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AMERICAN VIDEO ENTERTAINMENT

MERMAIDS OF ATLANTIS

The Mermaids of the Magic Kingdom

©1992 American Video Entertainment, Inc.

Program and game graphics by C&M, Inc.

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All direction, logs and design by Phil Mikawoz

Mermaid legend by Phil Mikawoz

Instruction booklet art by Martin Goss

Instruction booklet by Phil Mikawoz & Patricia Ince

Special thanks to Richard Ince

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INSTRUCTION BOOKLET

Thank you for purchasing **MERMAIDS OF ATLANTIS - The Riddle of the Magic Bubble**, another exciting video game from American Video Entertainment, Inc. Our Seal of Quality guarantees challenging, reasonably priced software for play on the Nintendo Entertainment System, the best video game value available today.



24 stages of mind-blowing Bubble Puzzles.

Super non-stop excitement for gamers of all ages.

Relaxed single or simultaneous Double player action.

Features intense graphics, excellent music, and enjoyable game play.

FEATURES	
24 Stages of mind-blowing Bubble Puzzles	100%
Super non-stop excitement for gamers of all ages	100%
Relaxed single or simultaneous Double player action	100%
Features intense graphics, excellent music, and enjoyable game play	100%
Available on the Nintendo Entertainment System	100%
Available on the Sega Genesis	100%
Available on the Super Nintendo Entertainment System	100%
Available on the Sega Saturn	100%
Available on the PlayStation	100%
Available on the PC	100%
Available on the Macintosh	100%
Available on the Amiga	100%
Available on the Atari	100%
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Legends of the Mermaids

Since the beginning of time, man has sailed the seas in search of riches and adventure. For just as long, there have been stories about the mysterious half-fish half-human that make the ocean depths their homes.

These wondrous creatures are the Mermaids of Atlantis.

Some say the Mermaids are guardians of vast, lost treasures. Others say they are mystical water demons, harbingers of disaster. Those that have actually seen them, tell stories of a noble water-breathing race that have rescued sailors at sea and led lost ships from certain doom.

Just as we have stories about Mermaids that are passed down from generation to generation, the Mermaids tell stories about us. They call us the Finwalks, and tell tales of our huge wooden ships that float on the surface of the sea. The Riddle of the Magic Bubble is not such a tale, but in order to learn the Mermaid's legend, you must learn to master the Magic Bubble and Mystic Pearl.



BASIC GAME PLAY

Playing "Mermaids of Atlantis" is easy. Bubbles of many colors come floating upward. You must fit the Bubble Clusters together so four or more Bubbles of the same color touch one another. When four or more of the same colored bubbles press together, the pressure inside the Bubbles increases causing them to pop.

Keep the bubbles bursting since in every space a Bubble gets stuck there is one less place to put the next Bubble Cluster, and they just keep coming. If you can't pop the Bubbles fast enough, the cave fills up, and the game will end.

It sounds easy, right? Get ready to enjoy all 24 mind-blowing stages of under sea excitement!

GETTING STARTED

Make sure the power switch on your control deck is turned off.

Insert the Mermaids of Atlantis cartridge into your NES console, carefully following the power up instructions in your NES user manual.

If the screen flashes on and off, the game screen looks garbled or the game will not play see page 13.

**From the title screen press
START to
begin a game.**



CONTROLLING THE ACTION

DIRECTION PAD

Moves the rising Bubble Cluster RIGHT or LEFT, and controls how fast the Bubble Cluster floats up. Pushing DOWN and pressing the A Button will release a Magic Bubble (see page 10).

B BUTTON

Turns the Bubble Cluster around horizontally. (Turns Left to Right).

A BUTTON

Flips the Bubble Cluster vertically (Rotates upside down).

SELECT

This button is not used.

START

Press to begin a new game or to PAUSE a game in progress.



GAME OPTIONS

After pressing START to begin a new game you will see the OPTIONS screen. Move the Direction Pad LEFT or RIGHT to highlight your choice. Press the Direction Pad UP or DOWN to go to a different option on the screen. Press START when you are ready to begin the game.



PLAYERS

Choose the number of PLAYERS to play.

STAGE

Choose the Stage at which you want to begin. The higher the Stage the more difficult the other combinations of the Bubbles.

GAME TYPE

EASY: This is a good place to start because all Bubbles are colored the same color. **HARD:** except that all competing Bubbles are colored the same color. **STANDARD:** A Bubble with a color will be under a cloud of Bubbles. Light colored color you float up the Bubbles with the other ball.

LEVEL

The higher the Level number the faster the Bubbles float upward.

TUNES

Choose the type of music you want to hear. **None:** No music at all. **Normal:** The normal Super Mario Bros. music. **Hard:** The music for the harder levels. **Easy:** The music for the easier levels.



EASY & HARD GAMES



If you selected an **EASY** or **HARD** game your screen will look like this. As each Bubble Cluster rises you must rotate and fit it so matching colored Bubbles touch. You must pop 200 Bubbles to progress to the next stage. On the right side of the screen are three information windows.

The uppermost window is the **MAGIC WINDOW**. Each line consists of a Bubble with a letter on it, that letter will appear in this line. When you spell out the word **MAGIC**, you will be awarded you **MAGIC BUBBLE**. To release a **MAGIC BUBBLE** press Down on the Direction Pad to pop the 3 Bubbles of the same color. Read page 11 for more information about the power of the Magic Bubbles.

The middle status window shows the Stage you are currently playing, the number of Bubbles you have popped, the point value for each Bubble Cluster as it pops, and the total number of points that you have collected.

The lower window shows the next Bubble Cluster to appear.



NOTE: When playing a 2 **PLAYER** game the information in the Status Window will be shown at the bottom of the screen. The Magic Window and Next Window will not be displayed.

STACKED GAME

If you selected the **STACKED** game your screen will look like this. **STACKED** games are different than **EASY** or **HARD** games. The Letter Bubble is under a pile of Bubbles. To advance to the next Stage you must pop the Letter Bubble. There are no Magic Bubbles in the **STACKED** game.



The Stacked game is the most difficult game. A good strategy when playing a Stacked game is to concentrate on releasing the Letter Bubble at the top of the screen as quickly as possible.

When a new game is started the player will have 3 credits. After a game is over play may be continued at the same stage until there are no more credits. The player must then begin a new game from the beginning.

NOTE: When playing a 2 **PLAYER** game the information in the Status Window will be shown at the bottom of the screen. The Magic Window and Next Window will not be displayed.

AIR POCKETS

AIR POCKETS are formed in the empty spaces between Bubbles that don't fit perfectly. One misplaced Bubble can cause many **AIR POCKETS**, and **AIR POCKETS** take up as much space as Bubbles. One way to get rid of **AIR POCKETS** is to remove all the Bubbles below it and expose the **AIR POCKET** to open water. When this is done the Air Pocket will dissolve.

If you're not careful **AIR POCKETS** will fill the screen faster than Bubble Clusters. Luckily, you can slide Bubbles into Air Pockets. When you pop the Bubbles you will also get rid of the Air Pockets.



MYSTIC PEARL

Sometimes during game play a **MYSTIC PEARL** will be part of a Bubble Cluster. The glow of the **MYSTIC PEARL** has magical powers and will change the color of the Bubbles around it to a single color.



Try to maneuver the Bubble Cluster so when the energies of the **MYSTIC PEARL** are released it will affect as many Bubbles as possible.

Place the position of the **MYSTIC PEARL** carefully. The number of Bubbles popped can increase or decrease depending on the color the surrounding Bubbles change to.

MAGIC BUBBLES

Every time you pop a Letter Bubble the letter will be placed in the Magic Window at the top of the screen. After you have collected all the letters needed to spell the word **MAGIC**, you will receive 1 Magic Bubble. To release a Magic Bubble hold down on the Direction Pad while pressing the B Button.



When a Magic Bubble is released it will float motionless at the bottom of the screen until the Bubble Cluster has settled.

The first thing a Magic Bubble does is remove all Air Pockets. This will cause all Bubbles to settle and should cause some Bubbles to pop. The remaining Bubbles will begin to pulsate with energy and change colors. If you're lucky this will cause even more Bubbles to pop.

There is no indication on screen for Magic Bubbles. It's up to you to remember how many you have collected.

HELPFUL HINTS

When you release a **MAGIC BUBBLE** it will not unleash it's magic until you have positioned the last Bubble Cluster. Remember to use your **MAGIC BUBBLES** before it is too late.

There is a secret way to keep track of how many **MAGIC BUBBLES** you have. Can you figure out how?

When the Bubbles are rising very fast you can slow them down by constantly moving them from side to side.

Plan several moves ahead and watch what the next Bubble Cluster will look like. Think about where the next Bubble Cluster should go and take control of the situation. Don't be on the defensive and let the Bubbles control you.



PRECAUTIONS

- Do not store cartridge in very hot or cold places. Never hit or drop.
- Do not take apart.
- Do not touch connectors; do not get them wet or dirty. Doing so may damage game.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System. Your projection television screen may be permanently damaged if video games with stationary images or patterns are played on your projection television. Similar damage may occur if you leave your game in PAL-M mode. If you use your projection television with NES games, American Video Entertainment, Inc. will not be liable for any damage. This situation is not caused by your NES or by American Video Entertainment games, other fixed or repetitive images may cause similar damage to a projection television. Please contact your television manufacturer for further information.

KEEPING YOUR CONSOLE CLEAN

If your cartridge will not work, produces garbled characters or causes your television screen to flash on and off you probably have a dirty internal connector (the slot where your game cartridge plugs into the NES console).

The Nintendo Entertainment System[™] uses what is called a zero insertion force connector. Although this eliminates wear and tear on your NES and cartridges, to work properly it requires cleaning on a regular basis. Cleaning this connector is easy, all you need is a cleaning kit. Cleaning kits are made by Nintendo[™] as well as other manufacturers and they can be purchased anywhere you buy or rent video games.

Do not be tempted to blow on the gold fingers at the end of the cartridge. This further contaminates the internal connector.

Should you have any questions, please call our toll free 800 number and one of our game counselors will be happy to assist you.

To reach our game counselor hot line call
1(800) HOT-4A1VE that's 1(800) 458-4263

The American Video Entertainment Story.

In the beginning, since the first Nintendo video game was sold, each cartridge and NES has contained a patented lock-out chip.

WHO IS AMERICAN VIDEO ENTERTAINMENT?

American Video Entertainment, Inc. is a American manufacturer and publisher of Nintendo compatible games. The goal of our company, founded in San Jose, California in 1985, is to produce great games at reasonable prices. Our cartridge compatibility is covered by US Patent #5,004,000 which was awarded in April of 1991.

WHY ARE AMERICAN VIDEO ENTERTAINMENT PRODUCTS SUCH A GREAT VALUE?

American Video Entertainment manufactures these products in the United States using American technology. We do not pay a licensing fee to Nintendo. These savings are passed directly onto you the consumer. You are the winner in the long-run - great games at great prices.

SHOULD A CONSUMER HAVE THE RIGHT TO CHOOSE WHAT GAMES THEY WANT TO BUY?

America is built on freedom and that translates to the American consumer's right to choose. The American consumer's judgment is guided by the most sophisticated product information system in the world - the word of mouth.

American Video Entertainment is proud to support the greatest video game value available today - the Nintendo Entertainment System!

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Free Games!

American Video Entertainment Video Game Appreciation Card

Fill out this card, send it in, and we'll send your name to our monthly drawing for a free game!

Name _____

Address _____

City _____

Other Friends Family Other

Check one for purchasing the amount of NES or NES Playmate cartridges that you prefer:

Please rate the following aspects of this game (fill in a number, 1-5 only)

Playability: 0000123456789 Action: 0000123456789

Graphics: 0000123456789 Overall Rating: 0000123456789

How many video games do you own? _____
What is your favorite game? _____
Where did you hear about this particular game?
 In a store From a friend Advertisement From online Other
 Other: _____

Send this card to: American Video Entertainment, Inc., 1200 Shiloh Park Drive, San Jose, CA 95128

American Video Entertainment knows what kind of games America wants to play. Our Mindbender games are exciting, challenging, and are more than just shoot-em-ups. These non-violent games teach basic thinking skills and are jam-packed with fun for the entire family.



Crazy Creatures

Use your wits to outsmart the most vicious creatures in the jungle. You'll be using your brain to outwit the most vicious creatures in the jungle. You'll be using your brain to outwit the most vicious creatures in the jungle.

Time of Fate

Use your wits to outsmart the most vicious creatures in the jungle. You'll be using your brain to outwit the most vicious creatures in the jungle. You'll be using your brain to outwit the most vicious creatures in the jungle.

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If action and adventure is more your style we have the games you need. From air battles and espionage to destroying the deadly DEATHBOTS our video games give you radical high power excitement of an unbelievable price.



Double Strike

Use your wits to outsmart the most vicious creatures in the jungle. You'll be using your brain to outwit the most vicious creatures in the jungle. You'll be using your brain to outwit the most vicious creatures in the jungle.

F-15 City War

Use your wits to outsmart the most vicious creatures in the jungle. You'll be using your brain to outwit the most vicious creatures in the jungle. You'll be using your brain to outwit the most vicious creatures in the jungle.



Deathbots

Use your wits to outsmart the most vicious creatures in the jungle. You'll be using your brain to outwit the most vicious creatures in the jungle. You'll be using your brain to outwit the most vicious creatures in the jungle.

Impossible Mission II

Use your wits to outsmart the most vicious creatures in the jungle. You'll be using your brain to outwit the most vicious creatures in the jungle. You'll be using your brain to outwit the most vicious creatures in the jungle.



If you like sports games, then check out some of the hottest sports simulations around. All offer single player against the computer and two player head to head challenge.

Venice Beach Volleyball

They have come from all across America - the best of the best. They arrive in the beach volleyball arenas to compete in the world, at the most exciting venue of the year. The Venice Beach Open. Experience their unique beach volleyball style.



Ultimate League Soccer

The greenest field, the world of thousands of fans is waiting. This is a game in the ultimate soccer challenge. This one team will win the Ultimate League Soccer. Show it all you've got out on the field.



WALLY BEAR and the HOI gang

Can you withstand our gut ready to give the hottest game with the coolest character - WALLY BEAR? The funniest in the league of any character and made through the depths of every season. The HoI is the most fun way to test any character in the HOI or any and should show.

Sponsored by the American Hockey Association



WALLY BEAR

Purchasing any or all of these exciting Games is easy. To order by credit card just call us at (800) HOI-4446. If you don't have a credit card we also accept checks and money orders.

Our games offer the best game playing value available for your Nintendo Entertainment System. Watch for these exciting soon to be released new titles.

SOLITAIRE

Enjoy an elegant classic board game with a twist. This game is for the player who loves the simplicity of a classic board game but also enjoys the challenge of a new twist. The look is new and the play is engaging. One of the most popular and greatest board games.



MAXIVISION

Go back to the classic board game with a twist. This game is for the player who loves the simplicity of a classic board game but also enjoys the challenge of a new twist. The look is new and the play is engaging. One of the most popular and greatest board games.

TO BE RELEASED IN JUNE

STARW

From the day they fell, giants there has been an incredible battle. This game is for the player who loves the simplicity of a classic board game but also enjoys the challenge of a new twist. The look is new and the play is engaging. One of the most popular and greatest board games.

AVAILABLE IN JULY