NUS-NWTP-SCN



wetrix

INSTRUCTION BOOKLET

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ZED TWO

NINTENDO 64

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The Nintendo 64 Controller

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press start while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids on it or place any foreign objects into it.

Holding the Nintendo 64 Controller



Holding the Nintendo 64 Controller



While playing Wetrix, we recommend you use the hand positions shown on the left.



By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access A, B or C Buttons. Use your left index finger to operate the Z Button on the back of the controller and your right index finger to operate the R Button on the top.

Connecting the Nintendo 64 Controller

To play any of the one player game modes, you can connect a controller to any of the controller sockets located on the front panel of the Control Deck. For two player games, connect a second controller to any other socket. Note, you must have two controllers to play the 2 Player VS. Mode. Player 1 will use the controller connected to the lowest number socket. To change the connection during a game, switch the power to off, make any controller connection changes, then return the power to on to resume play.

Controllers

One controller must be plugged into controller port 1 in order to play Wetrix.

For a 1up v 2up two player game, controllers must be plugged into controller port 1 and controller port 2.

Controller Paks

A Controller Pak may be used to store Hi Score tables and Language and audio and controller configurations. The Controller Pak must be plugged into the controller in controller port 1 in order to save data. Data will be saved automatically.

Managing Controller Paks

To view or delete files on the Controller Pak, hold down the Start Button on the Wetrix Legal Screen.
Once Controller Pak management is over, select Exit to return to the Wetrix game.

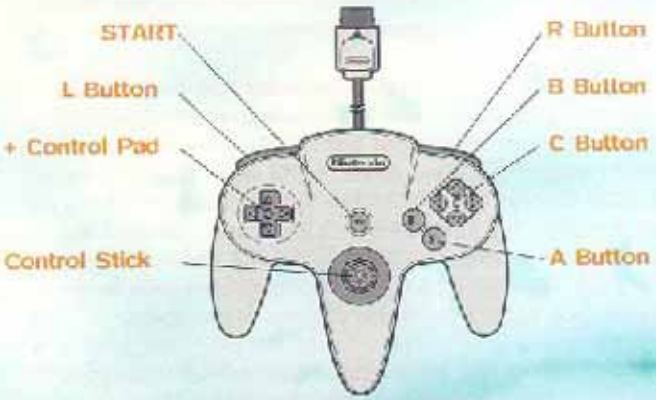
Hi-Score files



The top score in 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 Worldwide Wetrix Rankings.

If the Controller Pak has no Wetrix Hi-Score file on it then a new Hi-Score file will be saved when the game starts, provided there is space on the Controller Pak. Otherwise the existing Hi-Score file will be loaded into memory. Wetrix updates the Hi-Score file automatically.

The Nintendo 64 Controller Call-outs



Back of Controller





Merging Hi-Scores files

To merge two different Hi-Score files, retaining only the highest scores from each hi-score table, carry out either of the following procedures:

1. Start Wetrix with the first Controller Pak in controller one. Once the game has started, remove this Controller Pak and replace it with the second Controller Pak. Select save scores from the options menu and the hi-scores in memory will be merged with those on the Controller Pak, and saved to the Controller Pak. To save this onto the first Controller Pak, remove the second Controller Pak and insert the first Controller Pak into controller one, and select save scores from the options menu again.

2. Start Wetrix with the first Controller Pak in controller one. Once the game has started, remove the first Controller Pak and insert the second Controller Pak into controller one. The next time a hi-score is earned it will be added to the hi-score table, and this table will then be merged with the one on the Controller Pak.

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 its orientation. 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 during the solo game.



There are four pre-set controller configurations in Wetrix. The default is Controller A, but this can be changed on the Options menu. Each of the four controller configurations shares the following button system:

The CONTROL PAD or the CONTROL STICK moves each falling piece around the landscape.

The YELLOW CAMERA BUTTONS rotate the camera view during a game to allow a better view of the landscape.

The RIGHT SHOULDER PAD BUTTON cycles between three different zoom modes: close up, normal and long view.

The START BUTTON pauses the game, where there is an option to quit the current game, restart or continue. The landscape can be viewed and rotated whilst in pause mode.

The following buttons are different for each controller configuration:

Controller A

The A BUTTON is the Drop Button, this makes the current piece fall at full speed in all game modes except some Practice modes, where this button must be pressed to make the piece fall at all.

The B BUTTON is the Rotate Button, this rotates the piece as it is falling.

The Z TRIGGER BUTTON & LEFT SHOULDER PAD BUTTON launch an attack in Multiplayer games, and sets off a Smart Bomb (if available) in solo games.



Controller B

The A BUTTON is the Rotate Button, this rotates the piece as it is falling.

The B BUTTON is the Drop Button, this makes the current piece fall at full speed in all game modes except some Practice modes, where this button must be pressed to make the piece fall at all.

The Z TRIGGER BUTTON & LEFT SHOULDER PAD BUTTON launch an attack in Multiplayer games, and sets off a Smart Bomb (if available) in solo games.

Controller C

The A BUTTON is the Drop Button, this makes the current piece fall at full speed in all game modes except some Practice modes, where this button must be pressed to make the piece fall at all.

The B BUTTON launches an attack in Multiplayer games, and sets off a Smart Bomb (if available) in solo games.

The Z TRIGGER BUTTON & LEFT SHOULDER PAD BUTTON are the Rotate Buttons, these rotates the piece as it is falling.

Controller D

The A BUTTON is the Rotate Button, this rotates the piece as it is falling.

The B BUTTON launches an attack in Multiplayer games, and sets off a Smart Bomb (if available) in solo games.

The Z TRIGGER BUTTON & LEFT SHOULDER PAD BUTTON are the Drop Buttons, these makes the current piece fall at full speed in all game modes except some Practice modes, where these buttons must be pressed to make the piece fall at all.



GAMEPLAY

Wetrix is a water based puzzle game played upon a floating Landscape. The player controls randomly shaped pieces as they drop onto the Landscape and must create walls and dams in order to trap the rain and water pieces. Water will drip and flow realistically once it hits the landscape. If any water falls over the edge it will be collected in the Drain (situated to the right of the landscape). 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 may 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 which raise the area of land 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 should build either one or two small enclosures or 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 manoeuvre 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 blue Leak Indicator arrows around the Landscape.

The player 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, 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.

Super Bombs and Fireballs will begin to fall.

The player can evaporate Water and reduce the Drain by dropping the Fireball into the centre 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 the 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 and this will multiply all scores earned while it's in the Lake.

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

Once the legal screen, language selection screen and company credits have been played after starting the game, the main menu will appear. Pressing any button during the company credits or rolling demo will return to the main menu.

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

Select an icon by moving the control stick or control pad. Once selected an icon will bob up to the surface of the pool and float on the water, and the option name will appear below the pool.

Press the A button to activate the currently selected icon and bring up a submenu. Use left and right to select options in the submenus, and press the A button to activate that option. Press the B button to return to the main menu.

In the next section you will see each of the seven icons and the options available beneath each one. As you begin to master the game more options may appear beneath each icon...



Game Types



Wetboy - Classic

This is who 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 colour 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 coloured 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 coloured to indicate its height, with any holes in the



floor standing out in bright red, and higher areas of land coloured darker green. Pieces will not fall until the player uses the Drop button.

Wetrix Lessons are divided into eight 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 favourite 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 two controls the right hand screen with controller 2.

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

Note: Music will not play in the Multiplayer mode regardless of the music setting in the options.



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

Activating this option saves the current Hi Score table, and the state of the other option icons, to the Controller Pak. This option will not be available if there is no Controller Pak in controller 1. This option can be used to force Wetrix to save the current hi score table.

Music volume

Select this option to change the volume of the in-game music from either High, Normal, Low or Off.



SFX volume
Select this option to change the volume of the in-game sound effects from either High, Normal, Low or Off.

Controller Configuration
Selecting this option reveals an N64 controller icon with a letter in the bottom right corner. This letter represents which of the four controller configurations available has been selected: A, B, C or D. Select this option to change configuration.

Flags
The flag icon is used to change the standard language.

Score Codes
Select this option to 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 Worldwide Wetrix Rankings.

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 gameplay features which do not fit into these categories, but are still essential parts of the game.



Uppers



Uppers are red, up-pointing arrows which raise the level of land wherever they fall. 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 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 this 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 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.

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 colour 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 clock next to the Level indicator shows how close the game is to the next 'Level Up'. All scores in the game are multiplied by the current Level, so on Level 2 scores are twice that 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.

Rain Water

As well as the Water Bubble Pieces which fall under the player's control, small raindrops begin to fall automatically. These flow into the rest of the water, and can flow off the edge into the Drain. Each raindrop contains much less water than an individual Water Bubble.



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

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 (or 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, creating a further three holes, etc.



Earthquakes



Earthquakes occur when there is such a weight of land on the Landscape that it becomes unstable. The Earthquake Meter (situated at the left hand side of the screen) indicates the current level of stability. This increases whenever the volume of land is increased, which happens whenever an Upper piece is dropped. 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 with 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.
If the depth of a lake reduces below a certain level, or if that lake freezes, the Ducky will disappear. 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 and so on.

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 lake, until the lake unfreezes or the mine disappears.

Smart Bombs

Smart Bombs only appear in solo game modes, and are activated 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. Smart Bombs are earned when the player has a plus next to the Level indicator when Level Up occurs. 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.

CREDITS

Wetrix was Designed and Developed by ZED TWO LIMITED.
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ZED TWO Development Team

Designer & Lead Programmer	John Pickford
Design, Graphics & Documentation	Ste Pickford
Programming	Amir Latif David Gill Jan van Valburg

Further Details

Keep up to date with Zed Two's latest developments, or get in touch with us, by visiting our website at http://www.zedtwo.com



INFOGRAMES Production Team

Producer	Jon Dunn
Sound Effects & Speech	Keith Tinman
Localisation	Jim Murdoch
Quality Assurance	Jon Dale Steve Aspinwall Danny Bourne Stuart Arrowsmith

Additional Credits

Music	Suddi Raval Martin Goodall of Creations Ltd.

Special Thanks

All those people at Creations who played and commented on the game in its early stages.

Steve 'Slick' Aspinwall for the rainbow.

INFOGRAMES Developer Support group for help and advice.

HELPLINE

Should you encounter problems with this game, either technical or concerning gameplay, then you can reach us by telephone, fax or email. For technical queries, please have your computer's specification (amount of RAM, processor type, etc.) to hand.



Tel: 0161 827 8060
Fax: 0161 827 8091
Email: helpline@infogrames.co.uk

Distributed By



INFOGRAMES UNITED
KINGDOM LIMITED
21 Castle Street, Castlefield,
Manchester M3 4SW, United Kingdom.
Telephone: +44 (0)161 827 8000.
Fax: +44 (0)161 827 8001.

Bergsala AB

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