



DEEP RAIDER

MANUAL



Deep Raider

In 2021, United States Defense Department developed a new secret weapon called the Terminator. Terminator is a lightweight, hand-held weapon that possesses devastating destruction power. Its intensity is capable of melting every physical element. However, it requires ample amount of energy to power it. Fortunately, in the following year, the Defense Department discovered an element buried underneath the ocean floor around the South Pole. They named it X-118. It allows the Terminator to fire continuously for 17 minutes per gram.

In 2023, United States Defense Department used the surplus of the national defense budget to build DEEP, the first deep ocean mine in the world. They began mining the X-118 secretly without acknowledging the Federal government. To avoid satellite surveillance, the Defense Department excavated an abyss trench for transporting X-118 and the crew.

In 2024, Project DEEP General Director, Sean Nashville, filed a report to the Secretary of Defense Department stating that the increasing number of mutant sea organisms around DEEP would affect crew's safety. To assure the crew's safety, he proposed to withdraw all crew from DEEP and threatened the Federal government about the whole project. After two council meetings, the top ranking officers of the Defense Department decided to destroy the report Sean Nashville has submitted. They had also assigned a special task team to assassinate Sean and retrieve any records regarding to the DEEP project.

On his way to the Federal government, Sean was attacked by the special task team and seriously injured. The team lost contact with the Defense Department and the outside world when they were attacked once again by a giant living creature, while on the way to DEEP. After learning the situation, the Defense Department decided to dispatch an agent who is capable of communicating with animals to find out what actually occurred.

Jennifer Connors, a US Navy S.E.A.L., born with an extraordinary ability to communicate spiritually with animals, was once utilized such expertise to solve many problems for the US governments. Thus, with this special talent, Jennifer was naturally chosen to find out the reason behind the missing members. Since DEEP is a highly classified secret, top ranking officers did not reveal much details about DEEP to Jennifer. Her mission was to find out why human beings were being attacked by mutant creatures and the cause of the mutation. Once Jennifer entered the abyss trench, she discovered that almost every living organism had undergone a kind of mutation and became very difficult to communicate with. They randomly attacked Jennifer, and for self-defense she had to strike back.

In one occasion, Jennifer saved a fish, which told her that the ocean had been heavily polluted by human beings, which thus made deep-sea organisms mutated. The mutation not only affected the appearance but also lead to aberrant behaviour such as attacking their own species. The fish's harsh tone of voice exhibited exasperation toward human. However, it mentioned nothing of where the special task force was.

After bidding farewell to the fish, Jennifer located Sean's damaged submarine. From Sean's dying voice and documents, she ultimately realized the reason for DEEP's existence and the leakage of X-118. She then determined to save these deep sea creatures from such misery. At the same moment, a large tranquil sea turtle passed by Jennifer and took her to DEEP.

Jennifer reported all the situations encountered back to the Defense Department and suggested that they close the X-118 mine so the underwater organisms would no longer be exposed to the threat. However, the department stated that they could not afford to give up X-118, and that Jennifer had to return at once. Jennifer decided to risk her own life and proceeded toward DEEP. She was attacked by another special task team that was sent to kill her, but fortunately the fish she once rescued came and guided her to destination from safe route.

Once she reached DEEP, she went straight to work, installing time bombs around it. The special task team restlessly pursued after her, attempting to stop her from shutting down the DEEP. A giant mutant octopus attacked Jennifer and the special task team, causing bombs to explode, but she managed to escape from the giant octopus and the attackers. The explosion destroyed the DEEP and X-118.

After negotiations made by the Federal government, Jennifer was suspended from her job. However, she was not sad about the outcome of the whole incident since deep down in her heart she knew that she had helped the deep sea creatures and won their friendship.

Table of Contents

Ready to play

System requirement-----	3
Install DEEP Raider-----	3
Start DEEP Raider-----	4

Adventure Guide

The Interface-----	5
Control Keys-----	6
Supplimental tools list -----	8
Characters-----	9
Strategy Hint -----	12

Appendix

Briefing

Mission 1-----	13
Mission 2-----	13
Mission 3-----	13
Mission 4-----	14
Mission 5-----	14
Mission 6-----	14

CREDITS -----	16
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JoyMouse (Please turn over)

Introduction-----	1
System Requirements-----	1
Install JoyMouse-----	2
How to use JoyMouse -----	3
JoyMouse-----	4
JoyMouse Sticker -----	5
Trouble shooting-----	6

System requirement:

Basic requirement

- Pentium 200MHz or above
- Windows95/98/2000
- 32MB RAM
- 4X and above CD-ROM drive
- 100MB Hard disk space
- DirectX6.0(or later) support VGA card.
(640X480X16bit colors, 4MB Video RAM)
- DirectX 6.0 (or later) support sound card.
- 3D graphic acceleration card

For better performance

- P2-300MHz and above
- 64MB RAM
- Voodoo2 compatible
- 32X and above CD-ROM drive

Install DEEP Raider

Place the CD into CD-ROM and it will auto launch the setup program or launch the setup.exe from windows explorer. After finishing the installation of DEEP Raider , setup program will continue to check and install Microsoft DirectX 6.1 . Please follow the instructions.

●Note : DEEP Raider can not play under WindowsNT

Start DEEP Raider

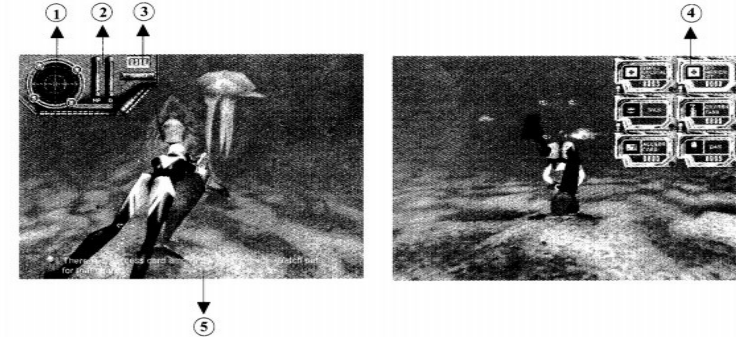
You can :

■ Click "Start" -> "Programs" -> "Raider" to run

Or

■ Run Windows' Explorer , in the "Raider" directory ,
Double click the 'raider.exe' to run.

The interface



- ① Radar : Shows the directions/positions of nearby enemies, supplementary objects, and certain targets that are to be found at each level. The dots in different color represents the following objects:
 - a. Red dot : Enemy.
 - b. Blue dot : Supplementary objects.
 - c. white dot : Jennifer's location before she gets to ride her partner in the fourth level.
 - d. pink dot : the boat at the first level and the mysterious turtle at the fourth level.
 - e. yellow dot : boss.
- ② Status panel:
 - a. HP :Vital sign
 - b. O :Remaining air.
When Jennifer and her partner are together, this figure shows the animal's remaining air.
When Jennifer leave her partner, this figure shows Jennifer's remaining air.
Note that the air apparatus which built in Jennifer's hemlet will lose power when she seperates from her partner.
- ③ Remaining weapon count.
- ④ Currently retained supplement list.
- ⑤ Message :
 - a. green : messages from friendly sea creatures.
 - b. Yellow : messages showed when player retains any supplement.
 - c. Red : emergency messages.

Control keys(Default setting)

Bring out system menu
Pause the game



Bring out / conceal panel

Bring out / conceal item list

Bring out / conceal map



Switch between bullet/torpedo/laser



move
forward



move
backward



switch view



Seperate



Animal's action



stunt 1



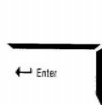
Shoot



stunt 2



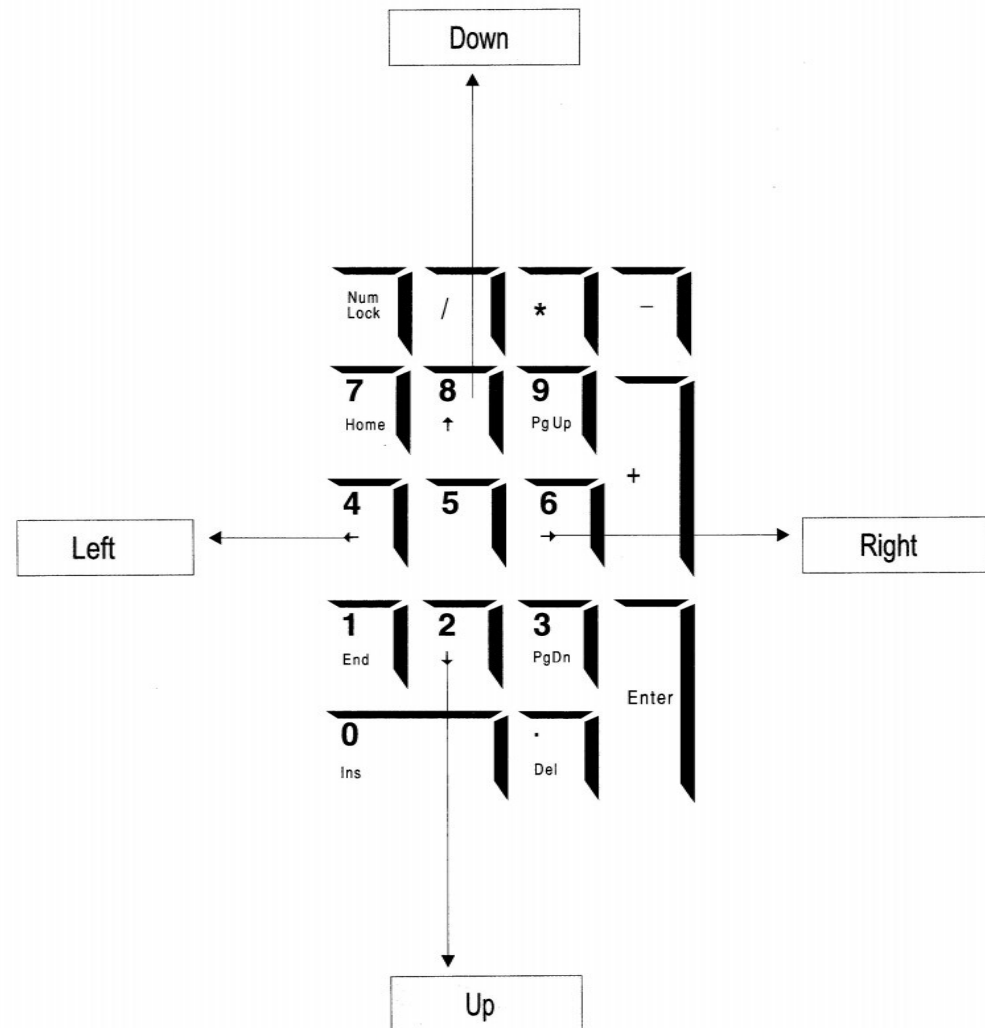
Use selected item



or



stunt 3



General supplement

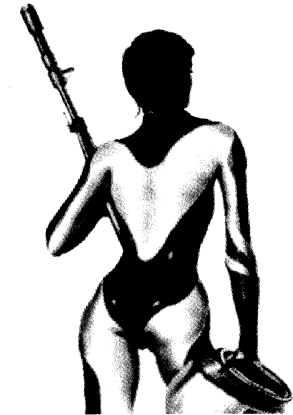
	Large Medical Kit : to recharge all of your energy.
	Small Medical Kit : to recharge half of your energy.
	Bait : to create a distraction in order to escape from the hostile sea creatures.
	Oxygen tank : to refill air.

Special Objects

	Access Card : This is the key to gain access to certain areas.
	Time bomb : This can be used to blow up blockades.

Main character profile

Name : Jennifer Connors
Sex : Female
Age : 24
Height : 5'6"
weight : 110 lbs



Equipment

Helmet : B-10

B-10 is the latest invention of Peter Rise Lab. Using its built-in breathing apparatus, B-10 enables user to breathe freely without having to carry an air tank that often hinder divers or astronomers from carrying out tasks. Apart from HUD that featured in its previous version, B-10 with a micro radar providing critical data of the surroundings.

Diving suit : DQ-503 Deep Water Diving Suit

DQ-503 is another Peter Rise's cutting edge product made of super high density polymeric plastic fiber. Titanium insulation ensures player's body temperature and help to resist water pressure.

Weapons :

Plasma Rifle (Type: PR2000)

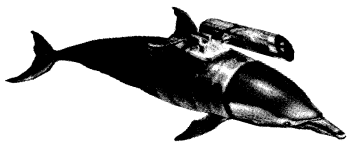
Under extremely low temperature, X-118 can be excited by laser and release plasma. PR2000 can fire plasma ball which can destroy any organism with one shoot.

Mini Guided Torpedo Series

Set on PR2000, lock and destroy target absolutely.

A. Dolphin

Jennifer and the dolphin became buddies after saving her from a near fatal accident when diving between corals and got dragged into a trench. It's the best partner for Jennifer during the early stage of her adventure.



- Strength :
- Speed : high
 - Acceleration : medium
 - Turning speed : medium
 - Staying power : normal
 - Air Consumption : a lot
 - Stunt : roll to the left/right and somersault

B. Ray

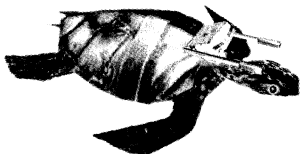
Being accidentally trapped in a experimental time transmitter,the Ray eventually was rescued by Jennifer and accompanied her to the Antarctic Ocean.



- Strength :
- Speed : medium
 - Acceleration : fast
 - Turning speed : low
 - Staying power : medium
 - Air Consumption : None
 - Stunt : dodge up and down or flap its wings to make a strong current

C. Thalassian

Thalassian used to be an ordinary turtle. Being contaminated by X-118 causes a physical transformation within its body, but fortunately it remained tame. During her adventure Jennifer killed a mutated sea monster and saved Thalassian's life by chance. To return her favor, it led Jennifer to the secret cave that would led her to the DEEP.



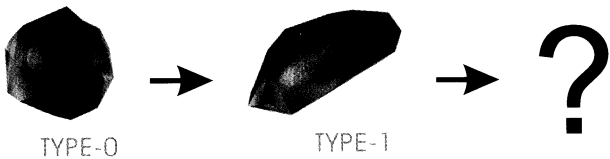
- Strength :
- Speed : low
 - Acceleration : low
 - Turning speed : high
 - Staying power : excellent
 - Air Consumption : medium
 - Stunt : none

D. Cultivate Organism

Underwater microbes exposed to radioactive from X-118 mine congregate to form as an organism and later evolve into a mutant animal. With Jennifer's telepathic influence, it follows along Jennifer throughout the game. These organisms grow from exposure to X-118 mineral. Jennifer can command it to distract the coming attacker and make it lose offensive power momentary.

6 Growth stages

Stages	0	1	2	3	4	5	6
Disturbance Time (seconds)	0	3	5	6	8	10	12
Mineral Require	0	5	7	7	7	8	9



1. Take advantages of each animal partner's instincts and characteristics. For instance, dolphin can emerge from the surface, ray does not need to breathe and so forth.
2. The partner has to carry the power supply for Jennifer. Once Jennifer separated from the animal, the air apparatus built in her helmet will lose power and gradually Jennifer will run out of oxygen supply.
3. Flash light is useful in the deep water to improve visibility.
4. Player may use bait to distract a school of hostile sea creatures.
5. Blood often invokes sharks. They come along whenever something is bleeding.
6. Try to talk to special jellyfishes to get useful information.

Briefings

Mission 1

Jennifer learned from agent Fisher that Sean is in trouble; based on past friendship she accepted this secretive task. She has to proceed to base P-116 and gather detail objective of the mission. Before entering the base Jennifer needs to locate an entry card and kill the mutant creature before it demolish the

Mission 2

Jennifer defeated the mutant creature at P-116 and received the instruction for this mission; she has to go to the South Pole for this mission. She is able to use the space transmitters to reach her destination. When she arrived at the transmitter site and discovered that there is a stingray trapped inside the transmitter. Jennifer has to find the necessary part to repair the transmitter then set free the trapped stingray from the transmitter.

Mission 3

Jennifer repaired the transmitter with spare parts and the transmitter began to function. Jennifer and her dolphin and stingray entered the transmitter and prepare to depart. Somehow the space transmitter malfunctioned while the transformation took place and Jennifer and her animal friends were sent to unknown abyss trench. After witnessed the attack on Sean, she sensed that the mission is very complex and determined to find Sean first.

Mission 4

The special task force captured Jennifer and stealthily sent her To DEEP, and plans to use her super natural ability to solve the problems around DEEP. On the way to DEEP, Jennifer used her super natural power to summon near by whales to tip over the transporter to escape, but the explosion ricocheted her to drawn among spike shells. Her animal friends need to find her before her oxygen supply runs down. Moreover, it seems like some one near by knows some secrets.

Mission 5

The sea turtle led Jennifer to a secret cave and the DEEP is located near the end of this cave, Jennifer have to maneuver her way around this precarious cave.

Mission 6

Being attacked by the mutant sea creatures left the DEEP paralyzed without electrical power. First, Jennifer got to find the part to repair the power generator and bring it back online. Second, locate the self-destruct chip-set in Sean's office, but it is protected by robotic guards...

Credits

Producer.....Amy Mao
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Programming Director.....David Fu
Programmer.....Dragon Cheng
 Michael Tseng
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 Cerrano Chen
Art Director.....Morence Wu
Artists.....Griffon Chang
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Sound Effect.....Lu Jen
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Special Thanks.....Sam Palahnuk
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 Peggy Tang
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