

else puts you into the deep ocean. Personally, I prefer the deep since it gives you more room to move around (and out of the way) of the creatures that are trying to kill you.

When submerged, you're equipped with a spear gun to take down the denizens of the deep. Dispatching creatures nets you points and certain prizes that will help in your quest to rid the world of this fishy menace.

Crab - 30 pts.

These look like crabs and will try to scuttle off the screen when they are dropped. Not only are they worth points, but they also increase your diver's speed.

Shell - 30 pts.

Used as money at the two docks, mostly for buying higher power levels. The price scale is as follows:

- 5 Shells - Receiver (tracks Jaws)
- 3 Shells - Power Level 2
- 5 Shells - Power Level 3
- 7 Shells - Power Level 4
- 10 Shells - Power Level 5
- 15 Shells - Power Level 6
- 20 Shells - Power Level 7
- 25 Shells - Power Level 8
- 30 Shells - Power Level 9
- 10 Shells - Buys An Extra Strobe

Unfortunately, you can't just waltz into a dock with 10 shells and jump up to power level 5. You have to buy each power level in order, so you're going to be doing a lot of sailing back and forth. If you try to pull into a dock without the requisite number of shells, you'll hear a buzzer and get the message, "Not Enough Conch Shells". Power level 9 is your maximum power level. You can buy an extra strobe for every ten shells after you max out your power.

Starfish - 500-2000 pts.

The entire point of starfish is points. Why exactly points are kind of important in this game is explained below.

Bonus Scene

Every so often, you'll get to play a bonus level where you drop cannonballs out of an airplane at jellyfish (huh?). The jellyfish will swim onto the screen in groups of five while your plane zips back and forth overhead. In the bonus game, the jellies are worth, 50, 50, 100, 200, and 500 points respectively, and every 3 hits nets you a shell when you're done. Bonus scenes occur after your first two dives, and then every three dives after.

Mini-Sub - The mini-sub will appear somewhere random on the map at every 30,000 points. The sub is more nimble than your diver is, and it is also armed with torpedoes and cannonballs for more damage. If hit while in the sub, you go back to your normal status as a scuba diver. You can only own one sub at a time (i.e. as long as you have a sub, another one won't appear on the over world map).

Your Boat - During most encounters, you'll drop immediately into the briny blue. When you're attacked by Jaws however, you get a brief opportunity to lob cannonballs from your boat at him. This little bonus can add some nice extra damage and ends whenever Jaws (or anything else) touches your yacht.

3) ALL THE BAD STUFF

You start the game with three lives. Touching anything that swims spells instant death. Every time you die you lose half your shells, your crab-speed bonus, the receiver, and your power decreases by one level. Here are the enemies you'll meet in the briny blue (all four of them). Things that take more than one hit are worth 10 points a pop.

Jaws - 10 pts. per hit

The big boss of this game. Jaws is easily recognizable, as he's about twice the size of anything else in the deep. Though large, he's slow and rather easy to avoid. You can spot this great oaf from the over world map by looking for his dorsal fin. Jaws also can and will swim unexpectedly into a normal sea encounter.

Jellyfish - 50 pts.

These stupid things are probably the most dangerous creatures in the game. They float upwards, from the bottom of the ocean to the surface. Sounds harmless enough, but later in the game they get the ability to move diagonally, tracking your own movements ("sideways" jellyfish). These can be a pain to dodge, especially when they're coming at you in a pack of four or so.

Shark - 1000 pts.

Smaller versions of Jaws, basically. They're quicker than the big guy, making them a touch harder to deal with. Otherwise they act identically. Sharks will always drop a shell when defeated.

Stingray - 100 pts.

These lazy brown things swim from side to side through the ocean blue. They're not hard to dodge or to kill.

4) THE WALK-THROUGH

Start by moving your little boat from the docks and sailing around in circles. What you need right now is shells to power yourself up, and a lot of them. Try to stay away from the shallows as deep water gives you more room to maneuver in. Also, try to stay away from Jaws (not that he's particularly dangerous or anything, he just presents an annoying presence that you'll need to dodge occasionally and this will hinder you in your collection of stuff).

I find the best way to handle these early stages is to simply head for the bottom, kill anything that comes at you, and collect whatever they leave behind (you're safe doing this in the early stages; jellyfish never come up directly beneath you at first, something that changes as the game progresses). One word of caution; be careful when collecting crabs. Though a bit of a boost to your starting sluggish speed is a good thing, you can easily get yourself going so fast that your diver is hard to control. If you're not careful, you'll find yourself careening into enemies.

Once you have at least 5 shells in your possession, head to the other dock and you'll get the tracker to track Jaws. Now you can tell how close you are to the big oaf at any given time.

Head back to the open sea to do more shell-shopping. Bounce back and forth between the two docks, raising your power level as you go. When you're at a comfy power level (though it is nice to be able to waste Jaws quickly, you

really don't need to be higher than level 3) simply park your boat in the deep waters and wait for Jaws to come strolling by. Trust me, he will.

At about this time, the mini-sub should be available to you. At about this time also, you should start being pestered by the incredibly irritating, sideways-moving jellyfish, which will track your movements. Staying on the bottom is no longer safe. Anyway, back to dealing with Jaws. It was either a programming error or a deliberate attempt to make the boss of this game a laughingstock, but for some reason, Jaws can't hurt you when you're at the very top of the sea. Why, I have no idea, but that should make the tactic for dealing with him obvious. Fill his face full of spear points as he swims towards you, and when he gets too close, hug the surface. He'll swim past harmlessly. Then drop down and give his posterior a taste of your spear gun as the big silly ponderously turns around to have another go at you. Repeat until all of his energy is gone. And now it's on to the final scene.

This is one of the most annoying boss fights ever, not because it's hard, but because of some piss-poor hit detection. What you need to do here is fire a strobe light first; that will make Jaws leap out of the water. Then, while thusly exposed, ram him with your boat (Up+B). Sounds simple? Well, there are a couple of incredibly aggravating factors that make doing this much harder than it needs to be. For one thing, Jaws needs to be at precisely the right place on the screen for you to impale him (a little bit in front of the first line in the ocean). And he isn't that keen on cooperating, as he tends to swim all over the damn place like he's on crack or something. Secondly, you need to hit him when the white of his belly's exposed. Wait too long, you'll miss. Stab too early, you'll miss. See how this can get incredibly frustrating.

Miss with all three strobes, and it's back to the regular game, with Jaws getting all of his power back. Hit him with you yacht, and you win. Ta-dah! Now watch the crappy ending.

5) ANYTHING ELSE?

Nope, sorry. There are no codes, secrets, or anything else worthwhile to discuss here. Though this game has apparently garnered a reputation as an ideal cart for speed runs. See how fast you can beat it yourself.

6) IN MY OPINION...

I'll admit it. I have a soft spot for this game. Jaws was the second Nintendo game I ever owned, and I've got a lot of memories attached to it. None the less, like other games I have a soft spot for (Bio-F.R.E.A.K.s, Soul Fighter, and the abysmal Evil Dead: Hail to the King, just to name a few) it does kind of stink. Allow me to elaborate.

LJN as I've mentioned several times, and will probably mention several MORE times, sucked as a video game developer. I cannot, off the top of my head, think of a single solitary game they created that isn't either God-awful or seriously flawed in some way. Jaws fits the mold.

Graphically, the game is unimpressive even for an old Nintendo game. There are a few nice sprites (the boat docking, Jaws leaping out of the water on the final stage) but overall, the scenery gets extremely repetitive. As I've stated, you're either killing things in shallow water or deep water, and that's it aside from the over world. The game has a whopping 4 enemies

in it, and that's including Jaws. Though it tries to throw a curve at you on the later dives by allowing the jellyfish to come at you on an angle, that's still not enough in my opinion. Super Mario Bros. Was arguably the very first Nintendo game, and it had at least 12 different distinct enemies. The music suffers the same lack of diversity that... well, hell, EVERYTHING suffers in this cart. There are about four or five tracks, none of them particularly noteworthy. Nothing more to say here.

And, surprise, the storyline has its problems too. First off, its loosely based on JAWS 4: THE REVENGE, the worst film in the Jaws franchise and one of the worst movies ever made period. It bombed at the box office. Why LJN decided that making a movie-to-game conversion of one of the lousiest movies of all time would be a good business decision is beyond me. Anyway, they did so by pretty much entirely eliminating anything that had anything to do with the movie. The plot boils down to you are a diver. You must kill Jaws. And the ending stinks too.

The difficulty curve suffers from this same kind of schizophrenia too. I can remember being utterly confounded by this cart as a child of 8 or 9. I picked it back up when I was 15 and beat it in 10 minutes. What the hey? Apparently it's too complicated for a 3rd grader, but far too easy for a freshman. What does this mean? I have no idea.

If I can say anything positive about Jaws, it's that it has fairly tight control. Your diver usually goes where you want him to (as long as you haven't picked up too many crabs). But it's a sad statement on a shoddy product if the best thing I can think of is the control doesn't suck.

All and all, this is just another crappy title put out by a lousy company. If you pick it up, don't be surprised by how terrible it is, because I'm starting to think there may be a reason LJN went out of business.

2 out of 10.

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8)ACKNOWLEDGMENTS AND LEGAL STUFF

Thank you LJN for making this awful game. Also, thank you for going bankrupt so that you can never make awful games again.

This FAQ was, unlike my others where I had to do some research, entirely written by me in every way, shape and form. So don't mess with it.

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