Special thanks
to

tyr666

for contributing
this manual



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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.



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24 stages of mind-blowing Bubble Puzzles.

Super non-stop excitement for gamers of all ages.

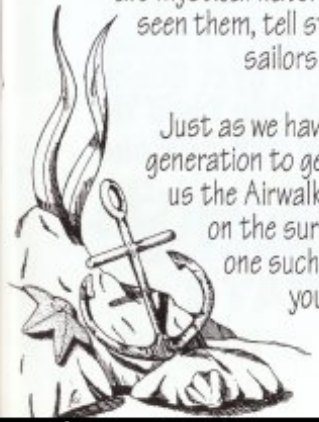
Radical Single or simultaneous Double player action.

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

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-humans that make the ocean depths their homes. These wondrous creatures are the Mermaids of Atlantis.

Some say the Mermaids are guardians of vast lost treasure. 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 lead 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 Airwalkys, and tell tales of our huge wooden ships that float on the surface of the sea. The Riddle of the Magic Bubble is one such tale, but in order to learn the Mermaid's legend, you must learn to master the Magic Bubbles and Mystic Pearls.



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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!

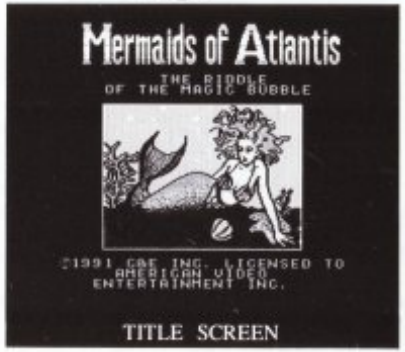
GETTING STARTED

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.



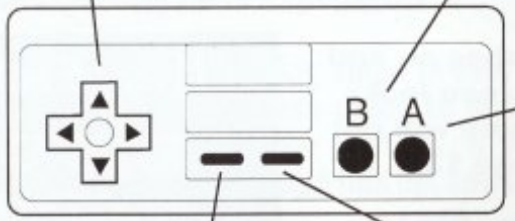
TITLE SCREEN

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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.



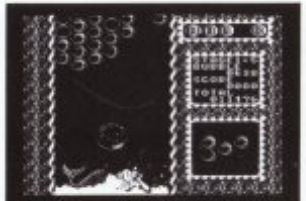
OPTIONS SCREEN

OPTIONS	
PLAYERS	Choose either 1 PLAYER or 2 PLAYERS.
STAGE	Choose the Stage at which you wish to begin. The higher the Stage the more difficult the color combinations of the Bubbles.
GAME TYPE	**EASY:** This is a good place to start because all Bubbles are cleared after each stage. **HARD:** In Hard mode any remaining Bubbles are carried over to the next stage. **STACKED:** A Bubble with a letter will be under a stack of Bubbles. To get to the next Level you must pop the Bubble with the letter in it.
LEVEL	The higher the Level number the faster the Bubbles float upwards.
TUNES	Choose from any of 3 popular hit tunes from Atlantis. **TUNE1:** "WAVING UP AND DOWN" **TUNE2:** "BLOW BUBBLES" **TUNE3:** "THE WONDERFUL SEABED"



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EASY & HARD GAMES



SINGLE PLAYER SCREEN

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 upper most window is the MAGIC WINDOW. Each time you pop a Bubble with a letter in it, that letter will appear in this box. When you spell out the word MAGIC, you will be awarded one MAGIC BUBBLE. To release a MAGIC BUBBLE press Down on the Direction Pad and press the B Button at the same time. Read page 10 to learn more 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.



STACKED GAME SCREEN



GAME CONTINUE

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.

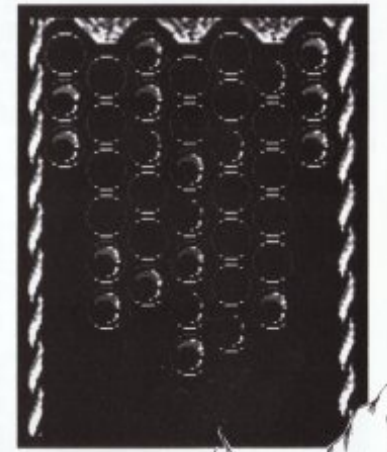
NOTE: When playing a 2 PLAYER game the information in the Status Window will be shown at the bottom of the screen. The Magic Window and Next Window will not be displayed.

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AIR POCKETS

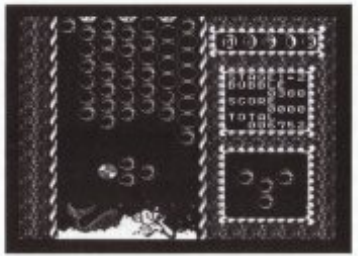
AIR POCKETS are formed in the empty spaces between Bubbles that don't fit perfectly. One misplaced Bubble can cause many AIR POCKETS, and AIR POCKETS take up as much space as Bubbles. One way to get rid of AIR POCKETS is to remove all the Bubbles below it and expose the AIR POCKET to open water. When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

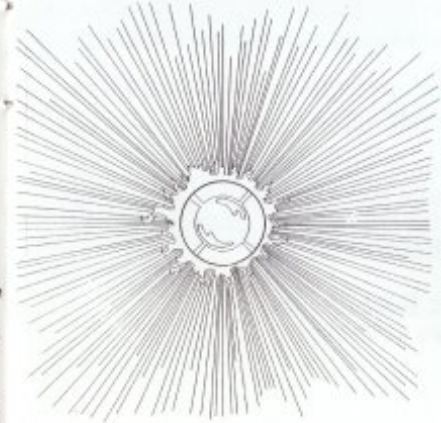
If you're not careful AIR POCKETS will fill the screen faster than Bubble Clusters. Luckily, you can slide Bubbles into Air Pockets. When you pop the Bubbles you will also get rid of the Air Pockets.



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.

Plan 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.

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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. Its 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.



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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 PAUSE 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-4AVE that's 1(800) 468-4283

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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 1990, is to produce great games at reasonable prices. Our cartridge compatibility is covered by US Patent (#5,004,232) 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 saving are passed directly on to you the consumer. You are the winner in two ways - 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 judgement 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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☐ Male ☐ Female *Age* *Area Code* *Phone Number* *Province*

Thank you for purchasing MERMAIDS OF ATLANTIS. Please take a moment to answer these questions:

Please rate the following aspects of this game. (10 = excellent, 1 = poor):

Playability: 10 9 8 7 6 5 4 3 2 1 Action: 10 9 8 7 6 5 4 3 2 1

Graphics: 10 9 8 7 6 5 4 3 2 1 Overall Rating: 10 9 8 7 6 5 4 3 2 1

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 ☐ An advertisement ☐ Press review ☐ Rental

☐ Other: _____

Send this card to: American Video Entertainment, Inc., 1348 Ridder Park Drive, San Jose, CA 95131

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San Jose, CA 95131 USA

CUSTOMER SERVICE DEPT.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

American Video Entertainment 90-Day Limited Warranty.

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



Krazy Kreatures

Here they come and there they go! As an intergalactic immigration officer you'll be transporting weird wild life from all over the galaxy. You gotta line-em-up to move-em-out. Super excitement for one or two players.

Tiles of Fate

Enchanted tiles that control the flow of fate have fallen into the hands of mortals. Only by using the tiles against themselves will you be able to defeat them, but there is not much time. Match the tiles together in 7 magic castles. It wont be easy but it will be fun.



Playing Pyramid is easy, there is just one rule, don't let the pit fill up. As each stone falls it must be turned and twisted and fit together perfectly. How much fun can a modern gamer handle? Play Pyramid and find out.



Pyramid



Dudes with Attitude

Explore the secret catacombs of a desert island and find a kings ransom in hidden treasure. This game is simple enough for the young player and packs enough challenge for the experienced gamer. To win you just gotta have the right attitude. Dude...



Puzzle

This is the ultimate mind game. Are you ready to accept this cerebral challenge? Test your wits and use your skill to unscramble intense picture puzzles before your time runs out.

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 at an unbelievable price.



Double Strike

Enter the exotic South Pacific where some of the most beautiful islands on the earth have become the lair for one of the most vicious terrorist organizations. You must strike! And strike again! Double Strike!



F-15 City War

Pilot a fully armed F-15 and destroy an invading enemy army. Blast tanks, jets, and gunboats with searing missile fire. You and your city's survival is at stake. If you've got the guts.... prove it!



Deathbots

Technology has decided to take destiny into its own hands. A massive computer is threatening to detonate a Gamma Bomb, the most powerful weapon ever created. Can you save humanity from mechanized enslavement. Choose from 9 different weapons and stop the Deathbots before they stop you.



Impossible Mission II

The nations nuclear strike capability has been hijacked by a mad man. Now its up to you to penetrate Elvin Atombender's headquarters and destroy the core computer system. If you fail... Its total destruction.

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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 are here at the most radical summer hangout in the world, at the most exciting event of the year. The Venice Beach Open. Features kick-butt single or double head to head action.



AVAILABLE IN JULY WITH WORLD CUP TEAMS!

Ultimate League Soccer

You approach the field. The rumble of thousands of fans is deafening. Now it is time to face Soccer's greatest challenge. Only one team will win the Ultimate League Soccer. Give it all you've got and go for the World Title!

WALLY BEAR and the NO! gang



Grab your shateboard and get ready to play the hottest game with the coolest character - WALLY BEAR! You'll climb to the heights of city skyscrapers and slosh through the depths of slimy sewers. One thing is for sure the best way to start any adventure is to say NO! to drug and alcohol abuse.
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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



Alone on a beautiful tropical beach, palm trees sway in the warm summer breeze. The songs of a thousand exotic birds fill the air. You don't have a worry in the world. Just kick back and get ready to experience one of the most popular card games ever - **Solitaire**!

MAXIVISON 30in1 cartridge

Get ready for the most technically advanced, most powerful, most challenging, most excellent video game cartridge ever made - MAXIVISION. This revolutionary cartridge is jam packed with 30 complete and individual games. Great games like F-15 City War, Deathbots, Soccer, Krazy Kreatures, and many many more. Contact your local video store and try-out the most powerful 8-bit game cartridge ever.
Experience MAXIVISION!!

TO BE RELEASED IN JUNE

STAKK'M

From the sky they fall, gigantic blocks that form an impenetrable barrier. Bringing down the wall won't be easy. Not only must you line up rows of blocks with matching symbols you must reach a special a "Level Goal" which changes with every level. Heart stopping excitement that features single or double player simultaneous game play.

AVAILABLE IN JULY

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NOTE: In the interest of product improvement, specifications are subject to change without prior notice. This booklet may be photocopied freely by customers and video rental stores.



MERMAIDS OF ATLANTIS

The Riddle of the Magic Bubble

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Special thanks to Richard Frick

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