

A group of whales are heading from the Arctic Circle down to Baja to mate and replenish their numbers--but they may not make it! Greedy humans are blasting the seagoing mammals from the safety of a sophisticated whaling ship. You must defend the whales, using your friendly yellow submarine to destroy the whaling ship's nets and harpoons. What's more, you must avoid dangerous oil slicks and destroy floating pieces of radioactive material. Can you save the whales?

#### HOW TO BEGIN:

Use the game select switch on your console to choose one of the eight variations offered on the game (see the section on Game Variations to help you make your selection). The game variation number will appear at the top center of the screen. Release the game select switch when you reach the exact number you want. Then check the difficulty lever.

When the left difficulty lever is set on A, the targets (harpoons, nets, and the like) move at a relatively slow speed. If you set it on B, the whale-killing weapons move much more quickly, and the protector sub has to work extra fast to shoot them before they snare one of the endangered creatures.

When the right difficulty switch is set on A, the harpoons consist of small arrows, which are so tiny they're very difficult to hit. If you set it on B, the harpoons turn into large, block-shaped bombs that are easier to destroy.

Use the game reset switch to start the game.

#### USING THE CONTROLLERS:

Save the Whales uses joystick controllers. In one-player options, the player uses the left joystick to control the movements of the submarine as it cuts through the water to protect its gam (group of whales). In two-player games, the person holding the right joystick assumes the role of the greedy whalers, who try to outwit the submarine and blast the whales out of the water. (Of course, greedy whalers don't score any points.)

## SCORING:

For every harpoon you hit, you earn 100 points. Likewise, completely eliminating a wave of radioactive particles adds 100 points to your score.

Each time your sub gets caught in an oil slick, you lose 115 points. (You can't have fewer than zero points.)

For every 1,000 points scored, one whale is put back into the gam and you earn one extra submarine. When you reach a total score of 5,000 points, you have fulfilled your quest and reached the whales' mating grounds at Baja. Now the entire gam will be replenished! Also, four more subs are added to your fleet. At 10,000 points, the score "rolls over" to zero, the gam is brought up to full strength, and you receive four more ships.

## TIPS FOR BETTER PLAY:

Although it's tempting to hover close to the surface so you can catch torpedos immediately, don't try this after the first few torpedos have been dropped. They come much faster than the early explosives and you could find your sub blown up by a torpedo you didn't even see!

As soon as the radioactive waste appears on screen, get rid of it. If it's following close on your tail, escape it by steering the sub off the side of the screen. The sub will reappear at the other side, facing the radioactive mass perfectly positioned for firing missiles.

Steer clear of oil slicks by moving above or below them. In a real pinch, escape by running off the side of the screen.

Always make sure your missile is aimed in the direction you want to fire before pressing the red button. If the periscope isn't aimed properly, you'll have to wait until the missile disappears before you can fire again--so make every shot count!

The second--and far more dangerous--pollution in the water is the hazardous, floating radioactive waste. Six pieces of the flashing matter appear at any one time, and if any of them touch your sub, it's irrevocably lost and you have to pull another out of reserve. You can clean up the nuclear mess by blowing it up with your missiles, but be careful! Radioactive waste won't float away; your missiles must hit all six pieces to eliminate it. (Because the whales are so deep underwater, they aren't affected by the radiation.) If you take too long cleaning up the waste, it multiplies into two swirling, dangerous strings.

Each time your sub is hit by radioactive flotsam, you lose one chance. Likewise, colliding with a torpedo costs you one ship. The game continues until all your ships are lost or all the whales destroyed.

In two-player variations, the right joystick player controls the movements of the whaling ship. The whaler can't score points and is never eliminated. The object of this game is to make the other player lose as quickly as possible.

#### GAME VARIATIONS:

Game One is a one-player game. The whaling ship moves slowly across the surface of the ocean and the ship and the harpoons it drops are controlled by the computer.

Game Two is the same as Game One, but the whaling ship moves quickly.

Game Three is a two-player game in which the ship moves slowly but is controlled by the player with the right joystick.

Game Four is a two-player game, in which the ship moves quickly.

Game Five is an advanced version of Game One, in which the speed of the ship is relatively fast.

Game Six is an advanced version of Game Two. In this variation the ship moves at absolute top speed.

Game Seven is an advanced version of Game Three, and Game Eight is the hardest two-player variation possible (a harder version of Game Four).

When playing the submarine: The joystick controls the movement of the sub under water. To move the sub closer to the surface of the ocean, push the joystick away from you. To dive deeper into the sea, pull the stick toward you. Move to the left or right by pressing the stick in the direction you want the sub to go. You can move horizontally by pushing the stick into the desired corner (for example, push up/right to move diagonally up to the right).

To fire your anti-weapons missile, point the sub's periscope in the direction you want it to shoot. Then, press the red button to release your missile.

When playing the evil whaler: The joystick controls the direction the ship moves along the surface of the ocean. To steer the ship left, move the joystick to the left. To steer right, move the stick to the right.

Press the red button on your controller to release a torpedo or net into the water. The torpedoes float down toward the whales as soon as they're released.

#### HOW TO PLAY THE GAME:

The object of Save the Whales is to do exactly that: Destroy the torpedoes and nets before they have a chance to reach the unsuspecting whales as they swim toward their ancient mating grounds. You earn points for every dangerous object you destroy. Your total score is indicated by the black numbers at the top center of the screen.

Each game starts the whale-protecting player with four submarines. The number of subs left in reserve is shown by the number of clouds left in the sky. There can be up to three clouds at any one time. If you earn more subs than there are clouds, the formation of clouds changes to show this.

As you pursue your quest, beware! There are perils far greater than torpedoes in the water. Floating black oil slicks drift across the sea, and if your sub gets caught in one, it will be thrown off course. Worse yet, points are deducted from your score each time you find yourself in such a sticky mess. Luckily, your sub isn't the only machine that can be ruined by an oil slick--torpedoes are slowed when they pass through one.