wetrix+

An Amazing New 3D Puzzler!

WARNING!
FLOOD ZONE

SEGA

SEGA

XICAT
INTERACTIVE

XICAT
INTERACTIVE

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively with the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

TABLE OF CONTENTS

CONTROLLERS

The player's controller must be plugged into control port A to play Wetrix+.

To play a 1up v 2up two player game player one's controller must be plugged into control port A, and player two's controller must be plugged into control port B.

Visual Memory Unit

A memory card can be used to store Hi-Score tables, language and audio configurations in Wetrix+. The memory card must be plugged into Expansion Socket 1 of the controller in control port A in order to save data. Data will be saved automatically.

Hi-Score files

If the memory card in controller one has no Wetrix+ Hi-Score file, and there is space on the memory card to save one, then a new Hi-Score file will be saved.

If the memory card in controller one has an existing Wetrix+ Hi-Score file when the game starts, then this will be loaded into memory as the current Hi-Score Table. If there is a memory card in controller one with enough space on it, all scores will be saved onto the memory card.

1

Every time a new Hi-Score is scored in a game of *Wetrix*, the Hi-Score table in memory is updated, and this is saved out to the memory card in your controller also. This file will be either written over the existing file, or create a new file if there is no *Wetrix* Hi-Score file on the memory card.

Wetrix stores permanent Hi-scores for all solo game types except Practice. A ten place Hi score table is stored for both the Classic and Pro versions of the game, and a single Hi score is stored for each of the Challenge and Handicap modes.

The top score on every Hi Score table has an Authentication Code which can be viewed from the Options menu. These codes can be used to prove Hi Scores are real when entering competitions or submitting scores to the *Wetrix* World Rankings. The *Wetrix* World Rankings can be found on the Internet at *http://wetrix.zedtwo.com*.

Hi-Score Viewer program

If the memory card in controller one contains no executable program, then *Wetrix* will write the Hi Score Viewer to the memory card. If there is already an executable program on the memory card, *Wetrix* will not write the Hi Score Viewer program. The Hi Score Viewer program allows the player to browse they *Wetrix* Hi Score tables stored on the memory card at any time.

Vibration Peripheral

Wetrix is compatible with the vibration peripheral, which can be plugged into any expansion socket in either controller 1 or controller 2.

Game Controls

The control system in *Wetrix* is very simple: the player takes control of each Piece, individually, as it falls towards the Landscape.

The Movement Controls alter the position of the Piece as it falls, and the Rotate Button changes the orientation of the Piece in the axis perpendicular to the Landscape. The Drop Button increases the speed of the falling Piece to its maximum.

The Attack Button launches the currently available Attack at opposing players in the Multiplayer game, and launches Smart Bombs in the solo game.

Never touch the ANALOG THUMB PAD or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

Note: Wetrix+ is a 1-2 player game*. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

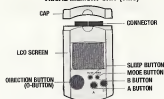*Purchase additional controllers (sold separately) to play with two or more people.

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.
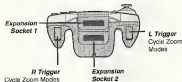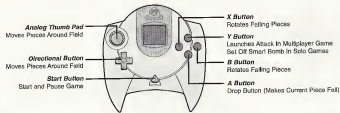

SEGA DREAMCAST HARDWARE UNIT

DISC DOOR

OPEN BUTTON
Press to open the Disc Door

POWER BUTTON
This turns the unit ON or OFF

CONTROL PORTS
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are CONTROL PORT A, CONTROL PORT B, CONTROL PORT C, AND CONTROL PORT D. Use each port to connect controllers for players 1 to 4 respectively.
NOTE: CONTROL PORT can also be referred to as PORT

VISUAL MEMORY UNIT (VMU)

CAP

CONNECTOR

LCD SCREEN

SLEEP BUTTON

MODE BUTTON

A BUTTON

B BUTTON

DIRECTION BUTTON (D-BUTTON)

Never disconnect the VMU / VMe while performing a backup or exchanging data when connected to another VMU/VMe. Also note that leaving two VMU / VMe connected for a long period of time will considerably shorten the life of the batteries.

STANDARD CONTROLLERS

Analog Thumb Pad
Moves Pieces Around Field

Directional Button
Moves Pieces Around Field

Start Button
Start and Pause Game

X Button
Rotates Falling Pieces

Y Button
Launches Attack in Multiplayer Game
Set Off Smart Bomb In Solo Games

B Button
Rotates Falling Piece

A Button
Drop Button (Makes Current Piece Fall)

Expansion Socket 1

L Trigger
Cycle Zoom Modes

R Trigger
Cycle Zoom Modes

Expansion Socket 2

JUMP PACK
To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen. When the using Pack / Vibration Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack / Vibration Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

3

MAIN MENUS

After pressing **Start** on the Title Screen, the main menu screen will appear.

The main menu is in the form of a pool in the center of the screen, with seven icons bobbing beneath the surface. Each of these icons gives access to a different domain within **Wetrix+**.

Icons are selected by moving the Analog Thumb Pad or Directional Pad. Once selected an icon will bob up to the surface of the pool and float on the water, and the name of that icon's domain will appear below the pool.

Pressing the **A** button will activate the currently selected icon and bring up their submenu. Use left and right on the Analog Thumb Pad or Directional Pad to select options on the submenus, and press the **A** button to activate that option. Press the **B** button to return to the main menu.

Here are the seven icons and the options available beneath each one. As you begin to master the game more options may appear beneath each icon.

Wetboy - Classic

This is what the game's about. Wetboy wants it all. Keep him in, keep him down and keep the game in play.

Select Wetboy to play a game of Wetrix Classic or view the Wetrix Classic Hi-Score table.

Wetrix Classic increases in Level every few minutes or so, and when this happens the Landscape color changes, the speed of the game increases, and new features may come into play. This will continue until the game reaches the maximum Level of 10, when the game is at full speed and all features are in play.

BomBom - Pro

BomBom brings the blast. Throw him far and run like mad.

Select BomBom to play a game of Wetrix Pro or view the Wetrix Pro Hi-Score table.

Wetrix Pro is the 'expert' version of the Wetrix solo game. The Landscape and background are colored differently but the objective remains the same. Double bombs fall in this mode and other piece types are available.

Burnie - Practice

On a sure fire path for Wetboy. This guy should keep the temperatures soaring.

Select Burnie to play one of the eight Wetrix lessons or enter Practice Mode.

The Practice Mode is a special version of the Wetrix solo game where the Landscape is specially colored to indicate its height, with any holes in the floor standing out in bright red, and higher areas of land colored darker green. Pieces will not fall until the player uses the Drop button.

Wetrix Lessons are divided into eight sections which must be played in sequence. Each lesson has a target which is explained at the start. The screen can be split into two with the CPU playing on the right of the screen, showing how the lesson should be completed, and the player playing on the left. Once the target has been reached the player will be told whether or not they passed the lesson.

As in Practice mode, pieces will not fall during the first lesson, but they will fall on their own during the later lessons.

Quake - Challenge

One word from him leaves everyone shaking in their boots. Keep your world under control or Quake gets the last word.

Select Quake to begin one of our special Wetrix Challenges or view the Challenge Hi-Score table.

The following Challenges are available:
• 1 Minute Challenge
• 5 Minute Challenge
• 100 Piece Challenge
• 500 Piece Challenge
• Preset Sequence A - in which the pieces fall in a preset sequence.
• Preset Sequence B - in which the player starts at level 6 and the pieces fall in a preset sequence.

QB - Handicap

Whenever QB's around the others sit back and chill. Definitely one to have around when Wetboy gets out of hand.

Select QB to begin one of our unique Handicap games or view the Handicap Hi-Score table.

The following Handicap Modes are available:
• Raised Land A
• Raised Land B
• Ice Layer A
• Ice Layer B
• Random Land
• Random Holes
• Half Full Drain

Derrick - Multiplay

Everyone's favorite rubber ducky. Watch as Derrick and family swim the leagues of your carefully crafted lakes.

Select Derrick to begin a Wetrix two player game. This option will only be available if more than one controller is connected.

The 1up v 2up game is a simultaneous two player 'head to head' version of Wetrix. Player 1 controls the left hand screen with controller 1, and player 2 controls the right hand screen with controller 2.

Each player may attack the other player at certain times with various pieces or effects. 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.

In this mode each of the two game screens has an Energy Bar at the bottom portion of the screen with four icons representing Water, Ice, Quakes and Bombs. Unlike in the normal game evaporated water does not reduce the amount of water in the player's Drain, instead it increases the amount of energy in the player's Energy Bar which is saved up to eight different icons on the Energy Bar. At any point in the game the player can use up their Energy to fire an attack based on the currently lit icon. The power of an Attack is indicated by the size of the icon.

There is also a special technique for stealing Energy from the opposing player's Energy Bar...

Spike - Options

Bother Spike and he might just blow. He's the local tough guy, the local bully. Give him room and watch him go. Select Spike to access the following options:

Save Score

Selecting this option will save the current Hi Score table, as well as the state of the other options, to the memory card in Expansion Socket 1 in controller 1. This option can be used if scores were earned with no memory card in the controller to force Wetrix+ to save the current Hi Score table.

Music Volume

Selecting this option changes the volume that the in game music is played at, from either High, Normal, Low or Off. Whenever this option is changed, the selection will be saved to the memory card, if present, and the game will always use that option whenever the memory card is present.

SFX Volume

Selecting this option changes the volume at which the in game sound effects are played, from either High, Normal, Low or Off. Whenever this option is changed, the selection will be saved to the memory card, if present, and the game will always use that option whenever the memory card
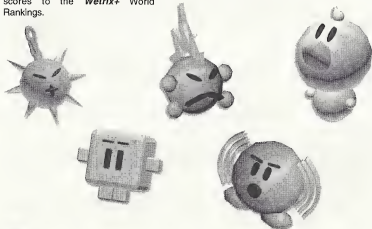
is present.

Stereo / Mono

Selecting this option switches the audio output between stereo and mono. The state of this option is not saved on the memory card.

Jump Pack On / Off

Selecting this option activates or deactivates the Jump Pack Peripheral, if present. Whenever this option is changed, the selection will be saved to the memory card, if present, and the game will always use that option whenever the memory card is present.

Score Codes

Selecting this option will display all Hi Scores in the game with Authentication Codes next to them. These codes can be used to prove the scores are real when entering competitions or submitting scores to the **Wetrix+** World Rankings.

GAME PLAY

Wetrix+ is a water based puzzle game played on a single floating, square Landscape. The player controls randomly shaped pieces as they drop onto the Landscape, the purpose being to use the building pieces to create walls and dams in order to trap the rain and water pieces. Water will drip and drip down realistically once it hits the landscape, and if any water falls over the edge it will be collected in the Drain to the right of the screen. Once the Drain fills up the game is over. It's as simple as that, but there are different pieces to cope with, different events which happen during a game, different strategies for different game types, and many tricks and secrets to master.

How To Play

The player has control of each *Piece* as it falls. Pieces can be rotated if necessary and, if a Piece is in place before it hits the land, the *Drop* button will make it fall faster, thus increasing the points scored and giving more time to trap flowing water.

The first few pieces to fall in every game will be red *Uppers*, these pieces raise the area of land that they fall on. As the Landscape starts flat (except in some Handicap Modes) any *Water* which lands will flow off the edge and into the *Drain*, so the player's first task should be to use the *Uppers* to build some enclosed areas for the Water to land in when it arrives. The player can build one or two small enclosures or attempt to build a single *Wall* around the perimeter of the whole Landscape.

Soon different types of Piece begin to fall. The *Next Piece Indicator* at the bottom right of the screen shows the type of Piece that is coming next - but not its shape. That will only be revealed once that Piece appears.

Once the *Water Bubbles* begin to fall the player should maneuver them so that they land within whatever enclosures they have built, this way when the Water splashes out of each Bubble it will be safely contained within the enclosure. All the Water in any *Lake* will attempt to flow to the lowest point, so if there are any gaps in the Walls the Water will manage to flow out of the enclosure and over the edge. As well as the drips at the front of the Landscape, any water lost in this way will be shown by the blue *Leak Indicator* arrows around the Landscape.

If the player decides to build small enclosures at first, they should eventually plan to build a wall around the entire Landscape in time for the *Rain*. Rain starts to fall soon into each game and unlike the Water Bubbles which are under the player's control, rain drops can land anywhere.

Once the player has a set of Lakes in place, the green *Downer* Pieces can be used to lower Walls to join up smaller Lakes, or knock down Walls that have grown too high.

Soon *Bombs* and *Fireballs* will begin to fall.

The player can evaporate Water and reduce the Drain by dropping the Fireball into the center of a deep Lake. The Fireball will keep evaporating all the Water until it reaches the bottom, where it burns out. Be careful not to drop Fireballs onto dry land as they will explode and damage the Landscape.

Bombs are more difficult to control as wherever they land they will explode, and not only will they damage the Landscape, they will blow a hole through which Water can escape. They should always be dropped in an area outside any Lakes as to prevent the player's Water from draining away.

Uppers can be used to build new Lakes within existing Lakes or repair damage caused by Bombs and Fireballs. Be careful not to build up too many Walls however, as this will make the Landscape unstable and cause an *Earthquake*. The *Meter* to left of the screen will warn the player when this is about to happen. Bombs and Fireballs can be used to quickly destroy areas of land to reduce the *Earthquake Meter*.

All scores earned in the game are multiplied by the number of Lakes in the world. The number of lakes is shown on the *Lake Indicator* at the top right of the screen.

If the player collects enough Water in the world a *Rainbow* will appear, and this will multiply all scores earned while it is on screen. If the player makes a Lake deep enough a *Rubber Ducky* will appear while it's in the Lake.

Bonus points are earned for lots of different actions, and the bonus for each action appears at

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the bottom left of the screen. It will be multiplied by whichever bonus multipliers are active and will then fly up to the top left, where it will be added to the player's **Current Score**.

As the game time progresses, the **Level** increases. Each time the Level goes up, the color of the Landscape changes and the speed of the game increases. The scores earned will also rise and, depending on the game type selected, various other features may come into play. The current Level is shown on the **Current Level** indicator at the top right of the screen.

The game will carry on until the Drain is full, or any **Challenge** limits are reached.

GAME LEVELS

The Level that the game is at defines: the speed at which the pieces fall, the rate at which water is reduced from the Drain, the color of the Landscape, the features in play and the value of all scores. With the exception of the Pro Mode and some Challenge Modes, all games start at Level 1.

The Level increases automatically after the game has been played for a certain amount of time. The clock next to the Level indicator shows how close the game is to the next 'Level Up'. When the clock's face fills up the Level increases, and a Level Up message will be given. The Landscape color will then change, the speed at which Pieces fall will increase, the Drain reduction speed will fall and any new features will come into play.

All scores in the game are multiplied by the current Level, so on Level 2 scores are twice than on Level 1, and on Level 3 scores are half as much again as scores on Level 2 etc.

Several other features and events only come into play once the game reaches a certain Level, so there are always surprises waiting during a long game of *Wetrix*. Game Events which are affected by the current Level include Ice Cubes, Rubber Duckys and Mines.
If the player can create enough lakes in a level a plus symbol will appear after the level number. This indicates that the player is playing exceptionally well. If the plus symbol is active when Level Up occurs the player will be rewarded with a Smart Bomb.

GAME FEATURES

Although *Wetrix+* appears to be a very simple game on the surface, there are lots of different features, many of which only come into play quite late in the game. Also, many of these features interact with the other features in unusual or subtle ways, resulting in a great number of tricks and techniques to be discovered before the game can be mastered.

The primary features are the Pieces that fall under the player's control and the Events that happen at certain points during the game. There are also several other important game-play features which do not fit into these categories, but are still essential parts of the game.

PIECES

Pieces are chosen by the game and given to the player one at a time, appearing above the Landscape and falling slowly while the player controls their position and rotation and their speed of descent. Once one portion of the piece touches the Landscape the whole piece hits the Landscape and activates. While the current piece is activating, the next piece will appear above, ready to fall.

Pieces come in different types and shapes. Each piece type has a different set of shapes it can appear in. The player will be warned what the next type of piece to appear will be, but will not know what shape the piece will be until it appears.

Uppers

Uppers are red, up-pointing arrows which raise the level of land wherever they fall. They come in different shaped Pieces made up of several arrows, and each arrow in the Piece raises the Landscape's height by one unit at the point where it lands.

Uppers will also repair any holes created by Bombs of Downers that they land on. The Upper only needs to land on one part of a hole to repair that hole completely. Land repaired by Uppers will not be raised by that Upper.

Downers

Downers are green, down-pointing arrows, which can lower the level of the land where they fall.

All arrows in the Piece will lower the Landscape's height to the height at which the lowest arrow lands. This means that Downers have no effect on flat surfaces.

Downers will also expand any holes in the Landscape that they land on. If any arrow in the Downer Piece lands on a hole, then every arrow in that Piece will create a hole where it lands.

Downers will evaporate any Water or Ice that they land on, although this evaporation will earn the player no points, and will not be removed from the Drain.

Water Bubbles

Water Bubble pieces come in several different shapes. When they touch Landscape each Water Bubble explodes and all the water they release flows naturally across the Landscape to the lowest point. If water reaches the edge of the Landscape, or any holes created by Bomb or Downers, it will flow off into the Drain.

If Water Bubbles land on Ice they will freeze immediately above the Ice that they landed on.

Fireballs

Fireballs fall as individual objects and will evaporate any water they touch, and any water directly connected to that water, and will keep evaporating until they hit the Landscape. Any water evaporated in this way earns points, and is reduced from the amount of water in the Drain.

If Fireballs hit dry land they will explode, blowing away a section of the Landscape without creating a hole.

If Fireballs land on a frozen lake they will melt all the ice in that lake, turning it back to water, but no water will be evaporated.

Bombs

Bombs fall as individual objects and will blow a hole in the Landscape where they land, destroying all land in a cone shape from their point of impact. Light shines through this hole and water can flow down into the Drain, just as it would flow over the edge of the Landscape.

Bombs always create a hole in the Landscape no matter how high the part of the Landscape they hit is.

If a Bomb is dropped down an existing hole it triggers a Re-Bomb.

Mystery (Double & Multiple) Pieces

At a certain point in Wetrix+, Mystery Pieces may begin to appear. These appear on the 'Next Piece' indicator as a question mark. Once they appear they will usually be Pieces containing two types of object - such as both Uppers and Downers - and as such can be very difficult to position.

Events

At certain predictable points during a game of Wetrix+ Events happen where features will come into play which affect the difficulty of the game, the scoring system, or just simply get in the player's way. Events may not be under the player's direct control, but can usually be influenced in some way.

Rain Water

As well as the Water Bubble Pieces which fall under the player's control, small rain begins to fall automatically once the game gets underway. These flow into the rest of the water, and can flow off the edge into the Drain. Each rain drop contains much less water than an individual Water Bubble.

As drops of rain can fall anywhere during a game, they are often responsible for water flowing over the edge of the landscape, into the Drain, when it appears that all leaks in the Landscape have been plugged.

Ice Cubes

Ice Cubes begin to fall automatically after the game reaches Level 2, and will freeze any lake they land on for a short time. They choose the center of the largest lake in the Landscape to fall onto. Once frozen, water cannot flow over the edge of the Landscape or down a hole. Any water that lands directly onto Ice will freeze instantly, and will thaw when the Ice beneath it does.

In the solo games only one Ice Cube at a time will fall, and no Ice Cubes will fall while a lake is frozen.

In the Multiplayer game Ice Attacks can be launched consisting of several Ice Cubes which can freeze all the water in the Landscape.

EVENTS

Rainbow Multiplier

A Rainbow will appear over the Landscape when there is a sufficient volume of water in the world to generate one. While it is active, all scores earned will be multiplied by 10. This effect is known as the Rainbow Multiplier.

All the Ice in the world will not count toward a Rainbow until it melts back into water.

Re-Bomb

A Re-Bomb occurs if the player tries to avoid activating a Bomb Piece by dropping it down a hole created by a previous Bomb (a Bomb hole expanded with Downers). When this happens three new Bombs are generated in random positions, and these fall, completely out of the player's control, creating three new holes. If any of these new Bombs happen to fall down an existing Bomb hole then another Re-Bomb will be generated, again creating three holes, etc.

Earthquakes

Earthquakes occur when there is too great a weight of land on the Landscape causing it to become unstable.

There is a bar at the left hand side of the screen, the Earthquake Meter, which indicates the current level of stability. This increases whenever the volume of land is increased, which happens whenever an Upper piece is dropped.

Once this bar reaches the top, an Earthquake occurs which shakes the entire Landscape, destroying lakes and reducing the whole volume of land by about half. Any water on the Landscape will flow where it will during the Earthquake and may land in a newly created lake or may be thrown over the edge into the Drain.

Earthquakes are difficult to survive and can be avoided by keeping the volume of land low by using Downers, Bombs or Fireballs on dry land. The volume of water in the world does not contribute towards Earthquakes occurring.

Rubber Duckys

Rubber Duckys appear in deep lakes. One Ducky will appear in each lake which is above a certain depth. There is no limit to the number of Duckys that can exist, but there can only be one Ducky per lake.

Whilst a Ducky is active all scores earned will be multiplied by the Rubber Ducky Multiplier. If there is only one Ducky in the world then the multiplier will be 2; if there are two Duckys then this will be 4; with three Duckys it will be 6 and so on.

If the depth of a lake reduces below a certain level, or if that lake freezes, the Ducky will disappear.

Mines

Mines appear in later levels and fall as single pieces onto the largest lakes in the world. Once they land they will float harmlessly around the lake for a short time, and eventually they will disappear.

If the water in their lake is evaporated however, this will cause the mines to explode like a Bomb, creating a hole in the Landscape.

If the water in the lake containing the mines drains away, without being evaporated, the mines will come to rest on dry land, then either disappear or float again if the lake refills with water.

If the lake containing a Mine is frozen, the mine will remain, frozen in the ice, until the lake unfreezes or the mine disappears.

Smart Bombs

Smart Bombs are a feature *Wetrix+* only available in solo game modes, and are activated under the player's control by pressing the Attack Button. When a Smart Bomb is activated all the water in the landscape is evaporated, the landscape is flattened, and all the water in the Drain is removed. The player has a clean new landscape like at the beginning of a game, but continues on their current Level with their current score.

Smart Bombs are earned when the player has a plus next to the Level indicator when Level Up occurs. The player starts without any Smart Bombs in Classic mode, but may start the game with one or more Smart Bombs in other modes. The number of Smart Bombs available is shown next to the Next Piece indicator at the bottom right of the screen. A maximum of nine Smart Bombs can be earned in one game.

OTHER ELEMENTS

These are game features which do not fit into the category of either Pieces or Events.

The Drain

The Drain appears on the right hand side of the screen, starting off as an empty glass tube. It indicates the amount of water that has been lost over the side of the Landscape or down holes. As more water is lost through the Drain the Drain appears to fill up with water. Once this water reaches the top, the Drain is full and the game is over.

The amount of water in the Drain is reduced every time water is evaporated by a Fireball, although the rate that water is reduced from the Drain decrease as the Level rises. By constantly evaporating water a game of *Wetrix+* can go on for an indefinite amount of time. If the Drain is already empty, evaporated water will have no effect.
No water is removed from the Drain by evaporation in Multi-player games!

Leak Indicators

Leak Indicators are small blue arrows which appear by the side of the Landscape to indicate where water is leaking over the edges and into the Drain. Larger leaks are shown by several arrows appearing in one place, whereas a single arrow appearing for a short time usually indicates a small leak.

Leak Radar

The Leak Radar appears underneath the Drain on the right hand side of the screen and shows the position of any Leak Indicators around a radar map of the Landscape. The Leak Radar is especially useful when the game is zoomed in and not all the edges of the Landscape are visible on screen.

Lakes

Lakes are any unconnected volumes of water in the Landscape. The game automatically counts the number of lakes active at any one time, and to qualify as a lake any volume of water must be above the minimum amount (tiny splashes don't count) and be unconnected to any other volume of water.

Whenever the number of lakes changes the boundaries of all the active lakes will be briefly displayed and the game will say the number of lakes active.

All scores earned are multiplied by the number of lakes active at that time.

If the player manages to create five or more lakes at one time, a plus symbol appears next to the Level indicator (above the Lake indicator) to show that the player is playing exceptionally well.

Holes

Holes are gaps in the Landscape through which water can fall into the Drain, in the same way it falls over the edge of the Landscape. Holes are created by Bombs or Mines hitting the ground and can be expanded by Downers dropping onto an area that is part hole and part land.

Holes can be repaired by dropping Uppers onto them. This earns a bonus based on the size of the hole repaired. An upper only needs to touch one portion of a particular hole for the entire hole to be repaired.

Multiplayer Features

These are game features which are only active in 1up v 2up games of *Wetrix+*.

Energy Bar

These are various types of attacks a player can launch at another player during a multiplayer game, and are all generated using Energy built up during play. Energy is built up by evaporating water with a Fireball. When water is evaporated, the marker on the Energy Bar at the bottom of the screen moves to the right.

No water is removed from the Drain by evaporation in Multi-player games!

As the Energy in the Bar increases, different icons will light up, each representing a particular type of attack. When the attack button is pressed, all the Energy in the player's bar is used up, and an attack based on the currently lit icon is launched at the selected player (in two player games the attack is always launched at the opposing player).

Water Attack

This attack drops a ton of Water Bubbles on the opponent during a Multiplayer game. The Water Bubbles all fall at the same time, in random positions over the opponents Landscape, completely out of their control.

Ice Attack

This attack drops a ton of Ice Cubes on the opponent during a Multiplayer game. The Ice Cubes all fall at the same time, in random positions over the opponents Landscape, completely out of their control.

Quake Attack

This attack causes an Earthquake on the opponent's landscape during a Multiplayer game, regardless of the state of their Earthquake meter.

Bomb Attack

This is the most powerful attack available during a Multiplayer game. It causes several Bombs to fall onto the opponent's Landscape at the same time, completely out of their control. If any of these Bombs fall down existing holes they will cause Re-Bombs.

CREDITS

Wetrix+ was Designed and Developed by Zed Two Game Design Studio.

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20