

# DEEP TROUBLE

## 2



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Created by Codeblender Software in collaboration with GT3D.  
Published and distributed for the Mac by Codeblender Software.  
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# DEEP TROUBLE 2

## User Guide



### MINIMUM SYSTEM REQUIREMENTS

- G4/G5 800 MHz or faster processor.
- Mac OSX 10.2.8 or Higher.
- 256 Megabytes of Ram.
- 32 Mb AGP Video Card - GeForce 2MX  
ATI Radeon 7500 or better.

### RECOMMENDED SYSTEM REQUIREMENTS

- G4/G5 1 GHz or faster processor.
- Mac OSX 10.3 or Higher.
- 512 Megabytes of Ram.
- 64 Mb AGP Video Card - GeForce 4Ti  
ATI Radeon 9000 or better.

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## The Story So Far...

- The year is 2268. After more than 100 years the planet Earth has slowly recovered from the previous ecological disaster and the unexpected invasion from an unknown alien race. The water that covered most of the planet has finally receded to known acceptable levels and nature has found its balance.

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- The hard lessons taught to mankind were not forgotten and the human race decided to expand their horizons beyond their home world. With new technology based on alien wreckage that was eventually salvaged in 2220, the discovery of new life and new worlds became the major priority for the United Federation Earth. The UFE now provides funding to support the Training and Technology needed for interplanetary exploration.

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- Your name is Alex Greysen, and as the most experienced pilot of the famed Excalibur '7' series fighter-recon craft, it is your duty to scout at the head of the UFE Exploration Team. Recent surveillance of the planet Gunsar436 has shown an unknown anomaly and you have been selected to investigate and make a report back to the fleet.

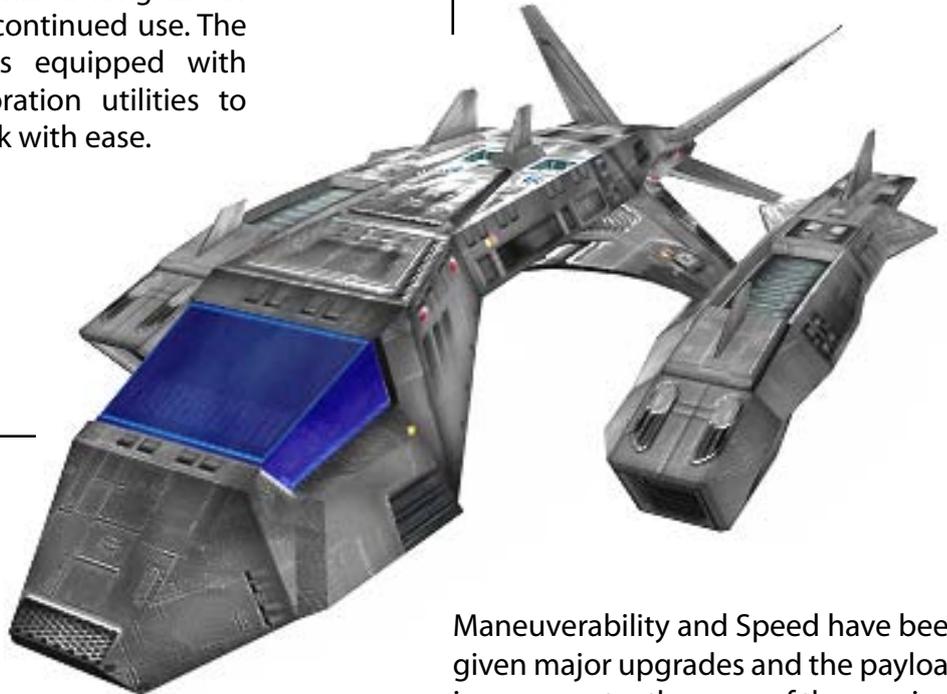
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- First impressions gave the indication of a routine scout patrol, but closer investigation revealed the most unexpected challenge the UFE will ever face. However, there is just one small problem... all contact between you and the UFE has been jammed. So it is up to you to survive first contact and return to the awaiting UFE vessel with as much recon data as possible.

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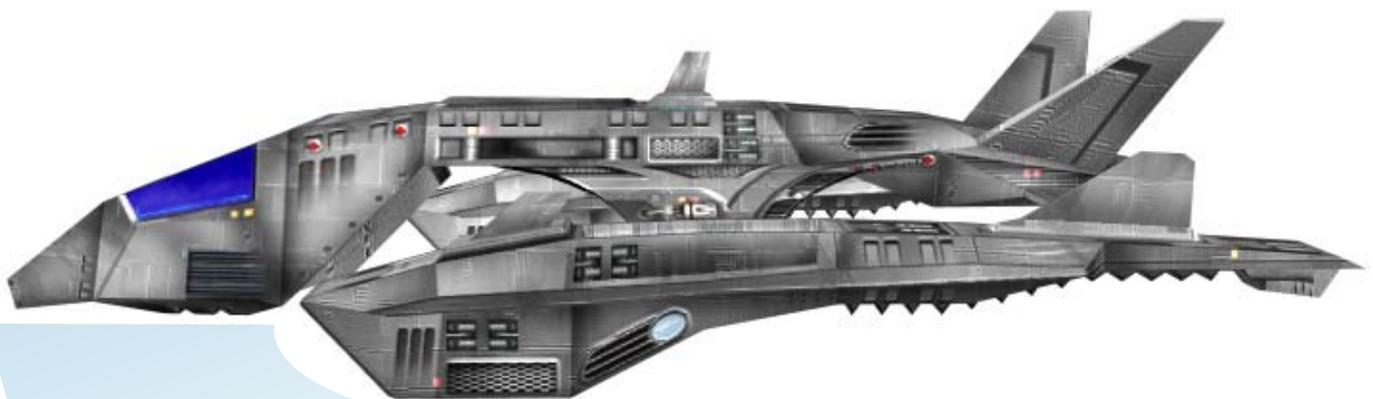
## EXCALIBUR 7

The Excalibur 7 series of recon-fighter has been in use for the past 20 years. It has a long list of successes that will ensure its continued use. The most recent addition comes equipped with enough weapons and exploration utilities to meet the most demanding task with ease.

Highly adaptable to most known planetary conditions, the all new Excalibur 7 boasts an ultra durable high-strength exoskeleton to ensure a greater flexibility in extremely adverse conditions. Using a large Nexus Particle Matter Subsystem, the versatile Excalibur 7 handles like a craft that has a much smaller body mass.



Maneuverability and Speed have been given major upgrades and the payload is now greater than any of the previous craft in the Excalibur Series.



The Nexus Particle Matter Subsystem has been modified with upgrades to handle fast velocity and directional shifts. This gives the pilot a stable cockpit that allows for greater concentration in flight or extremely hazardous conditions.

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## EXCALIBUR 7

- The cockpit interior of the Excalibur 7 has been designed to allow a system that provides greater concentration on the task-at-hand for the pilot or explorer.
- The main elements have been split into two parts giving visual feedback on everything from the Excalibur's energy and shield levels to weaponry.
- In addition it is equipped with a HUD that provides the Excalibur 7 with its integral targeting system.



### LEFT RADAR

The Excalibur's Left Radar Display shows Enemy Ships that are within the vicinity of the Excalibur 7. Enemies are indicated by a Red Dot. The Radar will not show any enemy craft that are hidden behind the terrain.

Shield Energy is decreased when you are hit and also if you collide with any enemy craft. When your Shield Energy is depleted, the Excalibur 7 will experience a drain on its Ship Energy.

Shield Energy will recharge after 10 seconds with no energy drain.

Using a Super-Shield powerup will display as a yellow overlay in your Shield Energy Bar.

### RIGHT RADAR

The Excalibur's Right Radar shows both your current Depth and will display an image of the enemy craft that you are currently Locked-On to.



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## PLAYER WEAPONS



### CLUSTERSTORM CSV

The Hybrid Torpedo is your best line of defense for those tight combat situations when multiple enemies are attacking from all sides. This is a Fire & Forget projectile weapon.



### LOCKJAW AK42

The LockJaw is a reliable torpedo that is very good for both defensive and offensive operations. The LockJaw is a Fire and Forget projectile weapon.



### ZODIAK TT2

The Zodiac is a non-tracking weapon which means it goes straight in the direction you fire it. The Zodiac will explode when it hits something or after 2 seconds. This means you can fire it into a group of enemies and when the Zodiac explodes, all enemies within the blast radius will be destroyed. This also makes it very useful for taking out cannon turrets since you can't lock-on to a cannon turret with the tracking weapons.



### TRAXXION CANNON

The Traxxion is a rapid firing small projectile that does not cause much damage by itself but because it's fast firing you can hit a target with quite many of them in a short time and thus still inflict lethal damage. It's very useful against small standard enemies. It's not as useful against larger enemies as the other weapons.



### MAGNASTORM KP47

The Magna storm is a tracking mine. After it's dropped it will activate and when a ship, enemy or yourself, comes too close, it will lock-on to it and pull it towards the ship. When the Magnatroid catches up with the ship, it explodes.



### VOLTRASTORM VST

The VoltraStorm drops four mines along a line and any ship that comes too close will trigger the mine. If you are too close when it explodes it can destroy your own ship too so be careful. The VoltraStorm is very useful when you have to turn-tail and run.



### MAGNATROID - BLACKHOLE

The Magnatroid or 'Black Hole' mine, as it is commonly known, is a 'gravity mine'. It will pull enemy ships towards itself and when they get too close it will cause them to explode. The Black Hole mine will self destruct after 30 seconds.



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## PLAYER ITEMS



### CLUSTERSTORM Ammo

The ClusterStorm Ammo pod will give you an extra 24 Torpedos and can be picked up from exploding enemies.



### LOCKJAW Ammo

The LockJaw Ammo pod is the most common type of ammo to be found. It will supply you with 24 Torpedos and can be picked up from exploding enemies.



### ZODIAK Ammo

The Zodiak Ammo pod is a rare type of ammo. It will give you a supply of 24 Torpedos and can be picked up from exploding enemies or in other locations.

### MAGNATROID Mines

The Magnatroid/Blackhole Ammo will supply you with a total of 3 x Mines.

### MAGNASTORM Mines

The MagnaStorm Ammo will supply you with a total of 6 x Mines.

### VOLTRASTORM Mines

The VoltraStorm Ammo will supply you with a total of 4 x Mines.



### CLOAKING DEVICE

The Cloaking Device will make you invisible to enemies for 15 seconds. However, firing a weapon will disable the cloaking device.



### ENERGY POD

The Energy Pod will recharge your Ship Energy to full capacity.



### ENERGY CELL

The Energy Cell can be found throughout the game and is used to complete various tasks during some missions.



### SUPER-SHIELD POD

The Super-Shield Pod will super-charge the Shield Energy. Super-Shield Energy lasts twice as long as regular Shield Energy.



### POWER BOOSTER

When you collect a Power Booster Pod you will get extra energy that allows you to do extra extra speed boosts with no Shield Energy loss.

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## THE KHILTHAN



NETTLE

PINCH

SCRATCH

HOPPER

WARBLE

These small craft are the backbone of the Khilthan society. They are the Hunter-Gatherers of the Species. Although they are mostly used for harvesting, they are highly dangerous in battle.

These ships are the industrial labourers of the Khilthan Race. They are built to withstand great amounts of pressure and have a very formidable weapons array. They may appear to be sluggish in movement, but when teamed up, they are a force to be reckoned with. Best to try & draw some away & tackle them individually.



TRULL

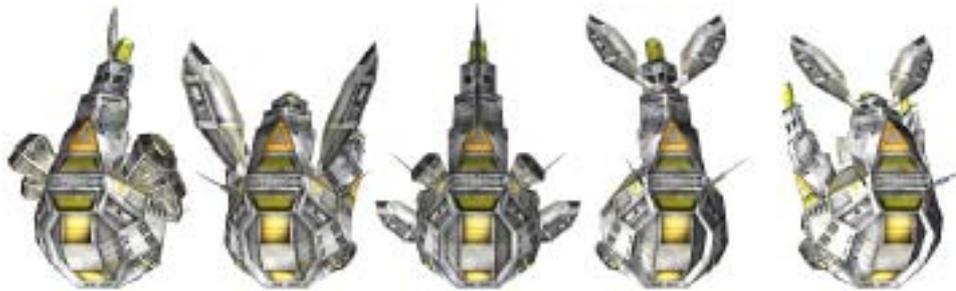
TALON

TANEKA

BERMUDA

TARQUIS

TEMPO



MALICE

MENTROID

MOLAR

MICRONIS

MECCANTRA

The Scientists of the Khilthan Community are a highly secretive group who don't like intruders of any sort. They have been known to be very smart in all of their tactical procedures, and they learn fast. You will have to stay alert while dealing with these enemies.

The Khilthan have engineered an extremely formidable enemy with its Frontline of defense. These craft should be treated with great caution as they are the Khilthans most current standing Military Force.



RAZOR

RAKER

RHOMB

REAVER

REAPER



SALAMANDER

SANXION

SIRUS

SILPH

SLAOR

SNITCH

These ships are the most advanced Khilthan craft known to mankind. They are the most aggressive and highly intelligent force you will likely come across. You will need both cunning and reflexes to survive any close-combat encounters.

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## THE KHILTHAN

**BINOC**



**BINOC**

The large C-Class Binoc ship is heavily armed and is used for both Cargo and Troop Transportation.

**PARALLAXIA**

The Parallaxia is extremely well fortified and is considered to be highly dangerous to attack directly.



**PARALLAXIA**

**THORN**

Watch out for these small and very fast enemy Khilthan ships. They don't carry any weapons and will drain your Shield Energy upon direct contact.

**HARVESTER**

The Harvester is used extensively in the Khilthan Farming areas and will play a major role in your explorations.



**THORN**



**HARVESTER**



**HYPER CANNON A**



**HYPER CANNON B**

The Khilthan have a range of defensive installments that can be quite lethal if they are not avoided or destroyed.

The Hyper Cannons on the left will launch Fireballs at any enemy within range. These can be very dangerous when you are in tight combat situations.

The Hyper Cannons listed on the right are a major part of the higher-level Khilthan defense system. These Hyper Cannons will fire a Plasma-Sphere that will track the targeted enemy. You will need quick reflexes and a good idea of where to find cover if you are to survive an encounter with these ones.



**HYPER CANNON C**



**HYPER CANNON D**

## Hints...

- Try to keep moving as much as possible. This will make it a lot harder for the enemy Khilthan to get a decent 'lock' onto the Excalibur 7.
- Sometimes following the contour of the surrounding terrain can yield surprising results.
- Some of the Excalibur 7's weapons are better used in some places rather than others... this is a case of trial and error.
- Always keep an eye on your ship's status and weapons count, and look out for powerups and ammo.
- Use any structures as a defense technique when under attack.
- When under intense attack it can sometimes help to draw the enemy away or to split them up somehow.

## Troubleshooting

- For best performance, set the Dynamic Shadows setting to OFF.
- Some of the graphics features are only available on OS X 10.3 or higher and using high end graphics cards.
- Some of the Graphics Settings will only take effect after relaunching Deep Trouble 2.

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## GAME CREDITS

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