

Waterworld Demo Instructions

Front End

Click to step through these screens

Mission Briefing

A scout reports on his findings about the enemy atoll and provides a handy reminder of the Warlord's mission objectives.

Click on Done to continue to the game or click on Repeat to hear the briefing once more.

Trader

Your stores are shown on the left of the screen whilst the traders stock is shown on the right. In the middle of the screen are your stocks of the resources; Metal, Dirt and Water (the currency used in WaterWorld). Any item on the traders list is available for a mix of these resources. You can sell any items for a combination of these three resources.

If you wish to buy an item drag it from the trader to your stores. If you wish to sell an item drag it from our stores to the trader. If you don't have sufficient resources to complete a trade the item will be returned and the missing resources will flash red.

Choose the weapons that you require from those available, sell your resources if necessary to buy the weapons that you want.

Squad Selection

Your faithful atollers are shown ready to be selected for your warband. The available weapons are shown in the scrollable selection at the bottom of the screen. Drag the weapon on to the atoller's faces to equip them. Once an atoller is equipped, he will have been selected for the mission and his face is highlighted.

(Tip - Once you have selected a weapon you can right click the mouse to distribute another of the same weapon if you have stock.)

You can select any number of atollers from 1 to 8 depending on how many you think the mission requires. Taking too many men will waste ammunition and resources and expose more atollers to danger. Taking too few men will mean you may fail to complete the mission or may not have enough atollers to recover the valuable resources.

Once you have equipped all of the atollers that you wish to take on the raid you may allocate any pickups that you have available. Select the Pickups button. Drag and drop from the bank of pickup icons on the bottom right. The red bars beneath each icon indicate the number of pickups of this type that you have available.

(Tip - Once you have selected a pickup you can right click the mouse to distribute another of the same pickup if you have stock.)

Once you have allocated any pickups you can click on Done or select Weapons to return and make any final adjustments to the allocation of weapons with your atollers.

Click on Done to set off on the raid.

The Game

- To select a single character, left click on them.
- To select multiple characters, drag a box around them.
- To add/remove a character from a group, place the cursor over the character and press 'SHIFT' on the keyboard and left click.
- To move a selected character/group, left click on the destination point, or left click on the radar map on the bottom right where you want the selected unit/s to go.
- To attack an enemy character, simply select a character/group to perform the attack and then left click on the enemy character.
- To force a character to attack terrain features, select a character/group to perform the attack and then left click on the target while holding down the 'ctrl' key on the keyboard.
- To form a squad, select the characters you would like in the squad and then press 'ctrl' and a number between 1 and 4
- To select a squad, simply press the number key (1-4) that the squad was assigned to.
- If a the cursor is positioned over an area that cannot be moved to by a character then the cursor will turn grey.
- If the cursor is placed over an item that can be picked up then the cursor will change into a 'grab' cursor and your character will move to and attempt to pick up the item.

Pickups:

Some items in Waterworld can be picked up. When you have collected an item, you may drop it at any time by right clicking on the items icon on the control panel.

- Some items can be used without dropping them. To use an item left click on the items icon on the control panel.
- Characters can only hold three units of each resource type (dirt, water and metal).
- Characters can only wear one type of jacket.

For list of the pickups see below.

The pickup items are:

Dirt



Water



Metal



Ammo



Super ammo



Brown jacket



Blue jacket



White jacket



Health pack



Targeting enhancer



Speed boots



Land mines



Skill potion



Binoculars



Mystery box



In Game Keys And Commands.

Esc	Options Box
Shift 1 - 4	Store unit
1 - 4	Select unit
Shift 5 - 8	Location Marker
5 - 8	Center on location marker
F1	Help screen (objectives)
Arrows	Scroll Around Map
>	Cycle And Center on units
<	Cycle and Center on units (reverse)
Ctrl	Forced Attack (Terrain)
P	Pause / Un-Pause
G	Lock view to selected group
L	Lock view to leader of group
H	Unlock view and center on selected unit/s
U	Unlock view
RMB (held)	Stops auto scrolling
LMB	Context sensitive orders
Space	Select / De-Select All Units
Shift + Pointer	Add / Remove To / From Selected Group
RMB	Center View
+	SFX volume up
-	SFX volume down
Tab	Hide / reveal control panel
Shift D	Cycle detail level

Radar Map Controls.

RMB view.	Center on location. Note: Unlocks
LMB	Move selected units to location

Options

Esc Options Box

- Restart - restarts the mission taking you back to the mission briefing screen.
- Briefing recap - a summary of the mission's objectives.
- Game Speed - modifies the speed at which the game plays.
- Scroll Speed - allows you to slow or speed up the screen scroll rate.
- Effects Volume - change the volume level of the sound effects
- Music Volume - change the volume level of the music.
- Detail level - simple control of graphical features that affect the system performance.
- Quit - end mission.
- Resume - get back to the game.
-

Hints and Tips

- Don't fight the smokers with like for like weapons as there are more of them.
- Use pickups.
- Use barrels to your advantage.
- Clear the atoll before rescuing the slaves as they are disorientated by their ordeal and may get in the way of combat.
- Collect all resource before releasing the slaves.
- Don't take too many men.
- Crossbows have good range.
- Pistols have good stopping power.
-