W - Move Submarine forward(Full thrust)

s/S - Move Submarine backwards(Reverse thrust)

a/A - Rotate Submarine Counter-Clock-Wise (Left)

d/D - Rotate Submarine Clock-Wise (Right)

Up Arrow - Increase Buoyancy (to move towards surface)

Down Arrow - Decrease Buoyancy (To descent to ocean floor)

Left Arrow - Rotate camera clockwise

Right Arrow - Rotate camera counter-clockwise

PgUp - Boost sub up

PgDn - Boost sub down

Space Key – Toggle Robotic shark from escort mode to chase mode.

When camera rotates movement keys act in the same way

Buoyancy of 1.000 will maintain altitude

1 - the '1' key instantly sets buoyancy to 1.000 value.

Keyboard Controls:

Esc - Exit Game.

f/F - Toggle FPS display.

c/C - Toggle Co-ordinate display.

v/V - Toggle HUD/All onscreen text.

b/B - Toggle fish vs fish collision detection.

2 - Set camera mode to free(manual rotation with arrow keys).

3 - Set camera to behind sub(will always be directly behind the sub).

4 - Set camera to follow the shark.

Additional Facts

When the shark captures a creature, you get roughly half points.

The shark is not able to target all ocean creatures.

The quickest way to capture creatures would be do dispatch the shark which you explore yourself.

Ocean creatures have varying point and rarity values. They are defined below:

|  |  |  |
| --- | --- | --- |
| Creature | Point Value | Chance to spawn |
| Orange Fish | 3 | 84% |
| Orca | 25 | 1% |
| Stingray | 15 | 1% |
| Manatee | 10 | 2% |
| Bass | 5 | 10% |
| Dolphin | 20 | 1% |
| Whale | 20 | 1% |