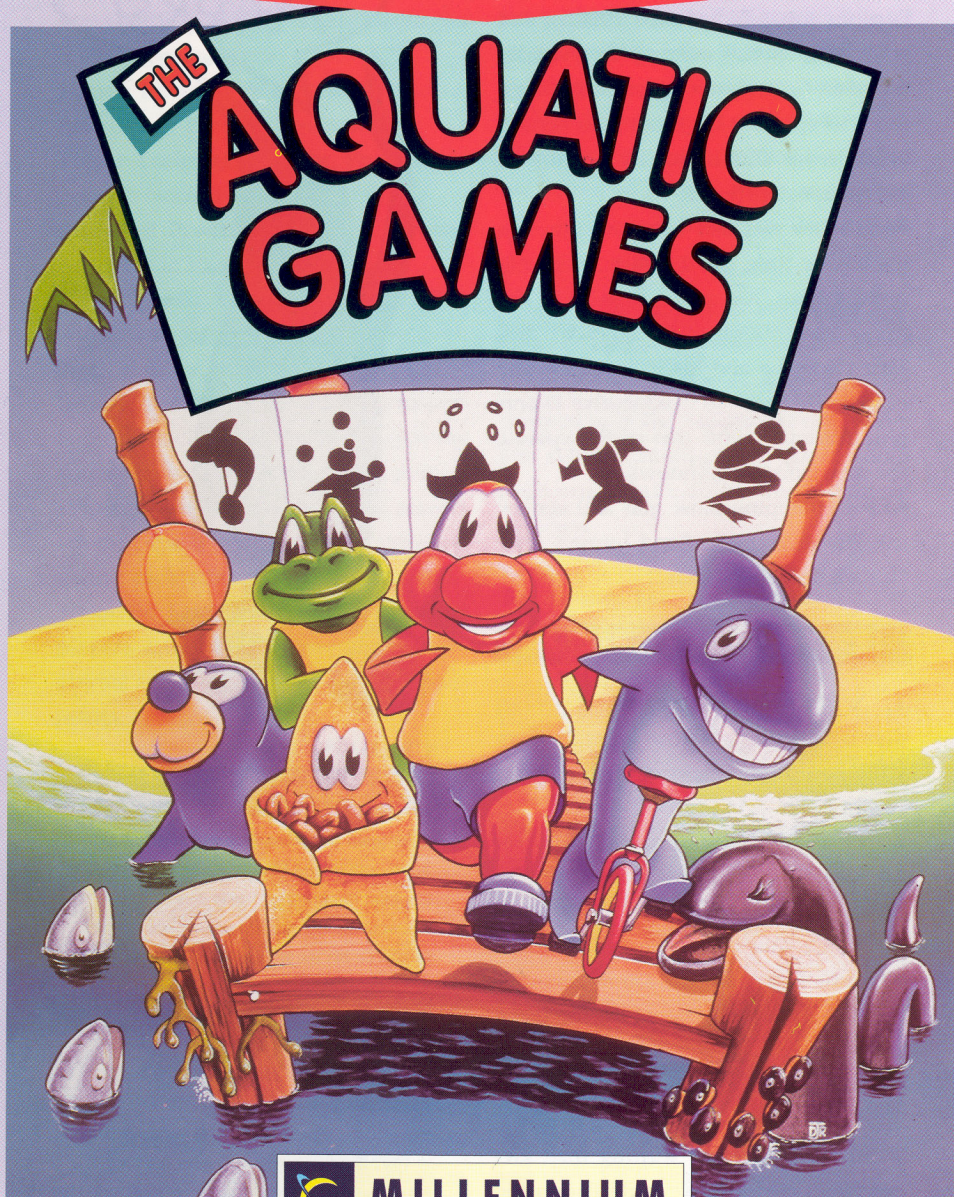


DEEPWATER PUBLICATIONS  
**COMPETITORS GUIDE**  
TO

THE

**AQUATIC  
GAMES**



**MILLENNIUM**

**MANUAL**

# The Aquatic Games

## DANGER TAKES A BREAK

Perilous missions, wicked villains, and gorgeous mermaids make up the everyday life of an Underwater Agent. But even a top FISH operative like James Pond needs a break from the undersea grottos of international intrigue.

Pond is no wet fish when it comes to his leisure time. He'd rather hook into some furious, fun action than lie in the sun with a bunch of beached whales. That's why he and his pals started The Aquatic Games — 8 Competitive Events plus 2 Bonus Events that really separate the men from the minnows.

So start pumping those gills and aim for the Fin-ish Line. As Pond himself says, "It's a halibut good time!"

## LET THE GAMES BEGIN!

1. Wipe away any seaweed, ocean debris and dead marine animals from your computer. Make sure that your computer is switched off.
2. Carefully blow any sand off your Aquatics disk and insert it into the disk drive.
3. Switch your computer on. The game will now begin to load. Do not remove the disk from the drive whilst the game is playing.
4. Remove any scuba gear that may impair your vision and prepare to play. Well? What are you waiting for?! Get out there, perform like Scaly Thompson and do FISH proud!



## CREDITS

Original Game Design and Coding: Steve Bak

Graphics: Sean Nicholls

Additional Graphics: Leavon Archer, Rob Swan

Music and Sound Effects: Richard Joseph

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## CHOOSE YOUR GAME

Use the Game Selection Screen to choose the type of game you want to play.

Move the joystick to the right until the game you want is highlighted, and then press FIRE to select. Choose from the following game types:

**James Ponda's Workout**, 1 Player, Practise any event in Easy mode.

**Tuffer Training**, 1 Player, Practise any event in Normal mode.

**Piranha! Practice**, 1 Player, Practise any event in Hard mode.

**The Aquatic Games**, 1 Player, The whole can of worms. Attempt each event in order, playing for gold.

**Double Trouble**, 2 Players, Two players attempt each event in order, playing against each other for maximum points.

**Triple Trouts**, 3 Players, Three players attempt each event in order, playing against each other for maximum points.

**Fintastic Foursome**, 4 Players, Four players attempt each event in order, playing against each other for maximum points.

## PAUSING THE GAME

If you're playing an event and you're feeling like a fish out of water, you can pause the game by pressing HELP. To resume the game, press HELP again.

## SCORING IN COMPETITIONS

In single player competitions, you're aiming to win medals — gold if you're a god, silver if you're pretty good, or bronze if you're...well...not as good as the other winners. If you fail to qualify

for an event, you're out of the Aquatic Games — you'll have to start over. In each event you can also earn bonus points. If you earn enough bonus points, you can participate in bonus events. If you win a bonus event, you get a 'shield of merit'. You can win up to six shields — the highest score for a single player competition consists of eight gold medals and six shields.

In multi-player competitions, you're out for points — grab as many as you can get in order to shut down the competition.

## MULTI-PLAYER GAMES

You can have up to four players competing in the Aquatic Games. When you select a multi-player game, you'll play one of the following teams of aquabats:

Team:	Trainer:
The Swamp Bay Splashers	Steve Clam
The Hilly Island Hoppers	Mickey O'Shell
Flappy's Flyers	Flappy MacBeak
The Deep Sea Dippers	Billy The Squid

The events are played in order. Each player takes a stab at each event — all players must play the event before moving on to the next one.

After each event, the Results Screen shows the placings for each team in order, left to right. Press FIRE to display the Leaderboard complete with team scores. From the Leaderboard, press FIRE to display the Current Standings screen and then FIRE again to move onto the next event.

## 100 METRE SPLASH

A splashy dash across a 100m wide body of water. Your opponent is F-fortesque Frog, a world renowned sprinter who'll be hot on your eels — you'll never catch F-fortesque hanging about. He's put his heart and sole into training for this race and he's not going to lose without a fight! To run, waggle your joystick from

left to right to gain speed — do it fast or you'll be eating amphibian dust, to jump press fire.

QUALIFY	Bronze	17 seconds
	Silver	16 seconds
	Gold	15 seconds

## KIPPER WATCHING

Ceceelia the Seal has a problem. Her friends are peacefully having a kip in the sun, but a bunch of tourists are throwing beach balls at them! Ceceelia's a considerate seal, so she's going to do her best to protect her friends from the pesky louts.

Run and jump at any angle to deflect the incoming balls. If one ball hits a seal, it wakes him up. If a second ball hits the seal, he'll leave. If two seals leave, the siesta is over

and so is the event.

To move from left to right simply move your joysitck left or right, to jump press up on the joystick. For that extra bit of power press fire and move the joystick.

QUALIFY	Bronze	2 minutes
	Silver	3 minutes
	Gold	4 minutes

## TOUR DE GRASS

Before joining FI5H, Mark was a unicycling circus-shark in Finland. Now he wants to prove he's the best and he's pedalling for the Gold (fish) Medal.

To get Mark going, quickly rotate the joystick in a clockwise motion — Up, Right, Down, Left and so on, to make him jump press fire. You

must do this in a smooth and fluid motion in order to make him cycle.

QUALIFY	Bronze	40 seconds
	Silver	35 seconds
	Gold	30 seconds

# HOP, SKIP AND JUMP

It's the turn of F-fortesque Frog, the very British amphibian who's just a tad-Polish. To get F-fortesque on the move waggle the joystick from left to right and build up speed. Press fire once when you reach the 'jump' mark and continue wagging from left to right to maintain speed. When the jump angle indicator appears, press fire once more, as close to 45 degrees as possible to get the

longest jump. Be careful not to run past the 'jump' mark!

QUALIFY	Bronze	800
	Silver	900
	Gold	1000

# THE BOUNCY CASTLE

Pond is an accomplished gymfish on the sponge trampolines, and this time he's going for the gold. To begin the event, push up on the joystick to jump on to the sponge. Push up each time you hit the sponge and keep it up as you rise up; release it at the peak of your bounce. Once you're high enough, you can start performing tricks. To perform twists push up and press fire. If you press fire and move the joystick to the right you will do a forward somersault. Fire and left and you will do a backward somersault. Holding down fire prevents left/right movement. You're judged on style. To show that you're capable of real variety, you must do each of the following

moves six times before the time runs out:

Double Twist  
Double Forward Somersault  
Double Backward Somersault  
Twist & Forward Somersault Combo  
Twist & Backward Somersault Combo  
Forward & Backward Somersault Combo

QUALIFY	Bronze	4 minutes
	Silver	3 minutes
	Gold	2 minutes

## FEEDING TIME

Freddie Starrfish is feeding his fish friends some of their favourite sweets: Sugared Brine, Squid Drops, Anchovie Donuts and Barnacle Bars. Unfortunately, a bunch of fisherman are angling to use sweets to entice his friends onto the end of their lines. Freddie's task is to save his fishy friends from being plucked from the sea.

To save Freddie's friends, move your joystick left or right to one of the sweet dispensers. Press fire to fill up his bag with sweets. (You can see how full his bag is by watching the bar at the bottom of the screen.) Move the joystick left or right until he's over the fish you

want to feed. Press fire to drop the sweets into the fish's mouth.

The further the fish is out of the water, the more susceptible it is to the fishermen's hooks. Once two fish are caught, the event is over.

QUALIFY	Bronze	2 minutes
	Silver	3 minutes
	Gold	4 minutes

## SHELL SHOOTING

The goal of the Shell Shooting Event is to pick up limpets, toss them in the air, and burst the balloons hanging from the ceiling. Here's how you do it. Push up on the joystick to jump into the air — the idea is to land on the edge of a limpet shell. If you land just right, you'll flip the shell into the air — use the joystick to move left or right until you're below the falling shell, and then press and hold fire to catch it. You can now move left, right or jump until you're below a balloon. Press fire again to toss the shell and pop the balloon. If you have reflexes like a catfish, you should be able to catch the shell

again to use it on the other balloons.

Don't let a limpet hit you while you're standing. The little guys are tiny but they're strong — they can knock you down if you're standing still, and you'll lose time.

QUALIFY	Bronze	3 minutes
	Silver	2 minutes
	Gold	1 minute

## LEAP FROG

F-fortesque's up again and this time he's in for a shock if he's not careful! This event requires him to get from the start to the finish as quickly as possible, jumping over obstacles along the way. Waggle the joystick from left to right to build up speed.

Push FIRE to jump over the various obstacles and continue to waggle the joystick to maintain speed. The flying fish is your monitor as to how you are doing — if he beats you to the line then F-fortesque will be spawned by his trainer.

## BONUS EVENTS

If you earn enough bonus points in the regular events, you're given the option of participating in a bonus event. Bonus events involve risk — you have to spend some points to get into them — but the rewards are high.

If you've earned enough bonus points, a message will appear: BONUS EVENT AVAILABLE. To participate in the bonus event, press the SPACE bar. If you don't want to participate, press FIRE.

## JUGGLING

The first bonus event is a juggling act featuring P. J. Penguin, the premier juggler among Pond's pals. Press Fire to drop a ball from the ceiling and start the event. Move the joystick up to slap the ball with the right flipper and to the left to

slap with the left. To drop another ball, press fire again.

To score, you just have to keep the balls in the air. The more balls you're playing with, the higher your score. Two minutes is the maximum time for this event.

## LONG JUMP

F-fortesque Frog — the lean, green running machine — loves to leap, so he's been selected to take part in the second Bonus Event, the Long Jump. To start this event, waggle your joystick to get F-fortesque flip-

flopping. When you see the 'jump' mark, press and hold the fire button — release it to select the jump angle. The closer to 45 degrees, the higher the jump.



# YOUR BEST SCORES

Event	Name	Date	Score
100 Metre Splash			
Kipper Watching			
Tour De Grass			
Hop, Skip and Jump			
Bouncy Castle			
Feeding Time			
Shell Shooting			
Leap Frog			
Juggling			
Long Jump			