

TYPHOON

By Dan Gorlin Productions

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USER'S GUIDE

Taken from Amiga-Manuals-Website

broderbund

IN
**SEARCH
FOR THE SEA
CHILD**

TYPHOON THOMPSON™

in

SEARCH FOR THE SEA CHILD

YOUR REQUEST HAS BEEN GRANTED: THE MISSION IS YOURS.
THE LIFE OF A HELPLESS CHILD ADrift IN A WATERY WORLD
DEPENDS ON YOU, AND ON YOU ALONE.

by Dan Gorlin Productions

Credits

Art and Animation:	David Bunnett
Software Design:	Dan Gorlin
Sound Effects:	Christopher Schardt
Music:	Dan Gorlin
Software Tools:	Christopher Schardt, Dane Bigham, Patrick McCarthy



SEARCH FOR THE SEA CHILD

It was a warm day in February 2124 when the small intergalactic passenger transport known as Flight 396 was lost. Its last known position: the uncharted ocean planet of Aguar in Omega sector. When last heard from it was plunging headlong into the sparkling tropical seas of that remote and hostile planet. Survivors? Highly unlikely.

And yet . . . a faint signal persists.

But that was already two months ago. Since then, three search parties from Earth have met their doom at the hands of the Sea Sprites that live in Aguar's island clusters. But as long as we receive that feeble signal we suspect that one human child has survived, doubtless adopted by the wily Sprites.

Now, the job is yours, Typhoon Thompson. You must outwit the swarms of cunning Sea Sprites. Outfight the bizarre Flyer-Machine technology they use. And outlast their tenacious love for the tiny child they have hidden away.

Spirit Guardians from the planet Aguar's long-dead civilization will help you. But you must expertly pilot your Jet-Sled rescue craft and defeat the ingenious Sea Sprite defenses to prove yourself worthy. You must bring the Spirit Guardians the tools you will need to rescue the baby from the impenetrable observatory dome where the Sprites have hidden it. Only then can you rescue the baby and return to Earth with this sole survivor of an ill-fated voyage.

You insisted you wanted another chance to prove your mettle. You've got it, friend. Don't blow it. The life of a tiny child is at stake. Not to mention your own.

GETTING STARTED

Insert the Typhoon Thompson program disk into drive A and start up your computer to begin loading. If your system is already on, press the Reset button on the back of your computer.

A title screen will appear followed by a self-running demo of the program. Press a mouse button or the F3 key to quit the demo and begin the game.

CONTROLS

Maneuvering

The mouse controls your Jet-Sled's movements and shoots the weapons given to you by the helpful Spirit Guardians. The high-powered craft responds very quickly to the slightest movements of the mouse. Try it out, without using the button controls, to get the feel of it. The Jet-Sled will lean and move with a very fluid motion in whatever direction you move the mouse.

The right mouse button controls the Jet-Sled's thrusters. The thrusters are used to increase your speed or make the Jet-Sled dive into the sea. Using the thruster while the Jet-Sled is leaning to one side will cause it to turn around in a circle in the direction of the lean.

To dive, move the mouse forward as you press the thruster. You can move around under water the same way you can above. To resurface, pull back on the mouse with the thruster jets on, or just press the left-hand button to pop up.

Shooting

You have unlimited ammunition, but use it carefully: stray shots may draw the attention of additional Flyers. The range of shots can be controlled by tilting the sled with a forward or backward movement of the mouse. You

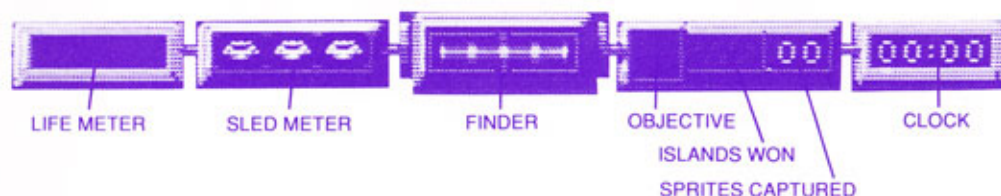
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will always have a Laser Cannon available to you as well as one additional weapon granted on each mission. Weapons fire as follows:

<i>Weapon:</i>	<i>How to Fire:</i>	<i>What It Does:</i>
Laser Cannon	Press left button.	Destroys Flyers and dumps Sprites into water.
Scatter Bomb	Press and hold down left button; then press right button when you want the bomb to go off.	Scatters Flyers in range.
Sprite Magnet (can be used under water)	Hold down right button, then press left button.	Attracts Sprites in water.
Freeze Bomb (can be used under water)	Use space bar.	Neutralizes nearby Flyers.

CONTROL PANEL

At the bottom of the screen you will see the Jet-Sled's control panel.



Life Meter indicates how many extra lives you have. (maximum of 5)

Sled Meter indicates how many Jet-Sleds remain for your use. No Sled, no mission. (You get 4 to start.)

Finder

helps you find the correct heading for your Jet-Sled. When you see the white cross at the center, your objective, either the Sprite Islands or the Spirit Guardians, lies straight ahead. The Spirit Guardians set the Jet-Sled's directional heading before each part of your mission. The Finder arrows tell you in which direction to turn if you have drifted off course.

Objective

shows the current mission objective – the artifact you're seeking or, in the final stage, the baby itself.

Islands Won

indicates the number of islands from which you have captured all of the resident Sea Sprites. The light that glimmers over each island (within the current island village) will be extinguished whenever the island is vacant.

Sprites Captured

tallies the number of Sprites captured from the current island village.

Clock

shows elapsed time in your adventure.

THE GAME

Starting Your Adventure

You start the game at the Home Islands where the Spirit Guardians dwell. From the Spirits you receive one extra life, three extra Jet-Sleds (from the previous rescue teams), and instructions to retrieve a magical artifact—one of four you will need to complete your mission. Each of these items is held within a white Treasury Dome located at the center of an island village somewhere across the dancing seas. Follow your Finder and be ready for action!



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Fighting the Flyers for the Dagger

You must defeat all the Flyers the Sea Sprites use to defend the white Treasury Dome and then capture all the Sprites before you can retrieve the item you seek. Force the Flyers from their island hiding places with a shot from your Laser Cannon or a bump from your Jet-Sled. To eliminate the Flyers, destroy them with your Laser Cannon.

When the stunned Sprite drops into the water, swoop by to scoop him up in your sack (a close pass will do the trick). If you wait too long, the Sprite will revive, swim back to his island and come after you again with another Flyer. But before he gets there, as he dives dolphin-like through the waves, you can have a second chance to capture him. Just stun him again with your Laser Cannon, speed by, and scoop him up. When you've collected the Sprites from all seven islands within a village, maneuver your craft to one of the glimmering lights that will appear by the Treasury Dome and you'll receive the item you seek in exchange for your captured Sprites.

Returning with the Dagger

Head back to the isles of the Spirit Guardians. Your finder will lock onto them—just follow its guide.

When you arrive, maneuver your Jet-Sled onto the glimmer that shines between the Spirits to return the Dagger and obtain your next mission.

Advanced Missions

Advanced missions are no kids' stuff. Each adventure at a new island village presents new and more difficult challenges – deadly Flyers swarming at you in ever greater numbers, flown by an increasing number of Sprites. For each more difficult mission (except the last), the Spirit Guardians will arm you with additional, more powerful weapons to defeat the Flyers and capture the elusive Sprites.

You'll have to master each new weapon as you get it and you'll need them all to succeed!

Rescuing the Child

At last success is in sight! Once you've retrieved all four artifacts, you have only to find and rescue the child. The Spirit Guardians will be a great help in this final endeavor.

DESCRIPTION OF FLYERS



Bumper

Fast and loud, this little guy is always trying to push you around.



Whomper

Watch out. Its powerful piston punch may prove to be a shattering experience for your Jet-Sled.



Forcer

Its strong repeller rays make approach *almost* impossible – depending on how low you're willing to sink.



Sucker

You may be more attracted to this one's graceful green funnel than you'd like. Can you swim?



Bubbler

What could be more harmless than a few bubbles floating over the sea?



Spitter

Its explosive bullets seem to know where to find you.



Zapper

The most dangerous of them all. One touch and you are vaporized in a flash.



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STRATEGY NOTES

To catch your breath while under attack, dive under water where most Flyers cannot sense or harm you. And remember that your Sprite Magnets and Freeze Bombs can be fired under water.

On the upper levels of play, 2 or 3 Sprites will fall from every Flyer you destroy. Each Sprite that makes it back to its island will emerge in a new Flyer; thus, you could wind up battling larger and larger swarms of the Flyers.

If you get lost at any point in the game, try to recenter the white cross on your navigational Finder. Use your thrusters to jet in the direction the arrows on your finder point until the white cross appears in the center. Then fly straight ahead until you arrive at your destination.

SPECIAL KEYS

Esc	Pause and unpause game
F1	Begin demo
F2	How to fire weapons
F3	New game
F4	In demo, show high scores
F5	In demo, clear high scores
F6	Swap mouse buttons
F10	Quit

HIGH SCORES

High scores are based on the number of tasks you complete, the number of islands won, the number of Sprites captured, and the amount of time it took you to complete them.

If you achieve a new high score, the high score roster will appear on the screen at the game's end. You can then enter up to six characters next to your score. Press RETURN to save your high score to disk.



Warranty

Brøderbund's Limited Ninety-Day Warranty

Brøderbund warrants for a period of ninety (90) days following the original retail purchase of this copy of Typhoon Thompson that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund's Technical Support Department, at 800/527-6263 or 415/492-3500 between the hours of 8 a.m. and 5 p.m. (Pacific time), Monday through Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Brøderbund will inform you how to obtain a corrected program disk (or, at Brøderbund's option, Brøderbund may authorize refund of your purchase price).

This warranty gives you specific legal rights, and you may also have rights which vary from state to state.

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Brøderbund will replace program disks damaged for any reason, whether during or after the ninety (90) day free replacement period, for \$5 per disk plus a postage and handling charge of \$2.50 per request, as long as the program is still being manufactured by Brøderbund.

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