



NEO AQUARIUM  
-The King of Crustaceans-

【Ver1.03】	
Hardware Requirements	
Supported OS	Windows 200/XP/Vista /7
Direct X	DirectX 9.0c or above required ※If the program does not start download and install the package liked below <a href="#">DirectX November 2008</a>
CPU	IntelPentium4 3GHz or above recommended
Memory	1GB or above
Graphics card	DirectX9.0c supported card VRAM 256MB Vertex Pixel Shader 2.0 or above
Others	Gamepad support

■ Game Summary



NEO AQUARIUM is a 3D action shooting game where players are able to take control of underwater sea creatures that have had their dormat powers awakened turning them into the ultimate warriors of the sea.

■ Game Modes



●STORY MODE  
Mode where you battle a new enemy each round while progressing the Story.

●EX MODE  
Unlocked after completing the STORY MODE on the Normal difficulty setting.

●FREE BATTLE  
Mode where you can battle freely by selecting specific characters and difficulty settings.

●NETWORK BATTLE  
Battle with other players online.

●AQUA EDIT  
Create your own NEO AQUARIUM by using parts unlocked in STORY MODE.

■ Flow of the Battles



Each character has its own individual [NEO AQUARIUM] Stage.

After picking your character and selecting [START BATTLE] the NEO AQUARIUMs for each character will link. If you select practice you will start without linking the stages.



If you select [Practice] then after the game starts your opponent will be absent from the field.

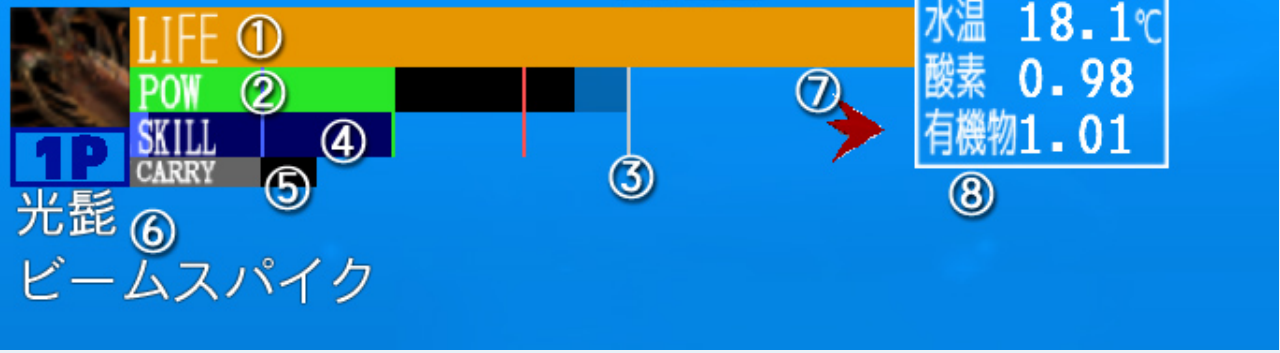


You can summon your opponent and start the battle by passing through the gate or selecting [Connect to NEO AQUARIUM] from the Menu(Space button).



Your opponent' s info is displayed in the top right corner of the screen. Attack your opponent and reduce their LIFE to 0 to win the battle.

■ Combat HUD



①LIFE GAUGE  
If this falls to 0 your character will perish.

②POW GAUGE  
As this gauge fills your attack power will increase. It is also necessary for using Skills. Your current max POW (solid black area) will recover naturally at a rate dependant on the water quality.

③Growth Limit  
This area will increase as you destroy and absorb organic matter such as your enemy' s appendages or other small animals. The next time you Shed your shell the POW gauge will increase to fill the new maximum limit.

④SKILL GAUGE  
You can unleash your special abilities by holding the Skill button until the color of the gauge changes. You can only charge to a level equal to the amount that your POW gauge has built up. Each skill is color coded as the following levels: Lvl 1 Skill as Blue, Lvl 2 as Green, and Lvl 3 as Red.

⑤CARRY GAUGE  
For creatures who have Pincers, it is possible to carry objects up to the limit of this gauge.

⑥SKILL NAME  
Displays when a Skill is used. The effects from the Skill will continue until the SKILL Gauge depletes.

#### ⑦Water Current

This displays the direction the water is flowing. Lighter characters will be affected by the currents when they move.

Also, changes in the water quality will be spread through the stage by way of the currents.

Water currents are created by Melee Attacks and explosions.

#### ⑧Water Quality

By destroying objects and creatures with homing shots or other attacks, the amount of organic matter in the water increases which causes the oxygen levels to be reduced by the biodegradation of aerobic bacteria.

If the Oxygen count falls below 1.0 then the recharge rate of the POW gauge decreases.

The amounts for organic matter and Oxygen levels will return to their standard values of 1.0 over time.

Also, as certain characters can create water currents through their melee attacks, it is possible to prevent organic contamination by stirring the water.

The water temperature has no effect on the gameplay.



Controls			
Keyboard	Gamepad	Normal press (Tap)	Long press (Hold)
■Basic Controls			
↑		Move character in the direction pressed.	
←→	D-Pad		
↓			
Shift	A(×)	Ascend	
Ctrl	L	Switch Lock-on Target	Turn the camera in the direction your character is facing.
•While locked on the camera will center on your target.			
S	B(O)	Grab (When possible)※ Release (While you are holding something)	Shed Shell
■Attack Buttons			
Z	X (□)	Normal Shot	Homing Shot
X	Y(△)	Melee Attack	Skill Charge
C	R		Sphere of Influence BREAKAWAY Options
■Command Combos			
Press Z while holding C	Press X while holding R	Ranged Attack BREAKAWAY	
Press X while holding C	Press Y whlle holding R	Melee Attack BREAKAWAY	
Hold Shift and reach the top of the stage facing upwards, then release the Shift button and quickly press it once more.			Loop(Air Somersault)
■Other Features			
l ;		Rotate the camera(Hold both buttons to reset)	
p .		Adjust the camera distance(Hold both buttons to reset)	
o ,		Adjust the vertical camera position(Hold both buttons to reset)	
F1		Toggle the control overlay display (Images below for reference) Change camera(While watching replays)	
F2		Toggle the UI display	
F3		Transition to edit mode	

※「Grab/Release」is only possible for creatures with pincers and similar appendages

For the Gamepad overlay the layout is based on the XBOX 360 Controller  
If you press F1 during gameplay you will turn on the Control Overlay

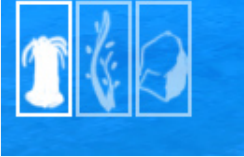


★During Edit Mode (F3)  
You can customize the look of [NEO AQUARIUM] stages

Controlling with a mouse

■Mouse controls	Click	Drag
Left Mouse Button	UI selection(※)/Place object	Select and move Objects
Right Mouse Button	Switch between Object placement mode	Rotate Camera/Rotate Object(while selected)
Middle Mouse Button		Change Camera position/Object Scaling(while selected)
Mouse Wheel	Camera zoom	

①Switch selection mode: From the left side (Animal/Plant-life/Terrain) //By dragging the mouse you will select the appropriate object.



Keyboard and Gamepad controls

Keyboard	Gamepad	Default (No object selected)	While an object is selected
■Basic controls			
↑		Move the pointer in the direction pressed	Move selected objects
←→	D-Pad		
↓			
S	B (O)	Select target	De-select
X	Y (△)	Change selection mode	
Z	X (□)	Set object	Store selected object
Shift	A(×)	Change selected object	Rotate selected object(+←→) Enlarge selected object(+ ↑ ↓)
Delete		Store the object	
C	R	Rotate Camera	
Ctrl	L	Rotate Camera	
Space	Start	Display Menu	
F3		Quit Edit Mode	

■ Ranged Attacks [Z]

Each creature has two kinds of ranged attacks. One is produced by tapping the fire button and the other by holding the button down.



- Normal Shot(Tap Button)  
Fires direct shots repeatedly at the target under the reticule.  
You can change targets by pressing the directional buttons.

- Homing Shot (Hold button)  
  
Fires a projectile with homing capabilities.

Also, while the enemy is within a certain distance the attacks will automatically lock onto it. (Pressing [Ctrl] will release the lock-on)

While locked on a compass will display showing the direction of your target

■ Melee Attacks [X repeatedly]



Normal melee attacks can reflect normal bullets so they are useful for defense as well as offense.

Also, for characters with pincers and such, using a melee attack at point blank range will allow you to capture an enemy for a short time allowing you to swing them around.

■ Skills [Hold X]

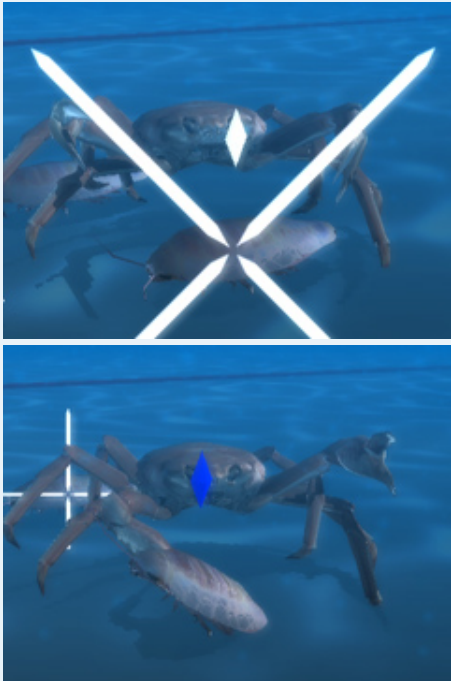


By holding down the melee attack button your SKILL Gauge will start to fill up. It is split into three different levels: Blue(Lvl 1), Green(Lvl 2), and Red(Lvl 3) Once the gauge fills up past Lvl 1 letting go of the button will launch the special ability corresponding to the max SKILL level charged.

Also, when the skill is activated all of the enemy projectiles in the area will be destroyed.

However, each skill level requires a certain amount of POW to launch. You cannot charge up your SKILL gauge past your current POW level.

■ Grab – Release [S]



- Grab(Capture)  
  
For characters with pincers and such a white diamond marker will appear near objects that you can pick up.  
If you press the grab button at this time you will pick up the target.

Any of the characters which can Capture objects and enemies will have a CARRY Guage. If they have a free pincer they can carry objects up to the amount shown on their CARRY gauge.

- Release [S]  
  
While holding an object, if you press the button once more in an empty area then you will drop the object you are carrying.

■ Molting [Hold S]



Allows you to shed your creature’ s skin and regenerate destroyed body parts. When you are attacked and take damage your appendages will be destroyed one by one. If you lose too many of you legs then your movement speed and turning speed will drop drastically. So make sure to shed your shell when you need to!

After shedding your shell the POW gauge will increase up to the growth line. However, shedding your shell uses up your POW gauge so caution is advised.

Also if all of your appendages are destroyed then you will automatically shed your shell.



■ Option [C]



There are also other objects in the environment besides your character which you can influence. The other small animals in the waters(such as jellyfish and sea anemones) can be influenced by the players from the start of the battle. They are designated by the (◆) mark with red standing for enemy allied units, and blue standing for units allied with you.


- Sphere of Influence(Press (C) button)  
While pressing this button, a sphere will open in the area around you. Any organisms inside this sphere will become your ally.


- Breakaway Ranged Options(+[Z])  
By pressing the [Z] while holding down [C] the body part normally used for ranged attacks will break away from your main body. The separated part will attack automatically while you are using long ranged attacks.


- Breakaway Melee Options(+[X])  
By pressing the [X] while holding down [C] the body part normally used for melee attacks will break away from your main body. The separated part will attack automatically while you are using melee attacks.







Spiny Lobster	
	<p>A very agile and powerful fighter.</p> <p>It's weak points are low durability and a low CARRY guage.</p> <p>Normal Shot: Twin Eye Laser</p> <p>Homing Shot: Homing Fins</p> <p>Melee Attack: Leg Slicer</p> <p>Skill Lv 1: Beam Spike</p> <p>Skill Lv 2: Internal Force Spark</p> <p>Skill Lv 3: Multi-Eye Laser</p>
	<p>BREAKAWAY Options</p> <p>[Abdominal Segment]: The released parts maintain the same turning angle as when released and continue to patrol the area.</p> <p>[Legs] : By firing with X, the parts will home in on your locked target. If you are not locked on they will gather around your body.</p>
	<p>Notes:</p> <p>A good starting character for learning the controls.</p>

Snow Crab	
	<p>A fighter that boasts high attack power and strong defensive ability.</p> <p>Because of its wide body it is difficult to dodge attacks.</p> <p>Normal Shot: Carapace Vulcan</p> <p>Homing Shot: Homing Claw</p> <p>Melee Attack: Swift Scissors</p> <p>Skill Lv 1: Beam Scissors</p> <p>Skill Lv 2: Directional Leg Laser</p> <p>Skill Lv 3: Zwei ClusterBomb</p>
	<p>BREAKAWAY Options</p> <p>[Legs] The parts gather around your character</p> <p>[Pincers]: The parts will close in on the target.</p>
	<p>Notes:</p> <p>This character moves in a sideways pattern so it controls very differently from other characters. It would be best to try this character after mastering other simpler characters.</p>

Frog Crab	
	<p>This fighter excels in mobility and defensive ability. It combines the ability to capture with the ability to move underground.</p> <p>Normal Shot: Tall Eye Laser</p> <p>Homing Shot: Twin Homing Claw</p> <p>Melee Attack: Crisis Spanner</p> <p>Skill Lv1: Sun on The Horizon</p> <p>Skill Lv2 : Eye Projections</p> <p>Skill Lv3: Rising Dawn</p>
	<p>BREAKAWAY Options</p> <p>[Leg] The parts gather around your character.</p> <p>[Pincers]: The parts close in on your target.</p>
	<p>Notes:</p> <p>During the Lvl 1 Skill [Sun on The Horizon] you are able to move underground.</p> <p>Hold X during the skill to burrow underground.</p>

Hermit Crab	
	<p>This character has low mobility as a result of its low number of appendages.</p> <p>However it's shell helps to make up for this.</p> <p>The shell will actually absorb normal attacks from behind so it is very useful for defense.</p> <p>Normal Shot: Water Jet</p> <p>Homing Normal Shot: Homing Claw ZX</p> <p>Melee Attack: Shield &amp; Spear</p> <p>Skill Lv 1 : Perfect Defense</p> <p>Skill Lv 2: Bernoulli Organism</p> <p>Skill Lv 3: Hermit Typhoon</p>
	<p>BREAKAWAY Options</p> <p>[Leg]: The Parts gather around your character.</p> <p>[Pincers] The parts will close in on your target.</p>
	<p>Notes:</p> <p>If your shell is destroyed then using a Lvl 1 or Lvl 2 skill will summon a new Conch from underground. The left hand and right hand melee attacks each have different properties.</p>

Corn Barnacle	
	<p>A special character that moves by reproducing itself.</p> <p>Each of the new Barnacles have their own offensive ability and can attack together. Depending on the situation this character claims the highest attack power in the game.</p> <p>Normal Shot: Cirral Leg Arrow</p> <p>Homing Shot: Homing Shield Spears</p> <p>Melee Attack: Cirral Leg Slash</p> <p>Skill Lv 1: Cirral Long Range Beam</p> <p>Skill Lv 2 : Barnacle Bill Rave</p> <p>Skill Lv 3: Barnacle Volcano</p>
	<p>BREAKAWAY Options</p> <p>[Cyprix Larva]: Will create an adult barnacle when it touches a surface.</p> <p>[Barnacle Self Destruct]: Will cause the older barnacle clone to explode.</p>
	<p>Notes: Breeding type</p> <p>This character cannot move normally through the movement keys.</p> <p>By pressing [Shift] you will create a larva which can move a limited distance.</p> <p>The last barnacle created is considered to be the main body.</p> <p>However it is hard to tell which is which from a distance, so when battling this character pressing [Ctrl] will lock you onto the main body.</p> <p>The character takes extra damage while in the Larva state.</p>

Q. During start-up an error regarding the following files appears: [d3dx9\_31.dll]  
[dinput.dll ][dsound.dll ]

A Install the following DirectX update  
[DirectX Runtime November 2008](#)

Q. The game's performance is very low.

The framerate is displayed in the top right corner of the screen.

The framerate should normally be around 29.9 FPS.

A If the FPS is dropping below 20 then your PC specs are too low,  
so you should start up the [custom.exe] application in the game's folder.  
If you change the resolution, shader level, and Anti-aliasing setting then the  
performance should increase.

Q. When the game goes fullscreen the screen goes completely black.

There are certain resolutions where the game will not support full screen  
display(depending on your settings).

Press Esc to exit and change your resolution settings.

※ About the custom.exe application

Special Boot-up

>Display Mode

•During the Display Mode it is not possible to change any settings or exit the  
program with the controller.

•After leaving the game idle at the Title screen for 30 seconds, a demo will start  
with CPU characters battling each other.

•After 90 seconds without any input the game will return to the Title screen.

Press the Esc menu to quit this mode.

Q The polygon models are not displaying.

There is most likely a problem with your Shader compatibility.

A Try setting the Shader Level to [0: Shader OFF] by starting up the [custom.exe]  
application.

Q The program gets flagged by my Anti-virus software.

As the game uses Keyboard Hooks and other settings sometimes it does get

A flagged as a virus, however there is no virus or malicious software so you can  
allow the process with no problem.

Q I would like to return to default settings.

A You can do so by deleting the [custom.cfg] file.

Additional Info

Official Page  
<http://www.neoaq.net/>

Copyright Owners

<NEO AQUARIUM>  
NUSSO

<Red King Crab CG model>  
SONOHIRO

<Diver CG model>  
OHAGI

<BGM>  
DEKU

Senses Circuit <http://www.senses-circuit.com/>  
【Jingle#13】  
【Jingle#18】

<Sound Effects>  
The Matchmakers 2nd <http://osabisi.sakura.ne.jp/m2/>  
WEB WAVE LIB <http://www.s-t-t.com/wwl/>

<Fonts>  
M+ M+ FONTS PROJECT  
Sea Font Hourai  
ORADANO Mincho Uchida Akira  
Kouzan Ink Brush Font Aoyagi Kouzan

Used Ogg Vorbis for the Sound Work.  
Ogg Vorbis Copyright(c) 2001,Xiphophorus

Game Physics were created using BulletPhysics Library.  
<http://bulletphysics.org/>

Used Mersenne Twister for random number generation.  
Mersenne Twister: A random number generator (since 1997/10)  
<http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/emt.html>