

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 8 variations offered in the game (see the section on Game Variations to help you make your selection). The game variations number will appear at the top-center of the screen. Release the game select switch when you reach the exact number you want, and then check the difficulty lever.

When the left difficulty lever is set on A, the targets (harpoons, nets, etc.) 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 ship fires harpoons, which are so tiny they're very difficult to hit. If you set it on B, the ship fires nets 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

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 (up). To dive deeper into the sea, pull the stick towards you (down). Move to the left or right by pushing the stick in the direction you want to 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 and to the right.)

To fire your torpedoes, point the sub's periscope in the direction you want it to shoot and press the red button to release your torpedo.

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 either a harpoon or net into the water. They will float down towards 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 harpoons 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 destroyed. Your total score is indicated by the black numbers at the top of the screen.

Each game starts the whale-protecting player with 4 submarines. The number of subs left in reserve is shown by the number of clouds left in the sky. There can be up to 3 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 harpoons or nets 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 object that can be ruined by an oil slick – harpoons and nets are slowed when they pass through one.

The second, and far more dangerous, pollution in the water is the hazardous, floating radioactive waste. 6 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 torpedoes, but be careful! Radioactive waste won't float away; your torpedoes must hit all 6 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 2 swirling, dangerous strings.

Each time your sub is hit by radioactive flotsam, you lose one chance. Likewise, colliding with a harpoon or net costs you 1 ship. The game continues until all your ships are lost or all the whales are killed.

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 1 is a one-player game. The whaling ship moves slowly across the surface of the ocean, and the ship (and the harpoons and nets it drops) is controlled by the computer.

Game 2 is the same as game 1, but the whaling ship moves quickly.

Game 3 is a two-player game in which the ship moves slowly, but is controlled by the player with the right joystick.

Game 4 is a two-player game, in which the ship moves quickly.

Game 5 is an advanced version of game 1, in which the speed of the ship is relatively fast.

Game 6 is an advanced version of game 2. In this variation the ship moves at absolute top speed.

Game 7 is an advanced version of game 3.

Game 8 is the hardest two-player variation possibly (a harder version of game 4).

SCORING

For every harpoon and net you hit, you earn 100 points. Likewise, completely eliminating a wave of radioactive particles adds 100 points to your score (of course, greedy whalers don't score any points)

Each time your sub gets caught in an oil slick, you lose 115 points (you can't have fewer than 0 points).

For every 1,000 points scored, one whale is put back into the gam and you earn 1 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, 4 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 4 more ships.

TIPS FOR BETTER PLAY

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

As soon as the radioactive waste appears on the 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!

Two-player games: when playing as the whaler, if you don't fire for a few seconds, you'll hear the ship's horn!

__Revised by Scott Stilphen