

# aqua aqua



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**EmuMovies**

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disc

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CONTENT RATED BY  
ESRB

PMN-5193-271

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COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

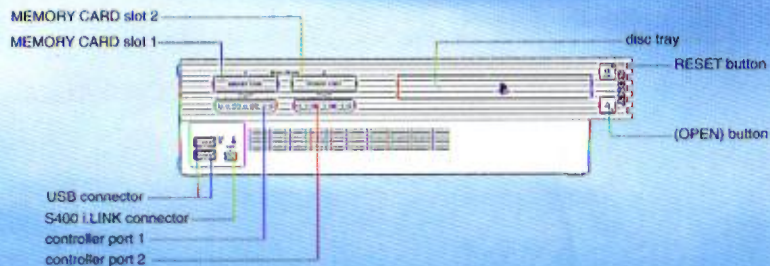
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  - Do not bend, crush it or submerge it in liquids.
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  - Take an occasional rest break during extended play.
  - Keep the compact disc clean. Always hold the disc by the edges and use its protective case when not in use. Clean the disc with a lint-free cloth, wiping in straight lines from center to outer edge. Do not use solvents or abrasive cleaners.

**TABLE OF CONTENTS**

<b>STARTUP INFORMATION</b> .....	<b>2</b>
<b>THE STORY</b> .....	<b>3</b>
<b>THE GAME</b> .....	<b>4</b>
<b>TIPS AND TECHNIQUES</b> .....	<b>12</b>
<b>CUSTOMER SUPPORT</b> .....	<b>13</b>
<b>NOTES</b> .....	<b>14</b>
<b>THE 3DO COMPANY END-USER LICENSE AGREEMENT</b> .....	<b>15</b>

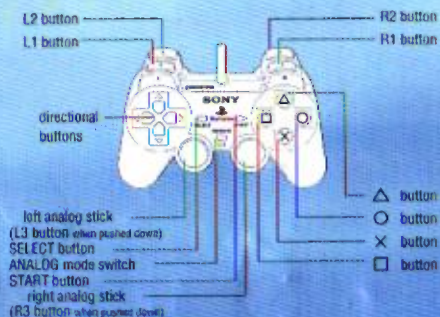


## STARTUP INFORMATION



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the AquaAqua disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

If you wish to load or save information during play, insert a memory card (for PlayStation®2 console) with at least 57 KB of free memory in MEMORY CARD slot 1. It is advised that you do not insert or remove peripherals or memory cards (for PlayStation®2) once the power has been turned on.



## THE STORY

A billion, billion years ago, just six and a half days after the dawn of time, THE PLANET was dry. With no water there could be no life.

In all of creation, only four evil monsters wanted to make their home on THE PLANET. Being vain creatures they gave themselves fancy names:

**"SPARSIT"** – Scorching, Egg-Nog Fire Dragon

**"SLACKBRIDGE"** – Shaking, Ceramic Volcano Troll

**"BOUNDERBY"** – Aloof, Glacial Frost-Lord

**"GRABGRIND"** – Astounding, Astral Rock Champion

The SUPREME BEING saw that THE PLANET was dry and was not pleased. He decreed that THE PLANET must have water and dispatched four Aquas (Water Spirits) to bring water and life to THE PLANET.

The four Monsters were very angry. They hated water and they hated life so much that they complained to the SUPREME BEING.

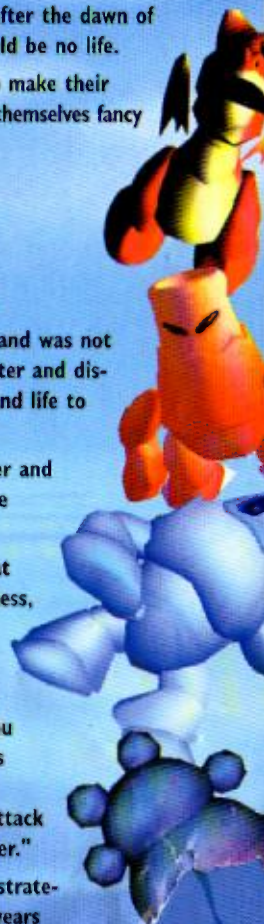
The SUPREME BEING said to them, "It is my will that there should be both good and evil, light and darkness, water and land. I will not favour one side or the other. Balance is the natural way."

"You may challenge the Aquas for ownership of THE PLANET but as you are strong and they are weak you may only approach them one at a time. If the Aquas learn to balance the forces of nature, I will protect them from your attacks. You may choose when to attack but if you fail four times you will be banished forever."

The four monsters retreated, perhaps to plan their strategy, perhaps to find another home. Now, billions of years later, the Aquas have learned to balance the forces of nature in an endless struggle which brings life & beauty to THE PLANET.

So far, the monsters have not returned.

So far...



AquaAqua is a 3D-puzzle game where a player uses randomly shaped pieces to build hills and mountains to trap the rain and hold water. Any water that falls off the edge will be collected in the drain. When the drain fills up the game is over.

## CONTROL

The control system in AquaAqua is very simple. The player moves and rotates each piece as it falls towards the landscape.

- Move the falling piece with the left analog stick or by pressing the directional buttons.
- Press the **O** button to **rotate** the piece.
- The **X** button makes the piece **fall faster**.
- Press the **RT** button to **switch cameras**.
- Press the **START** button to pause the game and open the in-game menu, where you can choose to continue, restart or quit the game.

## HOW TO PLAY

The first pieces to fall in every game will be **Uppers**. These red arrows raise the land and form hills and mountains that will hold water. As you build, make sure there are no gaps where water can leak out.

**Grid lines** below the falling pieces show where they will land. Use these to help position pieces accurately. You can make a piece fall faster by holding the **X** button. Bonus points are scored for dropping pieces quickly.

The **Next Piece** icon in the top-right, above the drain, shows the type of piece that is coming next, but not the shape. The shape will only be revealed once the piece appears.

Pieces should be dropped in the hills and mountains that you built. When the water pieces land they break open and splash out, over the landscape. You want to build the landscape such that water can not fall off the edge of the landscape.

After a while, it will start to rain. Unlike the water pieces, which are under your control, raindrops fall on their own. Rain will slowly fill up lakes or leak off the edge of the landscape. It is best to build hills around the entire landscape to trap as much rain as possible.

Water that is not contained will leak over the edge of the landscape. As water leaks over the edge, it turns into water vapour that is collected in the drain. When the drain fills up, the game is over.

The green arrow pieces are **Downers** that can be used to lower hills and mountains. These should be used when a mountain gets too high. Nothing will happen if one of these pieces is dropped on terrain that hasn't been built up or on raised level terrain.

**Fireballs** are used to evaporate water. The more water you evaporate (the bigger the lake), the bigger the score. Evaporating water also reduces the amount of water in the drain and will keep you playing longer. Be careful not to drop fireballs onto dry land as they will explode and damage any raised landscape. Uppers can be used to repair damage caused by fireballs.

**Bombs** will destroy the land and leave holes through which water can escape. Be careful not to drop a bomb down a hole that was made by another bomb, as this will cause multiple, uncontrollable bombs to rain down on your landscape. Uppers can be used to repair damage caused by bombs.

The more you build hills and mountains, the more unstable the landscape will become. The **Earthquake Meter** at the bottom of the screen will warn you when an earthquake is about to occur. Bombs and fireballs can be used to quickly destroy areas of land to avert disaster.

After three minutes of gameplay you are rewarded with a **Level-Up**. Each time the level changes, the speed and scoring increase as well. On later levels, Ice Cubes and Mines may appear.

**Ice Cubes** appear every level after the first. They fall into the largest lake and freeze it. The ice will eventually melt, or it can be melted quickly with a fireball.

**Mines** appear on level 5 and beyond and only appear in lakes. Don't evaporate a lake containing mines, as the mines will explode and leave holes in the landscape.

Your score is multiplied by the number of lakes you have built. If a lake is deep enough, a Lake Mate will appear. Each lake mate will multiply any scores earned while it is in the lake. If you collect enough water, a Rainbow will appear. The rainbow multiplies your score by x10!

## OBJECTS

**Uppers** raise the land.

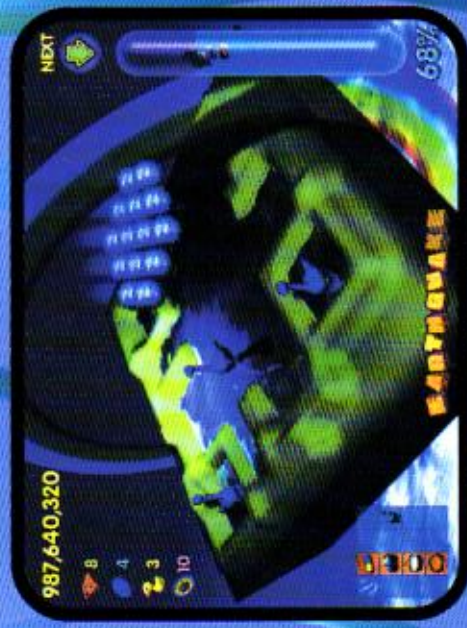
**Downers** flatten the land to the lowest level it touches.

**Water flows** over the land and must be captured in lakes.

**Fireballs** evaporate water and reduce the level of the drain (except in VS puzzle). They also destroy land.

**Bombs** destroy land.

## EXPLANATION OF THE PANEL



The players score is displayed in the upper-left. Below this score are the Score Multipliers that show active bonuses. From top to bottom, the icons are Level Multiplier, Lake Multiplier, Lake Mate Multiplier, and Rainbow Multiplier (see Scoring).

The Next Piece icon in the upper-right shows what the next piece type will be.

The Water Drain along the right side shows how much water has leaked off the landscape. When the drain is full, the game is over.

The Earthquake Meter along the bottom represents the likelihood of an earthquake. When all the letters are solid, an earthquake occurs and destroys the landscape. It is possible to survive an earthquake, but very difficult.

The Bingo Card in the lower-left shows the items that you have collected. Completing a horizontal or vertical line of items activates a special effect (see Bingo).

## SCORING

Your score when you evaporate water, repair holes, evade ice cubes, and drop uppers quickly. Your score is multiplied by any number of bonuses and is calculated as follows:

$\text{score} \times \text{bonus} \times \text{level} \times \text{number of lakes} \times (\text{number lake mates} \times 2) \times \text{rainbow multiplier (which is 10)}$

In addition, some of the bingo effects are scoring bonuses:

The **Double Rainbow** is a bonus x 20.

The **Aurora** is a bonus x 25.

The **Power Lake** is a bonus x 30.

The **Cloud** is a bonus x 35.



## BINGO

In the lower-left portion of the screen is a 4x4 bingo card. When water is evaporated with a fireball, a bingo item will drop onto the landscape and the little dude will kick it onto the bingo card. When a horizontal or vertical line of bingo items is collected, a bingo effect occurs.

### STORY PUZZLEQUICK PUZZLE BINGO SYSTEM



Each square on the bingo card corresponds to an area on the landscape. If water is evaporated in that area of the landscape, the bingo item associated with that area is awarded.

To make a better association between the bingo card and the land, the bingo card is oriented like the land, and the square the fireball is over will be highlighted to aid positioning.

There are 8 bingo effects:

**Double Rainbow** increases score by x20

**Aurora** increases score by x25.

**Power Lake** lake mates grow to twice their normal size and score increases by x30.

### Cloud

forms in a ring around the landscape and increases score by x35.

### Bigger Drain

increases the size of the drain by 25%.

### Bigger Earth

increases the size of the landscape by 25%. pieces fall more slowly.

### Slow

pieces hang in the air giving you plenty of time to position them before stomping them down.

### Timestop

All bingo effects last for one minute.

### VS PUZZLE BINGO SYSTEM

In a VS Puzzle game, bingo effects will send an attack on the opposing player. Please refer to VS Puzzle Attacks later in this manual. There is only one bingo card, so the players can block each other in a mini noughts-and-crosses game.

### TRAINING

In Training there are 8 lessons. Complete these to learn how to play the game and unlock Story Puzzle and VS Puzzle.

- 1) Build Perimeter Wall
- 2) Create Small Lake
- 3) Join Lakes Together
- 4) Rainbow Bonus
- 5) Bomb Control
- 6) Lake Mates
- 7) Repairing Holes
- 8) Earthquake



## STORY PUZZLE

In the **Story Puzzle**, your goal is to complete the four stages.

Paleozoic Era	544 Million Years Ago
Mesozoic Era	245 Million Years Ago
Cenozoic Era	64 Million Years Ago
Ancient Civilization	3000 Years Ago
Hidden Future	1000 Years From Now

The first time you play the Story Puzzle, only the first stage is available to play. When you complete a stage, the following stage is unlocked and you are awarded a ranking represented by an aqua icon. If you collect the Master rank for all four stages, a fifth hidden stage is unlocked.

## STORY RANKING

<u>Drip</u>	<u>Cool</u>	<u>Champion</u>	<u>King</u>	<u>Master</u>
0	100,000	500,000	1,000,000	2,000,000

## MONSTER ATTACKS

In a **Story Puzzle** game, every now and then a monster attacks your landscape. A message will appear warning you that the monster will arrive in 60 seconds. You must build a shield by achieving a target score within the time limit. If you manage to build the shield in time, the monster's attack will be repelled. If you don't build a shield, the monster will attack and damage your landscape. Each stage has a different monster with different attacks.

The following table shows which monsters appears on each stage, and what scores are needed to defeat him on the first, second and third event.

<u>Paleozoic Era</u>	<u>Mesozoic Era</u>	<u>Cenozoic Era</u>	<u>Ancient Civilization</u>	<u>Hidden Future</u>
Asceroid Monster 500	Volcano Monster 600	Blizzard Monster 700	Fire Dragon 800	Meteor Storm 900
10,000	20,000	30,000	40,000	300,000
20,000	40,000	60,000	80,000	1,000,000

To complete a stage you must stay alive for a set amount of time, surviving three monster attacks.

## QUICK PUZZLE

A **Quick Puzzle** game is an endless game where you survive for as long as possible, aiming for the highest possible score. In other words, a Quick Puzzle only ends when the drain fills to 100%.



## QUICK PUZZLE RANKING

<u>Drip</u>	<u>Cool</u>	<u>Champion</u>	<u>King</u>	<u>Master</u>
0	50,000	1,000,000	10,000,000	100,000,000

## VS PUZZLE

**VS Puzzle** is a simultaneous two-player version on a split-screen. In general, VS Puzzle games are shorter and faster. The emphasis is on playing your opponent over and over again, rather than trying to stay alive for as long as possible. The player whose drain fills first is the loser. No points are earned during the game, but the number of games each player has won is recorded for that session. A player can attack an opponent in a VS Puzzle game as well.

## VS PUZZLE ATTACKS

Attacks are activated in a similar way to the Bingo Effects in the single-player game. You evaporate water to earn bingo items. When you form a horizontal or vertical line of bingo items, an attack is launched. The bingo card in VS Puzzle is 3x3, giving you a total of 6 different attacks:

<b>Upper Attack</b>	Rains miniature Uppers all over your opponent's landscape.
<b>Downer Attack</b>	Rains miniature Downers all over your opponent's landscape.
<b>Fireball Attack</b>	Rains lots of fireballs all over your opponent's landscape.
<b>Water Attack</b>	Rains lots of water bubbles all over your opponent's landscape.
<b>Ice Attack</b>	Rains ice cubes all over your opponent's landscape.
<b>Bomb Attack</b>	Launches a single bomb that falls on your opponent's landscape.

## **OPTIONS**

The Options screen lets you Load and Save Game Data, turn controller vibration on or off, view high scores or set volume levels for music, sound effects and speech.

## **VIEW HIGH SCORES**

On the High Score tables, you can check scores for the different game modes by pressing left or right on the controller. You can also view scores for a specific player using up and down to select the player.

## **TIPS AND TECHNIQUES**

Lake Mates appear in lakes that are two walls deep. They multiply your score by double the number of lake mates. For high scoring games, build lots of tiny but deep lakes to create loads of lake mates.

Avoid ice cubes by putting a raised piece of land where the ice cube falls. Ice cubes fall into the centre of the largest lake.

Create a bombsite for dropping unwanted pieces and destroying them with bombs.

Double bingo effects - Collect bingo items so you form a horizontal and a vertical line simultaneously.

Shave walls with downers to make them as thin as possible. Using this advanced technique is the only way to build lots of lakes without causing an earthquake.

The ideal landscape for high scoring games is lots of tiny lakes with lake mates and one huge lake for evaporation.



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