

SNS-AU-USA



Instruction Booklet

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Danger Takes a Break

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 needs a break from the undersea grottos of international intrigue.

FISH agents aren't wet fishes when it comes to leisure time. They'd rather hook into some furious, fun action than lie in the sun with a bunch of beached whales. That's why they started the Super Aquatic Games & Competitive Events, a Bonus Event and a Secret Special Event that really separates the men from the minnows.

So start pumping those gills and aim for the Fin-ish Line and as our leader 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 Super Nintendo Entertainment System. Make sure that your Super NES is switched off.
2. Carefully blow any sand off your Aquatics Game Pak and insert it into the Super NES.
3. Switch your Super NES on.
4. Ensure that the Super NES Controller is plugged into port 1.
5. 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!

Choose Your Game

When at the bottom of the sea, use left and right on the control pad to select either Competing or Training. Press button B until the game you want is highlighted, and then press START to play it. Choose from the following game types:

Training

James Ponda's Workout

1 Player

Practice any event in Easy mode

Tuffer Training

1 Player

Practice any event in Normal mode.

Piranha! Practice

1 Player

Practice any event in Hard mode.

Aquatics Option Mode

Pressing the X button while on the underwater select page will allow you to change a number of options within the game. Pushing LEFT or RIGHT while on the options page will change the setting.

Difficulty- May be set to either normal or tadpole for younger players.



Sound Mode- May be set to either music with sound effects or to sound effects only.

Each event within Aquatics uses one of two control methods. The first method is used for the running style games, while the second is used where left and right motion is needed. Each control option has two buttons assigned to it. The player may use one or both of these buttons to perform the action. See below for usage of the controls.

Competing



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 START. To resume the game, press START again. Alternatively press SELECT to quit the game.

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 and 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.

The Special Event

At the end of the day you may be able to enter the secret special event. To gain entrance the player must have collected a large letter from each event. When all of the letters are collected they will spell the secret password. Beware though, some of the letters will not appear until a certain task is completed. Others may just be awkward to reach.

Multi-Player Games



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

Team

The Swamp Bay Splashers
The Hilly Island Hoppers
Flappy's Flyers
The Deep Sea Dippers

Trainer

Steve Clam
Mickey O'Shell
Flappy MacBeak
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 START to display the Leaderboard complete with team scores.

From the Leaderboard, press START to display the Current Standings screen and then START again to move onto the next event.

Events

100 Meter Splash (Control Method One)



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! Tap the RUN buttons on your controller to gain

speed. Do it fast or you'll be eating amphibian dust, to leap press the JUMP button.

Qualify	Bronze	17 seconds (22 for tadpoles)
	Silver	6 seconds (21 for tadpoles)
	Gold	15 seconds (20 for tadpoles)

Kipper Watching (Control Method Two)

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.

Beware the exploding beach balls, as they are much heavier than the other balls and will wake up and scare away any seal they hit.

To move from left to right simply move LEFT or RIGHT on your control pad, to jump press the button. For that extra bit of power hold the ACTION button as you move. To gain extra points, try pushing DOWN on the control pad to gain a snooze bonus.

Qualify	Bronze	1 minute
	Silver	2 minute
	Gold	3 minute

The Bouncy Castle (Control Method Two)



Pond is an accomplished gymfish on the sponge trampolines, and this time he's going for the gold. To begin the event, push the JUMP button on the controller to leap onto the sponge. Push JUMP each time you hit the sponge and keep it pressed 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 press the ACTION button and push UP.

If you press ACTION and press RIGHT you will do a forward somersault. Pressing ACTION and LEFT will do a backward somersault. To show that you're capable of real variety, you must do each of the following moves six times before the time runs out. Tadpoles only have to complete 3 each of the following moves to finish.

Double Twist

Double Forward Somersault

Double Backward Somersault

Twist & Forward Somersault Combo

Twist & Backward Somersault Combo

Forward & Backward Somersault Combo

Bonus points may be awarded by hitting the Dr. Maybe targets in the upper area.

Qualify

Bronze

3 minutes

Silver

2 minutes

Gold

1 minute

Feeding Time (Control Method Two)



Freddie Starrfish is feeding his fish friends some of their favorite sweets: Sugared Brine, Squid Drops, Anchovy Donuts and Barnacle Bars.

Unfortunately, a bunch of fishermen 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, press LEFT or RIGHT on the control pad to go to one of the sweet dispensers. Press ACTION to fill up his bowl with sweets. (You can see how full his bowl is by watching the bar at the bottom of the screen.) Press left or right until he's over the fish you want to feed. Press ACTION 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	1 minute
	Silver	2 minutes
	Gold	3 minutes

Shell Shooting (Control Method Two)

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. Press JUMP on the controller to leap 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 control pad to move left or right until you're below the falling shell, and then press and hold ACTION to catch it. You can now move left, right, or jump until you're below a balloon. Press ACTION 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

Tour de Grass (Control Method One)



Before joining FISH, Mark was a unicycling circus-shark in Finland. Now he wants to prove he's the best and he's pedaling for the Gold(fish) Medal. To get Mark going, quickly tap the RUN buttons as fast as you can. To make him bounce into the air press JUMP. Catch the butterflies for extra points!

Qualify	Bronze	40 seconds (45 for tadpoles)
	Silver	35 seconds (45 for tadpoles)
	Gold	30 seconds (45 for tadpoles)

Leap Frog (Control Method One)

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. Tap RUN to build up speed. Push button JUMP to straddle the various obstacles and continue to tap RUN 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. Cunning agents will discover a secret way of gaining a quick start.



The Relay Race (Control Method One & Two)



For the last event the whole team has to work together in the relay race. The race starts with F-fortesque Frog. By using RUN the player can make him race along the landscape. By pressing JUMP he leaps into the air. F-fortesque can then pass over control to Mark the Shark by landing on the end of the see-saw thus rocketing

Mark into the air. A sign will appear indicating the best place for F-fortesque to leap from.

Mark then takes the second leg of the race being careful to avoid the limpet mines. Controls are the same as for

F-fortesque. Similarly, Mark swaps control to Ceceelia Seal through the use of a second see-saw.

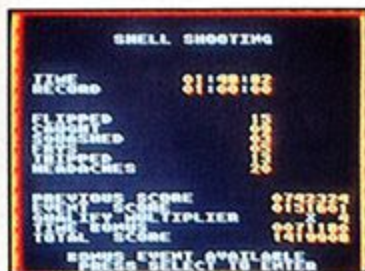
Ceceelia has to then run across the beach to the pier where Sammy Starfish is asleep, by using the left and right on the control pad and JUMP. To wake Sammy, Ceceelia has to go to the beach ball dispensing machine and bounce a ball on her head all the way to the pier. With a final bounce, the ball will hit Sammy on the head waking him up.

Sammy has to then catch 5 sweets in his bowl. Once this is done he can throw the bowl from the right hand side of the pier by pressing ACTION. If 5 sweets were correctly collected the bowl will catapult pond into the air. If the wrong amount of sweets were collected, then unexpected results may occur.

When launched correctly, Pond will rocket through the center of the flaming hoop and vault off the following springbox. To complete the final leg, Pond must then race towards the finishing line as fast as his fins will carry him by using control method one.

Qualify	Bronze	50 seconds (60 for tadpoles)
	Silver	45 seconds (55 for tadpoles)
	Gold	40 seconds (50 for tadpoles)

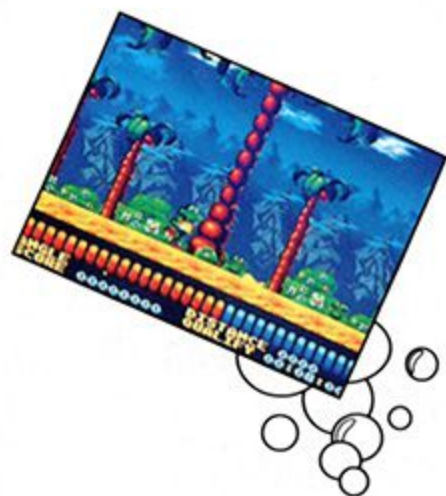
Bonus Event



If you earn enough bonus points in the regular events, you're given the option of participating in the bonus event. The bonus event involves risk. You have to spend some points to get into it but the reward is high. If you've earned enough bonus points, a message will appear: BONUS EVENT AVAILABLE. To

participate in the bonus event, press the SELECT button. If you don't want to participate, press START.

Hop, Skip, and Jump (Control Method One)



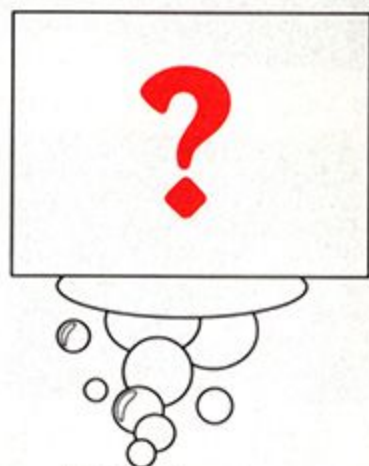
It's now the turn of F-fortesque Frog, the very British amphibian who's just a tad-Polish. To get F-fortesque on the move tap the RUN buttons and build up speed. Press JUMP once when you reach the jump mark and continue running to maintain speed. When the clam angle indicator appears, press JUMP once more, as close to 45

degrees as possible to get the furthest distance. Watch for the flashing pearl and be careful not to run past the jump mark!

Qualify	Bronze	800
	Silver	900
	Gold	1000

Special Event (Control Method Two)

If you managed to collect all five letters and thus spell the secret password, then you will be allowed to try the special event. Naturally we can't tell you too much about this event, but the aim of it will be to gain as many points in one minute as is fishily possible. To do this you will have to use LEFT and RIGHT to negotiate your way around. When you have picked up a frisbee, run as fast as possible (ACTION acts as a turbo) to the end of the pier. Press JUMP to start the throw and when the bee indicates the angle you wish to throw press JUMP again to release the frisbee. Be VERY careful not to fall off the pier!



Credits

SuperNES conversion:

SuperNES Graphics:

Original Game Design and Coding:

Original Graphics:

Music and Sound Effects:

Produced by:

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90 DAY LIMITED WARRANTY

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2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling 1-310-373-0404 Ext. 140.
3. If the Seika Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with our sales slip or similar proof-of-purchase within the 90-day warranty period to:

Seika Corporation
20000 Mariner Avenue, Suite 100
Torrance CA 90503

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA, and enclose a money order payable to SEIKA for the cost quoted you.

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