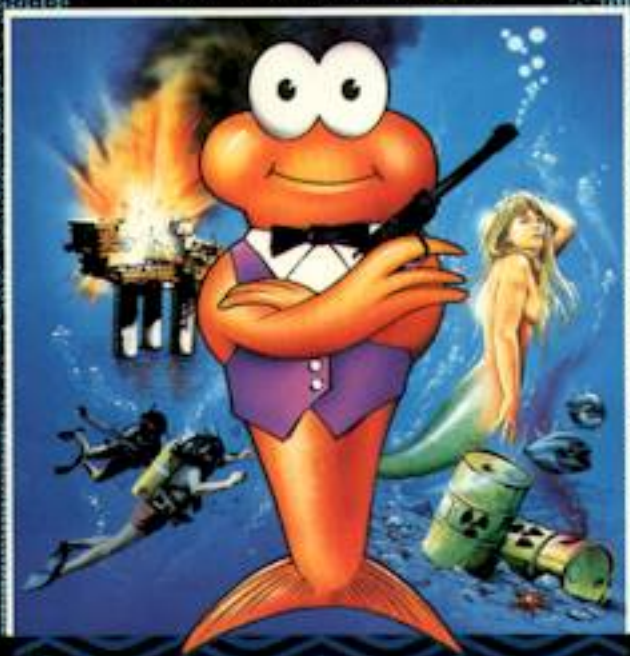


ELECTRONIC ARTS®



JAMES POND

UNDERWATER AGENT

EmuMovies

Artist Bio



Designer: Chris Sorrell

Residence: Matlock, Derbyshire, United Kingdom

Age: 18

Interests: Music, films, computer games, driving

Dream Job: Designing movie special effects.

Chris began his programming career on the Atari 900 and Commodore 64, later moving on to the Amiga and SEGA Genesis.

His first professional project came along when he was 16, providing the Atari ST and Amiga graphics for the game based on the British television series "Spitting Image." He later provided graphics for "Dogs of War", "Bad Company", and "Fire and Brimstone". James Pond is his first SEGA Genesis project.



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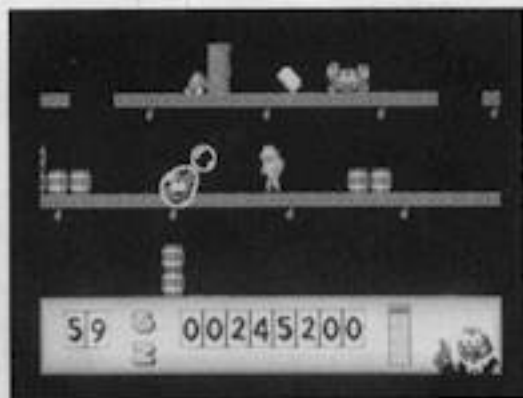
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Intro

From the blustery Baltic to the Bay of Bengal, from the penguin rookeries to the horse latitudes, the three-quarters of the world that lies under the sea is threatened.

Oil spills. Toxic waste. Mad scientists. And worst of all, the insidious Dr. Maybe. Who will swim in their way?

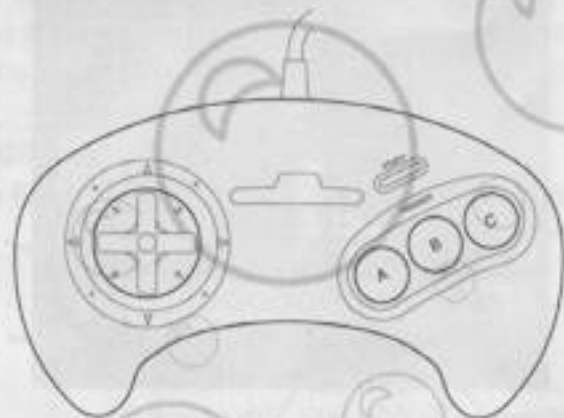
The name is Pond. James Pond. Agent Double Bubble Seven.



Starting James Pond

- 1) Turn the power switch **OFF**. (Never insert a game cartridge when the power is on.)
- 2) Insert the James Pond cartridge into the slot on the SEGA™ Genesis™ and press firmly to lock the cartridge in place.
- 3) Turn on the power switch. The Electronic Arts® logo will appear. If the logo does not appear, begin again from step 1.
- 4) Press **START** to begin the game.

Controlling the Game



Bubble enemy

Swim forward or backward

Swim toward the surface

Swim downward

Jump out of water

Jump on land

Jump diagonally

Pick up or drop an object

Continue

To pause the game during play, press **START**. Press the **A** button to begin playing again.

Press the **A** or **B** buttons.

Press D-Pad **RIGHT** or **LEFT**.

Press the D-Pad up

Press the D-Pad down.

Press the D-Pad up

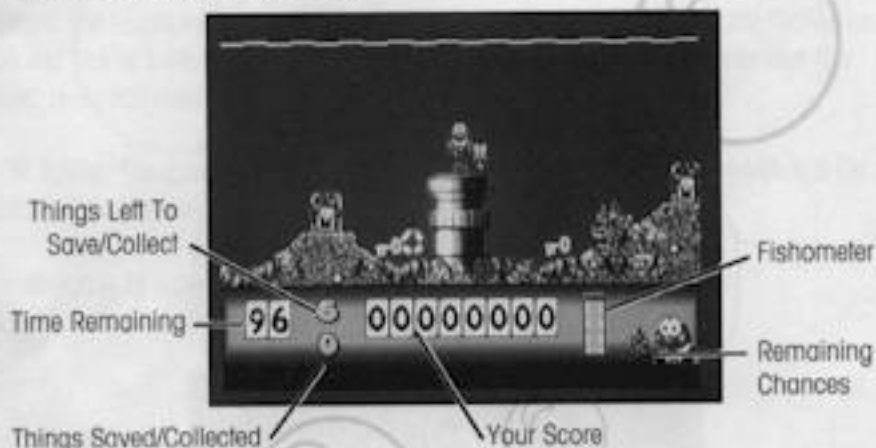
Press the **C** button.

Press the D-Pad left or right or the **C** button.

Press the D-Pad down and press the **A** or **B** buttons.

Press the **A** or **B** buttons.

The Control Panel



Time Remaining shows how long you have left to complete your current mission.

Things Left to Save/Collect and **Things Saved/Collected** show how many objects you have to collect and/or creatures you have to help to complete your current mission. You have to complete your current mission before you can move on to the next one.

Your Score is the number of points you have.

Fishometer shows how healthy you are. If the Fishometer drops all the way to the bottom, you lose a Chance.

Remaining Chances is the number of chances you have left before the game is over. You begin the game with three chances. James Pond will hold up his fingers to let you know how many chances you have left; he gets angry and scowls as your chances decrease. If you use up all your Chances, you can either Continue the game or start over again from the very first mission. (See the Continue Game section.) The most lives you can have at one time is four; any more than that get lost.

Time Limits

Most of your missions in James Pond have a time limit. If a mission takes so long that you have 10 or fewer seconds left to complete it, the evil Dr. Maybe may send one of his special agents after you.

Extra Chances

You can win Extra Chances when your score reaches these point totals:

100,000
200,000
300,000
400,000
500,000
10,500,000
11,000,000
20,500,000
21,000,000
30,500,000

Continuing A Game

Even if you use up all your chances, it is still possible to continue your current game. After your last chance is gone, your game machine will ask you if you want to continue playing. Press the **A** or **B** buttons if you do; you have 10 seconds to decide whether or not to continue. When you Continue, you will start the last mission you were on all over again, but with no points. You can Continue a game two times; the third time you lose all your Chances, you will have to start the game all over again from the very first mission.

Getting Home



You can go back home during any mission via one of the Home Pipes. When you come out of the pipe at the other side you will see your house. You can use the house to store objects found on missions, and can come back to the house at any time and retrieve an item to help you on any particular mission. But you can only take an object from your house once per mission. When you approach the door will open - if you go through the door the first time without any items, a "Look For Items!" message will appear to tell you that you have not collected any objects yet. Once you have collected objects, you will be able to scroll up and down your collected objects list by using the D-Pad. And you can select one to use by pressing the **A**, **B**, or **C** buttons. Remember that you can only carry one object at a time, and you can select from your items once per level. You will have to discover what the objects do. There are four objects to find and collect.

You can also heal while you're inside your home, but time will continue to pass while you're there.

A Fish Out Of Water

James Pond can jump out of the water, but his Fishometer will start to drop when he does. The Fishometer will eventually return to its previous level when you go back in the water.

The Missions



James Pond has to complete 12 different missions. At the start of each mission a message will scroll on screen telling you what you have to do. The screen will also tell you when you have completed a mission. To go to the next mission, find the escape tube or tubes. But keep in mind that the missions don't always follow in numerical sequence; which escape tube you use determines which mission you go to next. Press the **A** or **B** buttons when you are ready to begin a mission.

Mission 1 - License To Bubble

Six lobsters are trapped in cages. Find a key to free each lobster before an evil diver and his partner in a rowboat come to abduct the defenseless crustaceans. At least four lobsters must be saved to complete the mission. Saving the fifth and sixth lobsters gives you bonus points!

Mission 2 - From Three Mile Island With Love

A pond is being polluted by illegally dumped radioactive waste cannisters. Trapped in the pond are seven innocent good natured, terribly nice little pink fish who are gradually mutating into savage fanged unfriendly psycho-fish! When you touch a fish he will follow you; lead them to the level's entrance pipe so that they can escape. At least four fish must be saved to complete the mission.

Mission 3 - A View To A Spill

An oil platform is leaking crude petroleum into the sea. You must blow up the platform by finding sticks of dynamite and dropping them at either of the platform's large vertical legs. The dynamite will explode 99 seconds after the first stick is placed. Make sure you escape before the blast. You must place at least five out of a total of seven sticks of dynamite to destroy the platform.

Mission 4 - The Fish With The Golden Bar

The wreck of a lost ship has been found! When the ship sank it had eight solid gold bars on board. You must find five gold bars and take them to an awaiting rowboat. Be careful, the shipwreck is lodged in a deep, dark underwater cavern!

Mission 5 - For Your Fins Only!

Nine toxic waste containers are submerged along the Mediterranean coast; you must find six of the nine containers, take them to a nearby beach, and drop them in the path of one of the local tough guys. When the tough guys walk into the containers, they'll be knocked unconscious!

Mission 6 - Fishfingers

Smugglers have hidden packages of stolen contraband along a sunny coastline. Each bag of swag must be found, taken to the surface, and dropped in front of a wandering hooligan, who will destroy it. Beware, the smugglers will try to stop you and they have savage water spaniel guard dogs! There are ten packages, of which you must destroy at least seven.

Mission 7 - They Only Live Once

In the frozen arctic, eight seals are being threatened by vicious arctic trappers. You must evade the trappers and lead each seal to the safety of the entrance pipe. A minimum of five seals must be rescued to complete the mission.

Mission 8 - Leak And Let Die

Two leaking oil tankers are being used to transport oil. You must find sponges to plug all 10 leaks before they pollute the ocean. Time is passing quickly as oil pours from each leak. You must patch up all the leaks in the tankers before the time reaches zero and the water is totally polluted.

Mission 9 - Orchids Are Forever

A tropical rainforest is threatened by construction workers. The only way that you can save the exotic trees is to find special magic orchids which are growing under the water. You must plant one at the base of eight of the nine trees. If a tree has already been protected, you will not be allowed to plant another flower near it.

Mission 10 - Moneyraker

The lost city of Atlantis has been found, and 10 priceless vases are half-buried among the ruins. You must locate the vases and take each one to the awaiting rowboats. Be careful not to drop the vases since they are very fragile! Make sure you get at least seven vases.

Mission 11 - The Mermaid Who Loved Me

Nine mermaids are in danger from scientists who want to capture them. And since they have been weakened by the pollution in the water, they can't escape on their own. Only you can save them! You must find magic combs to give to seven of the mermaids; these combs will give them the strength to follow you to safety at the entrance pipe.

Mission 12 - Dr. Maybe

The scientists are after you now! You can escape, but first you must find ten organically-grown pears (the favorite food of small orange fish such as yourself) so you and your family will have enough to eat as you get away. Once you have found a pear, deposit it in the entrance pipe. You need to find eight of the ten pears in order to escape.

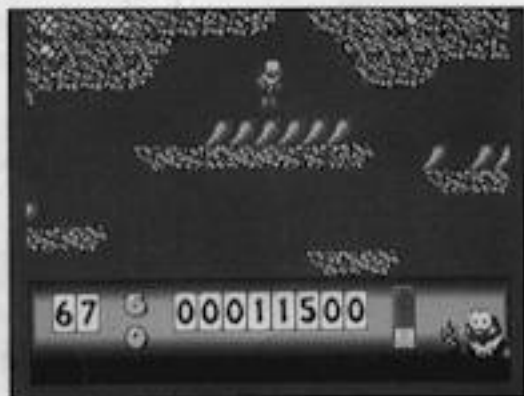
Top Secret Dossier: For Your Fisheyes Only

From: C.

To: James Pond, Agent Double Bubble 7

To help you in your missions, we have prepared the following dossier describing some of the creatures, items, and objects you will encounter. It is based on the best information we have available; you may come across things our intelligence has not yet uncovered.

Secret Rooms



There are three kinds of secret rooms, Good, Bad, and Neutral. They are well hidden and their entrances appear as holes in the seabed or in the side of submerged seamounts. To enter one, you must go through the hole; if you leave one and then go back in, the room will always be a Bad one. One thing to remember is that your Fishometer level will drop during all the time you are in a secret room. So hurry up!

Mushroom Teleporters

You may notice mushrooms scattered around the seabed. These are not common everyday aquatic fungus, they are teleportation devices. Most mushroom teleporters are keyed to another mushroom teleporter, so they will teleport you back and forth. Most mushroom teleporters will teleport

you whenever you touch it; others will become operational only after you have taken a particular action.

Bonus Items



You will find many bonus objects to pick up lying around on the bottom of the sea. Some can be used as soon as they're found, some give you bonus points and others have to be taken somewhere else (these are vital to some missions - a score will appear when they have been dropped or used in the right place). Objects that bounce usually do things (some good, some bad) to you. These objects are:

Bombs are bad (that's why they call them bombs) and will explode as soon as you touch one. If you touch one by accident, start moving away fast as you can.

Fairy Wands make you impossible to harm momentarily. A sea nymph will dance around you as long as you are protected in this way.

Skull Potions are bad; all the enemies on the screen will turn extra nasty if you touch one.

Cod Liver Oil Bottles are bad since they make you dizzy and unable to control your actions for a while.

Glue Pots stick you to wherever you're standing momentarily. But you can still bubble enemies while you're stuck.

Hearts give you an extra life.

Note that some objects are invisible. You will have to look extra hard, or you may even need special help, to find them.

Super Bonus Items

There are three Super Bonus Items, all of which look valuable. You can receive up to 20,000 points for getting one.

Special Items

There are four very Special Items scattered throughout the game. These are:

A Top Hat which is like armor since it lessens damage you take from attacks.

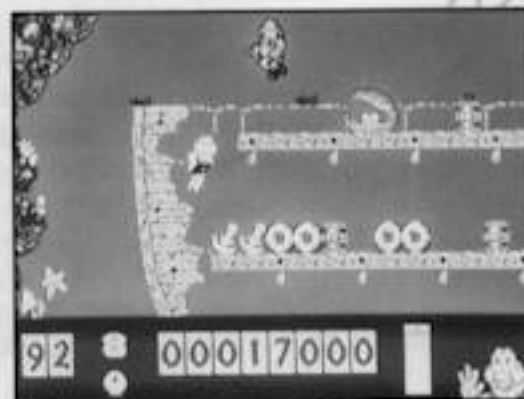
A Goldfish Bowl that extends the time you can spend out of the water without your Fishometer going down.

A Pair of Shades you can use to spot one of your most dangerous enemies, the invisible Jellyfish.

A Ray Gun you can use to attack enemies on land or in the water.

Keep in mind that you can carry only one item at a time. So, you cannot carry both a Special Item *and* one of the items you need to complete a mission, such as one of the keys in Mission 1 or one of the bars of gold in Mission 4.

Creatures



You will encounter many mysterious creatures in the ocean's depths. Some are helpful, some are harmful. Here are descriptions of some of the more mysterious ones:

Starfish

Starfish bounce around the seabed, which makes them very hard to catch. What they do for you (or to you) is determined by what color they are:-

Red starfish give you super speed so you can carry out a mission faster. If you collect seven of them, they'll give you hyper speed. Super speed and hyper speed last until you use up a chance.

Yellow starfish boost your Fishometer back up to the top. They can't give you back a chance, but they can make your current chance last longer.

Green starfish give you extra bubble power. Some bubbles will float off and bubble up any enemies that they touch. Extra bubble power lasts until you use up a chance.

Dark starfish stick to you and drag you around.

Oysters

When you touch an oyster, it will follow you and neutralize the next eight

enemies it comes in contact with. But oysters can't leave the map where you found them.

Squid

If you touch a squid, they will spill ink into the water around you, and the screen **will go black** for a few seconds. You won't be able to see, but your mission will still be going on and your enemies can still try to stop you.

Jellyfish

Jellyfish are invisible...until they touch you and take away one of your chances. You won't be able to see them coming without help.

Walls

You will encounter unusual walls in your adventures, both above and under water. Some walls will disappear or appear only when you touch them; other walls will appear and disappear at regular intervals; and there are also walls that will appear or disappear when you perform a certain action.

Mission Warps

There is an alternate way to move from mission to mission. Some missions contain hidden Mission Warps that open up once the mission is completed. When you enter one, you will be instantly transported to an advanced mission. These are very well hidden and not easy to find.

Credits

Game Design and Graphics: Chris Sorrell

Programmer: Steve Bak

Original Music and Sound Effects: Richard Joseph

Music and Sound Effects Translation: Michael Bartlow

Producer: Christopher Erhardt

Associate Producer: Roland Kippenhan III

Product Management: Lesley Mansford and Robert Sears

Art Director: Nancy Fong

Package Illustration: Mark Nightingale

Documentation: Michael Humes

Documentation Layout: Jennie Maruyama

Game Testers: Ed Gwynn, Michael Meischeld, Jeffrey Lee, Mike Lubuguin

Quality Assurance: Michael Prince

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