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Nintendo®
GAME BOY



SOFEL™

**FISH
DUDE™**

INSTRUCTION BOOKLET

DMG-US-USA

Thanks for selecting SOFEL's Fish Dude Game Pak.

We suggest that you read this instruction booklet thoroughly to insure maximum enjoyment of your new game. Then save this booklet for future reference.

Cautions During Use

- 1) If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also, do not disassemble the unit.
- 3) Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
- 4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5) Store the Game Pak in its protective case when not in use.

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This Official Seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy system.

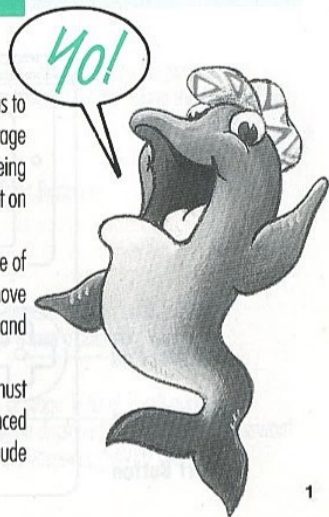
INTRODUCTION

Welcome to the world of Fish Dude.

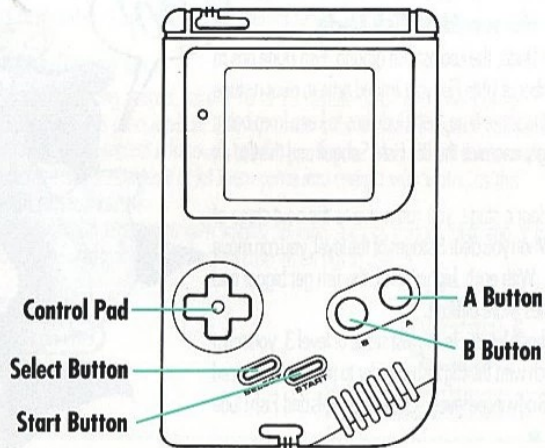
You are Fish Dude, the coolest fish around. Fish Dude has to eat a certain number of Little Fish in a limited time to clear a stage of the game. At the same time, Fish Dude has to keep from being eaten by his hungry enemies the Big Fish, Seagull and the Cat on the Boat.

When you clear a stage, you can move to the next stage of the same level. When you clear 3 stages of the level, you can move to the next level. With each higher level, the fish get bigger and the game becomes more difficult.

There are 3 basic levels. In the last stage of level 3, you must win a death match with the Big Fish in order to play the advanced levels. There are 3 advanced levels. Clear all 6 levels and Fish Dude rules the ocean! ■



GAME BOY™ CONTROLS



HOW FISH DUDE WORKS

Starting the game

Insert the game cartridge into your Game Boy. Turn the power switch to the on position; the Fish Dude title will be displayed. Select "NEW GAME" or "SAVED GAME" using the Control Pad and press Start Button.

New Game

- Initial screen of stage 1, level 1 will be displayed. Press Start Button to begin the game.

Saved Game

- Password entry screen will be displayed.
Note: If you want to return to NEW GAME/SAVED GAME selection, press Select Button.
- Enter the 2-letter password to start the game at any stage where a password was given.

How the password system works

- When Fish Dude clears stage 3, level 1, the initial screen of stage 1, level 2 will appear.
- The 2-letter password for that stage (stage 1, level 2) will be displayed. Remember the password and you can bypass level 1 by entering the password when you select SAVED GAME.

(Continued next page)

(How Fish Dude Works continued)

- Each time Fish Dude clears a stage after stage 1, level 2, a new password for that stage will appear on the initial screen.
- Remember these passwords and you can re-enter the game at any stage for which you have a password.

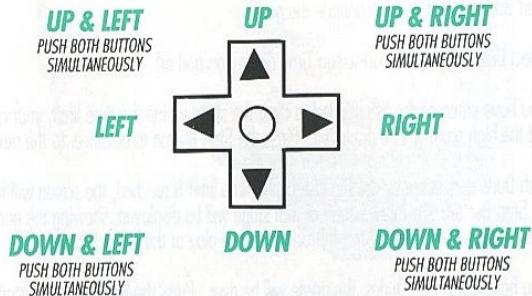
How to enter passwords

- Select SAVED GAME; password entry screen will be displayed.
- Left letter of the 2-letter password will be blinking.
- To select the correct letter, press the "A" Button to move forward through the alphabet. Press the "B" Button to move backwards through the alphabet.
- Use the left and right arrow keys of the control pad to change or switch the blinking letter.
- When the correct password is entered, press the Start Button.
- The initial screen of the stage specified by the password will appear.
- Press the Start Button again to begin the game. ■



PLAYER CONTROL

- Use the Control Pad to move Fish Dude in one of 8 directions.



- Press the "A" Button while using the Control Pad to momentarily increase the speed of Fish Dude.
- Press the "A" Button quickly several times in a row to eat the Little Fish. Each time Fish Dude eats a Little Fish, the number of fish (displayed at the bottom of the screen) needed to clear the stage will be decreased.

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(Player control continued)

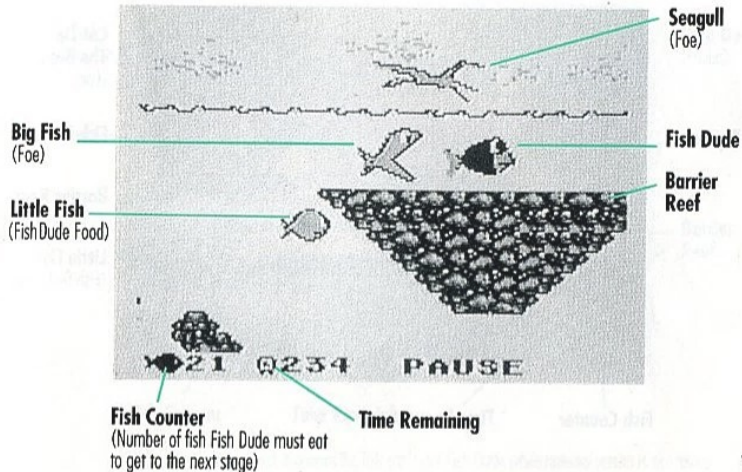
- Press the "B" Button to quit eating and resume movement, useful for a quick getaway from the Big Fish.
- Press Start Button to pause and continue the game.
- Press Select Button to turn the on-screen Time display on and off.
- When you have eaten all the fish needed to clear the stage within the time limit, your current score and the high score will be displayed. Press the Start Button to advance to the next stage.
- When Fish Dude gets eaten by the Big Fish or the time limit is reached, the screen will freeze. Press the Start Button; the initial screen of that stage will be displayed, showing the number of Fish Dudes you have left. Press Start Button to resume play at the current stage.
- When you have lost 3 Fish Dudes, the game will be over. Press the Start Button to start a new game.

NOTE:

- In stage 3, level 3, Fish Dude must eat the Big Fish from its tail to win the death match.
- In level 2 or higher, if Fish Dude has not eaten any fish within a certain period of time, the number of fish needed to clear that stage will be increased. ■

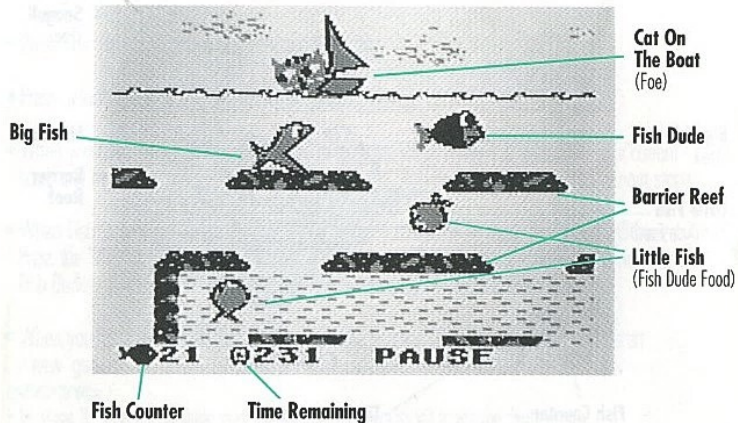
THE GAME SCENE

A



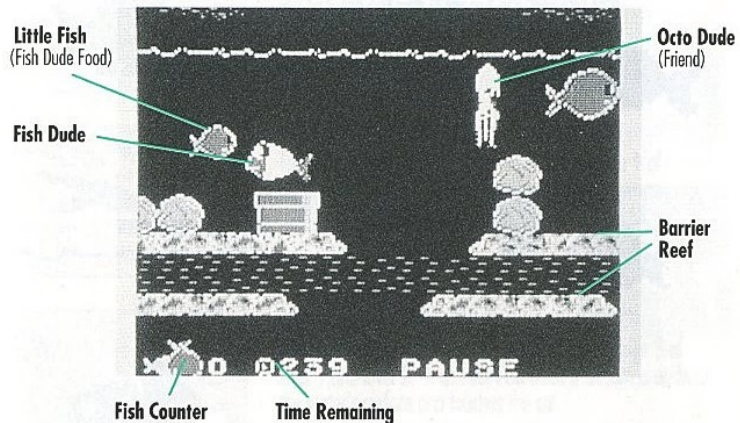
THE GAME SCENE

B



THE GAME SCENE

C



Octo Dude Reversal Screen (Big fish can't get Fish Dude while reversal screen is activated)

THE CHARACTERS IN FISH DUDE



Fish Dude

You control Fish Dude. Only Fish Dude can jump above the water's surface. Fish Dude has 3 lives per game.



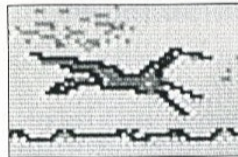
Little Fish (Fish Dude Food)

The Little Fish swim in the water; they do not eat any fish.



Big Fish (Fish Dude Foe)

The Big Fish is a predator in pursuit of Fish Dude. The Big Fish can eat Fish Dude but not the Little Fish.



Seagull (Fish Dude Foe)

The seagull flies near the water's surface in stage 1 of level 1 and level 2. It will eat Fish Dude if he jumps up from the water's surface and touches the seagull.



Cat on the boat (Fish Dude Foe)

The cat on the boat moves across the water in stage 3 of level 1 and level 2. It can eat Fish Dude if he jumps up from the water's surface and touches the cat.

MORE CHARACTERS



Octo Dude *(Friend)*

Octo Dude swims in the water in stage 2 of level 1 and level 2. When Fish Dude touches him, the black&white color of the game screen reverses for a short period of time. During this time, the Big Fish cannot chase or eat Fish Dude.



Diver Dude *(Neutral)*

Diver Dude swims in the water in stage 3, level 3. The Diver can be an obstacle, or Fish Dude can hide behind him to escape the Big Fish.

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