

SAVING AND LOADING

You can save your progress at any time while playing a single-player game by pressing the **F5** key to bring up the **Pause** menu and then clicking on **Save Game**. At the **Save Game** screen, type the name of your game and then click on **Save**. To delete a saved game, click on its name and then click on **Delete**. To return to the **Pause** menu without saving, click on **Cancel**.

To load a previously saved game, click on **Single Player** at the **Main Menu**, and then click on **Load Game**. At the **Load Game** screen, click on the name of the game you would like to load and then click on **Load**.

You can load a saved game while playing by pressing the **Esc** key to bring up the **Pause** menu, and then clicking on **Load Game**. At the **Load Game** screen, click on the name of the game you want to load and then click on **Load**. Click on **Cancel** to return to the previous screen.

While you are playing, you can press the **F5** key to **Quicksave** your current game. This will save your progress with the game name "Quicksave 1." (Up to 10 Quicksave versions are saved—the lowest number is the most recent version.) Press the **F8** key while playing to load your most recent Quicksave game. You can load Quicksave games using the standard **Load Game** controls described above.

MAIN MENU

The following options appear on the Main Menu screen:

Single Player – Play a single-player game on your computer (see "Single Player" on page 17).

Multipayer – Host a game on your computer for others to play with you, or join a game that someone else is hosting (see "Multiplayer" on page 17).

Options – Adjust various game settings (see "Options," below).

Exit – Return to the Windows® desktop.

OPTIONS

This is where you can adjust the game settings.

Sound Volume

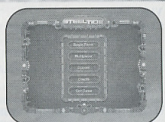
Left-click in the black box to increase the sound volume; right-click to decrease it.

Music

Turn music ON / OFF.

Mouse Speed

Adjust mouse sensitivity. The higher the sensitivity, the faster your in-game control will be.



Invert Mouse

Turn this option ON to reverse the vertical movement direction of your mouse.

Slowdowns

This option, ON by default, determines whether the game will slow down when a crew member tells you something important.

Gun Portraits

If ON, when you switch to a deck gun or back to the sub, you will briefly see the portrait of the crewman who controls that weapon (or the captain, if the "ship-view" is selected).

Blood

Turn the animated blood visuals ON / OFF.

Keys

Click this to go to the Input Mapping screen.

Input Mapping

Use this screen to re-map what key has what effect in the game. When you're playing the game, you can press the **F1** key to bring up this screen immediately. Note that all keys and buttons referred to in this manual are the default settings (see "Controls" on page 12). You can remap nearly every in-game action to different keys or buttons if you prefer.

- To re-map a control key, left-click one of the two columns to the right of the action you wish to map. You will see "???" appear in that column, and your cursor will disappear. The next key, mouse button or joystick button you press will be mapped to that action. (If you left-clicked here by mistake, press the **Esc** key to cancel.) Each action can have up to two keys or buttons mapped to it.

- To remove a key mapping, right-click on the action for that mapping.
- Use the down arrow button and up arrow button on this screen to scroll for more actions.
- If you wish to reset all the key mappings to their original configurations, click the **Defaults** button.
- When you're done setting up the controls, click **Apply** to make the changes take effect.
- If you decide you want to cancel your changes click the **Cancel** button and none of them will be saved.

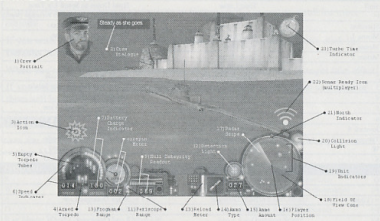
CONTROLS

Below are the default game controls, their names as listed on the Input Mapping screen (see page 11), and a description of what they do.

CONTROL	SCREEN NAME	ACTION
S	Sub Up	Move Sub Up (Surface)
W	Sub Down	Move Sub Down (Submerge)
A	Sub Left	Turn Left (Yaw)
D	Sub Right	Turn Right (Starboard)
R or Mouse Wheel Up	Thrust Up	Increase Speed
L or Mouse Wheel Down	Thrust Down	Decrease Speed
T	Thrust Way Up	Increase Speed More
U	Thrust Way Down	Decrease Speed More
Q	Full Stop	Bring Sub to a Complete Stop
Mouse 1	Zoom In	Hold Down to Zoom Camera
Mouse 2	Zoom Out	Hold Down to Zoom Camera Out

CONTROL	SCREEN NAME	ACTION
Shift	Time Lapse	Hold Down to Speed Up Time
P	Toggle Periscope	Raise Lower Periscope (at Periscope Depth)
Spacebar	Fire Torpedo	Fire Front or All Torpedo
Mouse 1	Fire Deck Gun	Fire Current Deck Gun
Mouse 2	Bioscopes	Toggle Zoom
Mouse 2	Sniper Scope	Toggle Zoom
1	Switch to Sub	Toggle Captain Mode
2	Switch to AA Gun	Toggle AA Gunner Mode
3	Switch to Artillery	Toggle Artillery Gunner Mode
4	Switch to Sniper	Toggle Sniper Mode
5	Switch to Front Torpedo	Toggle Front Torpedo View
6	Switch to Rear Torpedo	Toggle All Torpedo View
Joystick 4	Toggle Joystick Drives	Toggle Joystick Drives
F4	Switch to Frogman	Switch to Frogman Mode
W	Frogman Forward	Move Frogman Forward
S	Frogman Backward	Move Frogman Backward
Tab	Action Icon	Perform Frogman Action
O	Show Objectives	Open Objectives Window
F1	Remap Keys	Open Keys Editor
Ctrl	Ship Dialogue	Show Dialogue Log
F5	Quick Save	Save Game
F8	Quick Load	Load Quicksave
F9	Show Player Scores	Display Scores (Multiplayer Only)
F10	Hide	Hide (Multiplayer Only)
Esc	Menu	Open Pause Menu
Overlaid F1	Zoom In / Out on Radar	Zoom

GAME SCREEN



- Crew Portrait** – A portrait of the crew member or character currently speaking.
- Crew Dialogue** – Dialogue spoken by current crew member or character. When a member of the crew has something important to say, the game will slow down and give you a chance to read their message. The game will automatically speed back up after a few seconds. Watch for important messages from the crew.

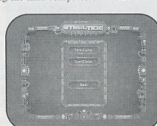
- Action Icon** – An Action Icon will pop up when you are at a point where you can perform an action. Here are the actions you can perform:
 - Plant Charge** – Plant a charge as the Frogman.
 - Detonate Charge** – Detonate the charge at a safe distance as the Frogman.
 - Return to Sub** – Return Frogman to sub.
- Armed Torpedo Tubes** – Torpedo tubes are lit up when they are loaded and ready to fire.
- Empty Torpedo Tubes** – Torpedo tubes are not lit when they are reloading or empty.
- Speed Indicator** – The blue light shows your current throttle and the arrow shows your actual speed.
- Battery Charge Indicator** – The *R.M.S. Triumphant's* battery drains whenever the submarine is underwater using its electric engine. When the submarine is on the surface, it uses its diesel engine, which recharges the battery. If the battery becomes fully drained, you must surface in order to recharge it.
- Depth Meter** – The *R.M.S. Triumphant's* maximum depth is classified, but it is known that it can safely travel at least 500 feet below the surface. Be careful not to explore too deep, as the pressure will crush your submarine's hull.
- Hull Integrity Readout** – This bar shows your submarine's hull integrity. Any damage the submarine takes will show up on this readout.
- Frogman Range** – This light is on when it is okay to release your Frogman. Your submarine must be on the surface and fully stopped for the conditions to be correct.
- Periscope Range** – This light is on when you can use your periscope. You must be at periscope depth (30 to 50 feet) in order to do so.

- Detection Light** – This light flashes when your submarine is detected by the enemy. If it is not on, then the Saravians have not been alerted to your presence.
- Reload Meter** – This meter is full when your current weapon is reloaded and ready.
- Ammo Type** – This shows the current type of ammo you are using.
- Ammo Amount** – This shows the amount of ammo you have left for the weapon you have selected.
- Player Position** – This indicates your position and direction on the radar.
- Radar Scope** – This is your radar/sonar scope. Enemy units show up as various colored dots (see "Unit Indicators," below). Use **H** on the number pad to zoom in and out on the radar.
- Field of View Cone** – Shows the direction that you are looking in relation to the submarine and enemy units.
- Unit Indicators** – The color of the dot indicates the type of unit.
 - Green** – Turrets, Buildings
 - Yellow** – Ships, Troops
 - Red** – Air units
 - Blue** – Submarines
 - Purple** – Cargo Ships (Shoot cargo ships to get health and ammo.)
 - Red with Circle** – Objective (Press the **O** key to bring up the Objectives screen. Click on an Objective to highlight it on the radar.)
- Collision Light** – Lights up when your submarine is colliding with an object or the terrain. Avoid collisions, as the submarine will take heavy damage.

- North Indicator** – Indicates north on your radar scope.
- Sonar Ready Icon (Multiplayer Only)** – When visible, it means that your sonar ping is ready to use.
- Turbo Time Indicator** – Shows when you are using the time compression mode.

SINGLE PLAYER

- Click on the **New Game** button to begin a new single-player game, then click the desired difficulty on the next screen (Recruit, Captain or Admiral).
- To load a previously saved game, click the **Load Game** button, select the saved game, and click **Load**.



MULTIPLAYER

Start a multiplayer game by clicking on the **Multiplayer** button. The **Connection Type** screen will appear.

