ARTIST BIOGRAPHY

Name: Steve Bak
Occupation: Programmer
Lives: Derbyshire, England
Age: 104
Background: Born Stickle Bak in the Sargasso Sea. Captured and adopted by a passing millionaire. Founder of the now famous Fish In Need agency, whose worthy activities include:

- Helping little old fishes across the river
- Attaching leather boots to fisherman's hooks
- Picketing Paisley Space factories
- Maintaining the rungs on salmon ladders
- Grooming sea horses
- Walking the dogfish
- Other extreme acts of bravery

Dream Job: Loan shark
Interests: 530%
Favorite Food: Smoked Kipper!

Name: Sean Nicholls
Occupation: Graphic artist
Lives: 9 (or... sorry, got a bit confused there...)
Age: 27 1/5th
Background: Fell from a passenger ship at age two months. Saved from drowning by passing halibut shoal. Adopted by mother fish. Raised of one with fishkind. Graduated from a School of Wales. Winner of three Derek the Dolphin swimming awards. Captured by Scottish fishing trawler at age 25. Thrown back some day. Captured again at 26. Sold into slavery of Vectordean Ltd. cannery, where he sometimes produces canned animations.
Dream Job: Co-star on "Flipper"
Interests: Spawning
Favorite Food: Caviar

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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 so 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 studied the Aquatic Games — 8 Competitive Events plus 2 Bonus Events that really separate the men from the fishermen.

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

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LET THE GAMES BEGIN

1. Wipe away any seaweed, ocean debris and dead marine animals from your Sega™ Genesis™. Make sure the power switch on your Sega Genesis is OFF.

2. Carefully blow any sand off your Aquatics cartridge and insert it into the slot on the Genesis. Press firmly to lock cartridge into place.

3. Turn the power switch ON. The Electronic Arts ® logo appears followed by an Introduction Screen.

4. Remove any scuba gear that may impair your vision and press START. This takes you to the Title Screen.

5. Press START to take you to the Game Selection Menu.

Well? What are you waiting for?! Get out there, perform like Scaly Thompson and do FISH proud!

CHOOSE YOUR GAME

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

Press B until the game you want is highlighted, and then press START to select. Choose from the following game types:

James Pond'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.
The Aquatic Games	1 Player	Take on all events 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.

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. 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. If you don't qualify for any event, the competition is over.

In multi-player competitions, you're aiming for points — grab as many as you can get in 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 aquadots:

Team	
The Swamp Bay Splashers	Steve Clam
The Hilly Island Hoppers	Mickey O'Shell
Floppy's Ferry	Floppy 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. 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.

THE EVENTS

100 Meter 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 heels — 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, alternately press **A** and **B** to gain speed — do it fast or you'll be eating amphibian dust.

Qualify	
Bronze	17 seconds
Silver	16 seconds
Gold	15 seconds

Commands	
Press	Activity
A + B	Run
C	Jump

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Kipper Watching

Ceceilia has a problem. Her friends are peacefully having a kip in the sun, but a bunch of tourists are throwing beach balls at them! Cecelia's a considerate soul, 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.

Qualify

Bronze	2 minutes
Silver	3 minutes
Gold	4 minutes

Commands

Press	Activity
Left	Move left
Right	Move right
A or C + Left or Right	Turbo run
B	Jump
B + Left or Right	Jump left or right
A + B + Left or Right	Turbo jump left or right

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 press **A** and **B** alternately and build up speed. Press **C** once when you reach the 'jump' mark and continue pressing **A** and **B** to maintain speed. When the jump angle indicator appears, press **C** once more, as close to 45 degrees as possi-

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

Qualify

Bronze	800
Silver	900
Gold	1000

Commands

Press	Activity
A + B	Run
C	Start hop/skip and then:
C	Select jump angle

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, press **B** to jump on to the sponge and press **B** each time you hit the sponge and hold it down as you rise up; release **B** at the peak of your bounce. Once you're high enough, you can start performing twists, somersaults, and combinations of the two. You'll gain an edge in 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 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	

Commands

Press	Activity
Left	Move left
Right	Move right
A	Twist
B	Jump higher
C + Left	Backward Somersault
C + Right	Forward Somersault

Note: You can't move left and right while doing somersaults.

Feeding Time

Freddie Starfish is feeding his fish friends some of their favorite sweets: Sugared Brine, Sugared Drops, Anchovy Donuts and Barnacle Bars. Unfortunately, a bunch of fishermen are angling to use sweets to entice his fish friends from 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, D-Pad left or right to one of the sweet dispensers. Press B 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.) D-Pad left or right until he's over a fish. Press B to drop the sweets into the fish's mouth. Once two fish are plucked from the sea, the event is over.

The further the fish is out of the water, the more susceptible it is to the fisherman's hooks.

Qualify

Bronze	2 minutes	
Silver	3 minutes	
Gold	4 minutes	

Commands

Press	Activity
Left	Move left
Right	Move right
A, B or C	Fill up/drop food

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: D-Pad 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 — D-Pad left or right until you're below the falling shell, and then press and hold C to catch it. You can now D-Pad left or right until you're below a balloon. Press C again to toss the shell and pop the balloon. If you have trouble, take a catfish, you should be able to catch the shell again to use it on the other balloons.

Don't let a limpet fall on 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

Commands	
Press	Activity
Left	Move left
Right	Move right
B	Jump
C	Catch/throw shell

Tour de Grass

Before joining FISH, 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 roll the D-Pad in a circular motion — Up, Right, Down, Left and so on. 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

Commands	
Press	Activity
D-Pad (clockwise)	Move
A, B, or C	Jump

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 finish as quickly as possible, jumping over obstacles along the way. Press A and B alternately to build up speed. Press C to jump over the various obstacles and continue to press A and B to maintain your speed. The flying fish is your monitor as to how you are doing — if it beats you to the line then F-fortesque will be spawned by his trainer.

Commands	
Press	Activity
A/B	Run
C	Jump

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, you'll see a message: BONUS EVENT AVAILABLE. To participate in the bonus event, press B. If you don't want to participate, press START.

The first bonus event is a juggling act featuring P.J. Penguin, the premier juggler among Pond's pals. Press B to drop a ball from the ceiling and start the event. Press C

to slap the ball with the right flipper and **A** to slap with the left. To drop another ball, press **B** 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.

Commands

Press	Activity
A	Left flipper
B	Add ball into play
C	Right flipper

F-forfesque frog – the lean, green running machine – loves to leap, so he's been selected to star in the second Bonus Event, The Leap Frog. To start this event, press **A** and **B** repeatedly to get F-forfesque flip-flopping. When you see the 'jump' mark, press and hold down the **C** button – release it when the jump angle is approximately 45 degrees.

Commands

Press	Activity
A + B	Run
C (press & hold)	Set jump angle

CREDITS

Original Game Design and Coding: Steve Bak

Graphics: Sean Nicholls

Additional Graphics: Leavon Archer

Original Music and Sound Effects: Richard Joseph

Producer: Kevin Shrapnell

Assistant Producer: Rupert Easterbrook

Product Management: Andrew Corcoran, Neil Thewarappperuma, Lesley Mansford

Package Illustration: David Rowe

Package Design: Corey Higgins

Documentation: Colin Julian, Colin Dodson

Documentation Layout: Jennie Maruyama

Quality Assurance: Glenn Chin

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The fiendish Dr. Maybe is back. His bombs are ticking in the North Pole toy factories. No human crime-fighter has been able to defeat him. A special Robofish has been designed for his survival on land. Remember, Dr. Maybe has a screw loose so stay on your fins.