



# RED OCEAN

16+

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COLLISION



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# Introduction



Red Ocean takes you into a powerful underwater station deep under the ocean, where a merciless hunt begins through a murderous world full of unscrupulous terrorists, deadly energy weapons and high explosives. But under the pressure of the mass of water and the might of the enemy, you rise to the challenge and turn the hunters into the hunted.

Jack Hard had imagined his life would be different when he quit the army and started his own diving school "Treasure Dive Inc.", a small company that specialised in diving for treasure offered exciting diving adventures to sunken wrecks all over the globe to a wealthy clientele.

It all began with a strange assignment: a man called Hammerson hired Jack and his boat to go in search of a U-boat that sank in World War II. Two weeks later and 200 sea miles from the Corvo Islands, they both prepare for a diving trip that Jack will never forget...



# Installation



## Drivers

To ensure optimum performance when running the Red Ocean, please make sure that you have installed the most recent drivers. Please find below a list of the major hardware and software manufacturers:

ATI: <http://www.ati.com>

nVidia: <http://www.nvidia.com>

Microsoft DirectX:

<http://www.microsoft.com/windows/directx>

Microsoft Update:

<http://windowsupdate.microsoft.com>

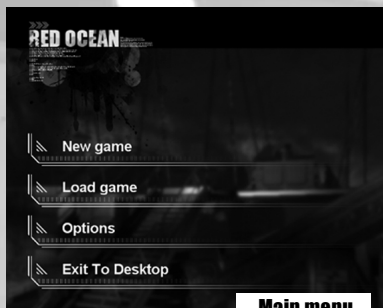
## Installation

To install Red Ocean please place the “Red Ocean” CD in the appropriate drive. Once the Autostart function has been activated, the Red Ocean installation window will be displayed.

If the Autostart function is disabled, double-click on the “My Computer” icon on your desktop or click the “Start” button.

Double-click on the drive letter for the relevant drive, then click on the “Setup” icon and follow the on-screen instructions.

# Main menu



**Main menu**

**NEW GAME:** starts a new game and then enables you to select the difficulty level.

**LOAD GAME:** opens the dialog box to load a previously saved game.

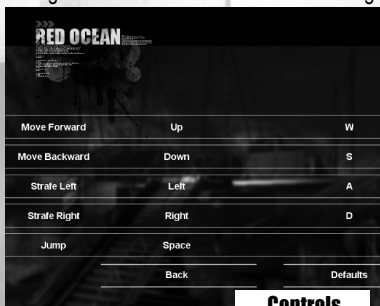
**OPTIONS:** opens the Options dialog box to change the various game settings.

**EXIT TO DESKTOP:** quits the game and returns to the Windows desktop.

**SETTINGS:** here you can change the various game settings.

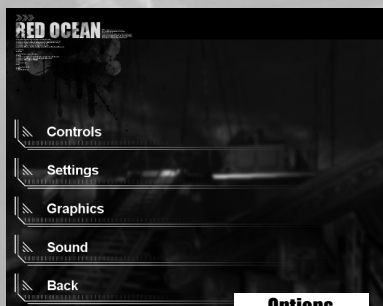
**GRAPHICS:** opens a dialog box where you can change the graphic settings.

**SOUND:** opens the dialog box where you can change the music and sound effects settings.



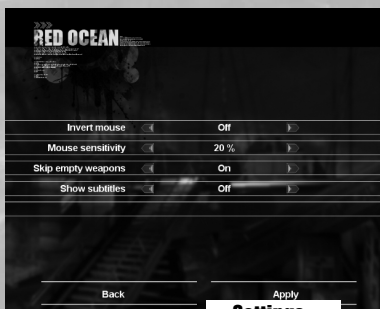
**Controls**

The default key assignments can also be modified here. To change a key assignment, click on the key you wish to change in the menu and then confirm the key you wish to change.



**Options**

**CONTROLS:** opens the dialog box to modify the key settings.



**Settings**

Here various settings can be changed for the mouse controls, and the subtitles can be turned On/Off.



You can choose from 5 graphic default settings, or specify the points (to improve the graphic quality, i.e. the game performance).



In this dialog box you can turn the music On/Off and set the volume for the SFX, music and speech.











You must click "Accept" to confirm any changes you make to the settings.











# Controls



## MOVE COMMANDS

	Move forward	Up arrow key
	Move backward	Down arrow key
	Move left	Left arrow key
	Move right	Right arrow key
	Jump	Spacebar
	Crouch	Ctrl (On/Off = c)
	Walk	Shift (On/Off = Insert)
	Sprint	X key
	Quick save	F9
	Quick load	F10

## EQUIPMENT AND WEAPON COMMANDS

	Primary attack ( <b>Fire</b> )	Left mouse button
	Secondary attack ( <b>Aim</b> )	Right mouse button
	Reload	R key
	Throw grenade	G key
	Use/interact with object	E key
	Flashlight	F key
	Next weapon	, (comma key)
	Previous weapon	. (full stop key)



# Credits



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Helen Sonnenberg  
Honk & Elliot

... as well as our friends & families!

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Metricminds

Musical Score and Sound Effects  
Dynamedion

Voice-Recording  
Translocacell

Technological base  
Gamebryo © emergent technologies  
Xplay © collision-studios

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