

James Ponda's Workout: Train for any event, with the bronze medal targets as your benchmark.

Tuffer Training : Train for any event, with the silver medal targets as your benchmark.

Piranha Practice : Train for any event, with the gold medal targets as your benchmark.

The Aquatic Games : Play through the Aquatic Games with one event following another.

Double Trouble : The two player Aquatic Games.

Triple Trout : The three player Aquatic Games.

A Fintastic Foursome : The four player Aquatic Games.

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/           |           5) T h e A q u a t i c G a m e s           | \
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Once you select The Aquatic Games mode, the uhh, Games will begin (obviously). The I have listed the events in order along with the medal cutoff times, a detailed description of how to win the event, as well as a break down of all the score screens.

In The Aquatic Games mode you must achieve at least a bronze medal in an event to proceed to the next one. If you fail to get a medal in an event, your turn will end. You must re-start the Games from the start. For the ultimate challenge you should try and get all gold medals.

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Bronze Medal Time: 0:17:00

Silver Medal Time: 0:16:00

Gold Medal Time : 0:15:00

T h e E v e n t

In this event, you play as James Pond. Speed is key as this is the Aquatic Games equivalent of the 100m. You need to pound the A and B buttons, refer to the Game Basics section if you think you might needs some help with your technique. You can jump using the C button.

At the start of the race, hit the A and B buttons even before the red light turns into a green one. This will give you a good rhythm, so that you have the best possible start to the race.

On the green light, you and the frog will set off. He will be running at the bronze medal time speed. That means you need to finish in front of him to earn the minimum of a bronze medal.

No doubt the frog will get an early lead on you. Don't worry about this, it always happens. Keep sprinting until you see a small white bird riding in a boat. If you run past it, you will knock it into the water. Instead of that, jump over it and make sure you don't touch it in any way. When you land, keep sprinting.

Once the bird is off the screen, it will leave the boat and come and pick you up. It will give you a massive speed boost whilst you are in the air. Notice your speed gauge maxing out. As you fly through the air you may notice a toucan taking to the air too. To be honest I have no idea what this does, except contribute to the "Toucan Bop" stat on the score screen.

After a short while, the bird will drop you. You need to be hammering the sprint buttons even before you land. Keep running until the end of the race and hopefully you will have gained a massive lead over the frog.

Example Score Screen

Time : 0:15:00
Record : 0:15:00

Max Speed : 64
Toucan Bop : 1
Kicks : 0
Jumps : 1
Max Lead : 562
Max Frog Lead : 139

Previous Score : 0000000
Event Score : 0027000
Qualify Multiplier: x2
Time Bonus : 0014800
Total Score : 0068800

What The Screen Means

Time : The time you took to complete the 100m Splash.

Record : The best ever time for the 100m Splash.

Max Speed : The maximum speed that James reached in the event.

Toucan Bop : The number of toucans that James touched when flying with the white bird. I have no idea of the significance of this stat, so if you can help drop me and e-mail.

Kicks : If you stand still at the start, the penguin behind you will come and kick James. He will continue to kick James until you reach the water. Apparently this will speed you up somehow, but I've seen no proof of it.

Jumps : The number of times James jumped in the event.

Max Lead : The maximum number of metres you were in front of the frog.

Max Frog Lead : The maximum number of metres the frogs was in front of you.

If more than two seals wake up, then you will end this event. Two can be awake but no more. If a seal is hit by a ball twice, it will run off screen. As long as there is only one, you can continue. However, if two seals or more decide to run away, again the event will end.

Whilst you are defending the seals, a couple of things may appear at the edge of the screen. You may find an Angelfish (like a green thing with wings) will appear for a couple of seconds before disappearing. Collect these to earn points. The more you collect the more the points will increase (e.g. the first one is worth 100, the second 200, the third 500 etc.). These are usually pretty hard to reach and it is not worth missing a beach ball to collect one, so use your judgement.

The second thing that may appear is an alarm clock. This isn't a good thing. The clock will appear and count down from 5. If it reaches zero before you collect it, then the alarm will sound, waking up all of the seals. Should a seal get hit by a ball at this point, it will run off screen. Obviously the best thing to do is to collect the clock, but if you can't do that, then make sure none of the seals get hit.

Example Score Screen

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Time           : 03:17:42
Record         : 03:00:00

Distance Run   : 83 Screens
Airtime        : 46%
Jumps          : 134
Angelfish Hit  : 05
Alarms Rung    : 00

Previous Score : 0027000
Event Score    : 0017700
Qualify Multiplier: x2
Total Score    : 0044700
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What The Screen Means

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Time           : The time you took to complete Kipper Watching.

Record         : The best ever time for Kipper Watching.

Distance Run   : How far (measured in screens) you ran.

Airtime        : How long you spent in the air during the event.

Jumps          : The number of times you jumped during the event.

Angelfish Hit  : The number of Angelfish you collected during the event.

Alarms Rung    : The number of alarm clocks you let ring during the event.

Previous Score : Your score before this event.

Event Score    : Your score for this event.

Qualify Multiplier: This multiplies your event score. If you got a bronze this
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will be x2. A silver is x4 and a gold x6. If you didn't get a medal you won't get a multiplier.

Total Score : Your previous score added to your total event score including the multiplier and any bonuses.

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Bronze Medal Distance: 800
Silver Medal Distance: 900
Gold Medal Distance : 1000

T h e E v e n t

This event is the Aquatic Games equivalent of the triple jump. First of all, you need to take a good run up. To do this, you need to hammer the A and B button simultaneously. As you do this, the speed gauge at the bottom of the screen will fill. You need to fill the bar up to at least the top five bars of the gauge.

The best way to hit A and B is with your strongest hand (I use my right, but what ever is good for you). You need to keep doing this until you reach the "JUMP" sign. At this point you may have guessed that you need to jump. To do this you need to press the C button. For right-handed folks like me, this means crossing your hands over and pressing C with your left hand.

You should press C as close as you can to the sign. However, if you go past it, you will get a no-jump. After you have completed the hop, you will move onto the skip.

The skip takes place with an actual skipping rope. During this section you should continue hammering the A and B button. I can't confirm that this will definitely improve your score, but it can't harm it.

After the skip comes the jump. Here you will stop absolutely dead and a gauge will now appear above your head. It will begin to fill and when it reaches 45 degrees, it will begin to empty. You should try and get as close to 45 degrees as you possibly can. This is the best way to get the longest jump.

Following the jump, your turn will end. Your distance will then be measured. If you attained at least 800, you will get another turn (up to a maximum of three turns). If you achieved more than 800, the event will finish.

E x a m p l e S c o r e S c r e e n

Distance : 0817
Record : 1000

Max Speed : 0053
Average Speed : 51
Height Reached : 86

Previous Score : 0044700
Event Score : 0064320
Qualify Multiplier: x2
Total Score : 0192000

What The Screen Means

- Distance : The distance you jumped during your turn.
- Record : The longest distance ever jumped.
- Max Speed : The maximum speed that you reached.
- Average Speed : Your average speed over the course of your turn.
- Height Reached : The height which you reached during the jump section of your turn.
- Previous Score : Your score before this event.
- Event Score : Your score for this event.
- Qualify Multiplier: This multiplies your event score. If you got a bronze this will be x2. A silver is x4 and a gold x6. If you didn't get a medal you won't get a multiplier.
- Total Score : Your previous score added to your total event score including the multiplier and any bonuses.

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Bronze Medal Time: 04:00:00
Silver Medal Time: 03:00:00
Gold Medal Time : 02:00:00

The Event

This event can be pretty tough until you get the hang of it. In essence all you have to do is bounce between two sponges that act kind of like a trampoline. As you move between them, you must perform tricks to earn points. The more complex your trick, the better you will score.

Really the key to this event is gaining enough height to perform more tricks and earn more points. You can only do this by bouncing between the trampolines and not by remaining on one. You need to press C each time that you land, so that you can spring back into the air.

You need to time your jumps right to get the most out of them. You should press the jump button just as you land. If you press it too early or too late, you risk not gaining any height or even worse, a bad landing. You will learn from practice when the exact time to press the button is.

Once you are in the air you can work on your tricks. Press A to perform a twist. You can get a good few of them in once you have a bit of height. Press C and the direction you are facing to perform a somersault. Press C and the opposite direction to which you are facing to perform a backsomersault. If you mix up the tricks and perform combos, you will gain more points and the judges will be impressed.

If you start to get a lot of air, you will reach some orange ledges where you can grab a few sweets. These will add to your event score.

From time to time you will see a box with a question mark on it sat between the sponges. If you jump on this you will be given a massive boost into the air. You should never aim for this whilst you are already bouncing, because it can disappear at any point. It should only be used after a bad landing or a splat.

Your actual goal during this event is to impress all six of the judges. Some of them are easy to please and you can get their score up to a perfect six in just a few tricks. However, by the far harder judge to impress is the last one. You can have perfect sixes from the other five judges and get zero from the last one.

You can work out what some of the judges like:

- 1) Twists
- 2) Somersaults
- 3) Backsomersaults
- 4) Twist and Somersault Combo
- 5) Twist and Backsomersault Combo
- 6) Somersault and Backsomersault Combo

One to five are pretty standard, but the sixth one is a little different. You should perform a somersault toward the opposite sponge, then quickly perform a backsomersault and land on the same sponge that you started on. You will know you did this right because the sixth judge will start to give you points.

The event will end as soon as you get a perfect six from all judges.

Example Score Screen

Time	: 02:04:10
Record	: 02:00:00
Twists	: 53
Somersaults	: 43
Backsomersaults	: 35
Bad Landings	: 04
Splats	: 06
Style Extras	: 07:04:01:00:00:00:00
Previous Score	: 000000
Event Score	: 0041559
Qualify Multiplier:	x2
Total Score	: 0139018

What The Screen Means

Time	: The time you took to complete The Bouncy Castle
Record	: The best ever time for The Bouncy Castle.
Twists	: The number of twists you performed.
Somersaults	: The number of somersaults you performed.

Backsomersaults : The number of backsomersaults you performed.

Bad Landings : The number of bad landings (hit the sponge but failed to jump) you did.

Splats : The number of times you missed the sponges on landing.

Style Extras : Judges award extra style points if you performed more of their favourite trick than required.

Previous Score : Your score before this event.

Event Score : Your score for this event.

Qualify Multiplier: This multiplies your event score. If you got a bronze this will be x2. A silver is x4 and a gold x6. If you didn't get a medal you won't get a multiplier.

Total Score : Your previous score added to your total event score including the multiplier and any bonuses.

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Bronze Medal Time: 02:00:00
Silver Medal Time: 03:00:00
Gold Medal Time : 04:00:00

T h e E v e n t

The object of this event is too feed fish so that they disappear and are not hooked by the lures. Too get the sweets to feed the fish, you must stand in front of one of the sweet machines either side of the pier and repeatedly press the A, B or C button. This will fill the bar at the bottom of the screen and give you sweets to feed to the fish.

After 10 seconds or so, the first fish will emerge from the water. You must stand directly above it and press any button to drop a sweet down to it. This will make it recede into the water.

The longer you leave the fish out of the water, the higher it will rise. Leave it too long and a lure will appear from the top of the screen and lower itself down to the fish. If the lure reaches the fish, the fish will grab the lure and be caught. If you allow this to happen to two fish, the event will end. Similarly, if you reach the 4 minute gold medal time, the event will end.

The higher the fish is out of the water, the more sweets it will take to make it retreat back into the water. At its height, you will need to drop 3 or 4 sweets to satisfy the fish.

You should revisit the sweet machines at every possible opportunity. Every time you get a spare second, you should fill up. Don't forget, you won't lose a fish until the lure reaches it, so you can use a couple of seconds stocking up on sweets if there are no lures in sight.

The Event

In object of this event is to shoot the seven red balloons above James' head. To do this you must use the shells that are walking to and from the machines on either side of the area.

Should one of these shells walk into you, then James will fall down. This will slow you up quite a bit. To properly use the shells, you first need to jump on top of them. However, this can be a little trickier than you might have imagined.

If you jump directly on top of a shell, you will squash it. This isn't what you want. If you jump on the very edge of a shell, it will flip into the air and bounce far to the left or right. This is better, but not exactly right. You should aim to land just left (or right) of centre of the shell. That way the shell will flip relatively close to James.

Whilst the shell is in the air, you must press C and James will hold a bowl above his head. Catch the shell in the bowl. Whilst you are attempting this, don't forget that you can still trip on the other shells.

Now that you have a shell you need to use it to burst a balloon. All you need to do is stand underneath a balloon and press the C button. James will throw the shell directly upwards and burst the balloon. Once you have burst all seven balloons, the event will end. Remember, if you are tripped up whilst you are in possession of a shell, you will lose it.

If you stay stood beneath a shell that is thrown upwards, it can land on James' head. This will paralyse him and give him a "headache". Once the shell has stopped bouncing, James will be safe from headaches.

As well as the normal shells, there are two other types. The first is the jelly-shell. This is a small green jelly and has no real shell to speak of. Jump on top of this and you will bounce high into the air. If you do this beneath a balloon you can break one. Each time you use a jelly-shell, it will speed up. This is to stop you using the same shell to break every balloon.

Another type of shell is the shock-shell. These are blue coloured shells with spikes on their back. If you come into contact with these, James will be electrocuted and paralysed for a brief moment.

If you go to the very right of the area and jump onto a jelly-shell, you can bounce up to a secret platform. Up here is a giant shock-shell. Avoid him and you can grab all the collectables up here for some extra points. However, you should avoid the other shells up here, as touching them will result in them exploding.

Example Score Screen

Time	: 01:21:70
Record	: 01:00:00
Flipped	: 38
Caught	: 09
Squashed	: 13
Frys	: 11
Tripped	: 37
Headaches	: 00

Previous Score : 0075700
Event Score : 0122000
Qualify Multiplier: x2
Time Bonus : 0025300
Total Score : 0269300

W h a t T h e S c r e e n M e a n s

Time : The time you took to complete Shell Shooting.

Record : The best ever time for Shell Shooting.

Flipped : The number of shells flipped.

Caught : The number of flipped shells caught.

Squashed : The number of shells squashed.

Frys : The number of electric shells you were hit by.

Tripped : The number of times you were tripped up by shells.

Headaches : The number of times you were hit on the head by shells.

Previous Score : Your score before this event.

Event Score : Your score for this event.

Qualify Multiplier: This multiplies your event score. If you got a bronze this will be x2. A silver is x4 and a gold x6. If you didn't get a medal you won't get a multiplier.

Time Bonus : You will get 1000 points for every second you are under 4 minutes.

Total Score : Your previous score added to your total event score including the multiplier and any bonuses.

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Bronze Medal Time: 00:40:00
Silver Medal Time: 00:35:00
Gold Medal Time : 00:30:00

T h e E v e n t

The controls on this event are an absolute pain in the backside. If you are playing this on an emulator and using the keypad you'd better forget it. Instead of the nice A and B button mashing you get in the running events, some genius thought up something different for this event.

Basically, you need to use the D-Pad. Start at any point and work round in a clockwise direction (i.e. Up, Right, Down, Left) this will fill the speed bar at the bottom of the screen. The faster you manage to input the sequence,

the faster you will go. If you have an actual controller, this isn't so bad because you can just slide your thumb around in a circular motion. On a computer it's murder.

Okay, enough complaining about the controls. The objective of this event is to ride your unicycle to the end of the track. Along the way there are strategically-placed crabs that you will need to jump over.

To aid you in your quest, you can ride your unicycle down hills to speed you up. Similarly, going up hills will slow you down. Most often crabs are located at the bottom of hills, so it is hard to react to them.

Along your way you may see some butterflies hovering about, the same as the ones in Feeding Time. You can grab these for some extra points, but I'd hazard a guess that they will be the last things on your mind during this event.

Towards the end of the track, you should try and get up onto the higher ground. Up here there are plenty of downhills that will bring your time down considerably.

Anyway, with enough practice you should get the controls sorted. Then all you need to do is concentrate on avoiding the crabs and the gold medal will soon come. As long as you keep your speed up, you don't need to worry about hitting every single downhill.

Example Score Screen

Time	: 00:28:72
Record	: 00:30:00
Max Speed	: 0064
Average Speed	: 0041
Jumps	: 17
Previous Score	: 0000000
Event Score	: 0000100
Qualify Multiplier:	x2
Time Bonus	: 0225600
Total Score	: 0225800

What The Screen Means

Time	: The time you took to complete the Tour De Grass.
Record	: The best ever time for the Tour De Grass.
Max Speed	: The maximum speed you reached during any part of the event.
Average Speed	: The average speed you travelled at throughout the event.
Jumps	: The number of times you jumped.
Previous Score	: Your score before this event.
Event Score	: Your score for this event.

Qualify Multiplier: This multiplies your event score. If you got a bronze this will be x2. A silver is x4 and a gold x6. If you didn't get a medal you won't get a multiplier.

Time Bonus : You will get 5000 points for every second under 40 seconds you finished.

Total Score : Your previous score added to your total event score including the multiplier and any bonuses.

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Bronze Medal Time: 00:28:00

Silver Medal Time: 00:25:00

Gold Medal Time : 00:22:00

T h e E v e n t

This is the Aquatic Games equivalent of the 100m hurdles. Basically, it's pretty much the same as the 100m Splash but you have to jump every now and then.

As you did with the 100m Splash, you need to hammer the A and B buttons with your strongest hand. This will fill the bar at the bottom of the screen. The faster you hit the buttons, the fast you will run.

As you a running along (without a care in the world) you will come across one of two obstacles. The first one is a hurdle. This is represented by an electric eel and if you touch it, you will be shocked and slowed down. The second obstacle is a puddle. Similarly, if you run through this you will be slowed down.

The obstacles are usually well spaced out, so you should have space to leap over them and carry on running. On occasion, you may come across two puddles that are close together, but you can easily clear both of them with one jump. Remember to use your strongest hand to run and your weakest hand to jump. This will involve crossing your hands over if you are right handed.

Whilst you are running, you will probably see a fish near the top of the screen moving at a similar speed to you. This fish represents the bronze medal speed if you are in The Aquatic Games mode. Finish in front of this bad boy for at least the bronze medal.

As you are running along, you will see a number of bees hovering above the track. Grab these for up to a 10,000 point bonus. However, you shouldn't sacrifice making a jump to collect a bee.

E x a m p l e S c o r e S c r e e n

Time : 00:28:72

Record : 00:30:00

Jumps : 17

Shocks : 03

Splashes : 02

