

HYDROBOT ADVENTURES



Warning

Before playing Hydrobot Adventures, read the Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness.

Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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Introduction

Hydrobot Adventure is a very special shooting game with 12 levels and an intriguing storyline, a combination of ancient myth and futuristic technology, of strategy and action adventure, all in one. It makes the player learn about environment sustainability as part of the game play. It captures the real under-sea environment with cool graphic effects. The game also brings to the mind of the player a vision of what the sea environment will become in the future if we do not act right now

The player has a control over an aquatic robot (Hydrobot) on his quest to save the oceans. Player can get the Hydrobot to clean ocean debris, heal animals and construct processing plants where trash can be converted to energy. The energy that's generated by processing trash can be used to power the Hydrobot. Every action done by Hydrobot consumes some energy. When the energy level goes to zero, the Hydrobot goes into power saver mode. This mode limits the Hydrobot's movement speed.

Introduction (continued)

So, a player needs to keep collecting trash items and recycle them into powerpacks which are power source of Hydrobot. This introduces a cycle of collect, process and reuse in the game play thus letting the player understand the underlying mechanism of environmental sustainability.

This manual provides detailed instructions on how to play the game.

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Main Menu

This is the starting screen of the game where menu items can be selected by left click of mouse.

New Game

To load fresh game from Level 1

Load Saved Game

To load previously completed levels

Config

To set graphics and sound parameters.

Note: If the game runs slow, disable one or all of the following: Special Effect, Particle Effects, School of Fish. Turn off Live Tutorial to reduce amount of text on screen.

Help

To get quick help about game play

Quit

To exit game

Cut Scenes



Cut scenes are used to narrate the story of the game. Press 'Enter' to go to the next cut scene. Cut scene can be skipped by pressing Esc.

Level Objective and Tips



Left click on target icon on the top right corner to open level objective board. Press 'Enter' or 'Escape' to resume game.



Left click on tips icon located just below the level-objective icon to view useful tips specific to that level.



Press 'P' to pause game. Press 'P' again to resume.



To exit the game, press 'Esc' to go to the start screen. Then select 'quit' using mouse left button.

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Swim Around

The little orange starfish on the screen is the cursor which moves along with the mouse movement. When you click or hold the left mouse button, the hydrobot swims towards the cursor.



Heal Sea Animals

Position the starfish-cursor on top of a sea animal, and left click the mouse. You will see green healing bullets being fired. If the fish health is low, the bullet heals it. The animal's health status can be seen on a health-bar on top of the screen, when the cursor hovers over the animal. Since the hydrobot can understand fish language, you will see some text below the health-bar. Points gained will be displayed in fading green numbers.



Bullets and Firing

Switching Bullets

Press 'space' to switch between healing and teleporting bullets displayed respectively as icons



at middle bottom of the game screen.

Locking Cursor on a Target

Press 'Caps Lock' when the cursor is on top of the target. The cursor will remain locked on it unless you press 'Caps Lock' again or the target moves out of the display screen.

Shooting without Moving

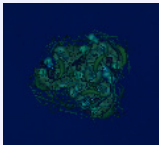
Hold 'Ctrl' & mouse left button to fire bullets in the direction of the cursor.

Defeating Enemy

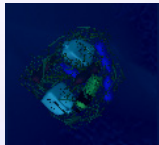
Select the damage bullet, position the starfish-cursor on top of an enemy, and left click the mouse. You will see red bullets being fired. It can take many bullets to completely defeat and teleport an enemy. You can see the teleportation status on a bar on top of the screen. The enemy cries out just before he vanishes. Points gained are also displayed.

Collect Trash

Position the hydrobot on top on the trash. Press 'z' to collect biodegradable trash. Press 'x' to collect plastic trash. Press 'c' to collect radioactive trash. You will hear a sound and see small fading numbers showing the points you gained.



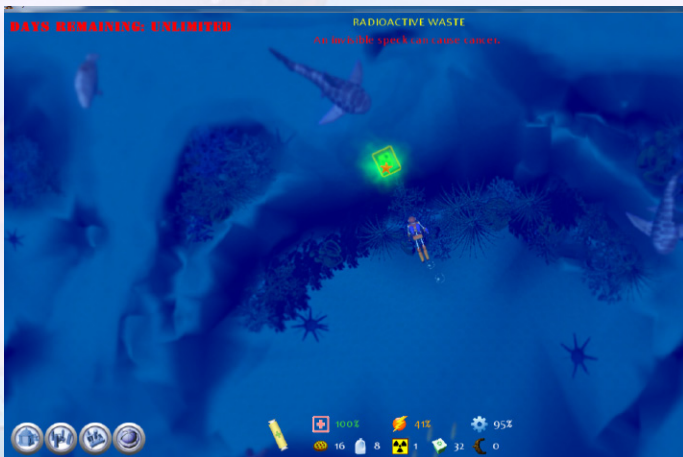
Biodegradable



Plastic

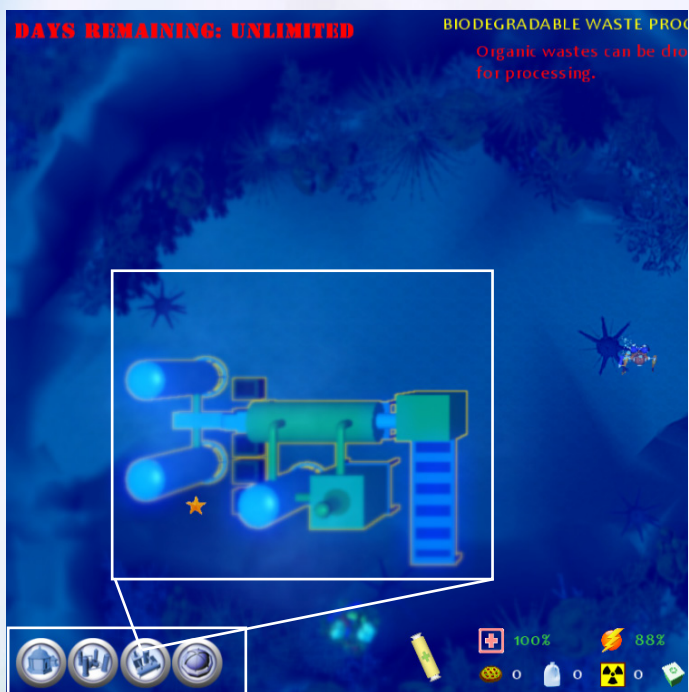


Nuclear Waste



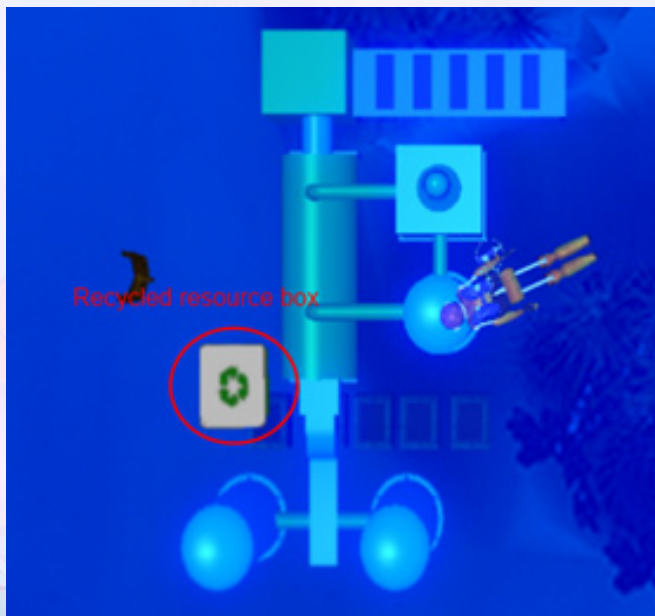
Construct Processing Plants and Facilities

Left click on a button from a panel of icons at bottom left of the screen. Click again on the game arena to start building the processing plant or research facility. You need to have enough resources and space on the seabed to start construction.



Process Trash

Double click on trash processing plant to dump trash. The plant processes the trash and produces recycled resources that can be used to construct more facilities. Hold Shift on keyboard and click mouse right button on a facility to open the configuration screen. You can change the configuration to produce powerpacks instead of resources.



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Collect Resources and Power Packs

Position the hydrobot on top of resources and power pack, and press 'z'. You will hear a sound and see a small fading text displaying the points you gain.



Upgrade Processing Plants

You can upgrade processing plants to make them work more efficiently. The upgrade option can be seen in the research facility screen which is opened when you right click on the research facility.



Shipwreck

Enter Shipwreck

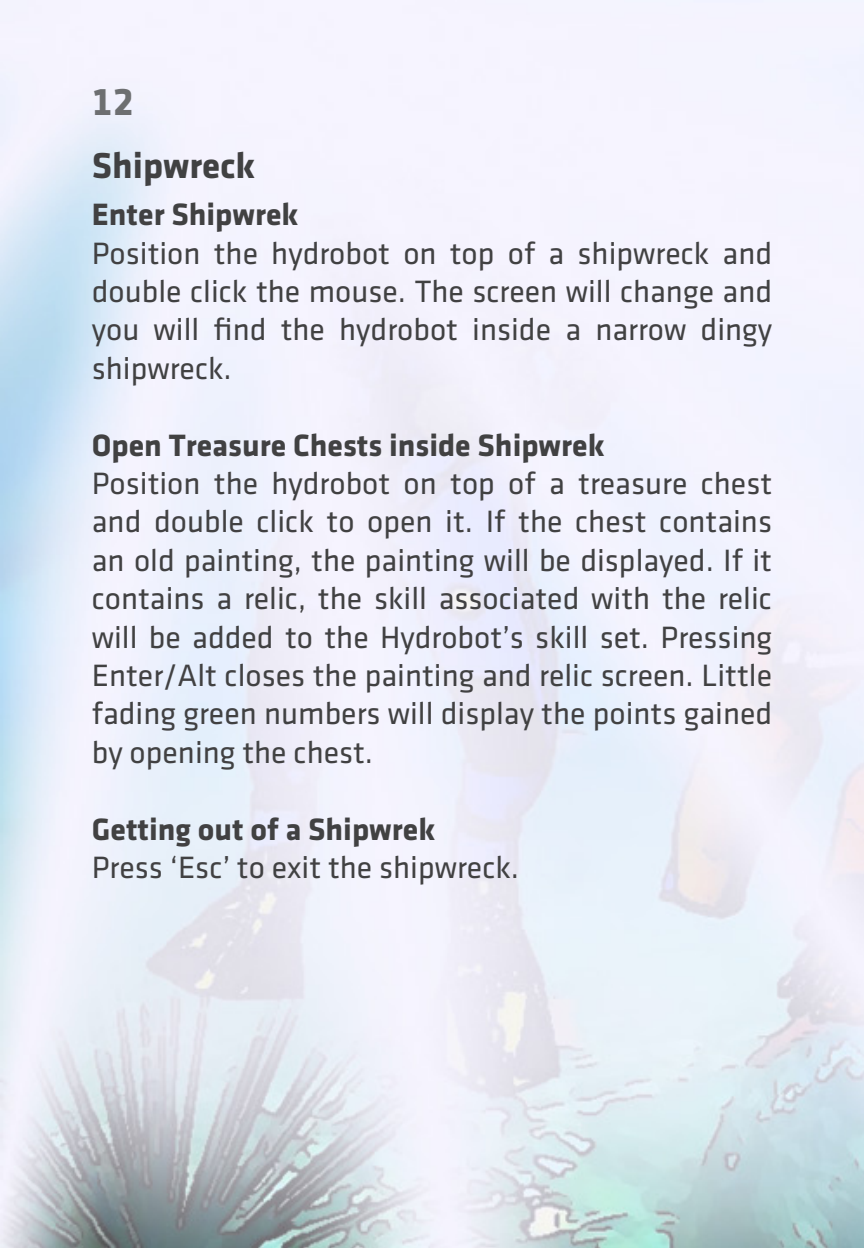
Position the hydrobot on top of a shipwreck and double click the mouse. The screen will change and you will find the hydrobot inside a narrow dingy shipwreck.

Open Treasure Chests inside Shipwreck

Position the hydrobot on top of a treasure chest and double click to open it. If the chest contains an old painting, the painting will be displayed. If it contains a relic, the skill associated with the relic will be added to the Hydrobot's skill set. Pressing Enter/Alt closes the painting and relic screen. Little fading green numbers will display the points gained by opening the chest.

Getting out of a Shipwreck

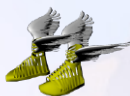
Press 'Esc' to exit the shipwreck.



Special Skills

There are five skills that can be extracted from the relics in the treasure chests inside shipwrecks. Each of them is unique and different techniques must be used to utilize their power effectively. Every skill usage reduces the Hydrobot's health. Each skill has a wait-time, so it cannot be used repeatedly.

I. Hermes' Winged Sandal



Right click the mouse to dart towards the cursor. All enemies in the way will be pushed back, damaged, and stunned. However, the sandal cannot harm sea animals. If a sea animal comes in the path of the sandal, it will stop. The strength of the sandal is dependent on the speed of the hydrobot.

II. Hercules' Bow



Position the cursor on an enemy and right click the mouse to fire the mighty arrow. The strength of the arrow is dependent on the bullet strength of the hydrobot.

Special Skills (continue)

III. Thor's Hammer



Right click the mouse to use the hammer. The screen will shake with its power and all enemies surrounding the hydrobot will be thrown back and stunned. The strength of the hammer is dependent on the bullet strength of the hydrobot.

IV. Achilles' Armor



Right click to become put on the golden armor. All enemy attacks will amount to nothing when the armor is effective. It only last for short time. The duration is dependent on the shooting rate of the hydrobot.

V. Aphrodite's Belt



Position the cursor on an enemy and right click the mouse. The enemy will be hypnotized and attack other enemies. However, the hydrobot cannot teleport it while it is hypnotized. The duration is dependent on the Hydrobot's health point.

Special Skills (continue)

The following numbers are used to select skills:

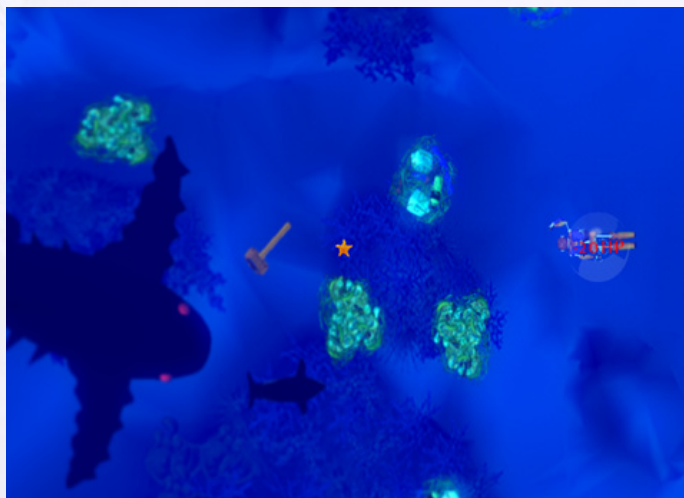
- 1 – Hercules' Bow
- 2 – Thor's Hammer
- 3 – Achilles' Armor
- 4 – Hermes' Winged Sandal
- 5 – Aphrodite's Belt

The number's have no effect when the corresponding relic is not found from the treasure chest.

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Skill Combination

Under a specific circumstance, a secret feature called the skill combo is unlocked. With this feature activated, player can combine two skills together to produce incredible effects.



Good Will

This represents your goodwill. Every good deed fills up the bar on the left hand side of screen. When the bar is full, the ocean pays you back for all the help you have provided. You will get a random bonus depending on the icon on which the reeling wheel over the bar stops at.



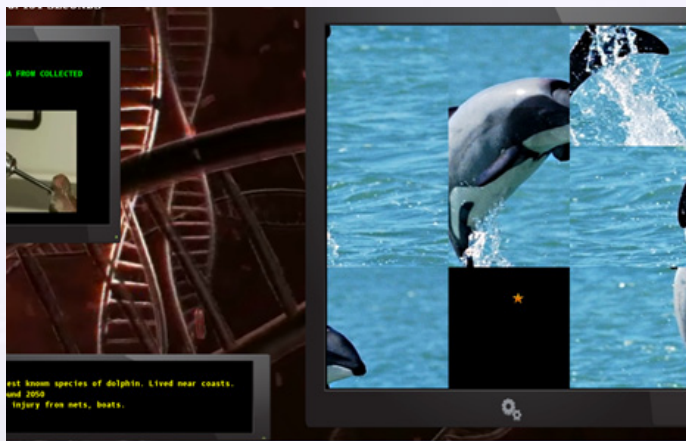
Enhance Attributes

An experience bar is placed on the bottom of the screen. Every action in the game adds experience points to the hydrobot. Having enough experience point allows leveling up the experience. On earning higher experience, 5 points are given to the hydrobot. These points can be used to increase speed, shooting rate, bullet strength and hit points. The attribute board for this purpose is available on clicking Hydrobot Upgradation buton in research facility configuration panel.



Resurrect Extinct Sea-Animals

In order to initiate resurrection of extinct sea animals, you need to find enough bone/fossil fragments. These fragments are inside strange rocks which are found in treasure chests or found while processing trash. The strange rocks need to be collected by pressing 'z' and submitted to the research facility by double clicking. When the research lab constructs the entire DNA sequence, it shows a button to start playing the resurrection game. The resurrected animal acts as Hydrobot's friend.



Mini Games

At the end of every level, there is a mini game. It is either a quiz game or a typing game. These games allow gaining points that can be beneficial for next level.

Quiz

Click on the button or type a/b/c/d to answer. Click on 'NEXT' or press 'Enter' to go to the next question.

Type Racing

There is a wait time when the traffic signal on top is red. When the signal turns green, you can start typing. If the word is typed correctly, it is printed in black. If it is incorrect it turns red.

Credits

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Acknowledgement

Tutorials posted on www.create.msdn.com

3D Models on Google 3D Warehouse Diver, Sea Animals.

DNA animation videos provided by www.givemefreeart.com

Sound effects from www.soundbible.com

“Blaze On” composed by Deceased Superior Technician provided by nosoapradio.us

“JoinTheClub” composed by Deceased Superior Technician provided by nosoapradio.us

“MezzoForty” composed by Deceased Superior Technician provided by nosoapradio.us

“ConFuze” composed by Deceased Superior Technician provided by nosoapradio.us

“Rampaging Bulldozer” composed by C.P. Bryan provided by freesoundtrackmusic.com

“Red Stretch Limo” composed by C.P. Bryan provided by freesoundtrackmusic.com

“Breaking Square” composed by Mike Vekris provided by freesoundtrackmusic.com

“Groove it Please!” composed by Mike Vekris provided by freesoundtrackmusic.com

“DIDn Instrumental” by timberman (feat. Onlymeith, Mellotroniac)

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