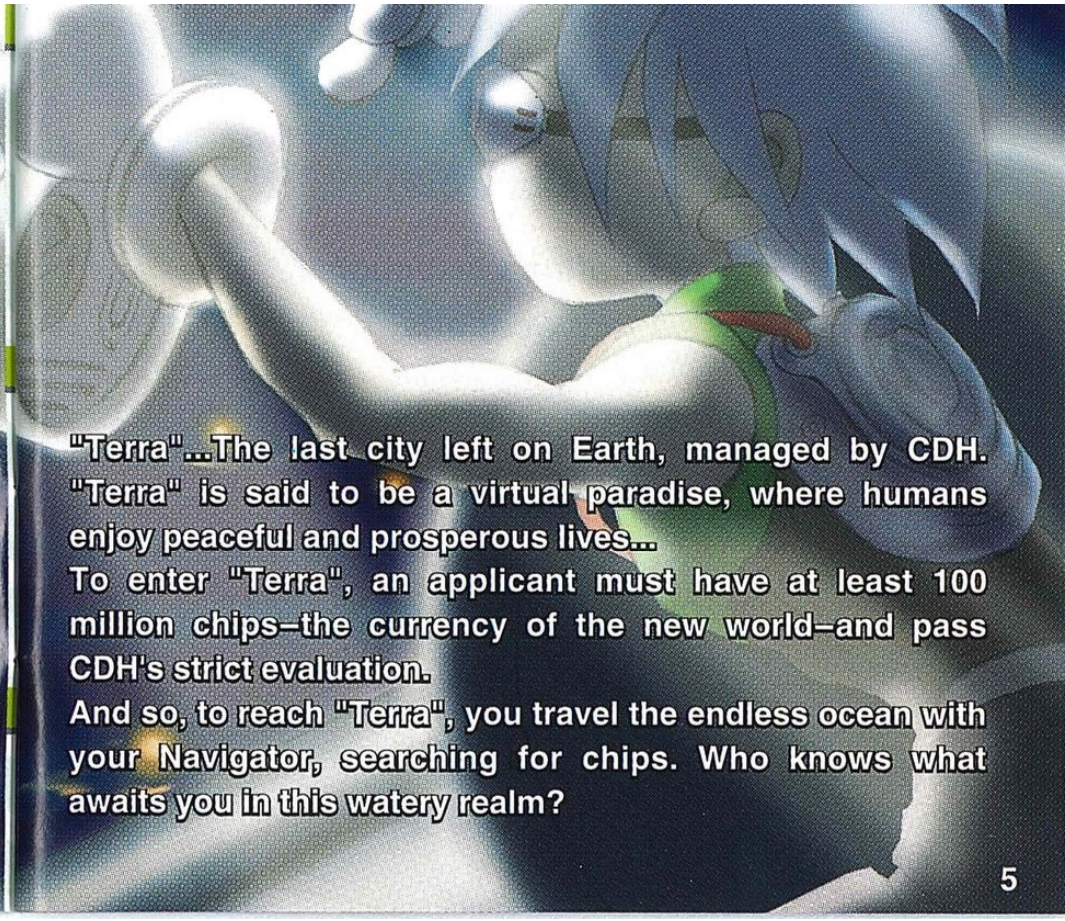
(Systematic Armored Submarine) units nearby...You are alone.

Years ago, the planet Earth was devastated by a massive catastrophe. Faced with the impending destruction of the human race, the finest scientists from around the world gathered together and built the "Cur Deus Homo (CDH)", a massive supercomputer unlike any before in order to save humanity.

The CDH built hundreds of marine stations called "Domus". In these stations, randomly collected human eggs were artificially fertilized, producing samples to save the human race.

You too are one of these samples, bred and grown in a maturation chamber, as is everyone else in the world. When you reached the age of 14, you were given an SAS and a Navigator–an AI computer program based on the CDH–and assigned duty as a Aquanaut. Your mission: to reach the city of "Terra".



"Terra"...The last city left on Earth, managed by CDH. "Terra" is said to be a virtual paradise, where humans enjoy peaceful and prosperous lives...

To enter "Terra", an applicant must have at least 100 million chips–the currency of the new world–and pass CDH's strict evaluation.

And so, to reach "Terra", you travel the endless ocean with your Navigator, searching for chips. Who knows what awaits you in this watery realm?

Using the Controllers

(Basic Controls)

A Button	Confirms selections/ Fires weapons
B Button	Cancels selections/ Opens Battle Menu
Option Button	Emits Active Sonar pulse
Joystick	Moves cursor/Moves SAS

Starting A Game

Make sure the "Dive Alert" game cartridge is properly inserted into your NeoGeo Pocket unit and press the Power button. The opening demo for the game should begin playing. Press the A button to stop the demo and go to the Title screen. If you want to begin a new game, select [New Game]; if you want to continue a previously-saved game, select [Continue] and press the A button.

NEW ~Starting a new game~

First, select your character's name. Select a letter with the Joystick, and press the A button to enter that letter, or press the B button to delete a character.

Then, select your Navigator's name.

Finally, choose a name for your character's SAS (Systematic Armored Submarine). (You can enter a name for your Navigator and SAS the same way you entered your character's name.) Once all name input has been completed, the game begins.

CONTINUE ~Playing a saved game~

If you select [Continue], you can begin playing a game that was previously saved.

Saving Games

You can save games in progress by selecting [Save] from the Dock menu.

The Dock Menu

The starting point for all your adventures —your home base—is the "Dock". When you bring your SAS into the Dock, a menu appears with the following options.

●Shop

You can use the Shop to buy new parts for your SAS, or sell extra parts you don't need. (To use items and weapons you buy at the Shop, you must attach them using [Set-up] .)

Using the Shop

At the Shop, you can use the chips you acquire in S Missions, N Missions, and the Training mode to purchase parts and weapons for your SAS. (You can also sell unneeded parts.) Parts and weapons all have special characteristics, so be sure to buy the ones that are best for you and your SAS.

●Set-up

Use this option to attach weapons and parts to your SAS.

Using Set-up

Set-up allows you to attach weapons and parts that you bought at the Shop or won in battle to your SAS. Try to find the combination of weapons and parts that works best for your submarine and fighting style.

●S Mission

This is the basic "Dive Alert" game, in which you try to reach the city of "Terra."

●N Mission

In this mode, you battle against various opponents for as long as your air and fuel last, collecting experience points, chips, and SAS parts. The mission ends as soon as you dock at a "Domus."

●Training

This is a mini-shooting game. You can collect chips from defeated opponents, but you do not get experience points or parts.

●Interactive Battle

This mode allows you to use the NeoGeo Pocket Link Cable to connect to a friend's NeoGeo Pocket and play against him or her! If you win, you can get experience points, chips, and parts. (However, if you lose, you can lose your SAS, Navigator, or other parts!)

●SAS Guide

You can view information you've collected on different SAS models here.

Using the SAS Guide

The SAS Guide lists information on all the SAS models you've encountered. Since the SAS models that appear in Matt's Version of "Dive Alert" are different from those in Becky's Version, to complete the SAS Guide, you'll need to play an Interactive Battle with a friend who has a different version of "Dive Alert" than you do.

Layers

The world of Dive Alert is divided into four sections called "Layers". The difference in Layers allows for a variety of strategies in combat, so be sure to keep your eye on the "Depth Indicator".

■Your SAS is capable of moving between all Layers. However, under certain circumstances your movement may be impaired, as detailed below.

No Fuel

➡ Movement on Layer 1 (Surface) is impossible

Battery dead

➡ Movement on Layers 2, 3, and 4 (Underwater/Seabed) is impossible

No Air

➡ Moving from Layer 1 (Surface) to Layers 2, 3, and 4 (Underwater/Seabed) is impossible

Some weapons have no effect on an opponent unless both your SAS and the enemy SAS are on the same Layer, while others can only be used if your opponent's SAS is on a higher or lower Layer than you are. Keep this in mind when selecting weapons to attach to your SAS.

Using Sonar

Your SAS comes equipped with two kinds of sonar: Passive Sonar and Active Sonar. You can use these to gather information about your surroundings, such as where an enemy is located and what Layer they're on, what kinds of attacks they're using, and so on.

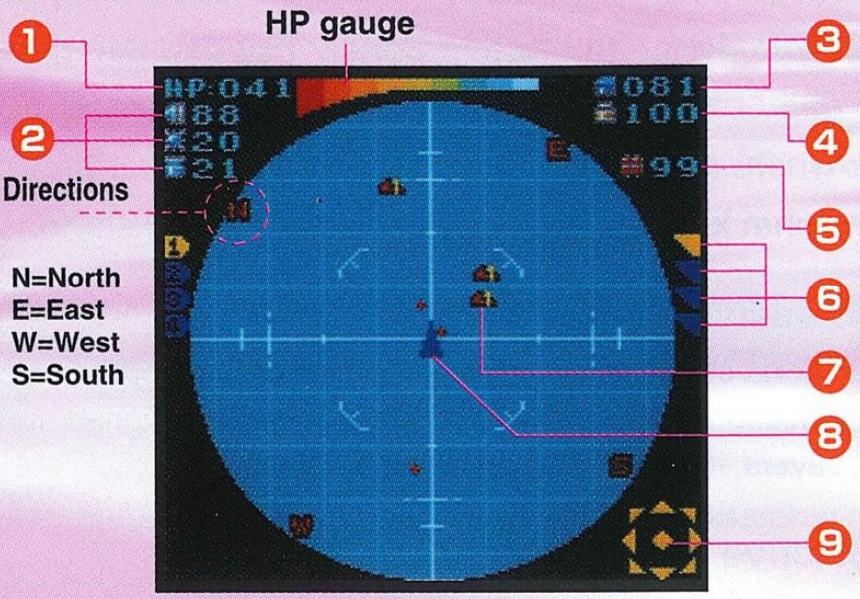
●Passive Sonar

This form of sonar allows you to get accurate information on the location of enemy SASes. While it returns signals from all Layers, it can only be used to scan areas near your SAS.

●Active Sonar

This form of sonar works by emitting and tracking a strong sound wave, and can be used to detect an enemy and determine what Layer they are on. (It cannot detect enemies on Layer 4 (Seabed).) However, since it uses a sound pulse, there is a slight time lag in the readout, meaning that the information provided by the active sonar cannot be updated in real time. Also, using Active Sonar wil register on an enemy's Passive Sonar, allowing them to detect your position.

The Game Screen



1 Hit Points

This represents how much damage your SAS can take. If the gauge runs out and the number reaches 0, the game ends.

2 Weapons

This displays how much ammo is left for each weapon attached to your SAS.

3 Fuel

This shows the amount of fuel remaining in your SAS. If this number reaches 0, you can no longer use your engines and cannot move on Layer 1 (Surface). (Even if you run out of fuel, as long as you have air and battery power remaining, you can move on Layers 2, 3, and 4 (Underwater/Seabed).)

4 Air

This shows the amount of air remaining in your SAS. If it reaches 0, you will be unable to move to Layers 2, 3, and 4 (Underwater/Seabed). If you remain on Layer 1 (Surface), your air supply will slowly replenish itself.

5 Battery Power

This displays your remaining battery charge. If it reaches 0, you will be unable to use your underwater motor, and cannot move while in Layer 2 and lower (Underwater/Seabed). You can recharge your battery by moving on Layer 1 (Surface).

6 Depth Indicator

This displays what Layer your SAS is currently on.

7 Enemy SAS

This displays the location of enemy SASes and what Layer they are on.

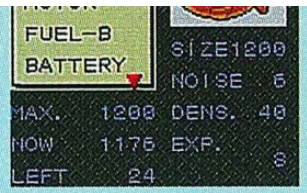
8 Your SAS

This shows the current location of your SAS.

9 Compass

The direction of the current target is highlighted in red.

When you select [Equip], a menu is displayed that shows you the parts and weapons currently attached to your SAS. Your cargo capacity and current capacity are also displayed. Remember, you can't add more equipment to your SAS than its maximum capacity.



	Octopus	9	36

	Clock	Increases remaining time.
	Surfer	Increases remaining ammo.
	Peach	Stops the timer and allows you to fire unlimited shots for 10 seconds.

SAS Models

There are several different types, or models, of SAS. As your SAS increases in level, the hull gets stronger and even evolves. If your SAS is destroyed (its HP are reduced to 0), the game ends.

(Note: The SAS models found in Becky's Version of "Dive Alert" are different from those found in Matt's Version.)

Olive

Modelled after a turtle, this SAS is heavily armored but very slow.

Adely

A penguin-shaped SAS. Although heavily armed, it has light armor.

Circe

Shaped like a tropical fish, this small SAS is heavily armored but has a low cargo capacity.

Jaguar

With its two arms, this SAS was designed for deep-sea exploration. It is equally capable both beneath and above the waves.

Interactive Battle

You can play against your friends using "Dive Alert"'s Interactive Battle Mode. This section shows you how to setup and play the Interactive Battle Mode.

●What You Need

NEOGEO Pocket Color (or NeoGeo Pocket) units·····2
"Dive Alert" software cassette·····2
(any combination of the Matt's Version or Becky's Version may be used)
NEOGEO Pocket Link Cable·····1

●Getting Started

After confirming that both NeoGeo Pocket units are turned off, attach the Link Cable.

After inserting the "Dive Alert" software cartridge into both NeoGeo Pocket units, press the Power button.

Select [Interactive Battle] from the Dock menu and press the A button to begin the game.

※Note: Be sure to read the manual and follow the recommended operating procedures when using the Link Cable.
※If you do not have any saved games, you will need to complete the first scenario and return to the Dock before being able to select the Interactive Battle Mode.

Hints

Here are some hints from the Dive Alert design team to help you if you're having trouble playing the game.

Q Help! I can't hit any of the enemy ships, but their attacks always hit me!

A First, observe what Layer the enemy ships are on. See the little numbers on the enemy ships displayed on your sonar screen. That shows what Layer the ships are on. Plan your attack based on what kind of weapons you have—do you have any that can attack ships on a different Layer, or do you need to dive or rise to the same Layer as the enemy ships?

Q I've played the Training Mode and gotten a lot of chips, which I used to buy the best weapons, the fastest engine, and the most powerful motor, but I can't get them onto my SAS!

A Check your SAS's size in the [Setup] screen. If your SAS's level is low, you can only attach light weapons and small engines. As your SAS's level goes up, you'll be able to attach bigger and heavier engines and weapons.

Q I have lots of powerful weapons on my SAS, but when I go out to blow up some enemy ships, they blow me up instead, and I can't even see them! Help!

A Remember, there are two different kinds of sonar. The reason why you can't see the enemy ships is probably because they're not moving, which means your Passive Sonar can't pick them up. On the other hand, since you're moving around looking for them, you show up on their Passive Sonar.

Q&A

MEMO

MEMO