Instruction Manual

Getting Started

Windows XP: Double-click dive.exe to start the game.

Mac OS X: Drag the **dive** icon to your Applications folder, and double-click it to start.

How To Play

You're a diver in search of inspiration. **Dive** deep into the abyss while avoiding unfriendly creatures. User to use your sonar to communicate with friendly creatures. They'll help you out! Sonar also has an effect on unfriendly creatures. Make sure not to run out of air.

Controls

Action	Keyboard	Joystick
Move	Arrow Keys	Analog Stick or D-Pad
Activate Sonar	z	(A)
Increase Screen Size	+/=	N/A
Decrease Screen Size	-	N/A
Toggle Fullscreen	Alt-Enter (Windows) Command-Enter (Mac)	N/A
Quit Game	Esc	N/A

Things to See

Diver: This is you!

Friendly Creature: Give them a ping for a little help.

Unfriendly Creature: Don't touch these, or they'll give you trouble.

Neutral Creature: Probably couldn't care less.

Bubble: Grab these to replenish your air supply.

Joystick Support

dive is configured to support wired USB Xbox 360 pads on Windows XP and Mac OS X. On XP, **dive** will work with Microsoft's 360 pad drivers or XBCD. For 360 pad support on OS X, please download Colin Munro's Xbox 360 driver for OS X.

If Things Go Wrong

Please send all bug reports to wilsontr@gmail.com.

For Updates

The latest version of Dive can always be found at http://namakoteam.com/games/dive.

dive v. 1.2
10/5/2006
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Built in C using SDL, SDL_image, SDL_gfx, FMOD Ex, gcc, mingw32, and Xcode.