FOR THE COLECOVISION · SUPER GAME MODULE

FOAMY & FIZZ

GRUMBLESHELL STOLE
THE REEF'S PEARLS.
BUBBLE HIM UP!



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SUPER GAME MODULE REQUIRED · 1 OR 2 PLAYERS

FOAMY & FIZZ

A Bubbly Reef Adventure

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The Story

Long ago, the coral reef shone with fifty magic pearls. Then **Grumbleshell**, the grumpiest crab in the sea, came and stole them all away.

Two brave seal pups, **Foamy** and **Fizz**, set off to bring the pearls home. Armed with nothing but bubbles, they must trap Grumbleshell's minions, pop them for treats and fight through 50 rounds in five undersea worlds, from the sunny Shallows to the deep, dark Abyss... where Grumbleshell is waiting.

Getting Started

You need:

- A ColecoVision (or ADAM) with the **Super Game Module (SGM)**
- The **Foamy & Fizz** cartridge (128K MegaCart)
- One or two ColecoVision controllers

Without the Super Game Module, the game shows **SUPER GAME MODULE REQUIRED**.

Playing in an emulator: turn on the Super Game Module. If the emulator doesn't recognize the 128K MegaCart from the file size, turn on MegaCart mapping too.

Turn the console on. The game starts straight away at the title screen.

Controls

Both players use the same controls on their own controller.

Control	Action
Joystick left / right	Walk
Right button or **joystick up**	Jump. Hold it while landing on a bubble to bounce off it.
Left button	Blow a bubble
Joystick down	Drop through the ledge you're standing on (not the bottom floor)
Keypad * or #	Pause / resume

You can jump up through ledges from below and land on top of them, and press down to drop back through them.

Jumping is forgiving: you can still jump for a split second after running off a ledge, and a jump pressed just before you land happens the moment your feet touch down.

Title Screen

Move the joystick up or down to choose, and press either button to start.

Choice	Keypad shortcut	
1 PLAYER	1	Foamy on his own (Fizz can still join later)
2 PLAYERS CO-OP	2	Foamy and Fizz together
OPTIONS	3	Change the game settings

Pressing fire on controller 2 at the title screen also starts a 2-player game.

A short story plays before round 1. Press fire to skip it.

If nobody touches the controls on the title screen, the game shows the **Best Bubblers** high-score table and then a demo. The two demos take turns: one in the Shallows, one against Big Flitter in the Coral Caves.

Options

Move up or down to pick a setting, and left or right (or fire) to change it. Choose **EXIT** and press fire to go back to the title screen.

Setting	Choices	What it does
LIVES	3 · 5 · 7	Lives each player starts with
DIFFICULTY	EASY · NORMAL · HARD	See below
MUSIC	ON · OFF	Turns all music off (title, stages, jingles, ending). Sound effects always play.
START ROUND	01 · 11 · 21 · 31 · 41	Start at the beginning of any world

Difficulty:

	Easy	Normal	Hard
Trapped enemies break free after	10 s	7 s	5 s
HURRY UP! comes after	40 s	30 s	20 s
Enemies	normal speed	normal speed	always full speed
Boss toughness	normal	normal	+50%

How to Play

Clear every enemy from the screen to finish the round.

Bubbles

- Press the **left button** to blow a bubble. It shoots forward, then floats up and drifts along the ceiling.
- Hit an enemy with a bubble while it's shooting forward to **trap** the enemy inside.
- **Touch a trapped enemy's bubble to pop it.** The enemy is defeated and turns into a treat.
- Don't wait too long. A trapped enemy struggles, the bubble **flashes red**, and then the enemy breaks free, **angry**: red and faster.
- Empty bubbles pop when you touch them (10 points) and burst on their own after a while.

Chain Pops

Popping a trapped enemy also pops any trapped enemies close to it. Each pop in a chain is worth more: 1,000, then 2,000, 4,000 and 8,000 points. Bigger chains also drop better treats.

Bouncing

Hold **jump** as you land on a floating bubble to bounce off it. Bounce across bubbles to reach high ledges.

Wrap-Around

Fall through a gap in the floor and you drop back in from the top of the screen. Enemies, treats and water do the same.

Hurry Up!

Take too long and **HURRY UP!** flashes on the screen. The music speeds up and every enemy gets angry. Ten seconds later the **Storm Puff** comes after you. It can't be trapped, so finish the round quickly! There's no hurry-up on boss rounds.

Treats

Defeated enemies turn into treats. Walk into a treat to collect it before it fades away.

Treat	Points
Apple	500
Gem	1,000
Star	2,000
Cupcake	3,000
Pearl	5,000

Power-Ups and Special Items

Defeated enemies only ever turn into treats. Power-ups work differently: the game secretly keeps count of what you do (bubbles blown, jumps, treats eaten and so on). When a count is full, that item is **earned**, and it appears once, about 5 seconds into a later round, dropping in from the top of the screen. At most one special item appears per round, never in round 1, on boss rounds or in the Bonus Stage. Grab it before it fades away!

Power-ups (kept until you lose a life)

Item	Effect	Earned by
Pink Candy	Your bubbles fly farther	Blowing 35 bubbles
Blue Candy	Your bubbles fly faster	Popping 35 bubbles
Yellow Candy	Rapid fire	Jumping 35 times
Swim Fins	Swim (walk) half again as fast	Swimming about 15 screen-widths
Jump Ring (pink)	+500 points every jump	Eating 3 pink candies
Bubble Ring (yellow)	+100 points every bubble you blow	Eating 3 yellow candies
Pearl Necklace	+10 points every step	Eating 3 blue candies

Bubbles from a candy-powered seal glow pink.

Instant items

Item	Effect	Earned by
Clock	Freezes every enemy for 6 seconds (they can still hurt you!)	Popping 4 lightning bubbles
Heart	Freezes every enemy for 8 seconds, and touching one defeats it	Eating 50 treats
Starfish	10 seconds of shimmering invincibility and extra speed. Enemies you touch are defeated.	Collecting 6 special items
Sea Mine	KABOOM! Every enemy on screen, even the trapped ones, is defeated	Making 4 chains of 3 or more
Spellbook	A curtain of stars sweeps down the screen, defeating every enemy it touches	Defeating 8 enemies with water or lightning
Potion	The gang vanishes and treats rain down for 10 seconds, then it's on to the next round	Defeating 70 enemies
Magic Conch (rare)	Warp ahead 3 rounds	Popping 10 water or lightning bubbles. Only appears early in a world, and not every time.

Items worth points too: candies and fins 100, conch and clock 200, rings, necklace and potion 1,000, and starfish, heart, sea mine and spellbook 3,000.

The counts are shared by both players and start again from zero each game. After an item is collected, its own count starts over, so you can earn it again.

Special Bubbles

From round 3, a special bubble floats up from the bottom of the screen about every 12 seconds (not on boss rounds or the Bonus Stage). Touch it to pop it.

Bubble	Appears from	What happens
Letter bubble (F, I, Z or Y)	Round 3	Collect a letter of **F-I-Z-Z-Y**
Water bubble	Round 6	A wave pours out away from you, flows along the ledges and washes enemies away (1,000 each)
Lightning bubble	Round 6	A bolt shoots away from you and zaps every enemy in its path (1,000 each)

F-I-Z-Z-Y

Each player collects their own letters. Spell **F-I-Z-Z-Y** to earn an **extra life** and a trip to the **Bonus Stage** after the round. For 10 seconds treats rain from the sky with no enemies about. Grab as many as you can!

The Characters

The heroes

- **Foamy** (white) — Player 1
- **Fizz** (yellow) — Player 2

Grumbleshell's gang

Enemy	What it does
Clanker	A wind-up robot that marches along the ledges and jumps up after you
Hopsy	A springy blob that bounces toward you
Flitter	A moth that flutters diagonally around the screen, ignoring the ledges
Shellback	*(from the Kelp Forest)* A spiky-shelled crab that marches along the ledges. If you're on its level, it stops and **throws its spare shell** at you.
Puffer	*(from the Coral Caves)* A little fish that drifts straight toward you through the ledges. The first bubble only makes it **puff up** — hit it again while it's puffed up to trap it.
Eel	*(from the Sunken Ship)* Weaves across the screen and **swims straight through the walls**, coming back out on the other side.
Storm Puff	An angry cloud that appears when you take too long. It can't be stopped.

Worlds and Bosses

There are **50 rounds** in five worlds of ten. Each world has its own music and ends with a boss.

Rounds	World	Boss
1–10	**The Shallows**	Round 10: **Big Clanker** stomps along the floor. When it lands from a hop, **sparks race along the floor**. Jump over them!
11–20	**Kelp Forest**	Round 20: **Big Hopsy** leaps across the screen, sending floor sparks out every time it lands
21–30	**Coral Caves**	Round 30: **Big Flitter** darts around at high speed and **drops sparks** as it flies
31–40	**Sunken Ship**	Round 40: **Big Puff** drifts after you, wherever you go, and bursts out **sparks in four directions**
41–50	**The Abyss**	Round 50: **Grumbleshell** himself. He **throws pearls** at you, and at half health he gets **furious**: faster, and throwing three pearls at a time.

Rounds 41–49 in the Abyss are hand-built gauntlets that mix every kind of enemy.

The world map: after each boss, a map shows how far you've come and how many of the 50 pearls you've recovered so far. Press fire to carry on.

Fighting a boss: hit it with bubbles again and again. Bosses keep calling in helpers, so watch your back. Once a boss is worn down it gets trapped in a bubble and floats up. **Touch it** to finish it off before it breaks free!

Defeating a mini-boss scores **20,000**. Defeating Grumbleshell scores **50,000**.

Two-Player Co-op

Foamy and Fizz play at the same time on the same screen, each with their own controller, score and lives.

- **Join any time:** in a 1-player game, Player 2 presses fire to jump in. The score bar shows **PRESS FIRE** while a player is out.
- **Rescue bubble:** if one player loses their last life while the other is still playing, they float up in a **rescue bubble** instead of dropping out. The partner has about 12 seconds to touch the bubble and pop it, bringing them back with 1 life. Clearing the round also saves them. If the bubble flashes red, time is nearly up!
- **Team bonus:** if both players pop trapped enemies within about a second and a half of each other, each player scores a **5,000-point TEAM BONUS**.
- **Continue:** a player who is out (or doesn't want to wait in the rescue bubble) can press fire to continue. Their score starts again from zero.
- The game is over when both players are out.

Lives and Scoring

- You earn an **extra life every 30,000 points** (up to 9 lives).
- The score bar shows each player's lives and score, with the high score in the middle.

Action	Points
Pop an empty bubble	10
Pop a trapped enemy	1,000 · 2,000 · 4,000 · 8,000 in a chain
Water wave / lightning bolt defeat	1,000
Treats	500 – 5,000
Team bonus (each player)	5,000
Mini-boss	20,000
Grumbleshell	50,000
True ending (each player)	100,000

Pause, Game Over and High Scores

- **Pause:** press ***** or **#** on the keypad. Soft music plays while the game is paused. Press again to carry on.

- **Game over:** when both players are out of lives. If your score makes the top five, enter your initials: up or down changes the letter, and fire (or right) moves to the next letter.
- High scores are kept until the console is switched off.

The Ending... and Beyond

Beat Grumbleshell to bring the pearls home, see the ending and meet the cast.

Beat the game **from round 1 without ever using a continue** and you'll see **the true ending**, with a **100,000-point bonus** for every player still in the game. (Being saved from a rescue bubble doesn't count as a continue.) Then the adventure continues with **Loop 2**: all 50 rounds again, one difficulty step harder. You keep your score and lives, and the loops keep going.

Tips

- Trap enemies close together, then pop them all at once for a big chain bonus and better treats.
- Bubbles gather along the ceiling. Bounce on them to reach enemies hiding up high.
- A falling enemy is easy to trap. Wait under a ledge and catch it as it drops.
- Pop water and lightning bubbles from the side so the wave or bolt heads toward the most enemies.
- In co-op, one player can trap while the other pops. Pop at the same time for the team bonus.
- Shellbacks only throw when you're on their level. Jump up or drop down a ledge to dodge.
- Puff up a Puffer with one bubble, then line up your second shot while it can't move.
- Watch for Eels coming out of the walls.
- Want a Sea Mine? Trap enemies in groups and pop them together for chains of three or more.
- Save the Heart and Clock rounds for crowded screens. Under the Heart, run through the frozen gang to clear it.
- *A secret awaits players who reach round 20 without losing a single life...*

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