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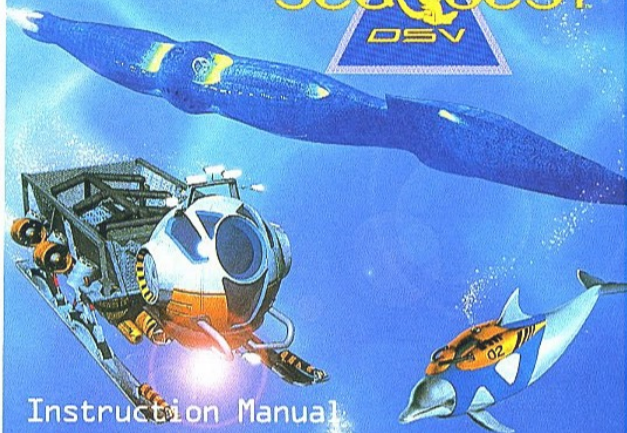
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GAME BOY®



DMG-ASQE-USA



Instruction Manual

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SeaPoc Log • Nathan Hale Bridger, Captain,
seaquest DSV 4600 • 21:30 hours

seaquest. The largest, most powerful research submarine ever launched. Tonight we sail nor-nor-west, full speed ahead. Yet day and night make little difference here in the eternal twilight. The oceans - the last unexplored regions on earth. Down here, multinational corporations protect their interests - their colonies, farms, and factories with tentative treaties and weapons. The world governments have assembled my vessel and my crew to maintain a delicate peace. And now the unthinkable has happened...

SeaQuest
DSV

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+++TRANSMISSION>UNITED EARTH OCEANS CENTRAL>
ADMIRAL MORI+++

ATT. BRIDGER, CAPT. DSV 4600 > 0820 THIS MORN UEO
CARGO CONVOY TORPEDOED + SUNK OFF COAST OF HAWAII >
UNAFFILIATED REGION RENEGADES CLAIM RESPONSIBILITY >
CREW RESCUE OPS IN PROGRESS > CONVOY CARRYING
APPROX. 100 CANISTERS WEAPONS-GRADE PLUTONIUM >
YOUR ORDERS > SAIL IMMEDIATELY HAWAII > RECOVER
CANISTERS > DEAL WITH ARMED RENEGADES AS NECESSARY >
LUCK > MORI

+++TRANSMISSION ENDS+++

full speed ahead

This package contains one standard-issue seaQuest DSV Game Pak. Deactivate all on-board power to your Game Boy system. Place your seaQuest Game Pak in the Game Boy's aft receptacle and activate the Game Boy. When the title screens appear, press the Start Button to begin. You will have three attempts to complete your missions. If all attempts are lost, remember, the captain goes down with the ship!



navigational controls



As your mission proceeds, controls will vary according to which of the seaQuest's utility vessels you are using. During all missions, you can press the Start Button to pause the mission and display a technical brief which will show how the Game Boy controls are used for that specific mission. Press Start again to resume your mission. In this manual, look for the Navigational Icon to learn each mission's controls.



The seaQuest

To carry out your mission, the seaQuest must sail to Hawaii, where the cargo cruisers have been sunk. Renegade ships are on the surface dropping depth charges and enemy subs launch torpedoes. Displays at the bottom of the screen show the time you have to reach your next mission target and the damage taken to the seaQuest's hull. If time runs out or the hull is breached, an attempt is lost and the mission will begin again (if you have another attempt remaining).



Use the Control Pad to pilot the seaQuest port or starboard, and to dive or surface. The A Button sends out a sonar probe which shows the distance to your next mission target. The B button launches a torpedo. Hold the B Button to make the torpedo surface slightly as it fires. A quick tap on the B Button will fire a torpedo downwards. Use the Select Button to launch a mission vehicle once you have reached a target. If the seaQuest is too far from its mission target, the vehicle will return. If your sonar targeting was successful, the mission vehicle will proceed and will re-dock with the seaQuest once its mission is completed. Once all missions have been completed, sonar will be deactivated.

mission one: shipwreck



The main cargo cruiser has been located on the ocean floor, but it is badly damaged and structurally unstable. Dispatch the Hyper-Reality (HR) Probe to enter the wreckage and recover the canisters before the cruiser collapses entirely. Proceed

with caution: the radioactive canisters are causing unpredictable mutations in the sea life. Collect residual energy left behind by mutated electric eels to restore the HR Probe's hull integrity. Displays at the bottom of the screen will show the time remaining until the cruiser collapses, the condition of the probe, and the number of canisters remaining within



the wreckage. Collect all 20 canisters and return them to the seaQuest to complete your mission.



nav

Use the Control Pad to move the unarmed HR Probe in all directions. Collapsing bulkheads and upswells of escaping air may make navigation difficult.

NOTE: Although missions are numbered in this manual, missions may appear in different order as you play the game. Things are unpredictable beneath the waves! Keep alert to stay seaworthy!

mission Two: caverns

The renegades have hidden plutonium canisters in underwater caverns, preparing to move them to a weapons manufacturing facility. Use a one-person speeder to navigate the narrow caves. You must exit the speeder in diving gear, collect one canister at a time and bring it back to the speeder. WHISKER probes indicate that the caverns are filled with sharks, armed divers, mines, and renegade subs. Sharks can't damage the speeder, but they find divers particularly appetizing. A display at the bottom of the screen shows the speeder's hull strength and the number of



canisters remaining in the caves. Collect 16 canisters and return your speeder safely to the seaQuest.



Use the Control Pad to pilot the speeder. Press the B Button to launch a torpedo at enemy subs, mines, or cavern walls - some of which can be blasted away to pass through. Press the A Button to release the diver to retrieve canisters. Use the control pad to swim in all directions. Press the B button to fire the diver's stun gun. Return the diver to the speeder to move to the next canister.

mission three: chasm



20 plutonium canisters have fallen into a deep undersea chasm - Lieutenant O'Neill must pilot a sea launch down into the narrow fissure. Displays at the bottom of the screen show the launch fuel level and hull condition. Unfortunately, your only

fuel source is somewhat unreliable - large electric jellyfish attach themselves to your launch. Light jellyfish recharge fuel and dark jellyfish drain fuel. In either situation, the jellyfish must be destroyed before they take all of your energy or overload the launch systems! Steer clear of giant



squid and keep an eye on your fuel level - if you run out, you'll never see the surface again! I wouldn't worry about Chief Crocker's legends about giant monsters living in the depths - they just sound like old sea stories...don't they?



Use the Control Pad to navigate port and starboard. Steer the launch into plutonium canisters to collect them, but make sure the launch doesn't hit the chasm walls or land roughly on flat surfaces. Press the A Button to fire the launch thrusters - be careful - this uses fuel quickly! Press the B Button to electrify the launch hull - this is your only defense against attacking jellyfish.

mission four: darwin

Renegades have taken the plutonium to their fortified weapons manufacturing facility. U.E.O. has determined that the facility is impenetrable - but against Captain Bridger's direct orders, Lucas Wolenczak has taken a speeder and Darwin to recover the canisters. Guide Lucas' speeder carefully through the automated cannons, enemy subs, and homing missiles. Darwin can take care of himself, but if the displays at the bottom of the screen show damage to the speeder - watch out! The Cap will skip the court martial and have your hide! Darwin will help you get 20 canisters and get back to



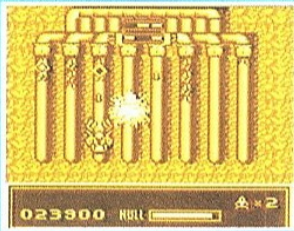
the seaQuest. If you're successful, maybe you won't get grounded for life.



Use the Control Pad to pilot Lucas' speeder. Press the B Button to launch a torpedo. Press and hold the A Button to guide Darwin to the canisters. After he picks up a canister, release the A Button and Darwin will return to the speeder.

NOTE: You cannot exit this level without Darwin.

mission five: meltdown



Renegade bombing has damaged an underwater power plant. Uncontrollable power surges are fracturing the station's reactor rods and may soon cause a total meltdown. Dispatch one of the seaQuest's repair drones to attach to the reactor rods and seal the

cracks with a plasma welder before the cracks reach the ends! No smooth sailing here - watch out for electric eels which may attack your drone. If you fail to repair all of the damage, the power station and even the nearby seaQuest could meet a watery end!



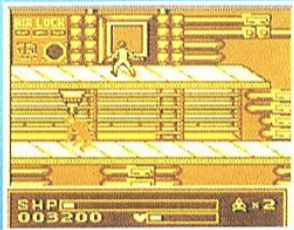
nav

Use the Control Pad to move the repair drone up and down the reactor rods and to move left and right from rod to rod. Press the B Button to fire the plasma torch, which disrupts power surges and welds cracks in the reactor rods. Complete this mission by successfully sealing all of the cracks in the power station.

NOTE: Due to widespread bombing, you may have to attempt repairs on the power plant twice before all of your missions are complete.

mission six: sabotage

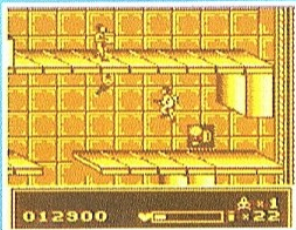
Commander Ford to the torpedo bays! Security monitors show seven saboteurs planting bombs and activating a timer to detonate the seaQuest's torpedo stores. Use the security stun panels to stun and catch the renegades. Small bombs must be carried to and disposed of in one of the airlocks. Security displays at the bottom of the screen show the health of Commander Ford and damage taken to the seaQuest as bombs detonate. Somewhere in the torpedo bay is a timer showing a countdown until the torpedoes blow. Act sharp, if the torpedo bays flood, the seaQuest goes down!



nav

Use the Control Pad to move Commander Ford around the torpedo bay. Carry small bombs to an airlock, then press up on the Control Pad to dispose of the bomb. Press the A Button to jump. When in front of a security control panel, press up on the Control Pad to face the panel, then press the B Button to stun renegades when they are on a stun tile or under a stun gun. Capture the renegades while they are stunned - each saboteur carries one piece of the soundcode. You'll need 4 sounds to break the combination and defuse the time bomb. Face the panel and press select to cycle through the sounds. Press the B Button to select one of the sounds.

mission seven: renegades



The seaQuest has located the base where the renegades have been stockpiling plutonium. Captain Bridger has infiltrated the base through the submarine dock. The Captain is armed with a stun gun but is likely to encounter heavy opposition from the renegades, who may

move the canisters to make them hard to find.

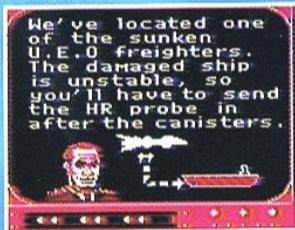
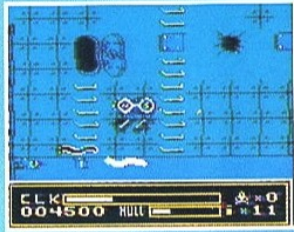
A display at the bottom of the screen shows Bridger's health. Help Bridger find 29 canisters of radioactive material, activate the self-destruct mechanism in the enemy base control room, and escape before the base is destroyed. Geez, Cap - and you chewed Lucas out for that dangerous stunt with the speeder!



Use the Control Pad to move the Captain through the base, up and down ladders and across bridges. Press the A Button to jump. Press the B Button to fire the stun gun. When in front of a control panel, press up on the Control Pad to extend or retract moveable bridges.

using the super game boy adapter

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.

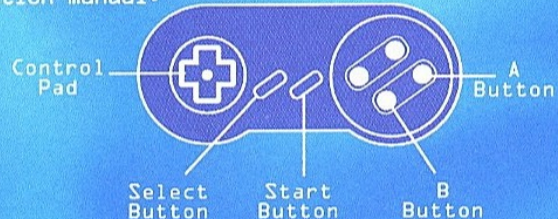


For further operation information, please consult your Super Game Boy and Super NES instruction manuals.

Game play on the Super NES using the Super Game Boy adapter. Both sold separately.



This Game Pak has been specially designed to allow enhanced graphics when using the Super Game Boy. Game controls have been pre-set so that the A, B, Start and Select Buttons on your Super NES Controller correspond to the same controls on the Game Boy. If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction manual.



mission assistance

▲ Whenever you're not sure what to do, hit the Start Button to pause the mission to review controls and tips.

▲ Keep your eyes on the action while navigating the seaQuest - listen for changes in frequency to detect upcoming mission targets. Targets may be to the left or right of your current location.

▲ The Hyper-Reality Probe is extremely maneuverable, but equally fragile. Don't crash the probe into bulkheads or debris. Use the eel residue to repair damage, but don't touch the eels themselves or you'll damage the probe.

▲ Darwin will swim around Lucas' speeder - you can make him collect some of the canisters just by moving the speeder towards them. Remember, your speeder is dead in the water while you are guiding Darwin or when a diver exits - park it in a safe place!

▲ In the Shipwreck & Cavern missions, you'll earn a bonus if you get through the level without destroying sea life.

limited warranty



MALIBU GAMES warrants to the original consumer purchaser that this Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, MALIBU GAMES will repair or replace the PAK, at its option, free of charge. To receive this warranty service:

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2. Notify the MALIBU GAMES Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the MALIBU GAMES service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

MALIBU GAMES Consumer Service Department,
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