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HISTORY



In the unfathomable depths of the ocean, an enigma awaits to be unraveled. The story of Peral and the Peral Submarine is a mystery hidden beneath layers of history and legend. In a world where time and space intertwine in the shadows, I invite you to step into a journey through time into the dark secrets of naval engineering.

What prompted Peral to dive into the darkest and most dangerous depths of the ocean? What secrets await in the bowels of his invention?

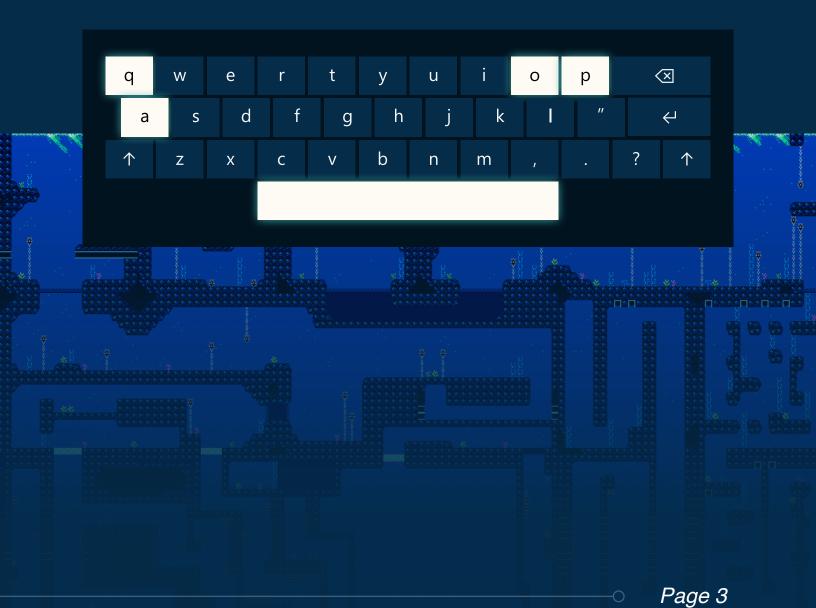
As you dive into this world of intrigue, you must unravel the riddles of the Peral Submarine and discover its impact on the course of naval history. Are you ready to face the challenges of the deep and uncover the secrets that lie hidden beneath the waves?

Your adventure has just begun...

CONTROLS

To control the submarine and move around the environment, we will use the classic Amstrad controls (Q, A, O, P, Space). o Joystick: The joystick is used to control the submarine. You'll have to be especially careful with vertical movements. Submarines do not have much movement capability in these cases.

(Q, A, O, P, Space). o Joystick:



ITEMS

The game begins with an underwater sequence where the story of Isaac Peral is summarized. Throughout the levels, we must collect valuable items to advance and survive:



Map: The map of the underwater labyrinth is separated into different parts across the screens. You will have to collect the map pieces in order to advance in the correct screen order. With them, you will be able to navigate with confidence in the mysterious underwater world.



Energy: The vital source of your submarine. Energy is essential to maintain all operational functions, from propulsion to defense systems. Manage your energy carefully, as every action you take will consume a portion of it.



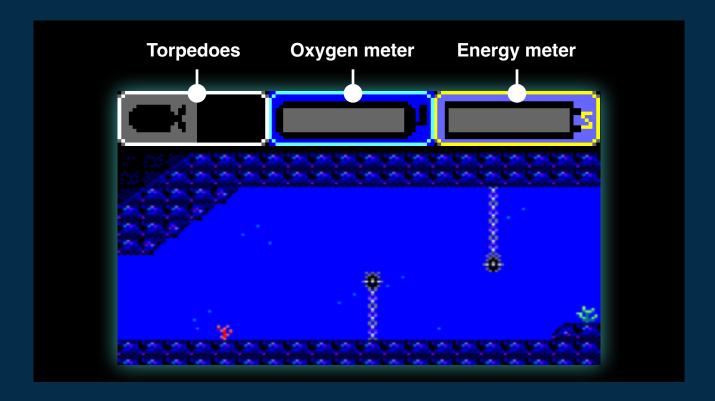
Oxygen: In the deep ocean, oxygen is scarce and precious. This critical resource determines how long you can spend at depth before you must return to the surface. You must avoid running out of air at the most crucial times.



Torpedoes: Equipped on your submarine, torpedoes are your main line of defense and attack. These advanced projectiles allow you to deal with underwater threats. Use your torpedoes with precision, as they are limited.

INTERFACE

In the game interface we can find the three main indicators for the survival of our submarine:



Torpedoes: Reload your arsenal! This indicator shows the number of torpedoes available for your submarine.

Oxygen meter: Keep a close eye on this percentage, as it tells you how long you can remain submerged before having to return to the surface.

Energy meter: This indicator reflects the amount of energy available to power the submarine's functions, from propulsion to defense systems.

ENEMIES

The game begins with an underwater sequence where the story of Isaac Peral is summarized. Throughout the levels, we must collect valuable items to advance and survive:



Poisonous jellyfish: Deceptively beautiful, deadly dangerous. These giant jellyfish float in the depths with a <u>hypnotic glow</u>, but their beauty hides a deadly venom.



Cuttlefish: Masters of strategy and surprise. You must be alert and use your cunning to detect their presence and avoid their ambushes.



Mines: Mines are floating death traps, ready to damage at the slightest contact. They move with the ocean current and can be found in unexpected places. An accidental collision with a mine could cause a catastrophic explosion and seriously damage your submarine.



Bottom charges: These charges are stealthy and deadly, lurking in the dark recesses of the seabed. From hidden orifices, they launch explosive projectiles in response to any nearby movement.

CREDITS AND ACKNOWLEDGMENTS

Game Development:

Game Development Team
Artists and Graphic Designers
Composers and Sound Designers

Special Thanks:

To our fans and players, for your support and enthusiasm.

To the families and friends of our team, for their patience and understanding. To the gaming community, for inspiring us with your passion.

Music and Sound:

Original Soundtrack Composer.
Sound Effects and Sound Designers

Special Thanks to Contributors:

This submarine game is a tribute to all lovers of the ocean and exploration - thank you for joining us on this exciting journey through the deep sea!