



# GAME MANUAL

# SYSTEM REQUIREMENTS

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Windows XP and above.

Minimum 2GHz processor, 1GB RAM, and 10MB available hard disk space.

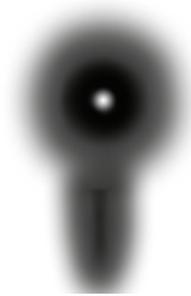
DirectX 9 graphics device with WDDM 1.0 or higher driver.

## INSTALLATION

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Insert the CD into your CD drive. After a few seconds, a pop-up will appear. Double-click on setup.exe and follow the on-screen instructions.

# YOU ARE...

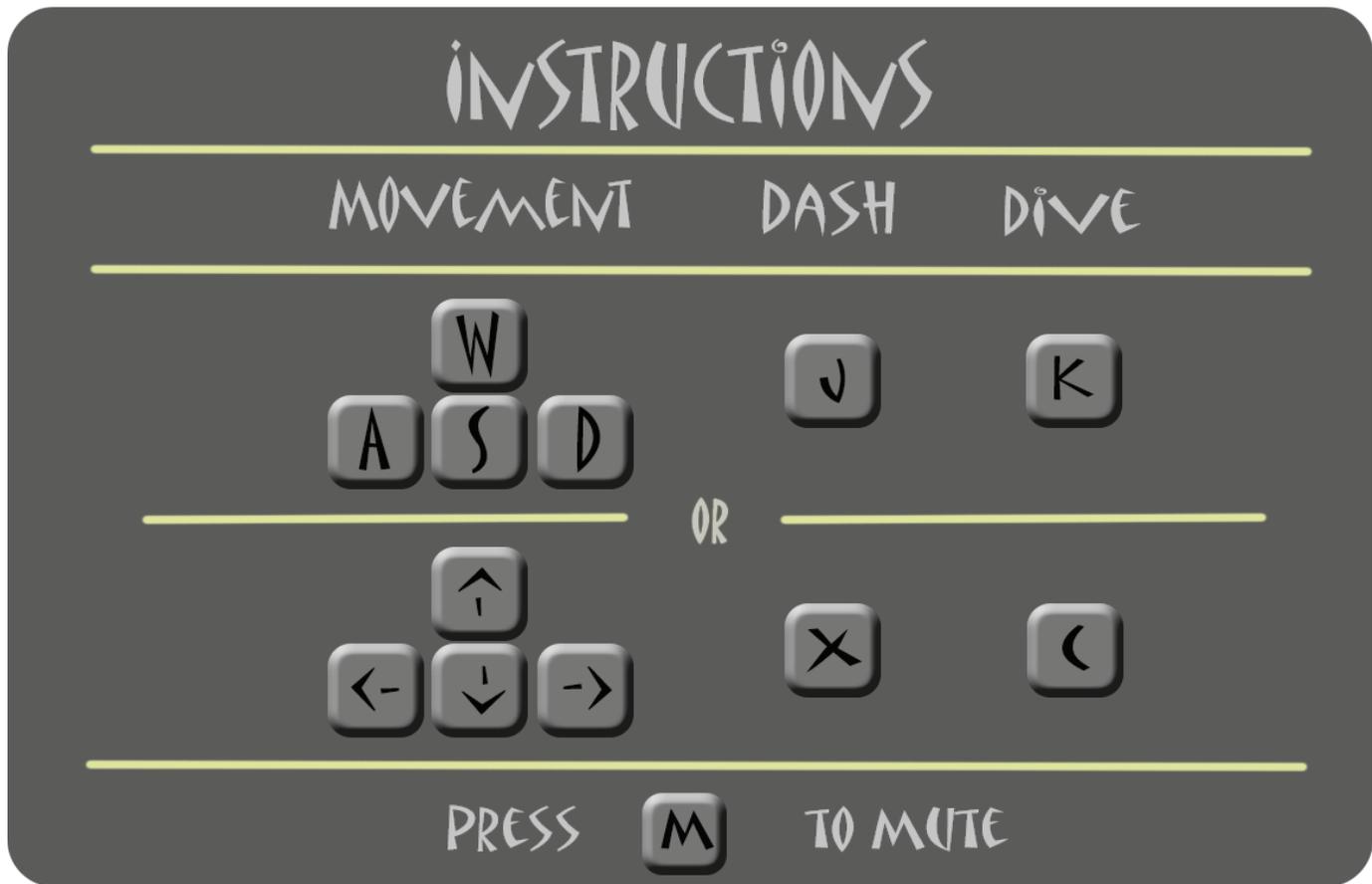


## THE MONSTER

In a world where anonymity is becoming increasingly rare, invasive humans threaten your lifelong home, the Bermuda Triangle. As an ancient sea monster, dash and dive to evade enemy explorers seeking to uncover your existence. Dine on them to keep hunger at bay. Can you survive in this age of relentless exploration?

# GAMEPLAY AND CONTROLS

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Use the arrow keys or WASD to swim through the Bermuda Triangle. Ram into passing ships to swallow them whole! Press X or J to dash forward and quickly catch a ship or make your escape. Press C or K to dive below the waves and sneak up on or slip away from your enemies.

## BASIC OBJECTIVES

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As you wade the waters, you will need to keep an eye on both your anonymity and your hunger. If you are seen too often, you will die; fail to eat enough ships, and you will die. In order to succeed, you must learn the strengths and weaknesses of each enemy type.



## Tugboat

The tugboat is the most common ship venturing into your territory. It wields a spotlight pointing directly ahead that if you wander into, prompts sailors to walk along the deck of the ship and search the water. In addition, when the tugboat pairs up with a diving bell (see below), it becomes a formidable opponent. Tugboats are ordinary ships that just so happen to venture into the monster's territory; they have some cargo to deliver, just like any other day. Sadly, the monster may cancel that delivery.



## Submarine

Submarines patrol your home waters on military business. Its sweeping radar can catch you off-guard if you're not careful. Your ability to dash quickly over large distances can help you close in on them. We are not too sure why the submarines are here in neutral waters; perhaps they are spies making their way unnoticed to a rival nation? Unfortunately for them, the monster notices everything.



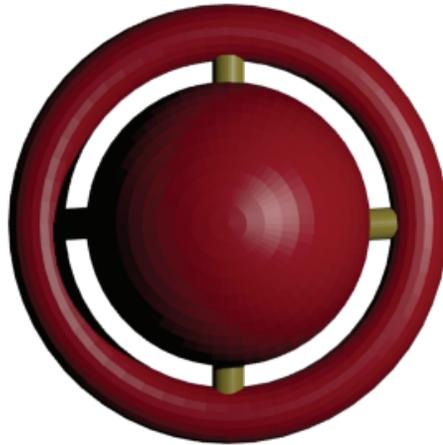
## Coast Guard

The Coast Guard employs a wide spotlight glaring into the water. Whenever a Coast Guard ship detects you, it will alert the rest of the Coast Guard, guiding them to you for a short duration. When you see the Coast Guard in the area, you know they mean business. Their motto is *Semper Paritus, Always Ready*, and they're always ready to end the monster's chain of destruction. But are they ready for a force they never see coming?



## Helicopter

The helicopter charges through the map, sweeping its spotlight back and forth as it flies by. It glides above your domain, unable to be destroyed. Dash to quickly avoid the helicopter's dangerous sweep or risk falling prey to its quick strike. With the helicopter's high altitudes, they act as essential support in the humans' battle against the monster.



## Diving Bell

The diving bell is a spherical capsule with a 360-degree view. You must dive into the depths and re-emerge at its location to eliminate it undetected. A tugboat that comes in contact with a diving bell will attach it to itself, providing the tugboat with a 360-degree field of vision at its stern. This upgraded tugboat will usually be a formidable enemy, so you should aim to prevent this union. Researchers are inside the diving bell, sleep deprived in their mission to spot unknown creatures. They will not be ready for the creature that is you.



## Mothership and Zodiacs

The mothership is a large ship, blind to the monster. Instead, it is protected by multiple zodiacs (small inflatable crafts) patrolling the surrounding waters. Destroying a zodiac provokes its mothership to release two in its place. Eliminate the mothership before engaging its zodiacs if possible. The pride of the Navy, the mothership is sent out whenever the Navy is alerted to the presence of unknown dangers. Together with its zodiacs, it aims to expose the unknown to ease the fears of the public.



## Hunter

The hunter is a formidable ship that was sent into the Bermuda Triangle to investigate the mysterious disappearances. It uses its piercing spotlight to actively track the monster as opposed to traveling to a preset destination. Hunters take unusually long to destroy, so try to lure hunters to uncrowded areas before engaging them. Beware the hunters. Nobody knows who sent them here; all we know is that they are bloodthirsty and crave your death.

# CREDITS

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Andre Anderson - Lead Designer

Alex Armstrong - Programmer

Allie Gaines - Designer

Michael Neborak - Programmer / Sound Engineer

Xiaotian Shi - Lead Programmer

Daniel Zhang - Team Leader / Programmer