

The Good Life

MANUAL v.2.5



CONTENT

General info	3
New Game.....	4
Game Controls	6
In-Game HUD	8
Tutorial Message boards	8
Top Indications	9
Navigation HUD.....	9
Steering HUD	11
Top Menu.....	11
Pause Game	18
Game Mechanics	19
Earn money.....	19
Improve your reputation	19
Buy a property.....	20
Buy a boat	22
Buy other items (every day expenses).....	23
Bid for a customer	23
Camera modes.....	25
Port Popularity.....	25
Port Fees and earnings	26
Game Action.....	27
Learn to steer and sail	27
Docking	28
Treasure diving Quest	29
Fishing.....	31
Photo Safari expedition.....	32
Rescue those survivors!	33
Catch that cruise ship!.....	34
Dangerous Storm.....	34
Pirates chase	34
Selling items on-board	35
Lose game.....	35
Win game	35
Technical Support	37
Epilepsy Warning	37
Credits	38
Limited Software Warranty and License Agreement	39

GENERAL INFO

A paradisiacal simulation and management game

The Good Life 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 on time (and get paid). In between, you will however encounter various random missions, like rescue missions, underwater treasure quests or pirates hunting you down, where you can take part in exchange for extra cash but with the cost of losing precious time.

You begin with 5,000 game coins and a humble taxi boat. From then on, your objectives are nonlinear and can be reached in many ways:

- Get your passengers to the destination port in time.
- Satisfy your passengers’ needs during their journey.
- From time to time, cast the fishing reel and wait for a fish to bite.
- 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.
- Complete random missions that emerge in your way.
- Improve your ranking and try to outrank your 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 *(windows only)*:

- 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:

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

In Main Menu:



- *Play:* brings up a submenu:
 - *New Game:* play a game from the start.
 - *Load Game:* load the game up to the last checkpoint (checkpoints in-game are saved automatically every 5 minutes) or load one of the manual Saves. Up to ten save slots are available.
- *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).

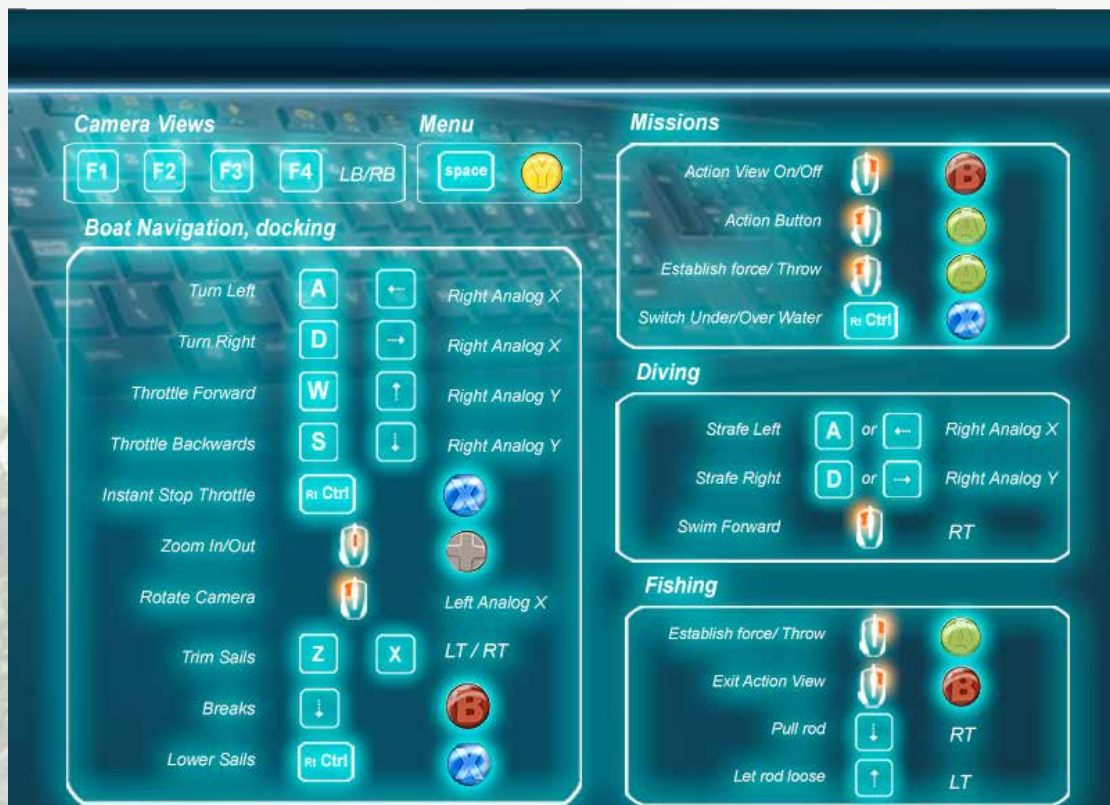
GAME CONTROLS

You can play the game either with the keyboard/mouse or with the xbox controller/mouse ([windows only](#)).

If you have the controller attached, then input will come either from the controller/mouse combination or the keyboard/mouse combination.

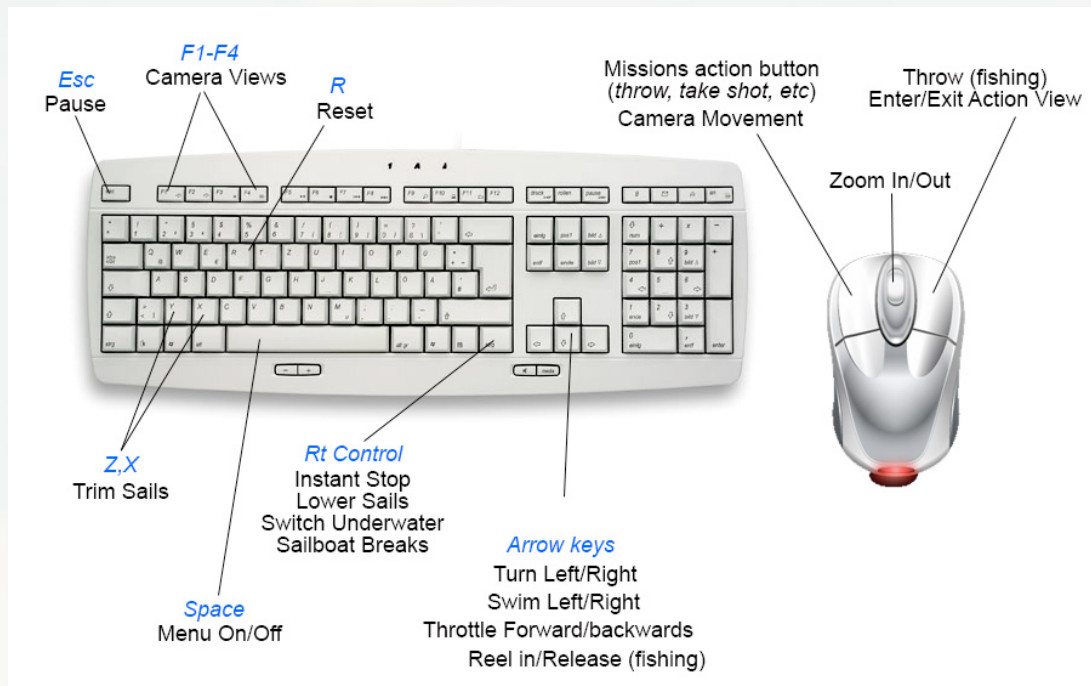
Important: moving the cursor on screen and clicking on the menu options and the visible buttons and can only be achieved with the mouse, thus you need to have mouse plugged-in in all cases (either when using keyboard or the controller).

The following game keys are configured for keyboard, mouse and Xbox controller:



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

- Keyboard/Mouse mappings are shown below:

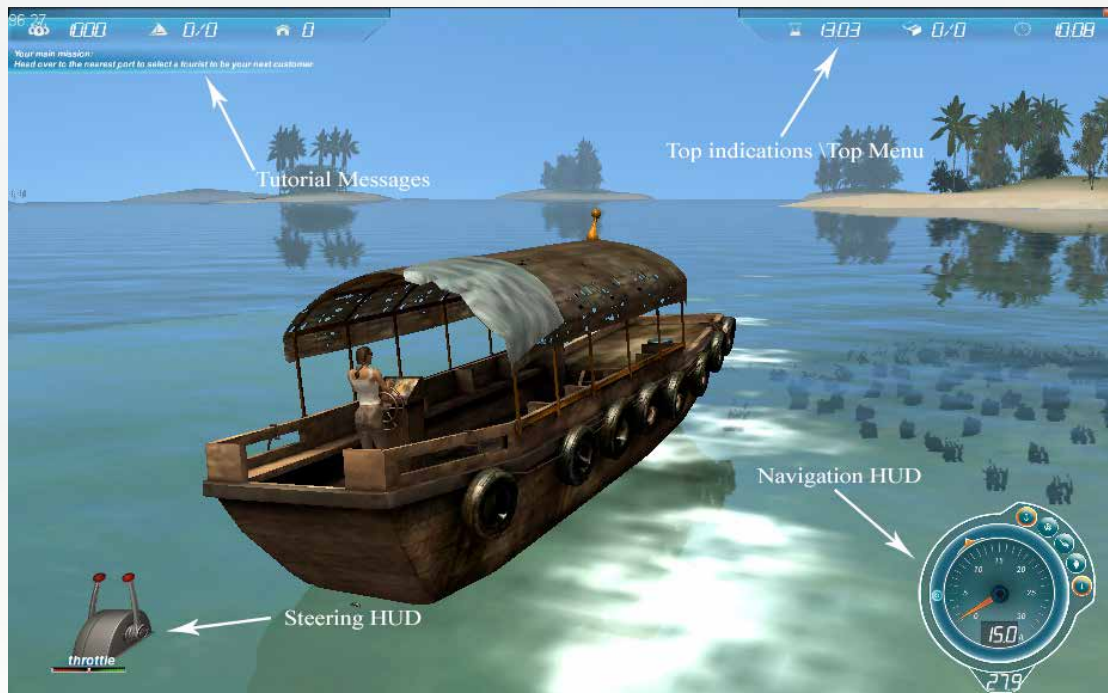


- Xbox controller's mappings ([windows only](#)) are shown below:



IN-GAME HUD

The in-game HUD elements are illustrated below:



Tutorial Message boards

When playing the game for the first time, you will be asked to play with tutorial mode on. If you choose yes, the game will show message boards with advices on how to play the game and will continue to do so whenever a new challenge is encountered. These message boards usually appear in the top middle of the screen and you can select to read the next message in line or just close the message board.

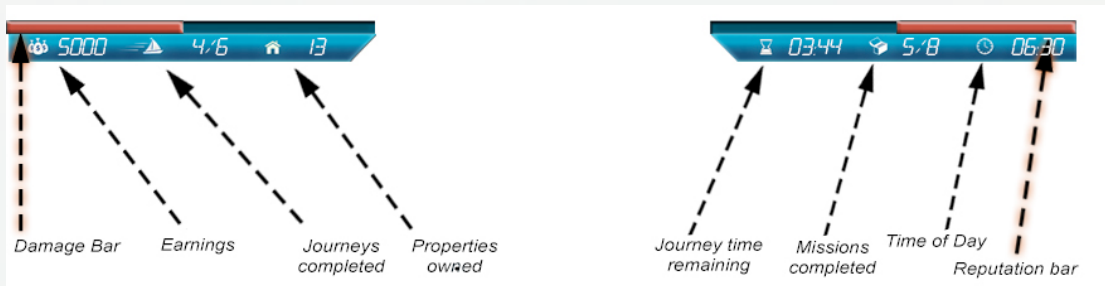
If you skip the tutorial, you must find your own way to a port while tutorial messages will still scroll on the top left area of the screen during crucial moments of the game play.

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

Don't forget there's an info button at Navigation HUD which will become available when there's a tutorial message available. Click it to see again the 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.
- *Reputation*: 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, available fuel, destination direction and distance, you can see the radar, or even click on buttons to initiate docking, fishing and diving actions. The Navigation HUD is illustrated below:



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

- *Docking mode button*: it will light up when you're near a port. Click it to tell 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 view where you can spot your targets more easily:



- *Dive*: it will light up when you have reached a diving spot. Click it to dive underwater and seek for a treasure or collect coins. Click it again to abort.
- *Fishing*: it will light up when there's a fishing spot somewhere near you. Click it to enter fishing view and cast your fishing line. Click it again to cancel fishing.
- *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.
- *Fuel consumption*: shows the fuel remaining in liters. If the fuel is reaching zero, it will turn red. You can refuel at any port by selecting the *Expenses* menu option.
- *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.



Throttle indicator: use arrow keys to control. The orange slider indicates forward or reverse speed. The red slider indicates zero speed.



Trimming indicator: use Z,X keys to control. The orange slider indicates position of the mainsail. The red slider 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:

World Map: a map of the world, centered at the player's position and especially useful when looking for the optimal path to a destination. If you have a customer on board, the route is highlighted with a thin red line and the destination port is flashing in red color.

Click on buttons at the bottom right to zoom in/out or to point to the destination port. Drag the map with the right mouse button to scroll horizontally or vertically.
























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 sorted by each one's reputation. Scroll manually to see all contestants. Your character is displayed in red letters.



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

-      Swabbie
-     Mate
-    Boatswain
-    Sail Master
-    Quartermaster
-    Captain

- *Progress* column: indicates the change in ranking points every 3-minute interval.

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



Real Estate: 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.

My Stats: Player's statistics and last 5 days' progress charts are available to keep an eye of your progress. The statistics are divided to two main screens, the *Info & Achievements* screen (see picture below) and the *Progress Charts* screen.



At the *Info & Achievements* screen, the following Achievement statistics exist:

- *Game completed*: how much of the game is complete (in percent) before becoming the area tycoon.
- *Area covered*: how much (in percent) of the game map is covered.
- *Earnings from houses*: total amount of money earned from selling and renting properties you own.
- *Earnings from boats*: total amount of money earned from selling and renting boats you own.
- *Expenses for Goods*: total amount of money spent – only when purchasing in the *Expenses* menu.
- *Items photographed*: sum of all items photographed successfully vs total items available in all photo missions so far.
- *People rescued*: sum of all tourists rescued at sea vs total tourists drowning in all Rescue missions so far.

Clicking on any of the available chart-buttons on the right, you enter the *Progress Charts* screen where you can see a series of game charts that display your progress for the last 5 in-game days, like the following picture:



These game charts are:

- *Earnings per day*: The total amount of money earned (or spent) per day from all activities. The chart shows the progress for the last 5 days, including the current one.
- *Reputation per day*: The total amount of reputation added (or removed) per day from all activities. The chart shows the progress for the last 5 days, including the current one.
- *Docking performance*: the sum of grades you got from docking in ports in one day. The chart shows the progress for the last 5 days, including the current one.
- *Rent Earnings per day*: The total amount of money earned per day from renting properties. The chart shows the progress for the last 5 days, including the current one.
- *Rent Earnings per day*: The total amount of money spent per day in purchasing expenses from the *Expenses* menu. The chart shows the progress for the last 5 days, including the current one.

Clicking on the selected chart button dismisses the chart and you're back to the *Info & Achievements* screen again.

Expenses: visit this menu when you wish to fix your boat's damages, refuel or buy other equipment for your next missions. For every expense, you have the following 3 indications:

- *Have* column: how much of it you have already.
- *Available* column: how much of it is available for purchase.
- *Cost per Item* column: how much it will cost you to purchase one item out of the "Available" quantity. In terms of *Fuel* and *Boat Damages*, this item means "all of what is available". For other expenses, it usually means one item out of many.
- Money indicator: the indicator at the bottom-left of the panel shows you how much money you have available.



The following expenses are shown:

- *Fuel*: indicates how much fuel your boat needs. In the "Cost per Item" field is the amount to pay for a full refill of your boat's fuel tank. The maximum is 15 liters of fuel. Click on "Buy All" for a total refuel in one click. *Note*: you can only refuel while you are docked to a port!
- *Boat Damages*: in the "Cost per Item" field is the amount you need to pay to fix all your boat's damages. Click on "Fix All" for a complete fix in one click.
- *Life Rings*: you need to buy life rings for the Rescue Survivors mission. The maximum is 15 life rings. Click on "Buy More" button to purchase one item at a time.
- *Camera film*: you need to buy film for the photo safari mission. The maximum is 18 film items. Click on "Buy More" button to purchase one item at a time.
- *Diving Gear*: you need to buy oxygene before diving underwater. Click on "Buy More" button as many times as needed to fill up your oxygene reserves.

- *Fishing Bait*: you need to buy fishing bait for fishing. The maximum is 10 bait items. Click on “Buy More” button to purchase one item at a time.
- The following expenses are items that your passenger may need during her journey. You buy them from here at a wholesale price and you sell to your customer at a retail price, i.e. around 30% more expensive. Click on “Buy More” button to purchase one item at a time.

- Suntan lotion
- Snacks
- Dramamines
- A hat (for the sun)
- Photo picture
- Wine
- Sunglasses

Click on the *Fix All*, the *Buy All* or the *Buy More* buttons to complete your transactions (you need to click repeatedly the *Buy More* button if you want to purchase more than one item). Once you have purchased the maximum quantity of an item, then the Buy (or Fix) button disappears from this item's bar.

Pause Game

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

- *Continue*: un-pause and go back to game.
- *Save Game*: if this button is available, you can click it to save the current status of the game to one of the available Save slots. There are a maximum of 10 Save slots for manual saving.
- *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 at various tasks and get better bid placement when buying properties or booking customers.

To terminate the game successfully, you must buy all the properties in the Jo Jo islands. So, invest your money in real estate as often as possible - but spend wisely: buy properties that belong to your NPC opponents already and force them to go out of business; then you become the only tycoon in the area by owning everything that there is to be owned and it's Game Over. This will be the only way to gain "tycoon" status in the Hall of Fame.

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
- Catch a fish
- Perform a docking maneuver better than average
- Find a Treasure item

When does my reputation level decrease?

- Sell a Property
- Perform a docking maneuver worse than average
- Fail to complete a mission
- Fail to catch a fish
- Cancel a Treasure mission while underwater
- Out of oxygen while underwater
- Boat is sinking because of excessive damage

When your reputation changes, you see a visual indication pop up at the top-right of the screen, which gives you the reputation change percentage and your current ranking position.

Buy a property

Why is it important to buy properties?

Buying properties with every chance is *the only way* to terminate the game. Throughout the game, your NPC opponents buy and sell properties at will. You must buy their properties when you get the chance and force them to go out of business. When an opponent has no more properties, then he's *bankrupt* (you can check his status in the *Ranking* menu), which means that he's out of the game and he can't buy or sell anymore. When you manage to bankrupt all your opponents, then you become the only tycoon in the area by owning everything that there is to be owned and it's Game Over.

Also, owned properties bring you back money from rent. Rent money is affected by a property's price and by the area's popularity. Follow the advices later on to invest your money wisely: start with buying cheap properties, then buy properties at more popular ports and, in the final race, buy properties that belong to your opponents so that you can outrank them.

When does a property's auction take place?

Occasionally, usually every 3 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.



How many and what property types are for sale?

There are a total of 520 properties for sale. There are 10 properties that belong to each port.

The following property types are for sale, ranked from more expensive to least expensive:

- 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 the property belongs. 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 obviously a good buy if it is cheap (i.e. within your budget).
- 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%.

- More importantly, buy a property that belongs to an opponent already. This does not only increase your reputation in the game, but it also affects your opponent's reputation, thus it can help you: (a) outrank an opponent in the Rankings table, (b) make your opponent bankrupt and throw her out of the game.

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

What if I don't want to buy?

Not enough money, huh? Simply click on the reject button.

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:

- has more luxury, and more luxury means more money paid from the customers,
- adds one more boat in your fleet. You will earn money from licensing your older boats,
- travels faster and 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:

- | | |
|--|---|
| <ul style="list-style-type: none"> • Taxi Boat <ul style="list-style-type: none"> ○ Speed: 1 ○ Control: 2 ○ Luxury: 1 ○ Cost: 1 | <ul style="list-style-type: none"> • Luxury Sailboat <ul style="list-style-type: none"> ○ Speed: 4 ○ Control: 4 ○ Luxury: 5 ○ Cost: 4 |
| <ul style="list-style-type: none"> • Powerboat. <ul style="list-style-type: none"> ○ Speed: 5 ○ Control: 3 ○ Luxury: 1 ○ Cost: 1 | <ul style="list-style-type: none"> • Cruising Yacht <ul style="list-style-type: none"> ○ Speed: 5 ○ Control: 4 ○ Luxury: 5 ○ Cost: 5 |
| <ul style="list-style-type: none"> • Weekender Sailboat <ul style="list-style-type: none"> ○ Speed: 2 ○ Control: 3 ○ Luxury: 4 ○ Cost: 2 | <ul style="list-style-type: none"> • Aventor <ul style="list-style-type: none"> ○ Speed: 5 ○ Control: 5 ○ Luxury: 4 ○ Cost: 5 |
| <ul style="list-style-type: none"> • Weekender Yacht <ul style="list-style-type: none"> ○ Speed: 5 ○ Control: 4 ○ Luxury: 2 ○ Cost: 3 | |

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 drive it again anytime, if you select it from this menu (you can see that you own it because it has the red label "*OWNED*" next to its price).

Do I earn anything from my fleet?

You can sell your old boats any time by going to menu – *Selling* option. The old boats also earn you money from licensing fees every time you dock to a port completing a customer mission.

Buy other items (every day expenses)

Where do I buy them from?

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

When can I buy an item from the Expenses menu?

You can buy any of these items (except fuel) at any point in the game where the menu is functional. 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 fuel if you're not docked to a port. You must remember to re-fuel before leaving a port.

Bid for a customer

When you dock successfully to a port, you are shown an overview of this port. Move your mouse around and you can 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?
Missions and boat damages (causing slower boat speed) may delay you.
- can you handle the reputation increase from the bidder that wins, if you deny?

See sample bidding below:



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.

Camera modes

The following camera modes are available:

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

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 mean more potential customers for you 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 acquisitions. 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 port 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:



Two main portions of information are shown:

- **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 or partial completion of 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 spent) sum of all the above.

GAME ACTION

You are in control of a boat and your world 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, fishing 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, your everyday tasks can be any of the following:

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.



Wind blows from (almost) behind the boat

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. 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: Z) when the wind blows from the front and should be loosened (key: X) 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 pressed**
- 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 the current's velocity and the boat will be more steady.
- 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 (a) *have at least one label/anchor attached*, (b) *try to keep it on top of the docking spot for 7 seconds*. You will then see the docking spot gradually disappear and the docking procedure will be considered successful.

Treasure diving 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, or skeletal remains of some famous person in exchange for a hefty lump of cash.

If you are ready for the challenge, 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:



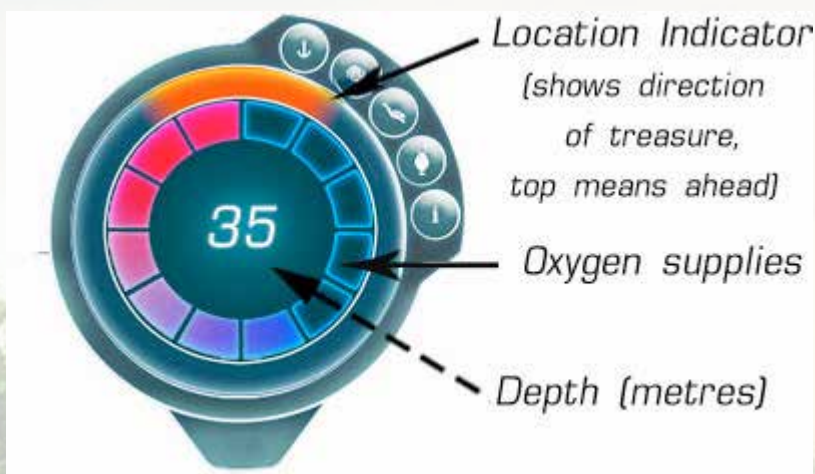
You must get close to it in order to see the *Dive* icon active and be allowed to click it.



Dive icon

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



Pick ancient coins on you 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 *Dive* icon again. Your reputation however will fall.

When you finally spot the treasure item, get close to it until you see the bubble with the treasure chest on top of it. Click on it to collect. You did it! The game brings you back to boat, but you're significantly richer now.

Don't forget to buy oxygen supplies from the *Expenses* Menu!

Diving for ancient coins



While at sea, you will frequently see areas on top of the sea surface with rotating arrows and a stack of coins label on top:

These areas invite you to dive underwater and collect some ancient coins which will earn you a few more money.

If you steer near the area and enter the area's boundaries with your boat, the *Dive* icon will go active and you'll be allowed to click it and be transported to the underwater world.

The controls are the same as in Treasure Quest diving.



Look for ancient coins (just go near enough when you see them at the bottom of the ocean) for as long as you desire, trying not to exceed the allowed time for oxygen you have.

You can cancel diving at any time by clicking on the *Dive* icon again.

Don't forget to buy oxygen supplies from the *Expenses* Menu!

Fishing

While at sea, you will see an area on top of the sea surface with rotating arrows and a Fish label on top. This area turns the *Fishing* button at the Navigation HUD to orange and invites you to cast your fishing line to catch some fish which will earn you a few more money.



Fishing button

If you decide to accept the challenge (provided you have time to spare), just steer near the area but try not to enter the area's boundaries with your boat. Then, click on the *Fishing* button at the Navigation HUD to be able to cast your reel for fishing.

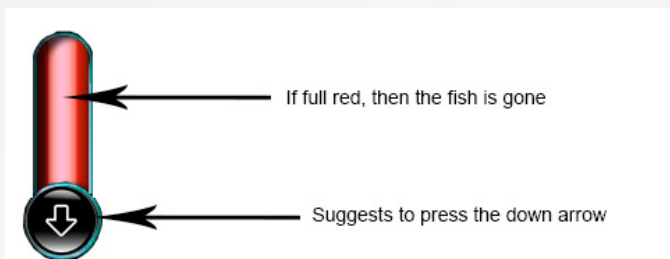
If you're inside the boundaries of the Fishing area, the fishes will be eventually aware of your presence. And you'll have approximately 20 seconds to move away or the fishes will go away.

Once in position and already in Fishing view (i.e. *Fishing* button clicked), target the center of the fishing area, then, with right-click, establish the throwing force and cast your fishing line. The closer the bait gets to the fishing area's center, the less time you'll have to wait for the fishes to bite.

If a fish bites, you will immediately see a red-green bar at the left of the screen. This is the Tension meter which should not go all red while you're reeling it in, otherwise the line will snap and you will lose your fish for good.

- Reel it in : **up arrow**
- Release reel : **down arrow**

Always keep an eye on your tension meter: release the reel every time the Tension indicator reaches all red. Reel it in again when it's green enough, to bring your big catch closer to you. Play with this combination until a "Fish caught" message shows up.



Tension meter

Depending on the fish type caught (there's a variety of about 15 different tropical fishes), you will earn the proportionate amount of money.

Don't forget to buy fishing bait from the *Expenses* Menu!

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 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). Sometimes it will be difficult to spot them as they will be hiding behind trees, rocks, etc, you must determine if you can spend precious time to locate them and take the shot.



Radar button

- Toggle Camera lens View on/off: **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 the *Expenses* Menu!

Rescue those survivors!

A pop up will inform you that you must rescue survivors that have fallen to the sea when their boat started to sink. You see the sinking boat capsized ahead of you while survivors are swimming around it and cry for help. When close by (follow the smoke), try not to knock over the survivors and try to throw them the life ring 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.

- Toggle Rescue mode on/off : **Mouse right button**
- Establish force for throwing : **Mouse left button pressed**
- Throw life ring : Release **Mouse left button**

While in Rescue mode, 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.



Indication that the survivor is rescued

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.

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

Catch that cruise ship!

A pop up will inform you that you must dock to the sides of a Cruise ship that is nearby, while in motion. 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 and then you're allowed to attempt your throws.

- Toggle Throw-rope mode on/off : **Mouse right button**
- Throw rope : **Mouse left button**

While in throw-rope mode, 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.



Indication that the rope has been attached

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.

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 *Dock* button will make the storm pass away.

Pirates chase

The game map has some nasty and dangerous places, called *pirate zones*. When you accidentally enter a pirate zone, a menacing music starts playing and a message pop up warns you about pirate powerboats, 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 with their large guns 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 fades away.

Selling items on-board

When you have a passenger on-board, this passenger may frequently request to buy some things that will make her journey easier. These things are:

- Suntan lotion
- Snacks, for a quick meal
- Dramamines, because of sea sickness
- A hat, for the sun
- Asking for a picture taken
- Wine
- Sunglasses

When the passenger wants any of these, you see a bubble on top of his head which stays there for only 2 seconds. You must click on the bubble on time, to make a successful sale.



Bubble asking to buy some snacks

In the beginning, you don't have any of these items in your bag. So, you must go and buy them at the *Expenses* menu at their wholesale price. Selling them to your customers at their retail price, helps you earn approximately 30% more money than their initial price.

Lose game

The game terminates *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

You can win the game *when all other* opponents run out of business (bankrupt). This happens when you buy all their properties and they don't have any more properties. This is when you see the "*Bankrupt*" message next to their avatar in the *Rankings* Menu.

When all opponents reach *Bankrupt* status, you become the 'true' tycoon of the area by owning everything that is to be owned and then it's end game! This will be the only case where you'll win the "tycoon" status (the top status among 15 available statuses) in the Hall of Fame.

This status will be reached after many hours of gameplay, so you can play for hours and continue building your tropical empire as long as you want and as long as you don't run out of money.

Stop playing at any time, save the game in one of the available Save slots 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 regular player, you might see your name on top of that scoreboard one day!



The Good Life - The Hall of Fame											
Rank	Player	Score	Status	Skill	Money	Missions	Journeys	Properties	Country	City	Date
9644 players											
1	MontyP	37083	Magnate	Captain	832807	121/137	127/146	137	UNITED KINGDOM	MANCHESTER	2013-05-20 21:01:49
2	Mark Daniels	34546	Magnate	Captain	910487	41/77	133/162	113	AUSTRALIA	MELBOURNE	2013-02-24 21:51:15
3	bryan	31528	Magnate	Captain	946826	78/89	139/142	49	INDONESIA	SURABAYA	2013-03-14 09:40:52
4	BLOND	30766	Magnate	Captain	409034	103/121	88/93	141	POLAND	RADOM	2013-10-25 08:35:25
5	Romy	28526	Magnate	Captain	492145	109/115	102/128	130	GERMANY	SULZBACH	2013-01-04 18:33:08
6	WIKAL	28157	Magnate	Captain	493962	72/99	100/111	85	GERMANY	KOELN	2013-05-23 18:54:26
7	WIKAL	28157	Magnate	Captain	493962	72/99	100/111	85	GERMANY	KOELN	2013-05-23 18:54:26
8	WIKAL	28157	Magnate	Captain	493962	72/99	100/111	85	GERMANY	KOELN	2013-05-23 18:54:26
9	WIKAL	28157	Magnate	Captain	493962	72/99	100/111	85	GERMANY	KOELN	2013-05-23 18:54:26
10	WIKAL	28157	Magnate	Captain	493962	72/99	100/111	85	GERMANY	KOELN	2013-05-23 18:54:26

HALL OF FAME SCOREBOARD (ONLINE)

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-games.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-games.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.

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