

A tropical island scene with a wooden boat on the water. Three people are on the boat: a woman in a blue bikini, a man in white shorts, and a man in a dark shirt and tan shorts. The background features a sandy beach, palm trees, and a thatched hut. The sky is clear and blue.

# The Good Life

The tropical paradise simulation

**GAME MANUAL**

# Game Controls

## BOAT NAVIGATION, DOCKING

### Motor boat

- Turn left: ..... **A or ←**
- Turn Right: ..... **D or →**
- Throttle Forward: ..... **W or ↑**
- Throttle Backwards: ..... **S or ↓**
- Instant Throttle: ..... **Rt Ctrl**
- Zoom In/Out: ..... **Scroll wheel**

### Sailboat

- Trim Sails: ..... **Z+X**
- Breaks: ..... **S or ↓**
- Lower Sails: ..... **Rt Ctrl**

## CAMERA VIEWS ..... **F1, F2, F3, F4**

## DIVING NAVIGATION

- Strafe Left: ..... **A or ←**
- Strafe Right: ..... **D or →**
- Move Forward: ..... **Left mouse click**

## MISSIONS

- Camera Action View: ... **Right mouse click**
- Exit Action View: ..... **Right mouse click**
- Throw: ..... **Left mouse click**
- Switch Under/Over Water: ..... **Rt Ctrl**



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# General

## ***A paradisiacal simulation and management game***

*The Good Life, a Tropical Paradise Simulation* is a sandbox, “free-roaming” game: play either as Derek or as Michelle and roam freely through the virtual world. You are given considerable freedom in choosing how or when to approach objectives. You can visit any of the 52 available ports spread out in a diverse tropical environment with vast, beautiful locations, ranging from luxurious hotels to ancient cities and from picturesque beaches to underwater mystical worlds.

Your next destination is determined by the customer you pick up at your origin port; she needs to go to a place in the game’s map within a certain time limit, so your main task is to take him/her there as soon as possible (and get paid). In between, you will however encounter various random missions, like rescue missions, treasure quests or pirates hunting you down, where you have to reach certain goals, otherwise you will lose precious time and money.

You begin with 4,000 game coins and a humble taxi boat. From then on, your objectives are nonlinear and can be reached in many ways:

- Get the customer to the destination port in time.
- Complete missions that emerge in your way.
- Buy luxurious properties and earn money from rent.
- Pick the perfect boat for your sailing lifestyle. Select among humble taxi boats, sailboats, speedboats or even lushly yachts. The more luxurious vessels become available as the game progresses and each one has its own widely varying objectives.
- Improve your ranking over the NPC opponents.
- Become an adept skipper and master the technique to take shelter in any harbor.
- Earn money from customers, missions and treasure quests or from renting properties.
- Dive underwater and seek for treasures in the deep.
- Avoid damages that might sink your boat.

# New Game

## Splash screen:

- Change resolution and quality mode (available modes are: Fastest, Fast, Simple, Good, Beautiful and Fantastic).



- Select alternative input keys (just double-click on a key you wish to change and then enter the key of your choice)



## When starting the game:

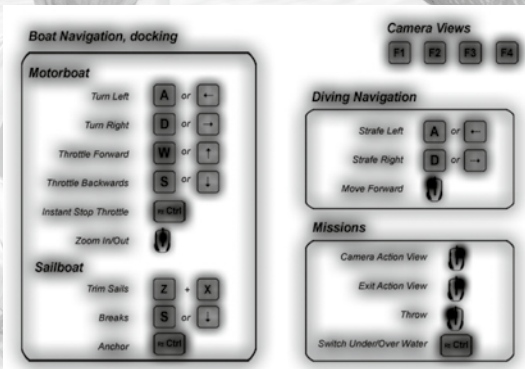
- View the cinematic intro. *Space* key to interrupt it any time.
- If first time player, enter your name (for the web-based Hall of Fame),
- Select a character to play with. You can choose to play with Derek Hales or his girlfriend, Michelle Joyce.

## In Main Menu:



- **Play:** brings up a submenu:
  - **New Game:** play a game from the start.
  - **Last Save:** load the game up to the last checkpoint. Only one save slot is available. Checkpoints in-game are saved automatically every 5 minutes.
- **Help:** refer to help screens to learn how to play the game,
- **Options:** choose among four cinematic look & feel settings to experience the game. Also, enable/disable image effects such as Depth of Field, Anti-aliasing and/or Shadows (NOTE: All image effects automatically disable themselves when they can not run on end-users graphics card).

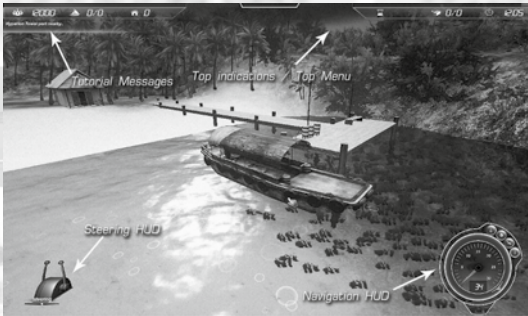
## Game Controls



- Select alternative game keys at the Configuration Splash Screen that appears at the beginning.

# In-Game HUD

The in-game HUD elements are illustrated below:



## TUTORIAL MESSAGES

When playing the game for the first time, you will be asked to go through a short tutorial session. If you choose yes, the game brings your boat near a port and a sequence of messages will offer advices on how to dock to this port and pick up your first customer. These messages will scroll on the top left area of the screen.

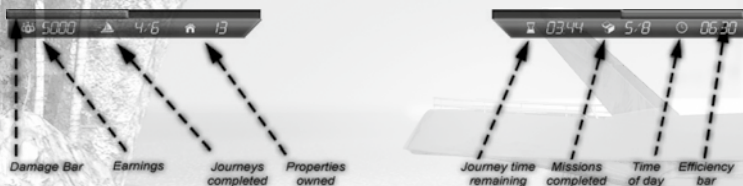
If you skip the tutorial, you must find your own way to a port while the tutorial messages will still scroll on the left area of the screen during crucial moments of the game play and *only once*.

Some tutorial messages show up, mainly as reminders of keyboard keys to use in any situation.

Don't forget there's a button at the bottom right HUD (Navigation HUD) which will light up when there's a tutorial message showing. Click it to see again the last tutorial message if you missed it the first time.

## TOP INDICATIONS

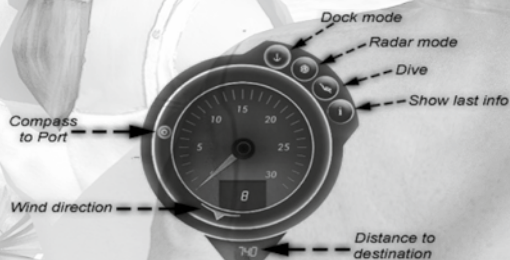
The indications at the top are:



- **Damage bar:** shows boat damage. Boat damage delays your boat's speed. If it turns all red, the boat will sink and you'll pay a large amount fixing it in one of the area's service yards.
- **Earnings:** amount of money you have so far.
- **Journeys completed:** completed vs. uncompleted customer missions.
- **Properties owned:** how many properties you have bought so far.
- **Journey time remaining:** how much time is left to dock to the destination port (if you have a customer).
- **Missions completed:** completed vs. uncompleted random missions.
- **Time of Day:** the time in a 24-hr format.
- **Efficiency bar (a.k.a Reputation bar):** the reputation you have so far.

## Navigation HUD

All required information about your boat and actions in the game is shown on the **Navigation HUD** at the bottom-right of the screen. You can check boat speed, weather speed, destination direction and distance, you can see the radar, or even click on buttons to initiate docking and diving actions. The Navigation HUD is illustrated below:



In the centered area of the panel you can see the speedometer and the wind speed (in digital form). The other elements around this main area are:



**Dock mode button:** it will light up when you're near a port. Click it to instruct the game that you've decided to dock to this port. Docking labels will be activated. If you have a sailboat, the sails will be lowered and you will be allowed to maneuver the sailboat with the throttle. Click it again to cancel the docking process.

**Radar mode:** it will light up when a new mission starts. Click it to see where the mission's items are. While in radar mode, the speedometer is replaced by a radar-esque view where you can spot your targets more easily:



Radar

**Dive:** it will light up when you have reached a diving spot. Click it to dive underwater and seek for a treasure. Click it again to abort.

**Show last info:** it will light up when there's a tutorial message showing. Click it to see the last tutorial message if you forgot what it's all about.

**Wind direction:** indicator that shows you where the wind is coming from. Useful especially for sailboats (to trim sails accordingly) or during docking to a port because steering is affected by the angle to the wind.

**Compass to port:** shows the way to the destination port (if you have one). If the destination port is ahead of you, then this indicator is at the top most position of the panel.

**Distance to destination:** if you have a customer and a destination to go to, this shows you the distance in miles.

## STEERING HUD

The **Steering HUD** is at the bottom-left of the screen. Either the *Throttle indicator* (for setting the speed to a boat) or *Trimming indicator* (for managing the sails) are shown there.



**Steering indicator:** use arrow keys to control. The orange dot indicates forward or reverse speed. The red dot indicates zero speed.



**Throttle indicator:** use Z,X keys to control. The orange dot indicates position of the mainsail. The red dot indicates that mainsail is at origin.

## TOP MENU

The *Space* key at any point in the game toggles the Menu on/off on top of the screen. The menu options are:

**Map:** a map of the world, centered at the player's position and especially useful when looking for the optimal path to a destination. Click on buttons at the bottom right to zoom in/out or to locate the destination port.



**Weather:** shows the current weather conditions and a forecast of the next 3 hours so you can plan ahead. This way you'll be able to judge if you have enough time to reach a destination port.

**Ranking:** the ranking of you and all NPC opponents based on each one's reputation. Scroll manually to see all contestants.



- **Reputation column:** shows the reputation level.
- **Rank column:** a classification with six distinct titles, here they are from lower to higher rank:



**Progress column:** indicates the change in ranking points since the last time you've visited this menu.

Quite often an indication pops up at the top-right of the screen, which shows the progress made by one of your opponents. More specifically, it demonstrates the change in reputation (in percent) and his/her current ranking position.

**Real estate owners:** a statistical map of all Property owners and their Properties. Properties owned are displayed as a house icon on top of the port they are bought. Click on any owner to see his/her properties displayed on the map.



**Selling:** a list of all your belongings (either properties or boats) is shown in the scrolling area of this panel. Click on button Sell Now to sell a property or a boat at any point in the game. Just remember: your money will increase from the sale but your reputation level will decrease.





- **Price Bought** column: how much was this item bought
- **Rent** column: what you get (currently) from rent
- **Price to Sell** column: how much you'll get from selling it.

**Buy Boat:** this option allows you to buy a new boat only when your boat is docked to a port. Browse through all available boats and types and click to buy or to reject. If you buy, your old boat is now an owned property that brings you money because of licensing it and the newly bought boat is now your main carrier.

**Treasure:** this option is active if you have undertaken a Treasure Quest. It shows you the treasure item you're looking for and the money that you'll gain after finding it.

**Expenses:** you can fix your boat's damages here or buy equipment for your next missions. The following items are shown:

- **Boat Damages:** you need to pay this amount to fix your damages.
- **Camera film:** you need to buy this for the photo safari mission.
- **Life rings:** you need to buy this for the Rescue Survivors mission.
- **Diving Gear:** you need to buy this before diving in a treasure quest. It fills your bottles with oxygen, thus you have more time to spend while underwater.



- **Need** column: how much of it you need.
- **Cost** column: how much it will cost you.
- **% Repaired** column: how much of it will be repaired or become full, after you pay the amount in column cost. If you see a value other than 100%, this means that your money is not enough for a full repair/refill.

Click on the *Fix Now* or the *Buy Now* button to complete your transaction.

## PAUSE GAME

Pressing the **Esc** key while in-game brings up a small menu:

- **Continue:** go back to game
- **Game Controls:** a picture with all keyboard and mouse keys for a quick reference.
- **Return to Menu:** go back to main menu. A checkpoint may or may not be saved at this point, based on where your boat is at the moment.
- **Quit Game:** leave the game at once.

## Game Mechanics

The game's money is the *Coin* with symbol: ¢

Your main task is of course to earn as much money as possible. Being rich will help you buy better boats and more luxurious properties. A secondary task is to improve your reputation (the reputation bar is at the top-right). Improving your reputation will help you outrank your NPC opponents and become the number one tycoon of the area.

## **EARN MONEY**

### ***When do I earn money?***

- You get paid the customer fee after a successful journey
- You sell a property you own
- You sell a boat you own
- You get the rent from the properties you own
- You get the rent from the boats you own
- You take a difficult shot in a safari mission
- You rescue a drowning person from a distance
- You manage to dock to a cruise ship with a far away throw
- You find the treasure after a successful dive
- You select ancient coins at the bottom of the sea

### ***When do I lose money?***

- You bid to buy a property
- You buy a new boat
- You buy various items for the game's missions, such as camera film, life rings or diving gear.
- You pay to fix your boat's damages.
- You fail to deliver a customer on time
- You fail on a mission or you leave a mission incomplete
- You pay port fees

## **IMPROVE YOUR REPUTATION**

Work to improve your reputation, to have a competitive advantage over the other NPCs in buying / selling properties or booking customers:

### ***How do I build up reputation?***

- Book a customer
- Buy a Property
- Complete a mission
- Perform a docking maneuver better than average
- Found a Treasure item

### ***When does my reputation level decrease?***

- Cancel a Property Bid
- Sell a Property
- Perform a docking maneuver worse than average
- Failed to complete a mission
- Cancel a Treasure mission while underwater
- Out of oxygen while underwater

Boat is sinking because of excessive damage

When your reputation changes, you see an indication popping up at the top-right of the screen, which gives you the change (in percent) and the current ranking position.

## BUY A PROPERTY

### *When does an auction start?*

Occasionally, usually every 5 minutes, a message for a property for sale pops up from the top (see image). You will have to click on this message within 10 seconds if you want to participate to the auction.



If you accept to bid, you will be shown the auction panel where you see the money it costs and decide whether you'll buy it or not.



### *What property types are for sale?*

The following property types are for sale, in descending order of expensiveness:

- Hotel
- Villa
- Beach House
- Restaurant
- Bar
- Bungalow
- Hotel Apartment
- Sun beds

Each property type has its own base price which is similar to all properties of the same type.

### *How is bidding price calculated?*

There are up to three other bidders. Their bidding price depends on their reputation, i.e. the bigger their reputation, the less money they have to offer. To win the auction, you must pay the amount of money that, in combination with your reputation, exceeds the combination of money and reputation from all other bidders.

### ***What else affects the property's price?***

The price for any property is also affected by the popularity of the port this property is at. So, the base price can increase up to 50% if the port's popularity is at its highest.

### ***So, how do I know if any property is a good buy?***

- A property is a good buy if it is cheap (i.e. within your budget). Buy as many properties as you can as they will bring you money from rent.
- Buy a property if the port's popularity is high (and you can afford it, of course). The property's rent increases up to 20% because of the port's popularity.
- Buy a property if you have a similar property type bought already. Every additional similar property increases your rent by 10%.
- Last but not least, buying a property increases your reputation in the game. So, buy it if it can help you outrank an opponent in the Rankings table.

The auction panel usually suggests if a given property is a good buy or not.

### ***What if I don't want to buy?***

Simply click on the reject button. You should know however that, while your reputation is not affected if you just ignore the initial pop up message, if you go ahead and click on it, then rejecting a purchase will decrease your reputation in the game by a certain degree and, on the other hand, will increase the reputation of the bidder that won the auction.

## **BUY A BOAT**

### ***Why buy another boat?***

You start with the humble taxi boat, which is the boat that your uncle has left you. As the game progresses, it is advisable to buy better and more expensive boats, because a better boat:

- helps you get a better fee from the customer because of its luxury factor,
- will let you earn money from licensing your old boats,
- completes missions faster,
- is just a new joy driving it!

### ***What are the available boat types and their qualities?***

Just browse through the available boats and see what your money can buy (better and more luxurious boats unlock at later stages in the game, when you're rich enough).

The following boat types (and their qualities, from 1 to 5) are available, in ascending order of expensiveness:

### **TAXI BOAT**

- Speed: 1
- Control: 2
- Luxury: 1
- Cost: 1



## POWERBOAT.

- Speed: 5
- Control: 3
- Luxury: 1
- Cost: 1

## WEEKENDER SAILBOAT

- Speed: 3
- Control: 3
- Luxury: 4
- Cost: 2

## WEEKENDER YACHT

- Speed: 5
- Control: 4
- Luxury: 2
- Cost: 3

## LUXURY SAILBOAT

- Speed: 4
- Control: 4
- Luxury: 5
- Cost: 4

## CRUISING YACHT

- Speed: 5
- Control: 4
- Luxury: 5
- Cost: 5

The qualities indicate any boat's strengths and weaknesses. For example:

- The *speedboat* is fast but does not have high Luxury factor, thus you earn less money from customers,
- The *sailboat* is difficult to maneuver but it is luxurious and thus the customer fee is better,
- The *yacht* is fast but it's difficult at docking maneuvers.

### **When can I buy a new boat?**

You are allowed to buy every time you are docked to a port. Open the menu option *Buy Boat* browse all boats and, if you can afford the money, buy one.

### **What happens to my old boat if I buy a new one?**

Your old boat is still your belonging and you can sell it any time by going to menu *Selling* option. The old boat also brings you licensing fees every time you dock to a port completing a customer mission.

## BUY OTHER ITEMS

### **Where do I buy them from?**

Bring up the menu and go to *Menu – Expenses*.

### **What other items are there for sale?**

- *Camera film*: you need this for the photo safari mission.
- *Life rings*: you need this for the Rescue Survivors mission.
- *Diving Gear*: you need this before diving in a treasure quest. It fills your bottles with oxygen, thus you have more time to spare while underwater.

### **What is the boat damage?**

*Boat damage*: you need to pay the indicated money if you want to fix the damages in your boat, i.e. reset the damage bar on the top left.

### **When can I buy an item from the Expenses menu?**

You can buy any of these items (except diving gear) at any point in the game. For example, you might be in the middle of a photo safari mission and your camera film is running out. Don't abort the mission, just go to the *Expenses* menu option and renew your camera film.

On the contrary, you can't buy diving gear while you have dived. You must remember to renew your diving gear equipment (i.e. the available oxygen) before diving.

## **BID FOR A CUSTOMER**

When you dock successfully, the scene changes to a static view of the port. You see and hear tourists wander around, laying at sun beds or even dancing near the bar – one of them is your potential next customer. Click on the labels on top of their heads to move close to each one and get info about their needs:

- They tell you where they want to go
- They tell you when they want to get there (the latest)
- See what other bidders bid
- Then, based on your reputation, the system suggests what you should bid if you want to get the customer

Move camera around to select your next customer by moving the **Mouse** while keeping **left button** pressed.

### **How is bidding price calculated?**



There are up to three other bidders. Their bidding price depends on their reputation, i.e. the bigger their reputation, the more money they ask from the customer. To win the auction, you must make an offer that, in combination with your reputation, is cheaper than the offers from all other bidders.

Make a strategic decision which passenger suits you (the game assists you with suggestions) and book him.

### **What other factors do I have to consider?**

- can you afford the bidding price?
- can you complete the proposed itinerary within the timeframe you have? (check the weather conditions. Missions and boat damage may also delay you)
- can you handle the reputation increase from the bidder that wins, if you deny?



If you accept the bid, you win the customer and your reputation increases. Go back to overview mode at any time by clicking the  button. Leave the port at any time by clicking the  button. It will transfer you back to your boat but without a customer.

## PORT POPULARITY

When reaching a port, you can see its popularity at the label showing on top of it. It is classified (with stars) to a scale of 1 to 6. For example, the port in the picture below is the least popular (class: 1 star):



### **Why do I need to know how popular a port is?**

- The number of tourists found in a port is relative to its popularity. More tourists means more potential customers and also more chances to find a treasure quest message.
- The more popular the port, the more expensive the property rent. Property rent increases up to 20% in a popular port.
- The same stands for property buys. The base cost of a property increases up to 50% in a popular port.
- Each time you anchor to a port, you pay a port fee. This fee increases as the port's popularity increases.

So, for example, you are advised to buy a Property when the Town popularity value is high because you'll get more money from Rent.

### **What else increases the number of tourists in a port?**

The number of tourists in a port is also affected by the Cruise Ship that passes by. If the Cruise Ship is near enough to the port, then the port is crowded with tourists, i.e. potential customers.

## **PORT FEES AND EARNINGS**

Every time you dock successfully to a destination port, you'll see a screen like the one that follows and rent/fees money are credited to your budget:



- **Statistics:** how successful was your docking technique. This is affected by the time it took you to attach the dock lines and by the number of collisions you had (with other boats or the terrain). Your reputation increases when your technique was above average (i.e. ratio above 50%) or decreases when your docking performance is poor (i.e. ratio below 50%).
- **Earnings breakdown:** a total of money earned or deducted is calculated here based on:
  - **Customer Fee:** money earned from getting the customer at his destination on time.
  - **Income from Rent:** money earned from renting properties that you own

- *Income from Boat Licenses*: money earned from licensing boats that you own
- *Failed Mission deductions*: money deducted because of failing to complete a mission
- *Port Fee*: money deducted because of port fees (relevant to the port's popularity)

The **TOTAL** amount is a positive (money earned) or negative (money deducted) sum of all the above.

## CAMERA MODES

The following camera modes exist:

- **F1 key**  
Turn around the boat. Zoom in/out with Mouse Scroll Wheel.
- **F2 key**  
Follow the boat. Zoom in/out with Mouse Scroll Wheel. When zooming in at max, the camera turns to First Person Camera.
- **F3 key**  
Puts you inside the boat. Get a clear view of the boat and your customers.
- **F4 key**  
A cockpit view. A first person perspective feel. When zooming out with the Mouse Scroll Wheel, the camera turns to Action Camera.

## Game Action

You are in control of a boat and your setting is a luxurious tropical paradise. There are approximately **35 square miles of land to explore** and as much as **52 ports/destinations to visit**. Your daily life involves picking up and carrying customers from one port to another (within a specific timeframe) to earn money, buying and/or selling properties, buying and/or selling boats and taking part on a number of random missions like rescuing people from being drowned, going to photo safari missions, catching the cruise ship, avoiding tornados and pirates or even searching and diving for hidden treasures. The more you improve your skills, the more money you earn and you can unlock new, faster and more luxurious boats.

You **compete against 9 other NPCs skippers** that try to gain better reputation and outrank you.

In more details:

## LEARN TO STEER AND SAIL

Learn to steer a yacht or sail a sailboat based on the wind direction.

- You control a *motorboat* by using the arrow keys to steer.
  - Rotate left/right/up/down & reverse : **arrows/ WASD**
  - Set throttle speed to idle: **Right Ctrl**
  - Reset position : **"R" key**

- You control a *sailboat* by trimming the sails.
  - Rotate left/right/up/: **arrows/ WASD**
  - Brake : **down arrow / S**
  - Firm/loosen sails: **Z, X**
  - Bring down sails (stop): **Right Ctrl**
  - Reset position : **“R” key**

Just check the wind direction and trim the sails accordingly.



### ***But I don't know how to sail!***

It's not that difficult! While sailing, controlling the sails has a great impact on your speed, so, for example, traveling with the wind at your back is far more preferable as the prevailing winds will whisk you along while sailing directly into the wind is to be avoided whenever possible.

As a general rule, sails should be firmed (key: ) when the wind blows from the front and should be loosened (key: ) when the wind blows from the sides or from behind.

## **DOCKING**

Learn to dock to piers by throwing ropes or anchor and avoiding the nearby docked ships. You must do this within time and without collision damages. Your docking technique is awarded reputation points.

### ***Can you provide me with a walkthrough?***

Sure! You can also play the Tutorial mode when the game starts that will give you some good hints on how to dock to any port.

So, to make a successful dock, you should first reach the port that you see ahead of you (as in picture):





Keys to handle the boat before docking:

- Steer left/right/up/down : **arrows/ WASD**
- Move camera **Mouse + left button** If sailboat, control sails: **Z, X**

Try to reach the pier that you see ahead of you. When close enough, the docking button on the bottom left will be enabled, indicating that you are allowed to dock.



To dock your boat:

- Click on the *Dock* button - to bring down sails (if you're on a sailboat) and see where your docking spot is. You are now using the boat engine, even if you own a sailboat.
- When close to a docking station, you will see a label like this:  Click it to attach a rope to the station.
- Same to throw an anchor when you see this: 
- Click on labels again to detach (if desired). Each label attached will decrease current's velocity.
- You should consider the traffic in the area, the direction of wind and the current. Check the direction of the wind from the Navigation panel HUD at the bottom right of the screen.
- Bring the entire boat on top of the docking spot and *try to keep it there for 7 seconds* (the docking spot gradually disappears) for the docking procedure to be considered successful.

## TREASURE QUEST

You are in a port looking for your next customer. Suddenly, when you select a tourist, a screen pops up with a story of a Treasure Quest. Find a sinking WWII plane, a bag of coins, an ancient statue, etc and get a load of money!

If you're confident that you can search for this treasure, click on the Accept button. The boat will leave the port without a customer this time.

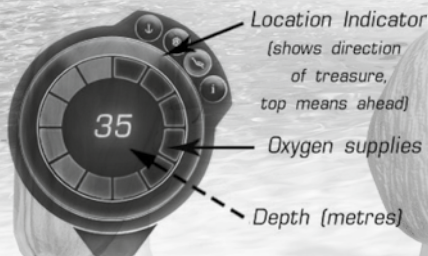
Consult the radar to find the diving spot.

Look for this diving spot on top of the sea surface:

You must get close to it in order to see the *Dive* icon active and be allowed to click it.

Click the *Dive* icon and you find yourself below the sea surface looking for the treasure. Consult the *Location Indicator* (orange ark) to locate the position of the treasure item. It must be at the top most position if the item is ahead of you.

- Move: **Mouse left button**
- Rotate left/right/up/down & brake: **arrows/ WASD**
- Orbit camera: **Mouse**
- Zoom: **Scroll wheel**



Pick ancient coins on your way for extra pocket money (just go near enough when you see them at the bottom of the ocean).

Beware: you must make it before the *Oxygen Supplies* end, or you'll fail the quest.

You can cancel diving at any time by clicking on the icon again. Your reputation however will fall.

When you finally spot the treasure item, get close to it until you see the successful discovery effect. You did it! The game brings you back to boat, but you're significantly richer now.

## PHOTO SAFARI EXPEDITION

A pop up will inform you that you must undertake a photo safari mission. Search your photo targets in the radar. They may be dolphins, whales, sharks, a passing hydroplane, tropic birds, ancient statues, etc. You must try to locate them and try to shoot an accurate photo (as close to the center of the viewfinder as possible).



Locate in the radar the objects you must photograph. They can be at land (ancient statues), in the air (hydroplane, tropic birds), at sea surface (whale) or even underwater (sharks, rays, dolphins).

- Camera lens View **Mouse right button**
- Reset view : **Mouse right button**
- Take shot : **Mouse left button**
- Move under/over water : **Right-Ctrl**

While in camera view, target the object, scroll mouse wheel for a better zoom view and finally **left click** to take the shot. You will be informed about the success ratio of your shot immediately.

All objects must be photographed in order to have a successful mission. In case of leaving the mission incomplete, money will be deducted from your customer fee at the next port.

The mission fails if:

- the *Time Remaining* (at the top bar) expires,
- your boat sinks,
- you click on the *Dock* icon, asking to dock to the nearby port.

This means that you must abort the mission immediately and reach the nearest port.

Don't forget to buy camera film from *Menu – Expenses!*

## RESCUE THOSE SURVIVORS!

A pop up will inform you that you must rescue survivors from a boat sinking. You see the sinking boat capsized ahead of you (follow the smoke) while survivors are swimming around it and cry for help. When close by, try not to knock over the survivors and try to throw them the life-vest as close as possible. Targeting survivors in bad weather won't be always easy.

Click on the radar button at the bottom-right to bring up the radar in order to spot them.

- Camera rescue View: **Mouse right button**
- Reset view: **Mouse right button**
- Throw life ring: **Mouse left button**

While in rescue view, target the survivor and **left click** to throw the life-vest. The force of the throw is determined by how long you keep the left mouse button pressed.



If the vest is thrown near to the survivor, you will get an indication that he is rescued and you'll earn some money. The bigger the distance from the survivor, the more money you earn.



All survivors must be rescued in order to have a successful mission. In case of leaving the mission incomplete, money will be deducted from your customer fee at the next port.

The mission fails if:

- the *Time Remaining* (at the top bar) expires,
- your boat sinks,
- you click on the *Dock* icon, asking to dock to the nearby port.

This means that you must abort the mission immediately and reach the nearest port.

Don't forget to buy life rings from *Menu - Expenses!*

## **CATCH THAT CRUISE SHIP!**

A pop up will inform you that you must pick a passenger from the Cruise ship that is near by. Go near the gigantic cruiser and throw the rope as close by to the designated spot as you can to manage to dock to the ship successfully.

But first, there's a yellow spot on top of the cruise ship that you need to locate and target. Use the radar to see where the cruise ship is and go near it. Find the yellow spot (sphere). The spot will turn red when you're close enough.

- Camera throw-rope View: **Mouse right button**
- Reset view: **Mouse right button**
- Throw rope: **Mouse left button**

While in throw-rope view, target the red spot and **left click** to throw the rope to attach it to it.

When successful, you listen to the happy music and you earn some money. The bigger the distance from the red spot, the more money you earn.



The mission fails if:

- the *Time Remaining* (at the top bar) expires,
- your boat sinks,
- you click on the *Dock* icon, asking to dock to the nearby port.

This means that you must abort the mission immediately and reach the nearest port.

In case of leaving the mission incomplete, money will be deducted from your customer fee at the next port.

## **DANGEROUS STORM**

Storm warning message pops up. Use the radar to locate the eye of the storm. You must avoid the eye of the storm (tornado) or you will suffer from boat damages and your boat may sink.

The storm also produces a strong current and waves. You will have to steer efficiently your boat to avoid colliding with land or other boats.

If you are near a port, clicking on the button will make the storm pass away.

## **PIRATES CHASE**

The game map has some nasty spots all around, called *pirate zones*. When you accidentally enter a pirate zone, a menacing music starts playing and a message pop up warns you about pirate boats, armed and dangerous, coming after you.

You must accelerate to the maximum and avoid close contact until you manage to steer efficiently away from the pirate zone.

Otherwise, the pirates will shoot at you and your boat may sink because of excessive damage. You'll know you've left the pirate zone when the chasing stops and the tension music fade away.

## LOSE GAME

### *So, does the game ever end?*

Sure! The game ends *only when you are out of money*. Then, the sad music begins and you get a message that your “journey must end here”.

When back in menu, you can try to load the last checkpoint and attempt to avoid bankruptcy this time around, otherwise you’ll just have to start the game all over again.

## WIN GAME

### *What if I keep on going?*

You can continue playing this game as long as your interest in the game persists. There is no resource exhaustion or game ending, as long as you don’t run out of money. You have the freedom to continue building your tropical empire as long as you want.

Stop playing at any time and continue later by choosing *Menu – Play – Last Save*.

Your Hall of Fame stats are being recorded every time you leave the game, so, if you’re a persistent player, you might see your name on top of that scoreboard one day.

## HALL OF FAME

If you play the game while connected to the internet, your score and other stats are uploaded to the Hall of Fame page in the developer website.

Compare your own score and stats with gamers from around the world at

<http://www.immersionfx.com/thegoodlife/HoF.php>

# Technical Support

If you encounter a software problem when installing or playing the game and the particular solution could not be found in this manual, or solved by updating your computer with the latest audio or video drivers, we strongly advise that you visit our website at <http://www.iceberg-interactive.com> to download the latest patches or updates.

if the solution to the problem is not listed on the official game website or it’s forums, please email us at: [support@iceberg-interactive.com](mailto:support@iceberg-interactive.com)

### **When contacting us, please be sure to include:**

- The exact title of the game
- A brief description of the problem. (e.g. my game crashed after reaching level x or picking up object Y)
- The hardware configuration of your computer.

**Note:** in order to give any support we require a Direct X Diagnostic-report for this purpose. We can’t guarantee a reply if the DXDIAG file is missing.

**To generate a DXDIAG file. Please follow these steps:**

From the desktop click on Start > Run, (search on Windows 7) type "DXDIAG: and press OK). Start and wait for the program to finish and click "save all info" to copy all hardware info to a .txt file.

Please email the generated DXDIAG file to our support desk.

**Note:** Please do NOT e-mail us using a Hotmail or Yahoo e-mail address. Hotmail and Yahoo automatically filter out (and delete) our replies, making it hard for us to get in touch. If you don't have any other accounts than Hotmail or Yahoo, then please check your "unwanted items" or "spam" folder regularly or add the domain@iceberg-interactive.com to my 'safe senders' list in order to minimize the risk of losing our response.

## Epilepsy Warning

**Please read this caution before you or your child play a videogame:**

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some videogames. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of videogames by their children. If you or your child experiences any of the following symptoms while playing a videogame: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

**Standard Precautions When Playing Videogames:**

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a videogame.

# Credits

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