



Search for the Titanic is a management and salvage game where you plan a naval expedition, hire crew, buy equipment and supplies, and try to recover items from shipwrecks. Successful recoveries increase your reputation, making companies and institutes more likely to give you grants, which in turn helps you go after more remote shipwrecks. A campaign (Full Game) is completed once you've built up enough rep to go after the Titanic, find it, and successfully salvage a set of safes from it. It is highly recommended to keep notes for cost planning and map locations.

The manual that accompanied the original release of the game can be viewed [here](#).*

* https://drive.google.com/file/d/1Qe2NFreLZnqeS_jjupMXlipaXqtdFx4a/view

The map that came with the original game can be viewed [here](#).*

*<https://drive.google.com/file/d/1P31tYeiUjyppFzeviN9sBzDeH9zRX4rK/view?usp=sharing>

GAMEPLAY TIPS

- Use the arrow keys to navigate and <Enter> to make selections.
- <Esc> to exit menus/go back a menu. Does not close the game.
- Menu specific controls when sailing are all displayed at the bottom of the screen.

TITANIC ONLY MODE

- This mode starts you with a very large amount of money and the location to the Titanic wreck site so you can simply plan the expedition, pay, and head straight out when ready.

FULL GAME MODE

- This mode starts you with a small amount of money and no reputation, so you'll be working your way up in the world, salvaging from small wrecks to start out, and going on increasingly more difficult expeditions until you can afford to go after the Titanic.

PLANNING MENU

- To start you'll plan your expedition by picking a starting location such as Tampico or Miami.
- Buy or Rent a ship. Use the "See Next Ship" option to randomly generate a new ship, in one of 4 classes. The smallest and most suitable to start out is the Moyu.
- Next is equipment. Early on you won't be able to afford any of these, but once you can, you'll also have to hire extra personnel to man each piece of equipment. Don't forget to consider the weight as well.
- For Personnel you want to hire someone for each open spot. Some Personnel can even cover two positions by themselves.
- On the Misc. menu you plan out the lengths of time and distance you expect to spent on the trip. Use the map to estimate.
- Wreck ID is where you input the number of the wreck you want to go after.
- Appendix C in the manual is the list of wreck IDs.

PLANNING YOUR FIRST EXPEDITION

- Early on, you will need to rely on diver-only searching for wrecks. You won't be able to afford equipment, and you'll want to keep the estimated time and distance spent very low on your plan so that you'll be able to afford it.
- Make sure you hire a minimum of two divers as they can't dive solo. Four is a good number for your first expedition.
- When you have zero to low reputation, only the "Coalition of Starving Researchers" will grant you money when choosing the charity option. Once you raise your rep enough you'll be able to get grants from other groups.
- Once you've made a cheap plan, gotten a grant, bought supplies at the docks, and then head out, you can sail to the wreck site.

PLANNING YOUR FIRST EXPEDITION

- The abbreviations at the bottom of the screen correspond to different menus. The number key row can be used to switch between them.
- When in the area of a site, switch to Exploration mode with <E>. Sometimes you'll be required to be directly in the center, or slightly off from it, you might need to try on a couple different pixels.
 - Then use the Piloting(Plt) view to move the ship around the search able area.
 - Open the Diving(Div) menu to show a more zoomed in map over 130x130 quadrants. Send teams of divers(two divers each) to Survey with the <S> key. Once time has passed the square you highlighted when you pressed the key will be filled in, black means there's nothing, and pink means the divers have found wreck evidence.
- Many actions such as diving take a considerable amount of real time. <Alt> + <W> can be used to speed up in-game time. Press once to turn on, once more to turn off.
- Once you've begun surveying, be careful to not go back to Navigation mode as you will lose mapping progress. If you must return, make a note of the locations on the maps and quadrants so you can find it again quickly.
- Once a wreck has been found and mapped out, have them Dive for things with <D>. Successful finds will be announced at the top of the screen and will increase your reputation points, which you can see on the Supply/Damage Control(Sta) screen. Make sure to check each square with a wreck in it a few times to be sure if there is something there to salvage or not.
- Once you've surveyed and checked the whole wreckage, you can switch back to Navigation(Nav) menu and then Navigation<N> mode and sail back to the vicinity of the harbor you left from. When inside it's range, switch to the Radio(Rdo) menu and call a Tug boat to dock with <T>.

DOSBOX TIPS

To make this game playable on modern systems, this version of *Search for the Titanic* is played through DOSBox. Launch options from Steam are included for full screen and multiple windowed resolutions.

USEFUL DOSBOX SHORTCUTS

- Exit the application at any time with Control+F9.
- While in windowed mode, Control+F10 toggles locking the mouse to the window. The mouse is not used for gameplay or menu navigation in *Search for the Titanic*, but using this to prevent the mouse from wandering outside the game area onto anything outside the game window may still be helpful to ensure the game does not lose focus while playing.
- Alt+Enter can be used to switch between windowed and full screen mode while in any resolution view.
- If you feel the game is running too fast or too slow, you can adjust the CPU speed by decreasing the number of CPU cycles with Control+F11 or increasing them with Control+F12.

DOSBOX OPTIMIZATIONS (RECOMMENDED FOR ADVANCED USERS)

You can make adjustments to how the game runs at each configured resolution by editing the .conf files in the DOSBox\Configuration directory of the game's install folder. General emulation settings can also be adjusted in the dosbox.conf file, which affects all resolutions. We recommend backing up any .conf files before making edits, as changes to these files could produce undesired effects.

FULL SCREEN MODE

If you are having trouble running the game at full screen, you may want to change the fullresolution parameter in the fullscreen.conf (and any other .conf files you use to launch the game). We found that most systems run best with this parameter set to fullresolution=desktop, so we made this the default value, but we have seen some configurations (like the Surface Pro X) where changing this parameter to fullresolution=original was necessary for the game to run properly.