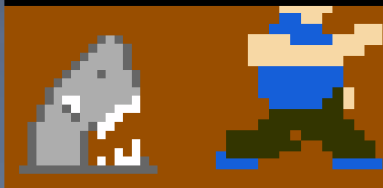


CARPET SHARK



For the Nintendo Entertainment System.
Based on the 2013 Fista Productions short film
(oddly this was right before Sharknado and all
of the crazy shark flicks that followed).

"A shark's soul is trapped inside an 8x10 area
rug. It's General Major Cadaver Scab's duty to
keep the shark tame. Can he? CAN ANYONE?"

Play as the Carpet Shark. Eat as many victims
as you can before the timer and your health
run out. After each level, fight one of the 4
bosses (our characters from the movie
STONEY, DIRK, KRUSH & JETHRO). Try to eat
the bosses weapons to fire back at them. Can
you beat all 4 levels?

Runners = 100 points + 1 health point
Skulls = 200 points
Dark Skulls = 300 points
Bosses = 1000 points

Depending on how high or low your points are,
you will get a different win screen at the end
of the game (0 - 9,999 points, 10,000 - 19,999
points, or 20,000+ points).

On the Title Screen, if you wait it'll go into a
cut scene. You can also press the select
button to get to/scroll through the cut scene
so you don't have to wait.

Directional pad to move. B to attack. Start
button to start game.

There are four secret rooms. On the High
Score screen:

Hold Left & Select for secret #1.

Hold Right & Select for secret #2.

Hold Up & Select for secret #3.

Hold Down & Select for secret #4

Game/Graphics/Programming: Steve McCall
Music: Matt Kennedy, Steve McCall, & Logana
Special Thanks: Dale Coop, CutterCross,
& Jonny D

Poster art by Alex Gavrilas
Commercial voice over by Andy Colón

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this project would've never happened.

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