

Getting started:

The bottom line of the 'sign-on' screen displays the selected version of the game. Select either ONE or TWO PLAYER GAME by pressing the SELECT button. Then press the START button to start the game. If no button is pressed for about ten seconds the program will enter the DEMO mode. This is an example of ROUND 2 action with the FISH moving and firing at random.

Screen description:

The top line of the screen contains three types of displays:

- 1) The number of fish remaining for each player is displayed on the left and right sides of the screen.
- 2) The blue bar to the left of center is the FUEL bar. It decreases to the left as fuel is used up. When the fuel is gone, the FISH dies.
- 3) The light blue bar is the RADAR display. It represents the five screens of the playing area. Active areas are represented by a thick bar, while empty areas are represented by a thin line. The reddish bar indicates the area currently displayed on the main screen.

The second line is used mainly to display the scores. A small white fish next to the score indicates the current player. In the ONE PLAYER GAME the left hand score maintains the highest score reached since play began. The area between the scores is normally used to display the number of SMALL CREATURES remaining of the type just eaten. But when a FUEL TANK exists this area displays its countdown.

The rest of the screen displays the active play area. There are LARGE OBJECTS, SMALL OBJECTS, SEA-HORSES, and (of course) the FUNKY FISH.

Playing the game:

The current player is indicated by a small white fish next to the left or right hand score. In the ONE PLAYER GAME only the right hand controller is used. Use the joystick to move the FISH around the screen. Pressing any button on the controller will fire a 'bullet'. The object of the game is to shoot the SMALL OBJECTS, thereby turning them into CHERRIES, and eating them. Once all the SMALL OBJECTS of one kind have been eaten their associated LARGE OBJECT becomes a FUEL TANK. Bring the FISH in contact with the FUEL TANK to refuel before the countdown runs out and the FUEL TANK disappears. Once the FISH is completely refueled, any excess fuel increases your score. A bonus fish is awarded when a score of 30,000 is reached.

During the game, play may be suspended by pressing the OPTION button. This will 'freeze' the action until the START button is pressed.

To abort a game in progress, press the RESET button. This will return you to the 'sign-on' display.

Killing the FISH:

The following will kill the FISH:

- 1) Running into a SMALL OBJECT before it has been shot and turned into CHERRIES.
- 2) Running into a LARGE OBJECT before it has changed into a FUEL TANK.
- 3) Running into a SEA-HORSE. (NOTE: There are no SEA-HORSES during Round 1.)
- 4) Running out of FUEL.

Rounds:

A round ends when all of the LARGE OBJECTS are gone or when a player has lost all of his fish. In the TWO PLAYER GAME the players each play a complete round before moving up to the next level. Each succeeding round is more difficult but presents the opportunity of scoring more points. The table below details the various attributes of each round:

# of LARGE	# of SMALL	SMALL OBJECT	SCORE FOR
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Round	OBJECTS	OBJECTS	Funky Fish (Europe).txt SPEED	SMALL OBJECT
1	3	6	x 1	100
2	5	6	x 1	100
3	5	8	x 1	100
4	5	10	x 1	100
5	5	10	x 1.33	200
6	5	10	x 2	500
7	5	10	x 4	1000

End of Game:

The game ends when the last fish is killed. A new game may be started by pressing the START button. To change from a ONE PLAYER GAME to a TWO PLAYER GAME (or vice versa) you must return to the 'sign-on' screen by pushing the RESET button.

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