

We sincerely offer our gratitude for your purchase of  
“Blue Submarine No. 6 TIME AND TIDE”,  
a software for the Dreamcast.  
Please, read this instruction manual before starting the game.

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This game is compatible with backing-up. A Memory Card (Visual Memory [Sold Separately]) is required for back-ups. 4 System File blocks and 37 Game File blocks (the progress can be saved separately as 3 inside the file) are required. While saving, please do not turn off the system's power or remove the Memory Card, as well as the Dreamcast controller. For saving and loading information, please consult P. 8.

## Before utilization of software for the Dreamcast

**For parents:** In case of use by small children, parents should read together and give any necessary explanation.

### Attention

- When using this software, keep the room's lights turned on, and stay sufficiently distant to the television screen. Also, for health purposes, take a 10-20 minutes break every hour, and do not utilize the software when tired or suffering from insomnia. Utilizing the software for long times, as well as staying too close to the screen when utilizing might cause loss of vision.
- Very rarely, there are people who due to stimulus from bright and/or flashing lights might suffer symptoms like temporary muscular convulsions and loss of consciousness. Those with such experiences should consult their doctors before utilizing the software. Additionally, those who suffer such symptoms during utilization are to promptly stop and be examined by a doctor.
- Please, remove the disc after it has stopped rotating completely. If touched while rotating, it might cause injuries and damage the disc.
- This disc is to be used with a Dreamcast console. Due to concerns regarding loud noises and their harms to hearing, do not utilize it with CD players made for audio reproduction.

### Cautions when using

- Please, take care not to damage, or leave stains and fingerprints on both sides of the disc. Also, do not bend the disc or enlarge the center hole.
  - Since discs repaired with adhesive glue to fix cracks, deformations and damage can cause malfunction and breakdown, do not utilize it by all means.
  - Do not write or attach decals on both sides of the disc.
  - Return it to the case after usage, and store it in a place safe of high temperatures and high humidity.
  - In order to clean the disc, use a soft piece of fabric as used for cleaning lenses, and wipe gently radially from the center to the outer. Do not utilize thinner and/or petrol.
  - Since utilizing this disc with common CD players can cause system failure and damage the speakers, do not utilize it so by all means.
  - Please, by all means read the instruction manuals for the Dreamcast and peripherals jointly.
- 
- ❖ This software records on the "System Memory" Play History (Play Info) such as "title name", "for how long you played" and "how you played". Such information is used in various softwares to make changes to the game's unfolding according to the client's way of playing/advancing until then.
  - ❖ Since our company constantly carries out researches, surveys and improvement efforts, the purchased software might contain discrepancies with contents of the printed matter. Be acknowledged in advance.

# Prologue

End of 20th century. The Earth's population increased and environmental destruction was carried to its extreme.

Humanity found its hope of survival on Earth's final frontier, the "Ocean".

In that, came to the surface diplomatic issues between nations, as well as security and environmental issues both above and under the sea, issues which were trusted to the unified ultranational organization "Blue".

Because of Blue's founder Zorndyke's abominable treachery and his world-scale weather changing project (Zorndyke Upheaval), most continents and their cities within sank to the sea.

Civilization was inevitably brought to a halt, but humanity had to keep on living nonetheless.

The "New World", a floating city built above the waters where Singapore used to be, is said to be the closest settlement to the pre-Upheaval time.

The rich. The poor. The rulers, and the ruled.  
There they go, planning to make a name for themselves.  
And also those who are lost, and washed up on such shores.

Hayami Tetsu, a former member of “Blue” who was involved in the development of the battle submarine Grampus, sought out to be part of the elite, and due to his pride, insubordination and frustration, he ended up on the “New World” so his emotional scars would be healed.

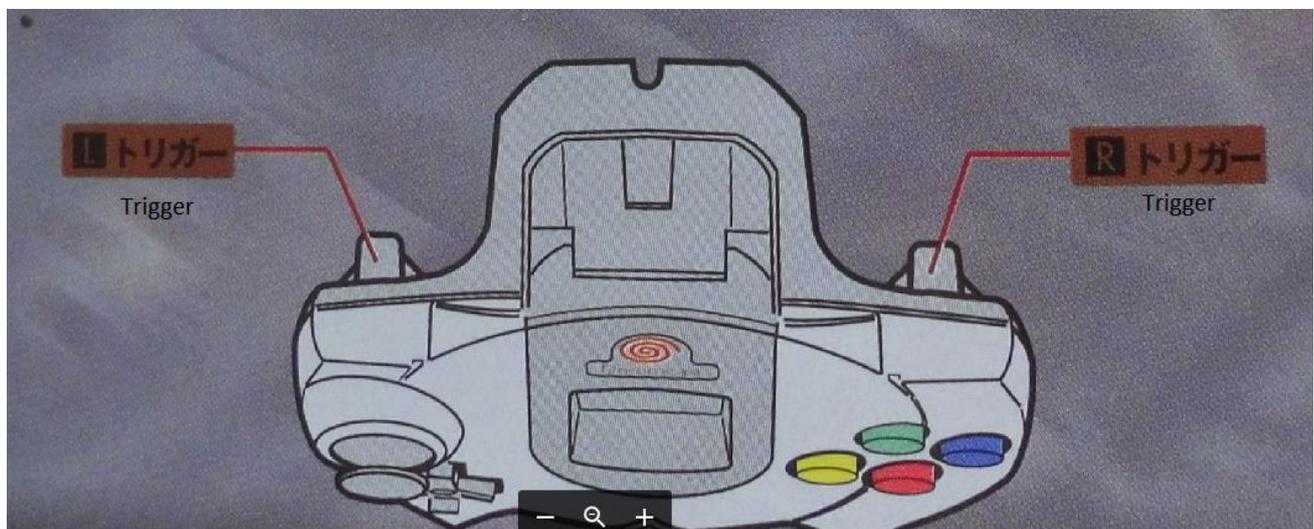
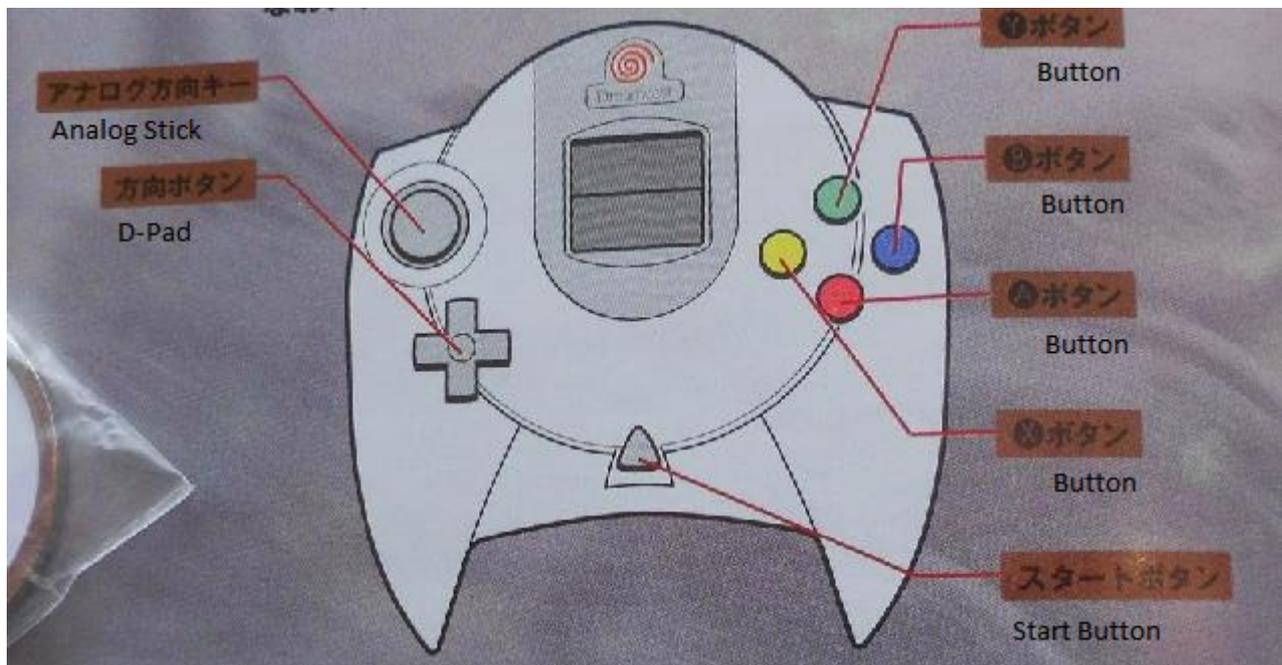
After roaming the world doing salvaging jobs,  
Hayami at last decided to settle down at the “New World”,  
however he was once again caught up on the turmoil of his time.

The nuclear submarine No. X, and the many incidents around it.  
The sudden arrival of the “No. 6”, and the Zorndyke after it.  
The New World was about to be dragged into a new Upheaval.

Will Hayami, who on the same sea found fear, joy and sorrow,  
heal the wounds of his heart,  
and acquire a new-found hope.....?

## Game Controls

“Blue Submarine No. 6 TIME AND TIDE” is for 1 player only.  
Please, connect the Dreamcast Controller to the console’s Controller Port A.  
More detailed controls are to be found from the P. 10.



	Basic Control	Cockpit
Analog Stick	Cursor movement	Ship control, change direction
D-Pad	Cursor movement	Change view direction
A Button	Confirm	Use weapons and equipment
B Button	Cancel	Change weapons and equipment
X Button	Unused	Drain/fill ballast water with L/R triggers
Y Button	Unused	Emit sonar
Start Button	Game start	System menu
L Trigger	Unused	Reverse / Descend by holding the X Button
R Trigger	Unused	Forward / Ascend by holding the X Button
L + R Trigger	Unused	Cancel ballast water by holding the X Button

- ❖ The submarine's controls are reversed by default (Up-and-down reversal. Rotates down by pressing up). Can be changed to normal at Option (P. 9).
- ❖ Draining and filling the ballast water result in ascension and descension, respectively.

When playing the game with a Jump Pack (sold separately), please insert it in the second expansion socket. The Jump Pack won't lock to the controller if inserted in the first expansion socket, which might cause disconnection and malfunction during utilization.



Expansion Socket

### Precautions when using the controller

- ❖ Do not move the Analog Stick or the L/R Triggers when turning on the console. If moved, the position calibration might not be carried out properly and cause malfunction.
- ❖ During the game, you can return to the title screen by pressing the Start Button while holding down the A+B+X+Y Buttons simultaneously.

## Getting Started

**Set the disc in the console properly, and turn on the power. Proceed to the title screen, where a opening demo will begin (can be skipped by pressing Start), then press the Start Button at the title screen.**

- **Starting from the beginning**

Please, select “New Game” and press the Confirm button (A Button, as below). The game will start after the opening.

- **Continuing from previously**

Please, select “Continue” and press the Confirm button. Next, after selecting the Memory Card’s attached Controller Port/Expansion Socket, the save file selection screen will be presented, where you shall select the Data from which you wish to continue playing.

- **Saving the game**

You can save at Hayami’s house and at the mother-ship. Select the Memory Card’s attached Controller Port/Expansion socket, and proceed to select a file.

- **Course of the game**

This game has an Adventuring Part (P.10), in which you walk around the “New World” and engage in conversations, and a Salvaging Part (P.14), in which you work and battle under the sea.

- **Option**

You can change the game’s settings by selecting “Option” at the title screen.

- **SEELE MODE** | Change the up-and-down orientation of the Analog Stick.
- **SPEAKER TYPE** | Change between Stereo and Mono audio.
- **VOLUME** | Set the BGM, SE and VOICE volume.
- **VIBRATION** | Turn on/off the Jump Pack (sold separately).
- **BRIGHTNESS** | Used as reference when setting the monitor’s brightness.
- **VISUAL HISTORY** | Watch movie scenes you played through.
- **???** | An item unlocked once you clear the game.
- **LOAD** | Load Option data.
- **SAVE** | Save Option data.
- **EXIT** | Close Option.

- **Internet**

This game can be enjoyed further enjoyed through an internet connection. Please check use instructions (P.24), and the internet homepage for more information.

## Adventuring Part

Move around the “New World”, acquire a variety of information, and obtain items. Additionally, you can change Seele’s equipments at Hayami’s submarine dock at his house.

- **Hayami’s House** | Your hub of activity, from here you can go to the “New World” and the “Submarine Dock”. Also, you can save the game here.
- **Church** | The church of the reckless wine-lover Father Gordon.
- **Kombinat** | The New World’s energy supplier.
- **Castle’s Gate** | Inside the castle resides the youngest Administrator and embodiment of elitism, Alesteir Cox.
- **Zheng’s House** | The residence of Zheng Yunji, leader of the East Guild.

- **YumCha Pao-Pao** | Famous for being cheap and tasty. Always bustling with people.
- **Warehouse Distr.** | A shabby warehouse district. Many street children gather around here.
- **Bar Rodriguez** | A bar on a corner of the New World. Great for information.
- **East Guild** | Here you can take job requests. You're required to pay a fee (returned when the job is completed) when undertaking requests.
- **Scrap Store** | Here you can sell and buy items. Let's sell those items you obtained through salvaging.
- **New World Daily** | The New World's newspaper company. Its anti-establishment reporter is a great source of information.

## Adventuring Part (cont.)

- **Moving Around** | Use the Analog Stick (or D-Pad) to rotate the map, and press the Confirm button.
- **Conversation** | Move the target sight and press the Confirm button when its color changes. You can return to the map by selecting and pressing EXIT.
- **Submarine Dock** | The Seele can depart from the dock at Hayami's house. Also, here you can check Seele's status and customize it.
- **Job Details** | Verify details of jobs you have taken from the Guild. Please do before departing to the sea.

- **Customize** | Change Seele's parts. Moreover, "REM" means how many of a part you have remaining.

BUMPER	Change the bumper.
ENGINE	Change the engine.
BATTERY	Change the battery.
ACTIVE SONAR	Change the active sonar.
PASSIVE SONAR	Change the passive sonar.
VR SONAR	Change the VR sonar.
RIGHT WEAPON	Change the right side weapon's launcher.
LEFT WEAPON	Change the left side weapon's launcher.
NEEDLEGUN	Change the needlegun.
ITEM A	Change miscellaneous special equipment.
ITEM B	Change miscellaneous special equipment.
ITEM C	Change miscellaneous special equipment.

- **Ship's Status** | Check the Seele's status. "N/A" means a weapon is not currently equipped.

- **Depart** | Set off to the sea.

- **EXIT** | Return to Hayami's room.

## Salvaging Part

By choosing “Depart” at the submarine dock, you’ll be brought to the area selection screen. Select the area specified by the job’s details.

Once arriving at the determined area, the following commands will be shown.

- **Ammo Ressupply** | Ressupply on various kinds of ammunition.
- **Set Off** | Set off to the sea with Seele.
- **Return to Port** | Return to the submarine dock.
- **Save** | Save the game.

Get to work by piloting the Seele under the sea. The cockpit screen is as follows.

### **Selected weapon or equipment**

Displays ammo count

### **Damage indicator**

Displays the part damaged and the amount of damage received.

### **Engine’s rotation and accelerometer**

Display’s the engine’s speed and rotation.

### **Depth meter**

Your current depth.

### **Battery charge/Oxygen/Seele’s direction**

Above is the battery charge, under is the remaining oxygen, and Seele’s orientation is at the center.

### **Ballast’s floatation**

The ballast’s floatation balance. Above the gauge is ascension, under is descension.

### **Reticle**

A compass is shown above it.

### **Sonar**

By pressing the Y Button, enemies (red), salvageable objects (green), etc. will be displayed. (Start up the VR Sonar when utilizing it)

- **System Menu** | The system menu will be displayed by pressing the Start Button.
- **SONAR** | Select the sonar to be activated by pressing the Y Button.
- **ITEM** | Use equipped items. Select the item and press the Confirm button.
- **STATUS** | Display Seele's status.
- **CONSOLE** | Set the brightness of the cockpit's console.
- **CONTACT** | Calls the mother-ship.
  - **JOB...**Check details from a job you took from the Guild.
  - **CALL...**Call the mothership to your current location.
- **MAP** | Displays the area's map. Use it to verify your objective's coordinates.
- **EXIT** | Close the system menu.

## Salvaging Part (cont.)

- **Operating under the sea**

- **Check your objective's location**

As you enter the sea, first check the MAP on the system menu, and proceed to the coordinates designated on the job's details.

**Mother-ship**

**Seele**

- ❖ In case you forget the coordinates, they can be found at CONTACT → JOB

**Current orientation**

- **Check your surroundings**

You can ascertain your surroundings under the sea with your sonar by pressing the Y Button. The red dots shown when using the active sonar are enemies, so try not to get too close to them.

- **Arriving at the objective**

You'll be contacted by the mother-ship when you arrive at the objective's coordinates. You can get in contact by opening the system menu. Activate your sonar with the Y Button, and look for the goods (green dots). Lead your ship so the green dot is exactly in the middle of the minimap's cross-sight.

- Contact...There are two type of calls: the ones you are forced to take, and the ones out of your own volition. When the CALL sound rings and the sonar indicator starts blinking, you can accept the contact by pressing the Start Button. The calling period will be ended after a certain time.

- Retrieving goods |

When dealing with large objects, press the B Button to select Float ammo and shoot the necessary floats. Make sure to use the reticle when aiming.

- Fuse-type floats are used for objects that can be instantly lifted. They expand with contact.
- R-type floats are used when objects require multiple floats. Shoot them in a well-balanced manner, and expand them with the Float Controller, under the ITEM section at the system menu.

For small objects, press the B Button to change from weapons mode to manipulator mode and get closer to the object. The sight at the center of the screen will react to the object, then press the A Button once it's locked for retrieval.

- Returning to base |

Now that you've acquired the goods, let's return to the mother-ship. Go to the System Menu → CONTACT → CALL to call the mother-ship to the coordinates at the surface above you.

Start ascending directly underneath the mother-ship, until you see a screen asking if you whether or not wish to return. Select "Yes".

When you return, some of Seele's damage will be repaired. However, more serious damage cannot be repaired unless you return to the dock. Moreover, you will not be charged for repairs.

Your acquired goods will be displayed once you return to the mother-ship. Select your loot to verify its contents.

Additionally, there are goods other than the requested ones laying dormant under the sea. If possible, try and have a go at doing some free-salvaging at various locations.

# Battle

**When at sea, you might get attacked by enemies as well.**

The sonar will show disturbances once an enemy approaches you. Or in the case of Active Sonars, you can know the enemy's proximity by checking the red dots being displayed. Depending on the sonar, however, the sound they emit might attract enemies.

When approached by an enemy, press the B Button to change your weapon to the needlegun or to torpedoes. Since torpedoes are in a more limited amount, let's start with the needlegun.

When attacking, align the reticle with the enemy and shoot with the A Button.

Some of the enemies you'll encounter will be truly terrifying. Do not attack at random, sometimes running away will be necessary.

Seele will take damage when attacked by enemies or collided with obstacles. The current damage is displayed at the cockpit's damage indicator. The game's over when the ship's damage reaches 100%, so pay attention to it.

When you return to the mother-ship, some of Seele's damage will be repaired. However, more serious damage cannot be repaired unless you return to the dock.

- Possible Game Over scenarios
  - Exceeding the fuselage's damage limit.
  - Running out of oxygen
  - Failing at some particular events
  - ❖ By pressing Continue, you'll be returned to directly before the Game Over, with the Seele on the conditions it were when on board the mother-ship.

# Weapons

**The Seele can be upgraded by modifying it with a vast assortment of parts. Such modifications can be made through ‘Submarine Dock’ → ‘Customize’ at Hayami’s house. Here are some of Seele’s parts.**

Category	Name	Description
Weapon	101 Needlegun	The standard needlegun.
Weapon	103 Needlegun	Needlegun with higher capacity, but slower firing.
Weapon	110 Needlegun	Improved magazine with higher capacity. Besides that, it’s your standard needlegun.
Float Launcher	Float Shooter	Pod user for shooting Floats and Buoys.
Torpedo Launcher	324mm Torpedo Tube	Standard torpedo tube. Can fire many torpedoes as long as the size fits.
Torpedo Launcher	32mm Torpedo Tube DX	Standard torpedo tube for small ships. Can load a large amount of torpedoes.
Ammunition	Normal Needle	Standard needle. Made in a superfine and aerodynamic shape to curb water resistance.
Ammunition	S. Alloy Needle	A needle made of superalloy. Utilizes a very cheap hardening material.
Ammunition	Pressure Needle	Made with a special material that hardens according to water pressure.
Torpedo	324mm Torpedo	The standard torpedo made for small ships.
Float	Fused Float	Expands automatically with impact. Used for single-shot liftings.
Float	R-Type Float	Activated by remote control. Used for objects that require multiple floats. A separate controller is required for activation.
Bumper	Steel Bumper	A metallic bumper. It is coated with rust-proof paint. No particular features besides that.
Bumper	Reinforced Steel Bumper	The usual shape, but made of reinforced steel. Therefore, it is stronger.
Engine	WJ-3000	The standard water-jet engine.
Engine	WJ-3000C	The customized version of the WJ-3000. Lighter and with a higher output.
P-Sonar	PS Type-5007	The standard passive sonar. It is cheap and not the best, but it can identify objects.
P-Sonar	PS Type-5007C	Uses the Type-5007 as a base, but has an enlarged are of effect and is slightly better at identifying objects by sound.
A-Sonar	AS Type-406	The standard active sonar. Cheap and not very effective.
A-Sonar	AS Type-408	Can monitor the enemy’s signal strenght and depth. There are not many changes to the Type-406 other than that.
VR Sonar	VR Type-008	Processes and displays data from the directional active sonar. Consumes battery. Works best in areas of low visibility.
Battery	EP-1000 Sakura	The standard electric battery. Popular model. Low output, but very stable and reliable.
Battery	EP-1000 Shigure	The EP-1000’s high-end model. Higher capacity than the popular model.
Misc. Item	Float Controller	Device required for activating remote-controlled floats from a distance.
Misc. Item	Shock-Buffered Clear Paint	Can absorb a very small amount of shock when used as coating for the ship’s fuselage.
Misc. Item	Spare Battery 20	Restores battery charge by 20%. Consumed when used.
Misc. Item	Spare Battery 100	Restores battery charge by 100%. Consumed when used.
Misc. Item	Spare Tank 20	Restores oxygen tank by 20%. Consumed when used.

# Sea Creatures

## ▪ Sea jelly

Size: 1~10m  
Weight: 5~120kg  
Max Speed: some knots

A giant jellyfish that vastly inhabits the area nearby the New World. Due to Zorndyke's Upheaval and its severe environmental impacts, this creature abruptly turned into a mutant. Has no cognitive abilities, but can release an electric discharge equivalent to a 100 electric eels if danger is detected. An unthinkable obstacle on tight passages.

## ▪ Mamouly

Size: 1~2m  
Weight: 120kg  
Max Speed: 15 knots

A creature similar to the nautilus that spreads around different regions. A mutant that had its body joined to its shell due to the Upheaval's influence. Has an habit of travelling in groups to fend off predators. It doesn't have much attack power individually, but due to its hardened body, it can ignore needle bullets and lunge itself in your direction. They are an even greater threat when you're surrounded by them.

## ▪ Dumamoul

Size: 1~2m  
Weight: 120kg  
Max Speed: 25 knots

Just like the mamouly, it has the body conjoined with the shell. Notable for its attractive colors and the protuberances resembling artillery cannons at its back. When danger is detected, it jets itself with water through the protuberances, and lunges towards you in a life-risking maneuver. It is strong enough to make holes at the bottom of fishing ships. Also, it won't receive damage from needle attacks due to its hardened shell.

## • Seacada

Size: 1~1.5m  
Weight: 100kg  
Max Speed: 15 knots

A creature living nearby the New World that resembles an insect. Uses the oxygen stored inside its body to descend to the sea's bottom for feeding. They travel in groups, and join together as one whenever one of them are attacked. Eaten in some parts of the New World.

## • Flatshell

Size: 1~1.5m  
Weight: 150kg  
Max Speed: 60 knots

The flatshell esembles the seacada from the exterior, but moves around much more energetically. Extremely adaptable, being able to live in great depths. Feeding mainly off small fishes and shrimps, it moves to its prey at an alarming speed when detected. It's registered to have reached speeds of at max 60 knots.

❖ 1 knot equals 1.8 km/h.

## Sea Creatures (cont.)

- **Seurat**

Size: 3~5m  
Weight: 1.5t  
Max Speed: 30 knots

A mutant with hardened flesh sticking out of its cheeks. Becomes openly hostile when detects enemies in its territory through sound, attacking without constraints. Though strong by themselves, they become even more dangerous with their habit of travelling in groups.

- **Crownhead**

Size: 6~8m  
Weight: 2.5t  
Max Speed: 50 knots

A shark that has terrorized people for ages. And it has only gotten worse with the Zorndyke Upheaval. Along with increased physical prowess, its hardened hide made old hunting techniques ineffective, turning it into a formidable, tyrannical despot roaming the home waters. Many salvagers have fallen as preys. They are exceptionally reactive to sound.

- **Landhead**

Size: 5~7m  
Weight: 2t  
Max Speed: ??

Lives in isolation in far and deep waters. A mutant with extremely developed fighting and predating skills. Just like the crownhead, it evolved as a species greatly due to the Upheaval. However, it surpasses the crownhead in fighting prowess. It is camouflaged in the depths by its dark hide, bringing despair to those who encounter it.

- **Assault Crab**

Size: 3~8m  
Weight: 2t  
Max Speed: 15 knots

A mutant crustacean turned giant due to Zorndyke's Upheaval. Inhabits the area near the New World. It has a hard shell that negates common attack and pincers stronger than iron, but doesn't present much danger because of its relatively slow movement speed. However, be cautious with female assault crabs, who can shoot larva out of their wombs as projectiles.

- **Hermit Crab**

Size: 3~8m  
Weight: 2t  
Max Speed: 10 knots

A mutant crustacean that lives on the bottom of the sea. Zorndyke once again is to blame for its giant size. It hides in sand and garbage, and so being hard to be found. Usually attacks its oblivious preys in surprise assaults. Its sharp pincers are extremely destructive. Do not let your guard down when travelling near the sea's bottom.

- **Spinner**

Size: 1~3m  
Weight: 50kg  
Max Speed: 30 knots

A squid that inhabits deep waters. Has a weird habit of travelling in groups of three. When one of them are attacked, the other two turn around their bodies and lunge at the offender.

- **Big Jaw**

Size: 20~30m  
Weight: ??  
Max Speed: 60 knots

A giant mutant that lives under depths of 400 meters. Particular for its snake-like long tail. Holding territory around rocks in the depths, it attacks indiscriminately anyone who approaches such areas. Boastfully holding its max speed of 60 knots, it is unequal in strength when lunging forward with its tenacious jaw.

- **Yell Fish**

Size: 10~100m  
Weight: 5t  
Max Speed: 20 knots

A giant mutant that lives in deep sea areas. What used to be a 10cm fish living near the bottom, because of the Upheaval has changed into an enormous shape. Possessing phenomenal vitality, it shoots lightning bolts from its mouth. Also, it sometimes lets out an extremely destructive yell.

## Internet Connection

- **User registration**

You won't be able to connect to the internet unless you've completed your user registration at Sega Provider (Isao Net). For those not registered, please complete your registration with your Dream Passport. Also, it is possible that you won't be able to get registered with a Dream Passport of an older version.

In order to acquire an up-to-date Dream Passport, please contact the Network Support Center.

- **For issues regarding Network**

**Network Support Center**

(Navi-Dial) 0570-057-100

**Reception times: 24h all-year-long (except company holidays)**

- Caller fees charged.
- Do not omit 0570 when calling.
- When using mobile phones and PHS, please call 03-5735-0276.

- **About fees**

- Internet provider service fees and/or telephone charges are required for utilizing the Network. Pay attention to overuse.
- When using the Sega Provider (Isao Net), connect through the Q2 dial starting in 0990, where you'll be charged 10 yen for every 3 minutes of usage.
- While confirming the password or ID after connecting, if for some reason the connection is cut, it will occur in the charging of fees.

Let's jump to the homepage for "Blue Submarine No. 6 TIME AND TIDE". Here you can find loads of hints and BBS for the game, and such. More information about the homepage below.

### ▪ **Menu display**

When viewing the homepage for "Blue Submarine No. 6 TIME AND TIDE", press the L Trigger to display the L Menu, and the R Trigger for the R Menu. Use the up and down arrows for selecting, and the A Button for confirming. Press the same Trigger once again to close down the menu. For information on each item, please use the "Dream Passport 3 Guide Book" for reference.

<b>Home</b>	... Return to the local home screen.
<b>Bookmark</b>	... Displays the bookmark screen, and records the homepage's URL.
<b>Jump</b>	... Insert and jump to an URL directly.
<b>Mail</b>	... For electronic mail messaging.
<b>Chat</b>	... For IRC chat server messaging.
<b>Option</b>	... Display the screen for various settings.
<b>Connect/End</b>	... For going online. Press "End" to terminate access.
<b>Game's HP</b>	... Access the game's official homepage.
<b>Return to Game</b>	... Terminates internet access and returns to the game.
<b>Return</b>	... Returns to the previous page.
<b>Forward</b>	... Proceeds to a visited page.
<b>Refresh</b>	... Reloads the current page's data.
<b>Cancel</b>	... Interrupts the loading of a page.
<b>Pin</b>	... Adds the current page to the bookmark.
<b>ch@btlk</b>	... For message chatting on "ch@btlk".
<b>Chat Anywhere</b>	... Joins the "Chat Anywhere" chat room.
<b>History</b>	... Displays the navigation history.
<b>Set Time</b>	... Displays the clock setting screen.
<b>File</b>	... Displays the File screen.

# Character Introductions

- **Hayami Tetsu**

A man who was once an elite cadet at the Naval Academy. After he went against superior orders with First Lieutenant Nonaka, an upperclassman he saw as an older brother, Hayami left “Blue” and washed up on the New World. The incident with Nonaka and his phobia of water couldn’t keep Hayami away from the sea, making his living out of salvaging jobs.

- **Lanfang**

A street urchin. Having lost her mother and family, without a set home in the New World, Lanfang found her place alongside Hayami and the Seele, staying at Hayami’s side despite him being explicitly disturbed by her. She has an exceptionally strong character for her age, and also a very sharp mind. However, she tries to constantly hide her tendency of feeling lonely. She is also very good with mechanics.

- **Zheng Yunjin**

Yunjin is the son of Zheng Yunji, the leader of the East Guild, but he decided to team up with Hayami and work salvaging at the sea. Mainly responsible for mechanical work.

- **Yang Chun-Yu**

A mysterious woman that showed up in Hayami's life. She has an enigmatic personality. Chun-Yu requested for Hayami to salvage some articles. They seem to have some relation to the No. X, the illusory nuclear submarine said to have been left by the now deceased Admiral Bayard as his heritage.....

- **Zheng Yunji**

A.k.a. Master Zheng (Zheng Dàren). The boss of the East Guild. Yearning for the New World, he wishes to solve the conflicts between the Inside and Outside of the Castle, being able to show strong leadership in moments of need, despite his gentle and lenient manners.

- **Iga Tokuhiko**

The captain of the Blue No. 6 ("Ryūō"). A veteran of the war against the Musuca. He came to the New World to suppress the mayhem developing around the No. X, and to secure the No. X at the same time.

- **Verg**

A beast created by Zorndyke. It has an uncommon attachment to the Blue No. 6.

# Grampus Seele

## ■ Basic Information

Length...7.2m (rear bumper included)

Width...3.2m

Height...2m

Displacement...7.32 (without weapons)

Surface Max Speed...25kn (fuselage limit)

Underwater Max Speed...60kn (fuselage limit)

Propulsion...3-dimensional nozzled gas turbine water-jet (variation possible with engine modification)

Frame...Superstructural titanium-made monocoque frame

Capacity...1 passenger

Equipped with a pair of hydraulic manipulators for undersea salvaging.

The above mentioned specifications are hypothesized according to the maximum supported by the fuselage in its basic form. Various part modifications can be made, including the engine, due to the testing of parts, which can result in notable differences on the specifications.

Model Design: Okura Masahiko

Model Production: Kito Eisaku

Capture: Honmatsu Akishige

## ▪ Weapons

Standardly equipped with 12.7mm gatling needleguns on both wings (modification possible), and no internal-storage torpedo equipment, however a variety of external pod launchers can be equipped on the 2 available weapon bays, and so can offer great flexibility on missions. Float shooters (inflatable buoys used for salvaging) and a variety of types of torpedo tubes can be equipped.

## ▪ Notes

Its 42cm winged extremities can be retracted when stored onboard the mother-ship. (They can also be used as 3-dimensional flaps when moving at high speeds underwater.)

## ▪ Special Mentions

During development of the battle-ready high-speed submarine “Grampus TYPE”, once a minimal model, working prototype was finished, it was stolen by someone on the development team, whose whereabouts are unknown to this day.

Investigations are being continued.

The existence of a similar ship is undisclosed.

“Blue” Public Security Intelligence Agency

# Terminology

**Blue No. X** | The development codename used for the Singaporean nuclear submarine “Gran Nova”, planned to be affiliated to Blue. It is said to have roamed into the New World due to an auto-navigation system, after captain’s Bayard death.

**Blue No. 6** | Blue’s 6th vessel. Japanese origin. A.k.a “Softshell (Dongame)”

**Guild** | Sort of an employment agency. Mainly manages the expedition of request for salvaging jobs. There are Guilds on both the east and west sides of the New World, being the official name for the East Guild “New World Maritime Company”, which is headed by Zheng. It is often in territorial dispute with the West Guild. Zheng doesn’t necessarily mean for conflict with the West Guild, but the rivalry between both sides is substantial.

**Small Submarine** | The multi-purpose small-size submarine turned indispensable for salvaging the areas around the New World, with its suddenly mutated monsters swimming around. Hayami’s favourite ship, the Seele, is an unprecedented example of self-sufficiency for salvagers.

**Salvaging** | The act of lifting up sunken articles from the sea. Lightweight articles can be safely transported with pre-equipped Manipulators, while heavyweighted ones are normally brought up with Floats. Salvagers who work the sea for a living usually are expected to both search for the article and retrieve it as part of a request. In the New World, as long as you have a permit as is imposed, one is able to salvage freely on the nearby determined areas, however in most cases salvagers register themselves to Guilds in search for safe and guaranteed work.

**New World** | A floating citadel built on top of the former city of Singapore. It is divided into a central section (the Inside) and suburbs (the Outside), with a large discrepancy in standards of living. The New World is governed by an oligarchy of the wealthy from the Inside, in which rule a number of Administrators. In specific, the youngest of them, Administrator Cox, is plotting to hold complete control over the New World. His ultimate objective: join Zorndyke and rule the entire world. The most moderate parties, however, instead look for peaceful relations with “Blue”, and judge Cox’s behaviour to be childish.