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Epilepsy warning

Some people may experience epileptic seizures or loss of consciousness when exposed to certain light patterns or flashing lights. Some types of graphics and computer game effects may induce an epileptic seizure or loss of consciousness in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, has an epileptic condition, consult your doctor before playing this game.

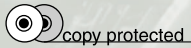
If you experience any of the following symptoms while playing the game – dizziness, loss of awareness, eye or muscle twitching, fainting, disorientation, any involuntary movement or convulsions – turn off your equipment IMMEDIATELY and consult your doctor before resuming play.

Technical Support and Customer Service

Are you having technical problems during software installation? Stuck in the middle of the game and don't know what to do next?
The JoWood Productions hotline staff will be glad to assist you.

e-mail: support@jowood.com

This game is



"And the second angel sounded, and as it were a great mountain burning with fire was cast into the sea: and the third part of the sea became blood; and the third part of the creatures which were in the sea, and had life, died; and the third part of the ships were destroyed."

Revelation 8,8 und 8,9

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Installation

System Requirements

Minimum Requirements

System	Windows® 98, ME, 2000, XP DirectX® 9
Graphics card	DirectX® 9-compatible 32 MB graphics card
Sound card	DirectX® 9-compatible sound card
Processor	Pentium®/Athlon® 750
Memory	128 MB (256 MB for Win 2000/XP)
CD-ROM	16x CD-ROM drive
Hard drive	2 GB free hard disk space
Controllers	Mouse and keyboard, joystick and keyboard
Multiplayer/LAN	No

Recommended

System	Windows® 98, ME, 2000, XP DirectX® 9
Graphics card	DirectX® 9-compatible 64 MB graphics card
Sound card	DirectX® 9-compatible sound card
Processor	1 GHz Pentium®/Athlon®
Memory	256 MB
Hard drive	2 GB free hard disk space
Controllers	Mouse and keyboard
Multiplayer/LAN	No

Package Contents

- 1 manual
- 2 CD-ROMs
- 1 registration card

Installing the Game

To install the game, please insert the first AquaNox 2: Revelation CD into your CD-ROM drive. A browser window will automatically appear with the option "Install AquaNox 2". Click on this to install the game.

If you have deactivated the auto-run function of the CD-ROM drive, please launch the CD browser by double-clicking on "My Computer". In the following window, simply double-click on the icon of the CD-ROM drive into which you inserted the first AquaNox 2: Revelation CD. The AquaNox browser will then open: click on "Install AquaNox 2" and follow the onscreen instructions.

Important

Please close any other programs that may be running before you begin installing AquaNox 2: Revelation.

Before installation, please make sure that you have DirectX® 9 or a later version installed. If you're not sure, click on the button "Install DirectX® 9" to install the correct version of DirectX® 9 for your system.

Uninstall

To remove the game from your system, go into the folder "AquaNox 2: Revelation" in the start menu and select "Uninstall AquaNox 2". Then follow the onscreen instructions of the uninstaller.

Starting the Game

To Play AquaNox 2: Revelation:

After installation, you can launch AquaNox 2: Revelation by inserting the AquaNox 2: Revelation CD 1 into your CD-ROM drive. Then, in the "AquaNox 2 Browser", select "Play AquaNox 2". If the CD-ROM is already in the drive, you can start the game by clicking "START → Programs → AquaNox 2: Revelation → Play AquaNox 2".

IMPORTANT

CD-ROM 1 must always be in the drive whenever you want to play AquaNox 2: Revelation!

The Main Menu



The main menu will appear first containing the following options: New Game, Load Game, Continue, Instant Action, Options, Credits and Exit.

New Game

Click on this button to start playing a new AquaNox 2: Revelation storyline.

Load Game



Click on this button to call up a list of all previously saved games. This button will remain inactive until you have saved games available.

To load a saved game, click on one of the games shown in the list. To delete a saved game, point at the game you wish to remove with your mouse and press the Del (Delete) key.

Continue

Click on this button to continue playing your last game from where you left off. Your game is saved automatically providing you exit the game normally.

Instant Action



Clicking on this button will open a list of missions that you can play. These missions are not part of the story line and are independent of each other.

The Instant Action menu will gradually be loaded with all successfully completed missions of the storyline. You can then continue to explore and

play these missions using a predefined weapon set (generally this won't be the same weapons that were used to originally complete that particular mission). Every now and then, at certain points of the storyline, bonus missions may be made available to you in the Instant Action menu. This is triggered by you reaching particular points of your current mission.

Options

By clicking this button, you'll open the Options menu from which you can determine all the settings in the game, including input, video, audio or game options. For more information, see the "Options" section.

Credits

Take a look at who was involved in developing this game!

Exit

When you want to leave AquaNox 2: Revelation, click on the "Exit" button.

Quick Start Manual

Here is a brief overview for those who just want a little help to get them over the initial hurdles.

In the Beginning



- Click on "New Game" to start playing. After you have admired the intro sequence, you will find yourself aboard your ship, the "Harvester". You will receive an emergency call via the intercom.
- After listening to the message, you can explore the rooms on your ship by clicking on the names of the rooms (but hurry, you've just received an emergency call...). Rooms that may have something a bit more interesting than just a nice color scheme in them are shown in bright yellow. Rooms that are shown in pale yellow are currently empty. For more information on room menus see "Connoisseur's Manual → The Base".

- You'll find two more stations in the dock: the console and the dock itself.
- You can use the console to save things and to adjust the way you want to control the game. For further information, see "Connoisseur's Manual → The Base".
- You'll leave the ship via the dock in your one-man submarine, the Salty Dog. More details about this are available in the section "Connoisseur's Manual → The Base".

Underwater

- Out underwater the ship is controlled via keyboard and mouse or keyboard and joystick depending on what controller settings you've chosen.
- Don't rush (the emergency isn't nearly as urgent as Hank Bellows makes it out to be). So take some time to familiarize yourself with the navigation and the control panels you will see displayed. If you don't understand something, look it up in the section entitled "Connoisseur's Manual → The Cockpit".
- You won't get any reward for the first mission. However in later missions you will be given equipment for your ship or other useful things, whenever you have successfully completed your tasks.
- Use the Escape key to call up the action menu. This enables you to return to base using autopilot (Activate autopilot), Replay or simply Continue the mission. You can also look at the Mission Briefing again, review your current Mission Status or review the Last Radio Messages. You can also call up the Options menus in order to reset your Video, Audio or Control settings.

After the Mission

- You'll receive the booty list when you return. Here you will be able to review the reward you have got for completing the current mission as well as those received for completing bonus targets within the current mission. Use this to build up your arsenal. You'll find more detailed information about the booty list in the section entitled "Connoisseur's Manual → The Base".
- Once you have completed your first mission successfully, you will notice that you're no longer alone on board the "Harvester" upon your return. A nasty looking gang has used your absence to take over your ship.
- Again, remember to talk to everyone to find out who they are and what they want. More information is available in the section entitled "Connoisseur's Manual → The Base".
- In the dock you'll find terminals, which are intended to help you equip the ship – or – as soon as you own more than one ship – help you select the right ship for the current mission. For further details see the sections entitled "Connoisseur's Manual → The Base".

- You won't of course, find a place to buy weapons on the "Harvester". Why would you need a weapons shop on your own ship? However, later in the game you'll have the opportunity to buy weapons or sell weapons you've taken as booty. See "Connoisseur's Manual → The Base".

Connoisseur's Manual

Options

Clicking on the "Options" button in the Main Menu or Action Menu will open the Input Menu. On the upper tool bar you'll also find buttons for Video, Audio and Game settings.

The Input Menu is divided into six sub-menus: Control Mode, Input device, Movement, Weapon 1, Weapon 2, and Misc. In all the "Options" screens you can reject changes that have already been made. Many of the screens allow you to return all settings to their defaults.

Input → Steering Mode



Here you can choose whether you want to play the game using a control system similar to a first person shooter or whether you'd like the more realistic handling of a simulation:

The "First Person Shooter" control mode switches the controls to those you are already familiar with

from AquaNox and countless other action games. You can thrust forwards and backwards, strafe to the left and right and because AquaNox has a genuine third dimension you can also rise or dive.

The "Turning Mode" option determines how your ship reacts to mouse or joystick movements. Select "Instant" and the ship will turn immediately and continue moving for however long you press that particular direction control. "Velocity" mode allows you to control the ship's movement and speed relative to

a central position. The further your mouse or joystick is away from this central position the faster the ship will move. This setting is more challenging if you are using a mouse, as it will not automatically snap back to the central position.

The "Invert Y-axis" option, if switched ON will reverse the way the up and down actions of the joystick or mouse respond.

The "Simulation" mode sets your controls to behave in a similar way to those in space simulators. Moving the mouse or joystick horizontally will move the ship around its horizontal axis. So it will tilt to the side or can even roll. Forward and backward movement keys stay the same. Strafing however doesn't work the same way; these keys now determine your horizontal view. The vertical view is controlled via mouse or joystick's y-axis.

Simulation mode also adds a further three settings:

- Roll correction:** Determines the speed at which the ship returns to normal after a roll.
- Yaw Intensity:** Determines how much effect the side rudders have during a roll.
- Horizontal Movement:** If you want the strafe keys for strafing then select "Strafe". Select "Yaw" if you would rather use these buttons to turn the ship around its horizontal axis.

If you should lose your sense of direction during battle and no longer know which way is up or down, use the "Auto Leveling" button in the Input – Movement menu. Then whenever you press the key you've set for this function (preset is Q) the ship will straighten up again.

Important

The Input → Movement menu allows you to allocate a key for toggling between First Person Shooter and Simulation during a mission. (Preset is Y.)

Input → Input Device



Choose whether you want to play the game via a keyboard and mouse, or a keyboard and joystick or whatever other control device you wish to play the game with. The first time you call up this screen, the button by "Device Used" will display the word "Mouse". Clicking on the word "Mouse" will switch it to "Joystick"

providing a joystick, gamepad or steering wheel is connected and has been recognized by the system.

Mouse

Use this if you are going to play with a keyboard and mouse. Choose from the following settings:

- **Mouse Sensitivity:** this determines how fast the mouse pointer reacts to your movements.
- **Wheel Cycles Weapons:** click this button if you want to use the mouse wheel to switch weapons in battle.

Joystick



Use this menu for adjusting your settings, if you prefer to play the game with a joystick. There are five main parameters to select from: X and Y-axis, boost control, siderudders and extras if available. You can set the dead zone and sensitivity for each of these parameters.

- **Dead zone:** determines the movement range which the joystick doesn't respond to. This zone is useful as it minimizes unintentional movements with the joystick. The farther left the control is set, the more responsive your joystick will be.
- **Sensitivity:** Here you determine how accurately your joystick reacts outside of the dead zone. The farther left the control is set the fuzzier the response of your joystick.

The display at the far right shows the current parameter settings. Here you can see at a glance whether the game is reacting to your control device and whether the dead zone is adjusted correctly.

There are additional controls for the following Force Feedback effects:

- Movement
- Fire
- Impacts

The farther right you push the controls the more intense the Force Feedback effects will be in the game.

If you press the "Choose presets" button, you will see predefined configurations for most common joysticks found on the market. These presets have been tested and found to perform well.

In general AquaNox 2: Revelation recognizes all input devices recognized by your system. However, you have to decide for yourself whether these are suitable for playing this game. If you are playing AquaNox 2: Revelation in First

Person Shooter mode we recommend that you use a keyboard and mouse. If you are playing in Simulation mode a joystick is better.

Input → Movement



This menu allows you to adjust the keyboard and mouse/joystick commands used to control your ship in battle.

Activate an option by left-clicking it with your mouse. Then you can choose a command following these simple rules:

- You may assign any key (except Esc).
- If a key has already been assigned to another function, the old function will be deleted without warning. Because this key can also be active in screens other than the one you are currently in, you should always be aware of which keys have already been assigned to particular functions.
- If you wish to delete an assigned key in the line selected, press the same key again.
- The two keyboard columns belong together. If both have already been assigned and a third key is selected, BOTH of the previous keyboard columns will be deleted. The new entry will appear in the first column.
- Mouse and joystick entries are automatically registered in the appropriate column. Please note that several movements such as the lines of sight are already assigned to mouse or joystick axes and can no longer be changed in this menu.

If you float your mouse cursor over one of the lines without selecting it and press the Delete button, you will remove all assigned keys for that particular line.

This menu also has four other special functions apart from those purely related to movement:

- **Toggle Engine:** Switches your ship's engines on and off. This can prove very useful for stealth missions.

- **Auto Match Speed:** This adjusts your speed to that of the object you have locked onto. This is important if you, for instance, need to follow someone without getting too close and they brake.
- **Auto Leveling:** This returns your boat back to its normal position if you have lost your orientation.
- **Toggle Steering Mode:** This key toggles your mission control mode between Simulation and First Person Shooter.

Input → Weapon 1



This menu allows you to adjust how your weapons are controlled during battle. This works in the same way as described in section Input → Movement above.

Input → Weapon 2



Use this menu to assign keyboard shortcuts to select particular weapons quickly. This works in the same way as described in section Input → Movement above.

Input → Misc.



key is assigned to displaying a couple of the statistics and how you can take screenshots.

Video → General



default settings. You can then adjust the resolution to the new setting. This will however be automatically adjusted whenever you leave the video menus.

There may be options that are not available; in other words the option will appear constantly turned off. This happens when your graphics card does not support a particular feature.

You can use the Video → General menu to define various other image display parameters:

This menu allows you to adjust the controls for the external camera in battle. The external camera isn't exactly the best choice in the midst of a heavy battle, but it is extremely useful for getting a different perspective of Aqua if things are not too hectic.

In other settings you can determine, what

Clicking on the "Video" button at the top of the screen will open the Video → General menu. You then have the option of selecting two further sub-menus: Light and Detail.

All video menus give you the option of deleting previous changes by clicking on Choose Preset and selecting one of five

- **Color depth:** choose between 16 bit and 32 bit. The former gives you a higher frame rate, so that the game flows better. However, the latter looks considerably better.
- **Resolution:** The higher the resolution, the slower the game runs – but the better it will look.
- **Gamma correction:** This is used to change the game's overall brightness. This function does not influence the game flow in any way.
- **Full Screen Antialiasing:** Especially when using lower resolutions, Antialiasing provides a good way of preventing the graphic display getting too grainy. The higher the value set here, the better the game will look and the slower the game will play.
- **Texture filtering:** You'll achieve the most fluid display using bilinear filtering. Trilinear or even anisotropic filtering will, of course, improve the appearance.
- **Anisotropy quality:** In case you chose "anisotropic" for texture filtering, you can adjust the quality here.
- **VSyn:** VSync facilitates vertical synchronization of the image and considerably improves the fluidity of the display. However, certain hardware combinations may result in jerky movement, even though the processor itself isn't experiencing any performance problems. Switching VSync on will take care of this problem.
- **Triple buffering:** Activating triple buffering increases the amount of memory required by the graphics card because three rather than two frames are buffered. This does slightly increase the fluidity of the display. The action will however get another frame behind. Your shots may therefore be firing at an enemy who is no longer in exactly the position that you are seeing him in.
- **Intel® Hyper-Threading Support:** If your computer supports this new Intel technology, then we recommend that you use it. Use this option to switch it on.

Video → Light



Activate or deactivate a variety of dynamic and static light effects for the terrain and for objects using this menu. As a rule, an activated effect improves display quality, but also slows it down.

Video → Detail



A range of game display parameters can be selected from the Video → Detail menu:

- **Landscape detail:** Moving the control to the right will increase the detail of the landscape, but reduce the update speed.
- **Additional Terrain texture:** Increasing this setting improves the appearance of the terrain, but may decrease the update speed.
- **Terrain detail texture:** When this is activated, the terrain will look highly detailed even at close range. It will however cost you a bit in performance.
- **Objects detail texture:** When this is activated, objects will look great even close up. It will however cost you a bit in performance.

- **Plants:** The farther right the control, the more plants there will be, and the slower the update speed.
- **Plankton:** The farther right the control, the more plankton will be shown, and the slower the display will be.
- **Texture Cache Size:** The higher the value, the finer the game's texture resolution will be. However, the value should not exceed the size of the texture memory on the graphics card, as otherwise swapping to the main memory will be required – and that will lead almost inevitably to jerky performance.
- **Radar detail:** The more detail you select to be shown on the small radar screen, the slower the rendering will be.
- **Particle detail:** The farther right the setting is, the more realistic the particle effects will appear and the slower the display will be.
- **Halos:** Allows you to select whether you have positional lights and other illuminations of ships, buildings and other objects on and off. If you switch the halos on then they will slow down the display speed.

Audio



This menu allows you to adjust AquaNox 2: Revelation's sound settings. You can switch back to the Input, Video or Game menus by clicking the buttons at the top of the screen. At the bottom of the screen you can Cancel changes to your audio settings, reset them to the Defaults or Accept the changes. The latter is automatically

triggered whenever you leave the Audio screen.

- **Enable Sound:** decide whether you want the audio on or off. We recommend that you turn it on. Of course, if you don't have a sound card, there won't be any sound anyway.
- **Sound quality:** Modern sound cards and processors shouldn't have any difficulties with the highest level (44100 Hz). If the overall game display is too jerky, you may want to try it with lower sound quality.
- **Use hardware for 3D sound:** Decide whether you actually want to use your 3D sound hardware or not.
- **Use DirectSound in video playback:** Switch on if the sound during video playback is jerky.

- **Number of channels:** Selecting a large number of sound channels, increases the demands made on your computer considerably. Keep this number low if the computer stops operating smoothly.
- **FX volume:** Adjusts sound effects volume. The farther right the control, the louder the effects.
- **Music volume:** Adjusts music volume. The farther right the control, the louder the music.
- **Radio Message volume:** Adjusts speech output during battle. The farther right the control, the louder the speech.
- **Dialogue volume:** Controls the volume of speech in the base. The farther right the control the louder the speech will be.

Game



In this menu you can change your AquaNox 2: Revelation gameplay settings. At the upper edge of the screen you can switch to the Input, Video or Audio menus as you wish. At the lower edge of the screen you can go back to your previous settings by clicking Cancel changes, or reset them to the default values. The

following game settings are available:

- **Target identification:** If you activate Target Identification, it will tell you what you currently can see under the crosshair.
- **Game difficulty:** The farther right the control is, the less protection your ship has, and the more accurately your opponents will shoot.
- **Show weapon:** With this setting you can specify whether you want your current weapon visible or not.
- **Show cockpit:** Choose whether you want to see the cockpit frame displayed or just the HUD elements displayed during battle.
- **Auto-aiming:** Choose whether to leave fine tuning targeting to the computer onboard your vessel. The farther you slide the button over to the right the more the computer will take control, ensuring the enemy that has been targeted is hit by making the correct angle calculations. If you leave the controls on the far left then no corrections will be made. Each step to the right will increase the angle by 7.5 degrees.

Story mode

Story mode is the mode in which no fighting occurs, but in which a player finds out about the story, earns their missions, equips their ships, selects new ships or manages their acquired weapons. This is the mode you enter when you have docked in the various bases. For large parts of the game, this base will be the "Harvester", the freighter that William Drake inherited.

The Base

The base consists of a backdrop. You can see the various rooms or places that you may visit marked on it. In general, there are three places you may go: the dialogue room, the shop and the dock. Different bases have different types of places: the dock is the only place that exists in all stations. Different places also have different functions within the game.

Room Control

When you move the mouse over one of the room names, the color of the writing changes from yellow to white. You open a room by clicking on the room name. Close the room again by pressing Esc or by clicking on the red "x" in the upper right-hand corner of the room window. You can also move a room window by placing the mouse pointer into the border area under the red "x". Then the mouse pointer will change into a star symbol. Now hold down the left mouse button to move the window.

The station will be inactive as long as a room is open. This means that you have to close the room before you can open another one. The same applies when you have opened a menu from a room: as long as the menu is open, all other people you can talk to in the room are inactive. You must close the menu before you can talk to someone else.

Hint

You can close a room by pressing Esc. If you have various room sub-menus open, then Esc will close the currently active menu. Pressing Esc whilst in the base will open the Console menu.

Dialogue Rooms



someone there to talk to. You can tell when someone is approachable because his name will be displayed. Clicking on one of the displayed names will open their dialogue screen.

Dialogue Screen



dialogue screen.

Here you'll find one or more people to talk to. The story line determines who will be in this room at any one time. It is therefore quite possible that you may occasionally find no one to talk to in a dialogue room. If this is the case then the room's name will appear pale yellow. A bright yellow name indicates that there is

As soon as the dialogue screen has opened, dialogue begins automatically both as speech and text output. The dialogue partner who is currently speaking appears brighter, while the listener darkens. At the end of the dialogue, a function bar similar to that of a CD player appears at the lower end of the



You can use this function bar to hear the dialogue again from the beginning, to play individual segments backwards or forwards, or to jump to the beginning or the end of the dialogue. This function ensures that you don't miss any information from a conversation.

Shop Screen



you can have a conversation. When you click on the weapons dealer, the purchase and sales menu opens.

Not every station has a shop. For example, the "Harvester", where you'll be for a large part of the game, doesn't have one. You'll find shops when you have solid ground under your feet at various points in the game, i.e. when you dock at a habitat. The shop is populated primarily by weapons dealers. However, you may very well find another client there, with whom

Purchase Menu



many Credits you currently have in the bottom left of the purchase menu. To the right of this you will see the OK button, which you use to place your order.

The purchase menu will open when you click on the buy button in the top left of the shop screen. The individual items are categorized under the headings of weapons, torpedoes, Buzzers, generators, repair kits and special equipment. You select an item category in the listing on the right by clicking on the appropriate button. You will be able to view how

Select an item by firstly clicking on it in the listing on the right. If you don't have enough Credits to buy a particular item it will be shaded in light green, items you can afford are colored dark green. You will see a picture of the item appear on the left in a little round monitor, whether you can afford it or not. All important information about the chosen item will be displayed in the middle of the shop.

If you can afford to pay for the item, the OK button will be activated. After clicking it you will be asked how many of the items you wish to buy. Theoretically you can buy as many as you can afford.

Hint

If you want to buy or sell larger quantities of an item then just hold the mouse button down. This will make the counter go faster.

Sell Menu

We didn't want players to have to take all their equipment off the ship each time it is put up for sale, but also wanted to prevent players from unintentionally selling objects with which their ships are equipped. So we have divided the sell menu into two parts: selling objects, which currently do not belong to the ship's equipment – and selling those that are included in the ship's equipment.



Use the two buttons "Ship" and "Depot" in the top right hand corner of the shop menu to review what you have. All other sell menu functions are the same as in the buy menu.

Important

Your sales and purchase price is different. Generally you will only get back half the cost of an item when you sell it. So think carefully before you sell your booty to the weapons dealer. Only sell items that you no longer need.



Just as before, you will need to select how many of the selected item you wish to sell.

The Dock

Every base has a dock, of course – otherwise you couldn't enter or leave the base! However, in AquaNox 2: Revelation, the dock also has a whole range of other functions. There you can find people to talk to, commission the mechanic to convert your ship or throw the keys to the hangar manager, so that he gets the best ship out of the garage for your next mission. You'll also find a console here, which you can use to specify various game options such as saving the game or loading a new one. You can also leave the game via the console.

Equip Menu



The Equip menu will open when you click on the mechanic.

- On the left side of the screen you'll see which items are already mounted in your current ship.

- On the right hand side you will see which items are still lying in the depot.
- The horizontal list at the top of the menu shows what sorts of items are currently displayed in both lists. The number of slots appearing below the ship's list will change according to what type of item you have just selected. Each highlighted diode shows a possible position where this item could be situated. Each shining diode shows that this position is already used. Each dark diode shows that a position is available. Special equipment can increase the number of positions available.
- A picture of the item together with its technical specifications will be displayed in the middle of the menu.
- Under this you will find two buttons, which you can use to move highlighted items from the depot onto the ship (arrow pointing left) or from the ship into the depot (arrow pointing right).
- And under this you will see a depiction of your current ship so that you always know which one you are equipping.
- In the far bottom right hand corner you will see a button which you can use to equip you new ship with a selection of preset weapons and other items. However you do need to have these items for this to work.

Ship Selection Menu



Clicking on the hangar manager will open the Ship Selection menu. Top left you will see a selection of the currently available ships. The one highlighted is your currently equipped ship. To change your ship click on the one you want. This is of course only possible if you have more than one ship available.

The various displays show the following information on the selected ship:

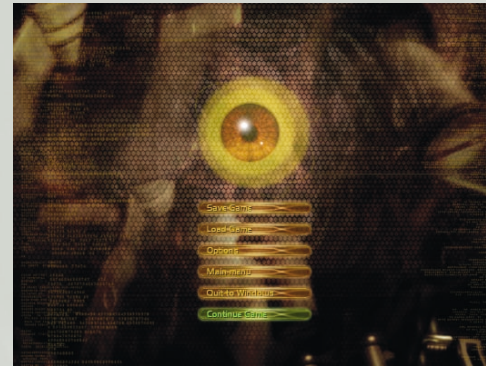
- **Top left:** ship's name.
- **Bottom left:** 3D picture of the ship.
- **Top right:** class the ship belongs to.
- **Middle right:** some general information about the ship.
- **Bottom right:** ship's technical specifications.

You can take a look at all the ships, without defining which one will be used as your current ship. This will only be selected once you have clicked on the OK button in the middle of the menu.

IMPORTANT

Once you have decided to change your ship all your old ship's equipment will be removed and stored in your depot. In a hurry? The bottom right hand corner of the equip menu has a button which equips your new ship with a selection of preset weapons and other items (Auto-Equip).

The Console



Click on the console or press Esc whilst in the base to open the console menu.

It contains the following options:

- **Save Game:** When you click this, another screen will open showing 40 slots where you can save your current game. It will be automatically named according to the slot and time. You will find your save games in the My Documents/ AquaNox2" folder. You can delete a save game by placing your mouse cursor over the save game and then pressing Delete.
- **Load Game:** When you click on this, a screen very similar to the one described above will appear. However, you cannot save a new game here. Instead, click on an existing saved game to open it. You can also load a game by directly double-clicking on it in "My Documents/AquaNox2" folder. You can delete a save game by placing your mouse cursor over the save game and then pressing Delete.
- **Options:** See the section entitled "Connoisseur's Manual → Options".
- **Main Menu:** See the section entitled "Starting the Game → The Main Menu". Returning to the Main Menu will end your current game!
- **Return to Windows:** This will end the game and return you to your desktop.
- **Continue Game:** Selecting this will return you to the game.

The Dock



When you click on the dock, the "Mission Selection" menu opens. It shows all currently available missions. These appear on a map in yellow script, just like all the names within the bases. You will sometimes see a place appearing on the right side of the map. This means that you can leave the Harvester

and enter one of Aqua's habitats. Click on one of the mission names to open its briefing window.

The briefing window gives you all information about the mission that you have selected. Click on "OK" to start the mission: the action menu will appear. Click on "Cancel" to return to the Mission Selection menu.

After clicking OK the Departure screen will appear. This tells you about your mission and the progress of navigation data transfer. Once this process is completed, click OK to start the mission.

The Action Menu



Pressing Esc during a mission will bring up the Action menu.

This has the following options:

- **Mission Briefing:** remind yourself of what your task is. Remember though that a completely new situation can develop during the course of a mission, sometimes making the original briefing irrelevant.
- **Mission Status:** Shows which tasks have already been completed, which have failed and your current task.
- **Last radio messages:** Lets you replay the last radio messages that were received.
- **Continue mission:** one click on this button lets you continue the mission.
- **Activate Autopilot:** This button ends your mission and will only appear when you have successfully completed it. The booty list will appear showing all tasks achieved, what booty you have collected and how many of the total bonus goals you managed to complete. Clicking OK returns you to the base, or alternatively you have the option of immediately repeating the mission and finding more bonuses.
- **Replay mission:** Think there is a chance you will lose this mission or maybe you have already lost it? If you are certain that you have the right ship with the right equipment then this is the button for you.
- **Load Auto Save Game:** You've just given up or lost the last mission and want to start again keeping current parameters. This option loads the save game, which was automatically created before you last left the base. So you can re-equip your ship, perhaps have another chat to people or – if available – complete another mission before continuing.
- **Options:** This takes you to the options menu where you can change your Input, Video, Audio or Game settings. Exceptions: screen resolution, hardware for 3D sound settings and the number of audio channels can only be adjusted from the base. The same is true of the difficulty level.
- **Quit to Main Menu:** This ends your current game and takes you back to the Main Menu.
- **Quit to Windows:** This ends your current game and takes you back to the (Windows) desktop.

The Cockpit



- My Ship Status
- Locked Object Status
- Target Display
- Radar
- ELF Display
- Mission News
- Threat Indicators

Your Ship Status

You'll find information about your own ship at the lower edge of the screen on both the right- and left-hand sides. At the far left you'll see five bar indicators which indicate the status of your ship's shields. The yellow indicators are for the front, rear, right and left kinetic shields, and the blue indicator shows the electromagnetic shield's status.

The three values to the right of the shield indicator show, from top to bottom:

- The noise you are currently producing;
- Your current speed;
- The current depth in meters below sea level.

On the far right-hand side, you'll find details of the currently selected weapon and how many E-shells the ship's batteries are still capable of producing if you currently have an energy weapon selected. If no number is shown under the weapon name, this weapon has unlimited ammunition. Below the weapons indicator, you'll find the number of Buzzers loaded. Buzzers are used to divert torpedoes.

The cockpit is divided into several areas:

The three bars to the left of the weapons indicator, from top to bottom, display:

- **The status of the sensors** required for enemy recognition. The sensors are situated towards the front of the ship. Therefore if you are hit in this region the sensors will be weakened as well. You will see the radar image breaking up and getting weaker.
- **The status of the generators** responsible for the ship's power supplies and recharging the ship's batteries. The generators are situated on either side of the ship. So getting a direct hit on the left or right can have a negative impact on the generators. They will take visibly longer to reload.
- **The status of the ship's engine**, responsible for propulsion.. The engine is situated at the rear of the ship. Its performance will be affected by direct hits to aft. This can reduce your total speed by half.

Locked Object Information

The information about a locked object is shown at the upper edge of the screen.

The following information is given at the upper left edge of the screen, from left to right, top to bottom:

- A 3D image of the locked object
- The status of the kinetic shield of the object (yellow bar)
- The status of the Electro-magnetic shield of the object (blue bar)
- A short object description
- The object speed
- The distance to the object

At the upper right edge of the screen you'll find information about the load the object might be carrying.

Target Indicator

Every weapon in your cockpit has its own unique target indicator, so that is easily identifiable. The experienced mercenary just uses the target indicator to recognize which weapon he currently is firing with.

The yellow arrow surrounding the cross-hair indicates the position of your next Nav-Point. A red arrow shows the direction of your currently targetted enemy.

IMPORTANT

If your target indicator shows a red cross, then it means that you are currently aiming at a friendly object. The ACDPA (Atacama Collateral Damage Prohibition Act), one of the few internationally accepted agreements, prohibits fire on parties that have been certified as friendly by scanners. Aqua's ship systems monitor contravention of this act and after two warnings will punish the offender by releasing its escape pods and destroying the ship.

Radar

Radar is initially disabled in the presets as it slows down screen display. Enable it by going to Options → Video → Detail and increasing the amount of radar detail. At the lower center edge of the screen you'll then see a miniature version of the landscape surrounding you. On it you should be able to recognize where most of the enemy and allied units are, even if they are not yet visible.

ELF Indicator

Incoming ELF(Extremely Low Frequency) messages are shown in the ELF indicator at the upper center of the screen. They also display a picture of the speaker as long as the speaker has image transmission, which is by no means standard on all ships.

Mission Status

The left hand side of the HUD will show details about all successfully completed or failed tasks, as well as the current task to be completed.

Threat Indicators



- Lava Alert
- Decompression
- Current
- Lock Alert (Enemy has locked you.)
- Torpedo Alert (Torpedo is approaching and has locked your ship.)

Battle strategies

Every battle strategy is based on the goals of combat: to destroy your enemy and survive yourself. These goals are linked to one another; as a dead enemy can no longer endanger your own life, and the longer you live, the more enemies you can destroy. Every maneuver in a fight will have one of these two objectives. Each technique, as well as the unique aspects of a multiple enemy encounter is outlined below in more detail. Each has advantages and disadvantages.

Learn these maneuvers off by heart if you value a long life. Your enemies are already familiar with most of them!

The **Engage maneuver** is a preparatory attack maneuver, in which you try to get into a favorable shooting position. For most ships and ground vehicles, a position behind the enemy's keel line is ideal. This is particularly true when firing slow-reacting torpedoes, which an enemy will find difficult to avoid in this position. If the target has gun turrets, you should approach it from a blind angle, which varies according to the different type of ship.



Always stay a safe distance away from the target when carrying out this maneuver. Because the Engage maneuver is not a direct attack or escape maneuver, you're an easy target when performing it. So consider carefully whether the strategic advantage a more favorable shooting position will give you, outweighs the risk you incur, especially when dealing with fast, agile targets.

The **Sit and Spin maneuver** is the simplest of all attack maneuvers. Most inexperienced pilots you'll encounter in AquaNox 2: Revelation will employ this technique fairly frequently. In the Sit and Spin maneuver the pilot suddenly stops his ship, targets the enemy, opens fire for a few seconds and then races off at full speed in another direction. Shooting from a full stop is usually more accurate, since the pilot doesn't have to take his own movements into account. Due to the sudden braking at the start of the maneuver and subsequent acceleration, you throw the enemy's lead angle calculations off so that the enemy cannot target your ship properly, and you are therefore safe from enemy fire for a while. (The lead angle is the angle by which you must correct your aim in order to hit a moving target.) However, if the targeting and attacking phase is too long, you'll be an ideal target particularly in the case of a multiple enemy encounter.

The **Wave maneuver** is an attack maneuver performed while moving. In the Wave maneuver, you align yourself with the enemy, then open fire while simultaneously moving continuously back and forth at a certain distance from your enemy. Although aiming is more difficult in a Wave attack than in the Sit and Spin variation, it has two main advantages in its favor, especially for a longer attack phase. With the aid of the Wave maneuver, you always remain at



a certain nominal distance from the target, whether pursuing it or retreating to maintain the distance. The second advantage is that, due to the acceleration and the accompanying change of direction, it is more difficult for attackers to hit you. However, for the ship that you are attacking directly with

this maneuver, you are still a relatively easy target.

The **Strafe maneuver** is the most effective of all attack maneuvers, as it includes an escape component as well. This maneuver can only be carried out by ships with special lateral beam rudders, which make lateral movement possible. In the Strafe attack, the attacker always aligns his bow with the target and fires continuously. The lateral beam rudders are thereby used to move as far away as possible from the enemy's bow and towards his stern. In combination with the main engines, this will lead to orbital movement around the enemy.

In this form of attack it makes sense to get as close as possible to the target, and use your lateral movement to outmaneuver him. This form of attack is most effective when used against slow ships such as Bombers or against ground vehicles, because it enables you to remain constantly in the keel line of your enemy without having to interrupt your fire. Should you yourself get into the unpleasant situation of having a strafe attack carried out against you, your best option is counter-strafing. By moving laterally in the same direction as the enemy, you can prevent him from getting behind you.

If the situation gets out of control, and you're taking too many hits, it's high time to carry out an **Escape maneuver**. The aim of this is to remove yourself from the immediate danger zone and get into a good position to start a new attack. The escaping ship should try to blur the lead point for the attacker by changing direction whilst moving away (zigzagging), thereby making it harder for the enemy to aim properly.

The length of the zigzags the ship should make depends on the maneuverability of the ship. The slower a ship is, the further it should go before changing direction. This maneuver is particularly effective when it is done nearly perpendicularly to the attacker-target axis.

You should always be aiming to move slightly towards your enemy in order to



get behind him. Using the back thrust when the enemy is behind you will often radically change the situation! However do bear in mind that you must not end up just performing escape maneuvers, because these do not allow you to train your sights on your enemies and shoot at them. Several of the enemies you will be fighting

know exactly when they're in the danger zone of your primary weapon, and can reach safety using clever Escape maneuvers before you manage to hit them even once. In this case, only tenacity and scattered fire will help.

Sooner or later you'll find yourself confronted by a **whole group of enemies**. If you're lucky, you'll have a wingman close by in such a situation.

In general, the rules of single combat also apply to combat with multiple enemies. There are only two additional aspects you must keep in mind. First, when you have decided on a target, stick to that target if no unforeseen events force you to change. Two ships whose shields you have half-destroyed are just as dangerous as two intact ships. Thus it is better to destroy one target completely at this point. Second, you and your allies should always concentrate your fire on one target, in order to thin out your enemies' ranks as quickly as possible. After all, this has nothing to do with fair play: it's only about survival!

The **real master of underwater combat** is not only able to execute all these maneuvers perfectly, but also knows when and in what combination to use them. You'll also need to develop a certain instinct for when to use each weapon.

In the early stages of your AquaNox 2: Revelation fighting career, you'll spend time gaining experience, but the above advice should help prevent your initial encounters ending in tragedy.

Ships, Weapons, Equipment

Definitions

Lock-on time: The time a torpedo requires to lock on to a target.

Damage: This is the missile or torpedo's impact energy measured in megajoules (MJ). To read about the difference between kinetic and electromagnetic force, see "Armor".

Locking onto a target: Finding and setting course for a target.

Ammo usage: AquaNox 2: Revelation's weapons can be roughly divided into two classes. The first class fires ballistic ammunition encased in hard armor. This type of ammunition is known as "shells". For example, a hard-sheathed missile releases "one shell" with one shot. The second class consists of the so-called "energy weapons" (such as the underwater laser), which require high amounts of energy to fire. These are calculated in "E-shells".

Armor: kin/EMP - As a rule there are two kinds of attack weapons. The first kind causes direct kinetic damage to the ship on impact. The second kind are EMP weapons which release an Electro-Magnetic Pulse on their target and are able to seriously handicap a ship or even disable it. Special armor shields are available to protect ships against both kinds of weapons.

Secondary function: A special function is assigned to the second mouse button (usually the right one). The operation and efficiency of a special weapon are influenced by this secondary function.

Sniper mode: Some weapons allow you to ambush your enemy by accurately zooming in on them, aiming and firing.

Strafing: This is moving from side to side during an attack while shooting projectiles over a wide range in a fanning pattern. The attacker is more difficult to hit under these circumstances.

Lead point: This is the point to aim at in order to hit a moving target.

Agility: This indicates whether a torpedo has its own maneuvering devices and how well these function.

Player's Ships

Salty Dog

Class	Scout
Speed	Forwards: 137 Km/h Backwards: 90 Km/h Horizontal: 68 km/h Vertical: 68 km/h
Acceleration	38 m/sec
Agility	Average
Length	4.2 m
Armor: kin/emp	10,000 MJ/220 MJ
Max.quantity of Torpedoes	2
Max.quantity of Buzzers 4	4
Max.quantity of Special Equipment	4

Mighty Maggie

Class	Heavy bomber
Speed	Forwards: 104 km/h Backwards: 72 km/h Horizontal: 54 km/h Vertical: 54 km/h
Acceleration	7 m/sec
Agility	Spongy
Length	25.0 m
Armor: kin/emp	38,000 MJ/180 MJ
Max.quantity of Torpedoes	6
Max.quantity of Buzzers	12
Max.quantity of Special Equipment	2

Lacewing

Class	Scout
Speed	Forwards: 205 km/h Backwards: 133 km/h Horizontal: 108 km/h Vertical: 108 km/h
Acceleration	57 m/sec
Agility	Accurate
Length	10.5 m
Armor: kin/EMP	16,000 MJ/160 MJ
Max.quantity of Torpedoes	4
Max.quantity of Buzzers	8
Max.quantity of Special Equipment	2

Deimos

Class	Bomber
Speed	Forwards: 166 km/h Backwards: 115 km/h Horizontal: 108 km/h Vertical: 108 km/h
Acceleration	92 m/sec
Agility	Accurate
Length	29.5 m
Armor: kin/EMP	22,000 MJ / 160 MJ
Max.quantity of Torpedoes	4
Max.quantity of Buzzers	8
Max.quantity of Special Equipment	2

Weapons and Torpedoes

Weapons

Vendetta Class Weapons

The "Vendetta" is a standard gun turret and one of the first weapons you'll get to know. There are three different versions of this gun turret, which can be upgraded in various ways depending on the version:

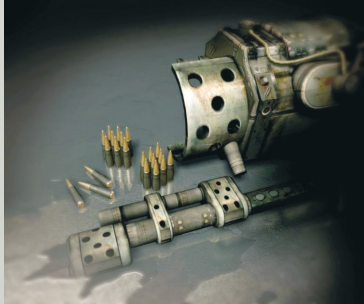
The "Vendetta Sniper" has one barrel. The "Vendetta Gun" has two barrels and can be reloaded more quickly. Several ultra-heat-treated hard-sheathed shells with a range of approximately 500 meters are thereby fired per salvo. The kinetic impact is not particularly high, but fully sufficient for some operations. The Gatling version of the Vendetta has three rotary barrels. The reload time per salvo has thus been considerably reduced. Versions 1 and 2 hit their targets accurately, whereas the Gatling version scatters the shot.



Vendetta

The Vendetta is Aqua's standard weapon. Accurate, relatively fast, with lower impact force, but very affordable.

Damage: Kinetic: 140 MJ
 Projectile speed: Fast
 Range: 500 m
 Reload time: 0.2 s
 Ammo usage per shot: 1 shell
 Secondary function: None



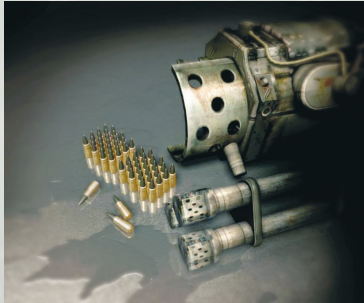
Vendetta Sniper

The Vendetta Sniper is primarily a sharpshooter's weapon and is used mainly as a long distance tactical weapon, allowing you to shoot before the enemy has discovered you. During a dogfight it is nearly useless due to its high reload time and the minor damage it causes when it doesn't hit the cockpit of the enemy ship just right.

As a rule, one single hit in the cockpit suffices to destroy lightly armored enemies. A cockpit hit on more heavily armored opponents causes great damage at the very least. However, the Vendetta Sniper is useless against Bombers and larger ships.

Damage: Kinetic: 200 MJ
Projectile speed: Fast
Range: 500 m
Reload time: 3.0 s
Ammo usage per shot: 1 shell
Secondary function: Zoom + Sniper bullet

Vendetta Gatling



The Vendetta Gatling is a rapid-fire weapon based on the Vendetta. A wider barrel and the ability to rotate the barrels ensure outstanding shot frequency. The secondary function of this weapon that permits you to fire all three barrels simultaneously is particularly useful against heavily armored and less agile enemies.

Damage: Kinetic: 140 MJ
Projectile speed: Fast
Range: 500 m
Reload time: 0.1 s
Ammo usage per shot: 1 shell
Secondary function: Triple shot. Reload time: 0.4 sec, hits target exactly, triple damage.

Plasma Weapons

There are three different types of Plasma weapons: the Plasma Gun, the double-barreled Plasma Jet and a Gatling version. Both of the single-shot versions have a high kinetic impact and a low EMP effect.

The Gatling version reloads very quickly, has a high firing frequency, and a minimal EMP effect.

Plasma weapons work as follows. An enormous laser beam in the blue-green range of the spectrum generates a vacuum channel through the water. A bundled plasma beam shoots through this channel towards the target. The plasma is a hydrogen gas mixture heated to extreme temperatures (several million degrees Kelvin), in which the atoms are ionized. This means that the electrons have been torn out of their orbits around the atomic nuclei. To put it simply, our sun consists of plasma. The beam enters the vacuum channel at a speed of approximately 10 million km/h.

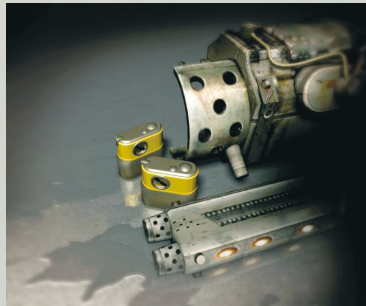
In addition to the high kinetic impact, a plasma weapon also generates a burst of X-ray radiation in the hull of the ship it hits. This radiation triggers an EMP (Electro-Magnetic Pulse), so that, depending on the impact point, parts of the ship's electrical systems may be eliminated.

The Plasma Gun and Plasma Jet hit the target precisely, whereas the Gatling scatters its shot.

Plasma Gun

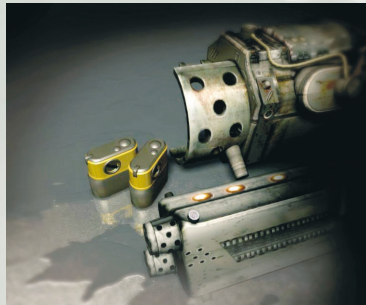


Damage: Kinetic: 400 MJ
EMP: 4 MJ
Projectile speed: Medium
Range: 320 m
Reload time: 0.4 s
Ammo usage per shot: 1 E-shell
Secondary function: None



Plasma Jet

Damage: Kinetic: 400 MJ
 EMP: 4 MJ
 Projectile speed: Medium
 Range: 320 m
 Reload time: 0.2 s
 Ammo usage per shot: 1 E-shell
 Secondary function: None



Plasma Gatling

Damage: Kinetic: 400 MJ
 EMP: 4 MJ
 Projectile speed: Medium
 Range: 320 m
 Reload time: 0.12 s
 Ammo usage per shot: 1 E-shell
 Secondary function: Reload time 0.2 s, hits accurately, see above for other values



Laser Gatling

The Laser Gatling is a rapidly rotating laser weapon that can reload in just 0.12 of a second. It has a range of 400 meters and a medium kinetic impact. The laser weapon is one of several Direct Energy Weapons (DEWs) used in AquaNox 2: Revelation. At first glance, using a laser beam weapon under water appears impossible. However, in the 27th century, it will even become possible to penetrate water with blue-green lasers in the nanometer range. In primary mode, it scatters a range of laser pulses. In secondary mode it fires exactly at the target.

Damage: Kinetic: 600 MJ
 Projectile speed: Medium
 Range: 400 m
 Reload time: 0.12 s
 Ammo usage per shot: 2 E-shells
 Secondary function: Multiple shot (simultaneous), 2000 MJ damage
 Reload time: 0.6 s, 6 E-shells per shot



Hitman

These aptly named missiles hit instantaneously, and the ultra-hard uranium-core gives them an enormous kinetic impact. Their effect is truly devastating, but shot frequency is low. An excellent weapon to use against fixed targets or during close combat.

Damage: Kinetic: 1600 MJ
 Projectile speed: Slow
 Range: 400 m
 Reload time: 1.2 s
 Ammo usage per shot: 15 shells
 Secondary function: None



EMPactor

Like a blue ball of lightning, the EMPactor's projectile ploughs through the ocean depths. Its burning metal casing made of titanium, oxygen and magnesium alloy eats its way through the target's hull on impact and generates a considerable electromagnetic pulse effect via a burst of gamma rays.

This weakens or even immobilizes the target, so that you can take your time deciding whether to board or destroy it.

Damage: EMP: 62 MJ
 Projectile speed: Medium
 Range: 200 m
 Reload time: 0.30 s
 Ammo usage per shot: 4 E-shells
 Secondary function: None



Doom Mortar

Some of you may remember the Doom Mortar from the first great Biont war. Since then, the scientists of Machina Antarctica have developed and refined its technology further to make it one of the most powerful weapons in Aqua.

The innermost core of the projectile consists of an ultra-hard special alloy of silicon carbide and tungsten, while the exterior sheath is made of nanotechnologically manipulated C-60

carbon. Between the exterior sheath and the core is a sphere filled with nanodust of titanium and magnesium, which is heated to an extremely high temperature by gamma rays in the weapon's firing chamber. When the weapon is fired, the exterior sheath gradually releases the burning metals through a type of jet tube. When the target is hit, an extremely destructive kinetic wave is released, simultaneously with an ultra-high-frequency electromagnetic pulse, which partially or fully paralyses the target. The Doom Mortar is an extraordinarily effective weapon, which certainly brings home the meaning of Doomsday to its target.

Damage: Kinetic: 3200 MJ
 EMP: 60 MJ
 Projectile speed: Slow
 Range: 200 m
 Reload time: 2.0 s
 Ammo usage per shot: 12 E-shells
 Secondary function: Double damage, double reload time



Sizzler

This underwater laser is a natural phenomenon. An enormous blue funnel of steam holds a long lasting channel to the target clear. A high-energy particle beam then whips its way through the channel, hitting the target with full force. The Sizzler is "irresistible", so to speak – nothing it hits will ever fully recover again.

Damage: Kinetic: 6000 MJ
 Projectile speed: Fast
 Range: 400 m
 Reload time: 3.0 s
 Ammo usage per shot: 50 E-shells
 Secondary function: None



Stingray: Top Secret!

Weapon under development: no further details available.

Damage: ?
Projectile speed: ?
Range: ?
Reload time: ?
Ammo usage per shot: ?
Secondary function: ?



Hydra: Top Secret!

Weapon under development: no further details available.

Damage: ?
Projectile speed: ?
Range: ?
Reload time: ?
Ammo usage per shot: ?
Secondary function: ?

Torpedoes



Stanley

Every fighter pilot's best buddy. The Stanley torpedo is straightforward, simple and reliable in close combat against ships or tanks.

Damage: Kinetic: 4000 MJ
Max. speed: 430 km/h
Life span: 3.0 s
Reload time: 5 s
Agility: None
Noise: Medium
Enemy Lock: None
Diversion: Impossible



Thresher Shark

This torpedo locks onto its target immediately after being launched. Because it is easily diverted by sounds etc., it is rather useless in the tumult of battle. It is most effective when used against a single enemy.

Damage: Kinetic: 6,000 MJ
Max. speed: 223 km/h
Life span: 6.0 s
Reload time: 5 s
Agility: Medium
Noise: Medium
Enemy Lock: Passive
Diversion: Buzzers, loud objects



Tiger Shark

The Tiger Shark can also be diverted by noise, but compared to the torpedoes listed above, it is much faster and more agile.

Damage: Kinetic : 8,000 MJ
Max. speed: 245 km/h
Life span: 8.0 s
Reload time: 5 s
Agility: Medium
Noise: Medium
Enemy Lock: Passive
Diversion: Buzzers, loud objects



Bull Shark

The Bull Shark has a higher kinetic impact than the Thresher, but is just as easily diverted by noise (for instance Buzzers).

Damage: Kinetic: 14,000 MJ
Max. speed: 223 km/h
Life span: 7.0 s
Reload time: 5 s
Agility: Poor
Noise: Medium
Enemy Lock: Passive
Diversion: Buzzers, loud objects



Man Eater

Ever since the first great Biont war five years ago the Man Eater has been one of the most popular and most dangerous torpedoes. In the meantime it has been upgraded and is nearly impossible to shake off or divert and doggedly pursues its target.

Damage: Kinetic: 10,000 MJ
Max. speed: 288 km/h
Life span: 10 s
Reload time: 5 s
Agility: Good
Noise: Medium
Enemy Lock: Extended (Ext.) Passive
Diversion: Buzzers



Hammerhead Shark

This torpedo is capable of reaching supersonic speed under water (supercavitation). However, pursuant to the last international convention on warfare in Floating Bombay, the use of such weapons is now prohibited. Nevertheless, the Hammerhead is still the best and most expensive torpedo in Aqua. There is no real way of escaping it. It is virtually impossible to divert it with noise. Once it has

locked onto its target, it cannot be outmaneuvered.

Damage: Kinetic: 12,000 MJ
Max. speed: 324 km/h
Life span: 15 s
Reload time: 5 s
Agility: Very good
Noise: Loud
Enemy Lock: Optical
Diversion: Impossible



Flash Shark

This pure EMP torpedo has very special qualities. The Flash Shark locks onto its target, hunts it down at relatively high speed and penetrates the outer hull of its victim, releasing enormous bursts of gamma rays. These trigger an electromagnetic pulse (EMP), which weakens or even paralyzes the victim's systems. It's very useful if you want to capture a ship without causing too much damage.

Damage: Kinetic: 1,000 MJ
 EMP: 400 MJ
 Max. speed: 245 Km/h
 Life span: 10 s
 Reload time: 5 s
 Agility: Good
 Noise: Quiet
 Enemy Lock: Extended passive
 Diversion: Buzzers



Leech

The Leech is a devilish version of the Flash Shark. It has an enormous EMP effect on impact. Nothing can stop this ultra-fast racer and nothing escapes this agile missile from hell. During the first great Biont war five years ago, the Leech was one of the ultimate weapons used against the Biont ships.

Damage: Kinetic: 1000 MJ
 EMP: 1000 MJ
 Max. speed: 360 km/h
 Life span: 7 s
 Reload time: 5 s
 Agility: Very good
 Noise: Quiet
 Enemy Lock: Optical
 Diversion: Impossible



Big Bang 1

The Big Bang 1 is the Big Bertha of torpedoes, approaching its target in an almost leisurely fashion. It would be pointless using it in the heat of battle against quick and agile enemies. It is the ideal torpedo to use against Frigates or buildings. When it explodes, the surrounding sea will literally boil for several minutes. But watch out – due to its ponderous movement, the Big Bang 1 can easily be shot down.

Damage: Kinetic: 24,000 MJ
 Max. speed: 90 km/h
 Life span: 20 s
 Reload time: 5 s
 Agility: Poor
 Noise: Loud
 Enemy Lock: Optical
 Diversion: Impossible



Big Bang 2

Like the Big Bang 1, the second version is also an anti-Frigate or anti-building torpedo. However, it is even slower, and cannot be diverted from its merciless pursuit of its target. The word "devastating" does not even begin to describe the effect of Big Bang 2. Even the best armor shield and the hardest exterior hull are defenseless against it.

Damage: Kinetic: 40,000 MJ
 Max. speed: 54 km/h
 Life span: 33 s
 Reload time: 5 s
 Agility: Bad
 Noise: Loud
 Enemy Lock: Optical
 Diversion: Impossible

Special Equipment

This is a list of special equipment available in AquaNox 2: Revelation. Many of these are however not available over the counter and must be found.

<i>Item</i>	<i>Function</i>
General	
Silator	Permanently reduces your ship noise by 1.
Homing-Module	This module expands the computer's homing device by a homing symbol.
Gun Slot	Makes it possible for the ship to be equipped with an additional gun.

Armor and EMP shield upgrades

Ceramic Armor	Increases kinetic armor protection by 1000 MJ.
C60 Armor	C60 Buckytube Carbon Armor. Increases kinetic armor protection by 2100 MJ.
E-121 Armor	Hardest armor made out of element 121. Increases kinetic armor protection by 4200 MJ.
Biont Armor	Special Armor. Increases kinetic armor protection by 4300 MJ. Uses 3 E-shells/s.
EAM Armor	EMP absorbing material. Increases EMP shield by 100 MJ.
Capsula Armor	Encapsulation against EMP. Increases EMP shield by 290 MJ. 3 E-shells/s.

Weapon System Upgrades (XT's)

XT Doom Mortar	Extension module. Increases weapon's efficiency. Damage increases by 20%.
XT EMPactor	Extension module. Increases weapon's efficiency. Damage increases by 20%
XT Hitman	Extension module. Increases weapon's efficiency. Damage increases by 20%
XT Laser Gatling	Extension module. Increases weapon's efficiency. Damage increases by 20%
XT Plasma Gun	Extension module. Increases weapon's efficiency. Damage increases by 20%.
XT Plasma Jet	Extension module. Increases weapon's efficiency. Damage increases by 20%
XT Plasma Gatling	Extension module. Increases weapon's efficiency. Damage increases by 20%
XT Sizzler	Extension module. Increases weapon's efficiency. Damage increases by 20%

XT Vendetta	Extension module. Increases weapon's efficiency. Damage increases by 20%
XT Vendetta Gatling	Extension module. Increases weapon's efficiency. Damage increases by 20%
XT Stingray	Extension module. Increases weapon's efficiency. Damage increases by 20%

Torpedo-Launcher Upgrades

Revolver	This equipment reduces the reload time of a torpedo by 50%.
Torpedo magazine 1	Additional Torpedo magazine. Increases loading capacity for torpedoes by 1.
Torpedo magazine 2	Additional Torpedo magazine. Increases loading capacity for torpedoes by 2.

Classes of Enemies

Gun Turrets

These defensive cannons can be mounted on rock ledges (ground turrets) or on battleships (turrets).

Torpedo turrets only fire torpedoes and are extremely dangerous.

To destroy them, you must determine where their blind spot is. (Caution: the blind spot of turrets is usually larger than that of ground turrets, but they are usually covered by lots of other turrets).

The special feature of turrets is their target locating devices, which are mainly based on optical perception. A percentage of the surroundings is scanned, relative to the orientation of their gunbarrel.

Their second locating device is acoustic, and doesn't have as wide a range as the optical system. However, the acoustic device operates in all directions.

Depending on the quality of the acoustic locating device and of course on the noise level of your own ship, you can approach the turrets without being detected. However at a certain distance, even the quietest engine won't help you. They will detect you and attack!

Tanks

Tanks are used primarily to protect ground targets. They are not particularly maneuverable and can't leave the ground, but they're extremely well protected and equipped with immense firing power. Special alloys make Aqua tanks tough nuts to crack. There is a light and agile version as well as heavier one.

Scouts

Scouts are the smallest, but most maneuverable class of battleships. They are not equipped with massive amounts of weaponry, (only a few torpedoes and turrets), but they are exceedingly fast. A Scout may even pose a threat to a Bomber if the latter's pilot is a rookie.

Each power bloc in Aqua has its own version of this class and naturally the various pilots all have their own favorite tactics and maneuvers. All Scouts also have the ability of launching "Buzzers": probes capable of diverting certain types of torpedoes.

Snipers

These are Scouts equipped with a Vendetta Sniper. Their systems are deactivated, so they are practically invisible to enemy detection systems. Their job is to monitor a certain territory with the aid of a thermal camera. However this does mean that they are virtually blind outside of the monitored area.

In order to leave the smallest possible radar signature, thus remaining undetectable for most radar systems, Snipers generally do without extensive armor, which makes them very vulnerable. However, their pilots are extremely well trained and usually don't need more than one shot to get rid of an enemy. You can usually only lock onto a Sniper if he has activated his systems, homed in on the target and is ready to fire. Extremely quick action is required in such a situation.

Bombers

Thanks to their sophisticated armor and numerous weapons systems, Bombers are dangerous enemies. They are used mainly to protect your flanks or serve as escorts for Frigates or battleships.

It is useless to try to take out a Bomber with Stanley torpedoes. The only chance a Scout pilot has against a Bomber is his speed (Bombers are relatively slow and ponderous) and expensive, highly efficient torpedoes.

Frigates

Frigates are the battleships' little sisters. They usually have the coordination center of a battle alliance on board. No one can eliminate a Frigate alone: this calls for the concerted efforts of several ships. Frigates normally use Bombers and Scouts for escort and reconnaissance.

Frigates have numerous huge turrets and their supply of torpedoes is virtually inexhaustible.

... for ocean is more ancient than the mountains, and freighted with the memories and the dreams of Time.

H.P. Lovecraft / The White Ship (1919)

The History of Aqua

Taken from the Channel Omega report "Pioneers of the Depths" by Kaz Stealth. (2665)

The following text was written by 2nd degree Professor Charlotte Gillmore of Machina Antarctica.

The dates shown in square brackets reflect a rough timeline of the history of Aqua as drawn up by Channel Omega.

[2014-2050]

The People's Republic of China, Southeast Asia, India, Europe and the United States build the first long-term under water habitats. The stations are all modularly built (ISS and MIR 2 standards) thus they can be expanded at any time. The Chinese placed theirs at the greatest depth, at 6000 meters on the slope of the Mariana Trench.

In the independent states of the former Soviet Union, in the Balkans and in numerous other trouble spots around the world, the first battles begin. Beginning of a mass exodus from Australia due to reduction of the ozone layer. Progressive destruction of the rain forests. The incidence of viral epidemics and cancer increase dramatically. Fundamentalist religious wars shatter the Near East and South America. Trade war between the United States and Japan.

[2030]

India drops the first H-bomb on Pakistan. The United Nations collapses.

[2061]

Official colonization of the oceans.



CHARLOTTE GILLMORE: At this point in time, mankind's migration to the ocean depths was in full gear and drawing to a close.

Vast, primitive refuge habitats, were created out of Chinese and Japanese scientific research stations in the Mariana Trench. The North Atlantic states' research stations in the Bay of Biscay and the Arabic and Indian nations' stations in

the Bay of Bengal were similarly converted. By 2030, more than fifty thousand people were working in the world's oceans.

Life in the stations was extremely harsh. Due to the high pressures and dubious breathing gas mixtures (some of which are still used today), most inhabitants of the sea developed neurological disorders, necrosis of the bone and cerebral infarcts.

Despite these conditions, the stream of refugees fleeing disease, war and hunger was inexhaustible. In contravention of the prevailing wartime laws, considerable expertise and an enormous amount of technology were smuggled into the marine habitats.

Several of the more progressive governments gradually began to support migration to the ocean depths. The habitats became stations, and in turn the stations developed into complex cities.

The foundation stone for Aqua was laid in 2100. The all-consuming struggle to survive in a hostile environment at crushing marine pressures of 200 - 500 bars bonded the people of all nations together. Information and material were exchanged.

[2105]

Foundation of the international and mostly independent Commission for the Development of New Energy Technologies, Transport Systems and Breathing Gas Production by the three great sub-oceanic alliances: the Indian-Arabic Alliance in the Arabian Sea, the North Pacific Alliance and the North Atlantic Alliance.

The foundations for what was later to become the EnTrOx Company are laid.

[2142]

The EnTrOx Company is founded and is now primarily under private management. The van der Waal clan takes on its management from now on, in a sort of hereditary dynasty.



CHARLOTTE GILLMORE: Joint mining projects, operated by all the major powers, supplied essential resources such as iron, tungsten, carbon and niobium used for the construction of habitats.

The electromagnetic pulse of the anti-matter meteorite did no damage under water. Of course there were some flood waves, but the main effect was felt on Terra's surface. It was transformed into a kind of hell. Calculations would prove that the earth's axis even shifted slightly due to one-sided melting of the poles. However, researchers would have to travel to the surface to collect their evidence.

[2178]

Long Akira appoints himself Shogun. The former Conductate now becomes an official Shogunate, led by the Shogun at the top of its strict hierarchy. His

power will be passed on by inheritance. Akira focuses primarily on developing new weapons technology and the establishment of a solid military structure influential in all parts of society in the Shogunate even today. Whether teacher, scientist or ordinary worker, those who do not serve out the obligatory military service have no chance of making a career for themselves. Many flee to the eastern Pacific territory off the coast of South America known as the "Tornado Zone".

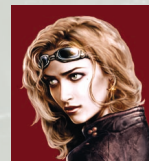


CHARLOTTE GILLMORE: During the following centuries, researchers focused primarily on the development of underwater cities, ship technology, propulsion systems (which peaked in the invention of dipole propulsion and supercavitation technology), nuclear fusion projects and other life-supporting technologies.

Entire branches of science disappeared into oblivion. Their discoveries, which must have been impressive even in the twenty-first century, were neglected.

[2587]

With financial assistance from unknown sponsors of the Tornado Zone, former scientists from the EnTrOx Company found a research station in the South Polar Sea and christen it "Machina Antarctica".



CHARLOTTE GILLMORE: Only during the last hundred years has science returned to research in quantum physics, molecular chemistry, genetics and species biology.

The dead waters of the oceans, sealed by thick layers of matter, were partially transformed into clean, oxygenated areas with their own biological lifecycles. However, these did not arise from a food chain based on photosynthesis, but from a chemosynthetic one, which originated from countless hot vents and cold vents of the Mid Ocean Ridges and subduction zones in the Pacific.

[2611]

Development of a global network of "jumpstars", also called "EnTroPoints", where the new, 500 meter long ships with their combination of dipole propulsion and supercavitation systems can dock.

World trade begins again and as a consequence renewed protectionism.

[2650]

Peace conference in New Bombay, where a peace treaty among the three great power blocs is signed.

[2655]

Unemployed mercenaries establish a mercenary syndicate in the Pacific, in order to be able to take on larger missions.

[2661]

The world of Aqua faces a new challenge. Akira, the renegade general of the Shogunate, together with a ring of gunrunners, nearly initiate a pan-Aquan war. The smuggler's ringleaders are the clan chief Zalman and the EnTrOx boss Leo van der Waal. But Admiral Wodja Ping ends the crisis in the Red Sea by carrying out a kamikaze attack on Akira's battleship.

Now, however, the Bionts, a bio-robotic species of unknown origin, attack. Emerald Flint, the Ronin Hong Long and the Oceanide SEM save the world from destruction by defusing the Bionts' dangerous seismobomb in the Mariana Trench and help to destroy their bridgehead known as Survion off the coast of Australia.



CHARLOTTE GILLMORE: Ocean inhabitants were bred by means of genetic engineering and adapted to the new water conditions (colder, saltier, lower oxygen content). An increasing diversity of species is found near the major metropolises of Neopolis (Bay of Biscay), Floating Bombay (Bay of Bengal), Svesda Wostock (northwest Pacific), as the special water oxygenation facilities combined with an

abundance of food provide the essentials for life.

The humans in Aqua design their ecological system and their environment to make them as comfortable as possible. However, the fact remains that humans will never be completely at home in this environment. Their world will be a high-pressure prison for a long time to come.

Aquatoria

Atlantic Federation

Center: Neopolis, 2203 m

Minor stations:
Jules, 2426m
Deepdraft I, 4585m
Deepdraft II, 4400m
The Parliament Complex
Fusion Power Plant

In the north Atlantic lies the center of one of the most powerful power blocs of Aqua: Neopolis, capital of the Atlantic Federation.

Founded by some former NATO countries, the loose North Atlantic Alliance merged into a tight federation in 2112.

This was a reaction to the foundation of the monarchist "Conductate" established two years previously by Long Guiwen in the northwest Pacific, which was transformed into the "Shogunate" by Long Akira in 2178. "The power bloc in the Philippine Sea" and the presence of the Conductator became too uncomfortable for the inhabitants of the north Atlantic. In 2135, when Long violated the Treaty on Worldwide Control and Use of Nuclear Fusion, a general rearmament and the establishment of powerful armies of soldiers and mercenaries took place.

Since 2112 the Federation's government has consisted of a democratically elected parliament led by the President of the Federation. Councils of ministers, committees and opposition parties swear to preserve democratic principles. Since then Neopolis – in contrast to the military dictatorship of the Shogunate (the former "Conductate" in the Philippine Sea) and the nepotism of the Clansunion (in the Indian Ocean) – has regarded itself as a democratic world power preserving and defending human rights and individual freedom. But the glory is slowly fading away.

After the Cold War ended and peace treaties with the Shogunate were signed, a new political movement is gaining strength in Neopolis.

Fresh young politicians from the techno-business universities are crowding out the old, now stolid warhorses.

New buzzwords are making the rounds: transhuman bioengineering, anti-sleep laws, relaxed firearms laws within the habitats, lower labor costs.

A state of emergency has been in force for a month now in parts of the Federation, particularly in Neopolis. The elections were cancelled (this was facilitated by a complicated calculation of the so-called primary seat allocation in the city parliament, pushing at the limits of legality). In addition, the mayor was replaced by an interim regent named Kristina dePonto (HiCommander of the North Polar Garrison), who has close ties to the military. People are marching

in the streets and going on strike. Popular opinion is divided. The young people like the idea of a "quantum leap in technology" and an "evolutionary leap towards transhuman beings", while the older people see the real problems more clearly: a stagnating economy, a wage crisis, pollution of the habitats, etc.

New hope for everyone is raised by the secret "Brainfire" project, which is to be implemented in the Pacific.

Tornado Zone

Center: Atacama City, 5285 m

Minor stations: Lima I, 1728 m
Lima II, 2283 m
Scavenger, 2540 m

A proverb says: "In the Tornado Zone you can obtain whatever the Clansunion won't give you!"

This far-flung aquatory is located in the eastern Pacific along the coastline of South America, reaching from Hawaii to Tierra del Fuego. In the 22nd century, numerous refugee stations were established along the edge of the deep-sea trenches of Peru, Atacama and Chile, attracting people from all over the world. The Tornado Zone soon became a gathering place for all sorts of pirates, anarchists, freethinkers and victims of persecution. Exiled Dukes of the Indian-Arabic Clansunion established their mutually hostile aquatories here. Gradually, Warlords from all over crowded into the Zone. Turbulent centuries of civil war, terror and lawlessness followed. High-ranking but dissatisfied officers of the other power blocs in Aqua gathered followers about them and founded cities such as the legendary Atacama City, located in a cave in the cliffs on the coast of Chile.

Renegade soldiers from the dictatorial Shogunate in the Philippine/South Chinese Sea found their second home here, just like criminals who were wanted worldwide, smugglers' rings, secret organizations and all manner of refugees from civilization.

Over the centuries, the Zone acquired a famous but notorious aura of creative, lawless chaos. Industrial smuggling, illegal gunrunning, forbidden scientific experiments as well as individual freedom were writ large in the Tornado Zone. At the beginning of "AquaNox", Iwan King (an officer who deserted from the Shogunate) is the only remaining Warlord. He is intent on preserving the Zone's independence, but tries to establish international relationships with the great powers, especially the Atlantic Federation. The Tornado Zone becomes capable of establishing a state of its own.

But whether they are extremely dangerous or simply lovably eccentric, there are still plenty of loopy characters, pirates and nutcases hiding in the canyons

of the Continental Reef, the deep-sea trenches and mountain ranges of the Zone. The Zone is the main trading center for organized smuggling worldwide, a refuge for the persecuted and large enough to hide in forever.

Emerald Flint, the hero of the first great Biont war, was born here. And he keeps coming back, not so much for sentimental reasons but because he enjoys the anarchistic atmosphere of freedom, awakening, and resistance to any conventions.

EnTrOx Corporation

Center: Headquarters, 2365 m

Minor stations: Gotham, 1977m

After the conflict with Conductator Long in 2135, the former international monitoring and research station on the Straits of Florida became a government agency under the direction of the Atlantic Federation in 2142, and was christened EnTrOx (Energy-Transport-Oxygen). The tasks of the EnTrOx Company were to find a solution to the long-standing problems concerning the reaction of breathing gases when placed under high-pressure conditions as well as securing a worldwide supply of fusion energy.

The headquarters of the now international company is the Atlantic near Florida, in the Straits of Florida. The Gulf Stream (now unable to flow on the surface) has moved into the depths and creates an enormous current there, which seems to be made for the production of energy. It is similar to another EnTrOx branch in the Denmark Strait, where a deep-sea waterfall, 1000 m high, carries millions of cubic liters of water per second.

The company provides most of Aqua with the breathing gas Helinox (for which they hold a patent); the expertise for building state-of-the-art fusion power plants and the ultra-fast "jumpship" technology.

At the time of the first great Biont war, EnTrOx was the private property of the greedy Leo van der Waal. After several scandals, El Topo removed van der Waal from power through his international connections.

The once most powerful industry boss in Aqua has retreated into the modern habitat of Gotham, off the coast of what was once New York.

His security service, EnTroPol, is still loyal to him. From time to time there is considerable trouble between the former EnTroPol warhorses surrounding van der Waal and the new unit around Sergej Chang.

Shogunate

Center: Svesda Wostock,
Main station of the Shogunate, 1649 m

The power bloc of the Shogunate stretches from the East Pacific through the Philippine Sea to the Indian Ocean.

The amalgamation of China, the CIS States, Japan and some of the South Asian Tiger States to an underwater alliance created the biggest power bloc in Aqua.

In 2112, Long, the son of the reigning dynasty, appointed himself "Conductator", and was admired and respected by all Sino-Japanese and Russian inhabitants.

Then, in 2135, Conductator Long violated the treaty signed at the Florida conference on the joint worldwide control of nuclear fusion by setting up unmonitored nuclear reactors.

In response to this violation, the military units of the Atlantic Federation were reinforced.

After the death of Long Guiwen in 2152, his son Akira assumed power in the hereditary dynasty. Under his leadership, the Conductate became a massive dictatorship with Akira himself at the top. Akira appointed himself the "Divine Shogun", and henceforth became the ruler of the Shogunate. Even today the army remains the main framework of this power bloc.

While the political tensions between the Atlantic Federation and the Shogunate still gave cause for concern in the times of the first great Biont war, a peaceful coexistence on almost friendly terms had been reached by 2666.

The Shogunate is a strictly hierarchical society, the focus of which lies in the military realm. The highest military commander and deputy shogun is Admiral Ping jr., a levelheaded and almost liberal-minded man. Emerald Flint has bad memories of the Shogunate. He was in custody in the penal colony in the Sea of Okhotsk when he met the Ronin Hong Long, who died at the end of the crisis in the first great Biont war.

Due to the Shogunate's extremely tight social structure, and the Shogun government's influence being felt in every area of life, many ordinary citizens as well as high-ranking politicians and military officers attempt to flee.

The destination of most refugees who have fallen out of favor is the Tornado Zone, where they contribute their technological expertise as well as their extremely efficient military training. Rumor has it that there is nothing more dangerous in the Tornado Zone than a pirate who was once an officer of the Shogunate. Iwan King, the Warlord of the Zone, came from an area near the Mariana Trench.

Clansunion

Center: Floating Bombay
Capital of the Clansunion, 1287 m

In Aqua, whatever money can't buy is sure to be sold for a lot of money in the Clansunion.

The Indian-Arabic aquatory is situated in the central Indian Basin and stretches far down into the southern Indian Ocean.

In 2200, during a relatively early phase of oceanic colonization, numerous leaders of individual nations, family tribes and former states of the Middle and South East came together to form a heterogeneous confederation which is now called the Clansunion.

After many crises and military conflicts between the various power blocs of Aqua, the Clansunion finally occupied a neutral position as "Power of the Center". It has developed into a glittering aquatory, thirsty for life, and a center for trade and the arts.

If a friendly light brightens up the darkness somewhere in the deep-sea titanium prisons of Aqua, it is sure to come from the Union's light artists. These people's main aim is the decoration and embellishment of their own existence. "Floating Bombay", the Clansunion's center, has a flourishing trade of aesthetic light art as well as an unbelievably massive business in the smuggling of weapons, technology and knowledge.

The Dogon, a former West African people, are the "Dukes of the Art of Engineering". As these people are the only remaining pigmented race, they are adored all over Aqua and are very often regarded as living legends.

The Clansdukes lead the Clansunion and administer the aquatory in a kind of Congress.

Natural resources, trade and a prospering tourist industry attract everyone in Aqua to the Indian Ocean, where visitors are sure to experience the legendary and certainly best surface simulations, light vacations and Emerald Festivals.

Machina Antarctica

Center: Machina Antarctica
Refuge of the Technocrats, 4633 m

In 2587, former scientists of the EnTrOx Company founded a massive research station called "Machina Antarctica", with the financial support of some unknown sponsors in the South Polar Sea.

Over the centuries, the "icy nest for mad scientists" became a powerful and influential center for science and technocracy, directed today (2666) by Professor 10th degree Fritz Rasmussen.

While the EnTrOx Company primarily investigates ship engines, breathing gas production and energy (i.e. nuclear fusion technology), the truly revolutionary new developments are taking place in the "Machina".

Ten so-called "Oceanides", artificially created humans ideally adapted to the conditions of the deep sea, live in the Bellingshausen station. This brings us to the core research area of the "Machina": artificial evolution. Some basic research is being enthusiastically conducted in the fields of material development, weapons technology and brain design. A proverb states that all harm comes from the "Machina Antarctica", but thankfully, so do all cures.

The Bionts

In 2661 a great battle took place between the allied power blocs and a strong armed force from the South Pacific near Australia.

Nobody knew (or has ever found out) what or who the "Bionts" really were. Was it a "fifth bloc" that had developed independently from the great power blocs in the deep sea?

There was hardly any communication between their "Black Ships" and the rest of the world. Sometimes the Bionts logged into the on-board computers of several battleships and affirmed their intention to erase all mankind from the face of the earth to gain space for living peacefully "in the water, on the land and in the air".

The Black Ships had attacked the centers of Aqua's civilization long before this decisive battle. Myths were nurtured that described them as the "Rumbling from the Deep", as possibly a submerged culture that had inhabited the earth for thousands of years, unnoticed, highly intelligent and with extremely sophisticated technology.

After people finally managed to board some of the Bionts' smaller battle boats, they had a great surprise: there was no crew onboard!

It was as though they had been sent through Aqua's oceans by remote control, just like hungry predatory fishes, always on the lookout for prey.

And they were always hungry for more.

Their attacks grew increasingly daring, at first they just targeted great technological centers such as the "Machina Antarctica", the "EnTrOx Corporation" and the "Clansunion".

The Bionts plunged Aqua into a whirlpool of violence and desperation.

Apocalyptic religions such as that of the Moghs ("Salvation lies on the surface") or the Hadesians ("Typhoeus, the devil, will rule in his kingdom of liquid night")

became popular. Others considered the Bionts to be an extraterrestrial civilization, come to punish humanity for its moral failure on the surface of the planet.

Finally Machina's scientists discovered that there had to be a kind of Biontic center, a central "bridgehead", from which the Black Ships were sent out and controlled. The Bionts later called the bridgehead "Survion", the "fortress of survival".

Scientists gradually uncovered further detailed knowledge, which they gathered from captured Biont boats.

The boats were steered by a neural tissue structure (the "submatrix"), a kind of rudimentary brain.

This brain consisted only of motor and sensory nerve centers, which explained the fast reflexes and adaptive abilities of the Bionts.

These were specialized brains, without human features, yet highly efficient in terms of orientation, neural feedback (with the steering elements of the ships), speed of reaction and mobility in three-dimensional space.

All Biont ships (and their navigating brains) seemed to be connected to a central unit whose "parent structure" or matrix was situated on the coast of South Australia, within the Survion that the Allies destroyed during the final battle in 2661.

That was apparently the decisive victory.

One of the main characters in this battle was the mercenary Emerald Flint, who had managed to destroy the center of the Survion aided by the self-sacrifice of Shogunate warrior Hong Long. He was highly decorated for his actions as a fighter pilot.

Hong Long, the Ronin (a name used by renegade Shogunate soldiers), was killed in the course of this battle and posthumously made an honorary officer of the Allies.

There are still some Biont units in Aqua, but they are widely scattered and no longer as efficient as they used to be.

After the war, the international task force "ANNSCAT" ("Annihilate Scattered Units") was created. The mercenary Flint (by then appointed to the rank of commander) became its leader. He and his wing pilots Lt. Picollini, Lisa Bonham and Boston Harper fight against the remaining Bionts under the military supervision of Captain Eliza deGrange.

There is much pressure on Machina's researchers, who are currently devising a way of transferring the Biont boats' steering systems to human pilots, but so far without much success.

Submarine Glossary

Aft/Rear Towards or at the rear of a vessel.

Angles and dangles Extreme diving maneuvers.

Approach Term for the change of direction of an escort group towards the sub. (Escort groups usually drive in a zigzag course.)

ASDIC Abbreviation for "Allied Submarine Detection Investigation Committee". Device that can detect submerged submarines with sonar waves. US term: SONAR

Balance To get a submarine into a stable position in which it neither sinks nor rises.

Bearing The angle at which an object is situated in relation to the boat. 0 or 360 degrees is straight ahead, 90 degrees is east, 180 degrees south and 270 degrees west.

Bilge Tanks in the lower part of the boat. Here the seawater that entered the ship was collected to pump outside later.

BOLD Decoy used by submarines to confuse enemy ASDIC or SONAR.

Bow The forward end or part of a vessel.

Bringing out a slot Throwing out a communications buoy.

Cavitation Vapor bubbles built up at the end of the propeller vanes of fast boats cause a loud sound (which puts the ship in danger of being located).

Conformal sonar On the hull around the bow, passive.

Double spread Firing two torpedoes simultaneously. The same can be done with three torpedoes, four, etc.

DPA "Distributed Processor Architecture". Several processors connected by a data bus; can be operated together or separately.

DSRV Deep Submersible Rescue Vehicle - specially constructed rescue submarine.

ELF Extremely Low Frequency. Same as VLF below; a part of the frequency

range of long waves. Slow, but ideal for underwater communications. 1 letter/30 sec. VLF is faster.

GPS Global Positioning System. An NVSTAR type satellite locates the exact position. GNS: Global Navigation System: On-board computer keeps the ship on course with the help of GPS.

HF High Frequency. Short wave. Almost useless below water.

Hull popping Sound made by the hull's expansion while surfacing.

Hydrophone Underwater directional microphone for the passive positioning of sound.

Keel Lower edge of the boat. Iron ballast.

Knots Measure of speed in nautical miles per hour.

LOFAR Low Frequency Analyzing and Recording. A technology to represent tones of the lower frequency band on the screens of modern sonar devices.

Nautical mile Approximately 1.8 kilometers

Naxos Radar warning device.

Negative Buoyancy Sinking slightly at an angle of approx. 10-15°.

OBA Oxygen Breathing Apparatus. Portable system that chemically creates oxygen for approximately 30 minutes.

RADAR Radio Detection and Ranging. Locating device using focused waves in the centimeter range. The waves are emitted from a sender and reflected by an object as with the

SONAR. The echo is displayed on a screen.

RAM Radar Absorbing Material. Coating which absorbs rather than reflects any radar signals (stealth technology).

Silent running The ship runs with minimal sound to avoid being located, e.g. when being pursued by another submarine vessel. Low speed, no unnecessary activities.

SINS Ships Inertial Navigational System. Records all the ship's movements and thus points to its current location (orientation system).

SONAR Sound Navigation and Ranging. Underwater equivalent of RADAR. Reacts to sound signals and their echoes. A passive SONAR receives sound signals from the object, an active SONAR emits a "ping" and waits for its echo.

SOSUS Sound Surveillance System. A series of passive sonar probes anchored on the ocean floor, established by the NATO as an early warning system. Currently used for scientific purposes.

Task Force Operational organization.

Task Group A mission team (subdivision) of the Task Force.

TDU Trash Disposal Unit. Torpedo tube used to dispose of weighted waste containers.

TMA "Target Motion Analysis" to determine the course and speed of the contact object. Battleships move in a zigzag course while performing the analysis.

Tube diving Slang expression for torpedo tube check-ups. (In Aqua, robots or ROVs - Remotely Operated Vehicles - perform these!)

VLF Very Low Frequency. See ELF.

ENCYCLOPEDIA

Aquatic Ape

Scientists believe an aquatic humanoid has evolved in the Danakil Mountains of East Ethiopia. About 3-5 million years ago, a seawater flood seems to have cut off a family of hominidae living there from the rest of East Africa. They gradually evolved into sea mammals.

Features:

Fatty layer, firmly bonded to the skin, extremely thick even on lean specimens (insulates body heat).

Sweat and tears contain extraordinary amounts of salt. Excretion of excess salt.

Breathing: Human beings are the only mammals (excepting sea mammals and seals) that can control breathing at will.

The larynx is extraordinarily low in the throat, thus enabling quick inhalation.

Well developed diving reflex: Respiratory organs close automatically. Bronchial tubes and the bronchi contract.

Archaea

Ancient unicellular organisms without a cell nucleus. Two thirds of their genome differs completely to that of all other creatures on this planet. They are so-called extremophiles, creatures that feel at ease only in an extreme environment. Four billion years ago, they probably developed as the origin of all life near the hot hydrothermal vents.

Arctic Ocean

Of all the oceans this is the smallest, with the North Pole at its center. It covers 4732 square miles. Only a century ago, scientists discovered that the Arctic is not a continent but a deep basin filled with water. Secret naval bases of the Atlantic Federation as well as secret service centers that operate Aqua-wide have their base here, hidden under the continually self-regenerating ice layers.

Atlantic Ocean

It covers about 20 percent of the total surface of the earth and stretches over 10,000 miles from the North Pole to the Antarctic. Its average depth is 3330 meters; its deepest point (8380 meters) is in the Puerto Rico Trench. The story of AquaNox starts here, in the Argentine Basin to the west. El Topo has his bases in this area.

Bioluminescence

Light produced by living organisms is called bioluminescence. About 75% of all deep-sea organisms glow. It is critical to their survival; attracting food, acting as a mating signal or scaring enemies away.

The inhabitants of the Clansunion are real masters in the cultivation of biogenetic light. They use it to light up whole cities with its bluish green hue.

Deep-Sea Trenches

These trenches are found around continents and the Pacific island groups.

The seabed around the Pacific Rise plunges down into the deep, goes under the continental plate and liquefies there (subduction zone). There are 18 trenches in the Pacific, three in the Atlantic and one in the Indian Ocean.

These (abyssal) trenches have an average depth of about 5000-6000 meters. The deepest, called the Mariana Trench, is found near Guam. Its lowest point is called Challenger Deep going down to 11,034 meters. But latest research mentions a spot that is even 100 meters deeper.

The Mariana Trench is sovereign territory of the "Shogunate".

DOM (Dissolved Organic Matter)

Also known as DOC ("Dissolved Organic Carbon"). It consists of tiny carbon polymer chains (long molecules) that develop from all forms of decomposed life in the oceans. This matter forms layers that are also called "microgels".

Nowadays scientists are wondering if and how the layers of this matter contribute to our climate and the carbon cycle.

In "AquaNox 2: Revelation", large areas of ocean (especially in the northern hemisphere) are almost completely sealed by thick layers of this matter.

Gold

If all the gold currently suspended in the oceans were split equally among all human beings, everyone would get 5 kg.

Gulf Stream, The

This warm water current, also called the North Atlantic Drift, runs through the Atlantic starting just off Florida. It ends high up in the north just off Greenland, where twenty million cubic meters (cooled) then plunge down, forming the largest geological waterfall of the earth. The stream constantly carries 1.4 petawatts (10 watts to the 15th power), which is equal to a hundredfold of the worldwide consumption of energy.

The Gulf Stream would come to a standstill within just 250 years, if heat (caused by the greenhouse effect or a gamma ray explosion like in the original story of "AquaNox") melted a certain amount of ice around Greenland and the Arctic. The heavy, cold saltwater would then be diluted with freshwater, which could choke the current's "motor" (i.e. the waterfall).

(See also "POM").

In "AquaNox 2: Revelation", the EnTrOx company uses the Gulf Stream to produce energy in the Gulf of Florida using gigantic turbine fields.

Helium 3

A non-radioactive helium isotope, which is produced by the decay of tritium (heavy hydrogen). It is an excellent long distance marker for hot vents.

Hydrothermal Springs (Hot Vents)

These are underwater volcanic cones that eject super-heated water from the magma layer of this planet. Many different organisms exist here because of the sulfur, and it is the beginning of a food chain based on chemosynthetic protein. Two different forms are known: chimneys and vents.

The chimneys are created when super-heated, acidic, mineral rich water meets the cold seawater containing less salt.

Some believe "Hot Vents" to be the origin of all life on earth. Some scientists think that the food chain didn't have its origin in photosynthesis (light as a nutrient source) but instead in chemosynthesis (hydrogen sulfide as a nutrient source). There are many contradictory theories on this subject. But the fact is that the areas around the hot vents are bursting with life. The origins of this life are the sulfur loving bacteria, which then serve as food for more developed organisms such as crawfish, mussels, tube worms etc.

In the world of "Aqua", chemosynthetic protein is mass-produced, especially around the Galapagos (in the Pacific off Ecuador).

Indian Ocean, The

18.5 million square miles wide with an average depth of 3890 meters (deepest point is the Java Trench at 7450 m). Africa, Asia, the Antarctic and Australia all border the Indian Ocean. The aquatories of the Indian-Arabic Clansunion with their megacenter "Floating Bombay" are situated southeast of India, near Malaysia and in parts of the South China Sea.

Light

Components of white light penetrate water to differing depths. Red is filtered out first, followed by orange, yellow, green and last of all blue. Eternal darkness reigns from a depth of 300 meters down.

In "AquaNox 2: Revelation" you will be able to fight with "blue-green lasers". A lot of research on this technique is currently in progress for use as a new method of measurement. Strong lights only have a range of around 10 meters on the seabed as visibility is largely impaired by "snow" - falling particles.

Methane Hydrate

An important future source of energy?

Methane gas, stored in ice cages. One cubic centimeter of hydrate releases up to 170 cubic centimeters of gas. Methane causes a greenhouse effect 30 times stronger than CO₂.

Occurrence: As light layers in continental slopes (during release/exploitation: danger of slipping!). Or in the seabed (up to 600 m, in so-called reflector layers).

Subduction zones are particularly productive. These are the points where the sinking continental plates are crushed or folded by the upper plates.

Under tectonic pressure, the sediment's pores are crushed resulting in the release of gases (e.g. methane vents) and water. These are COLD VENTS.

At dislocations that cut through gas hydrate filled layers, fluids and gases are released, which heat up the hydrate so liberating it. The resulting CO₂, sulfate and nitrate lead to the existence of chemosynthetic life just like around the hot vents.

A one or two degree rise in the atmosphere's temperature could have considerable effects on the hydrate: The gas would be forcefully liberated and enormous landslides and tsunamis could consequently follow.

Bermuda Triangle Exploitation stations: These are lopsided plains mined into the ocean. On their steep faces, layers of light hydrate can be seen against the dark gray ocean floor. Bubbles are constantly seen rising, especially near to the hot machines.

Mid Ocean Ridge

This planet's biggest mountain range lies hidden in the depths of the ocean: the Mid- Ocean Ridge.

The Mid Ocean Ridge stretches from Greenland down to the Antarctic, then meanders up through the Indian Ocean before going down again past Australia to New Zealand.

Right in the middle of the ridge, a mighty central gorge called Rift Valley also stretches around the globe. There the relatively thin oceanic crust is constantly breaking up and releasing magma. The 1200 °C hot magma solidifies and is then pushed aside by the fluid stone that keeps coming up.

This is the birthplace of the oceans. With a speed of up to eighteen centimeters per year, the ocean ground on both sides of the Mid Ocean Ridge is pushed aside. Thus Africa and America are drifting apart, while the Atlantic Ocean is continuously growing.

The same applies to the even faster-growing Pacific Ocean.

Here the ocean ground is growing in depth, though: There are deep-sea trenches, up to eleven kilometers down, which means the ocean is slowly being pressed underneath the continental plates of South America, for example. The Mid-Ocean Ridge is four times as long as the Andes, the Himalayas and the Rockies put together. See also "Plate Tectonics".

Pacific

The world's largest and deepest ocean. All continents together would fit in its basin and there would still be a lot of space left. It covers about 64 million square miles and its average depth is about 4280 meters.

Plate Tectonics

Twenty cooled down stone plates of different sizes make up the earth's crust. The Mid-Ocean Ridges are their borderlines. These stone plates are floating on semi-molten rock. They move constantly and the friction between them causes earthquakes, volcanic eruptions, cold vents and deep-sea trenches.

POM

"Particulate Organic Matter". These organic substances derive from dead organisms in the oceans such as algae and fish. They also contain tiny particles of algae, feces and living microorganisms, the so-called "Aqua Snow". There is a difference between floating and sinking POM. The molecules of sinking POM are normally larger than 50 micrometers and sink with a speed of about 100 meters a day. Small POM hardly sinks at all.

The gamma ray explosions over the Arctic have created masses of POM and DOM in "AquaNox". Layers up to 40 meters thick of this matter have sealed the surfaces of the oceans, especially on the northern half of the globe. But these "sealing layers" are gradually disappearing with the increasing activity of the ocean currents (see also: "Gulf Stream").

Pressure

The deep sea is a much more dangerous environment than space if you compare the pressure relations. There is only 1 bar pressure difference between the surface of the earth and space. Underwater, this pressure difference is already reached at a depth of only 10 meters! Imagine an air column with a base of 1 square inch at sea level: It weighs

about 15 pounds. Then imagine the same base of 1 square inch as a water column on the bottom of the Challenger Deep (the deepest place on earth in the Mariana Trench): It weighs 16,000 pounds!

The ships in "AquaNox 2: Revelation" have a piezoelectric hull on a microsystem base. So the enormous pressure of the water column also has advantages because of its conversion into energy.

Resources of the Oceans

Magnesium: Even if 100 million tons were extracted every year, the resources of magnesium still wouldn't be exhausted after 10 million years.

1.4 billion tons of oil are waiting at the bottom of the Gulf of Mexico alone, plus 1840 billion cubic meters of natural gas.

With the present population of the oceans, they could nourish 240 billion people.

Every cubic centimeter of the west coast of Europe releases 4000 billion calories into the Gulf Stream every year.

Sound

Light and radio waves only have a very low range under water (exceptions: ELF or VLF). But sound spreads three times as fast underwater as it does in the air, that is to say at 1 mile per second.

"Tunneled ELF or VLF waves" or ultrasound are the means of communication in "AquaNox 2: Revelation".

Within the oceans there are some particularly "convenient" sound channels. 1000 meters below sea level there is the well-known SOFAR (Sound Fixing and Ranging) channel. Within this channel, sound waves can easily travel a whole ocean.

South Polar Sea

The Southern troughs of the Atlantic, Pacific and Indian meet up in the South Polar Sea. Without any barriers in between, this "circumpolar stream" runs around the Antarctic continent. There are two opposing main currents: the east wind drift is very close to the Antarctic and runs counter-clockwise. The actual "circumpolar stream" is directed towards the east and runs higher up north. The "Roaring Sixties", so called after the wildest and most dangerous degrees of latitude for the whole of the seafaring world, start here, just off Cape Horn.

Tsunami

This is the Japanese word for "tidal wave". These waves are mostly created by seaquakes or volcanic eruptions under water. This killer wave can reach enormous proportions near the coast. The highest tsunami to date reached a height of more than 60 meters off the coast of Kamchatka.

Waterfall

Earth's biggest waterfalls are not the Angel Falls in Venezuela, but rather those located in the Denmark Strait. The Gulf Stream with its millions of cubic liters per second falls nearly 5 kilometers down into the depth (see also "Gulf Stream" or "POM").

The terms summed up here are only a small excerpt from our research.

SMALL ENCYCLOPEDIA AQUATICA

ALD

Acoustic Light Display. Converts ocean sounds (engines, background noises etc.) into pixels. It is used in boats and as a HMD (Head Mounted Display). Guarantees long distance vision by ignoring the deep sea's suspended particles.

Aquatory

Administrative district of single states and state alliances. Also used in the sense of "territory" as well.

Diggers

This is the name given in Aqua to workers removing the POM layers. These layers are 40 meters thick and consist of dead organic material. The diggers live close to the surface and have received long term exposure to the contaminated radioactive water there. The removed materials are mainly sent to the huge plantations of the Clansunion and used as fertilizer.

Dipole Propulsion

A boat propulsion developed by the EnTrOx-Company, which uses the special chemical dipolar structure of the water molecules. While in the first great Biont war only the large jumpships were driven by it (900 km/h), this technology is nowadays being used in small battle ships as well. It is being slowly replaced by supercavitation propulsion.

Floating Bombay

Center of the Clansunion. A powerful floating city, held suspended by silicone-carbide cables in the central Indian basin.

Fusion Power Plants

The fusion of two heavy hydrogen atoms releases an enormous amount of

energy. This is how a helium atom is created. The fusion power plants of the 27th century use a very heavy mass (atomic black holes) known as a "fusion enhancer" to fuse the hydrogen atoms.

Geothermal Power Plants

The Shogunate situated in the West Pacific, mainly used (and sometimes still uses) geothermal energy as a source of energy. The power plants in the Mariana Trench are particularly well known. They have, however, been largely replaced by fusion power plants.

Hadesians

A new religious trend, which has largely replaced the "Moghs" sect. Their prophets, the so-called Hades Priests, worship the Great Typhoeus ("Devil of the Oceans") as their god. In contrast to the Moghs, who were completely obsessed with above ground, they strive for a realm of darkness and demons.

Helinox

Generic term for the breathing gas mixtures developed by the EnTrOx Company, which mainly consists of helium, nitrogen and oxygen. The latest experiments with particle gases, with a density far below that of hydrogen, are being conducted as top-secret projects.

Helium 17

A misleading term for a certain kind of helium, which is being used for the production of Helinox breathing gas. (Patent right belongs to EnTrOx.)

HPNS

High Pressure Nervous Syndrome. This condition occurs when the unadapted human body is exposed to high pressures of breathing gas for longer periods of time. Symptoms include trembling, panic, circulatory failure and loss of control. Due to special gas mixtures (Helinox) and genetic germ engineering, these symptoms are mainly a thing of the past.

ITV

International Transport Venture, the successor of EnTrOx. This organization's name didn't however gain popularity. Tradition ensured that the name EnTrOx was and is still being used. However, the fact that EnTrOx doesn't hold the sole responsibility regarding energy and breathing gases is becoming increasingly obvious.

Lightwater

Popular designer drug, which when used under medical supervision eliminates "habitat rage" as well as symptoms of claustrophobia. Used in higher doses, this drug induces a feeling of euphoria.

Manganese bulbs

Tuber-shaped sediment found on the ocean ground and containing many valuable metals and mineral resources. The "Big Fat Mama" was one of the biggest manganese freighters in Aqua (Tornado Zone). It is now under the command of Iwan King.

Moghs

Sect of warriors who believe that the POM layer is the embodiment of their god Lhun. They believe that he is preparing the surface for the return of his disciples. They considered the Bionts to be Lhun's punishment of the unbelievers.

In the present times of AquaNox 2: Revelation (2666), the Moghs have only few followers left. The latest religious fashion trend is led by the Hadesians.

Ronin

"People of the Waves", formerly masterless samurai. In Aqua, this term refers to soldiers of the Shogunate who were released from the army after the end of the war with the Atlantic Federation. Most of them live as mercenaries in the Tornado Zone.

Jumpships

Big, powerful Transports which carry boats, humans and goods underwater at supersonic speed. The EnTrOx Company owns and operates the Aqua-wide jumpship net and holds full patent rights. (These ships stop at jumpstars.)

Supercavitation

At a particular underwater speed, torpedoes, missiles and even whole ships are covered in a bubble of evaporated water. This reduces friction to practically zero. These vehicles reach speeds of around 1 mile per second.

Synthohol

A variety of synthetically made alcohol. The best is made in the Clansunion, where the maddest concentrations and flavors are created. Synthohol and Lightwater are the most popular drugs in Aqua.

AquaNox 2: Revelation on the Internet:

You'll find plenty of additional information about the world of William Drake on the official Web site at "www.AquaNox-Revelation.com".

We'll keep you informed of the latest news from Aqua through our News section. It's worth a regular visit!

Problem-Solving:

Most technical difficulties with computer games occur due to obsolete drivers of graphics and sound cards. So if you are experiencing problems, the first thing to do is to install the latest drivers. Most problems should then take care of themselves.

You can get the drivers from hardware manufacturer's websites. You'll find the drivers for the most common graphics cards and graphics chips at the following Websites:

Detonator driver for graphics cards with Nvidia chips: <http://www.nvidia.com>

ATI graphics cards: <http://support.ati.com/products/pc/index.html>

Graphics cards with Kyro chips: <http://europe.hercules.com/supportf.php>

Known Problems and Solutions:

CD browser and Kyroll cards:

Kyroll graphics cards may cause colors to be distorted in 16-bit color mode in the CD browser. You can eliminate this problem by using 24-bit or 32-bit color.

Technical Support:

Even though this CD-ROM was conscientiously produced and carefully tested, problems may occasionally occur depending on the user platform. Should this be the case, and this ReadMe file doesn't help you, please contact our technical support.

Your inquiry can be processed much faster if you provide our team with the following information when you call:

- The manufacturer of your processor (CPU) and its clock speed.
- The amount of RAM in your system.
- The exact version of the operating system you are using.
- Exact details of your graphic card and your sound card.
- And of course the most detailed description possible of the error or problem which has occurred.

Are you having problems installing the software, or are you stuck in the middle of a game and don't know what to do next?

The hotline staff at JoWood Productions will be glad to assist you.

e-mail: support@jowood.com

www.aquanox-revelation.com

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