



RED OCEAN

16+

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COLLISION



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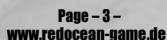
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RED OCEAN

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>

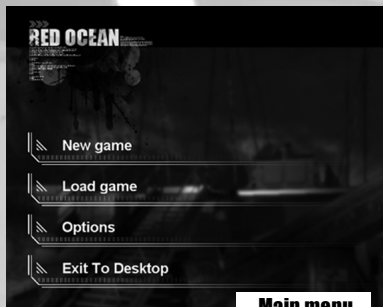
Installation

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.

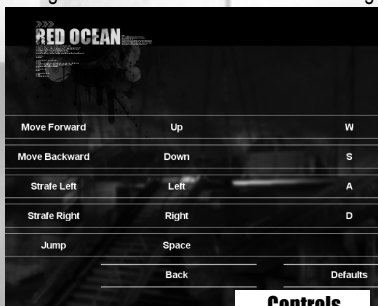
OPTIONS: opens the Options dialog box to change the various game settings.

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

SETTINGS: here you can change the various game settings.

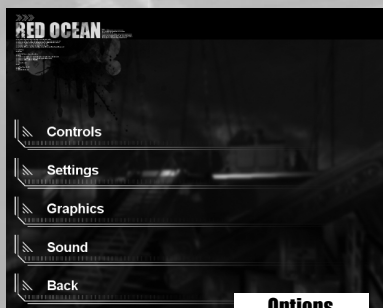
GRAPHICS: opens a dialog box where you can change the graphic settings.

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



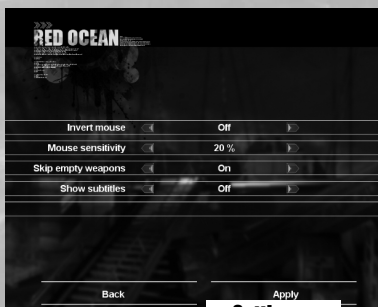
Controls

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.



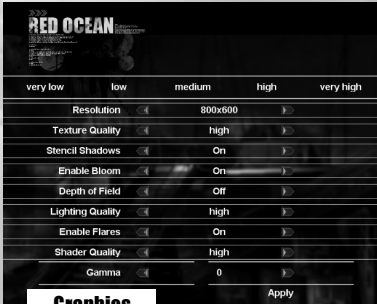
Options

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



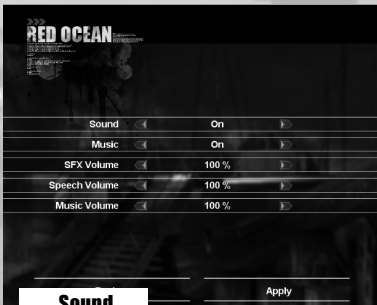
Settings

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



Graphics

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



Sound

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 (**Fire**)

Left mouse button



Secondary attack (**Aim**)

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



Developer Collision Studios GmbH

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Tobias Hoefle

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Special thanks to (in alphabetical order)

Sarah Dangendorf
Marcus Franke
Renate Hoefle
Sabine Leimbrink
Malissa Schulz
Helen Sonnenberg
Honk & Elliot

... as well as our friends & families!

Motion-Capturing
Metricminds

Musical Score and Sound Effects
Dynamedion

Voice-Recording
Translocell

Technological base
Gamebryo © emergent technologies
Xplay © collision-studios

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