INTERNET DEMO VERSION

This is a cut down version of the helpfile for the Internet Demo version of **Wetrix**.   A complete helpfile with instructions and tips in English, French and German is available with the release version of **Wetrix**.

Internet Demo Version 1.0

Gameplay
How to play

GAMEPLAY

Wetrix is a water based puzzle game played on a single floating, square Landscape.   The player controls randomly shaped pieces as they drop onto the Landscape, the purpose being to use the building pieces to create walls and dams in order to trap the rain and water pieces.   Water will drip and flow realistically once it hits the landscape, and if any water falls over the edge it will be collected in the Drain to the right of the screen.   Once the Drain fills up the game is over.   It's as simple as that, but there are different pieces to cope with, different events which happen during a game, different strategies for different game types, and many tricks and secrets to master.

How to Play

How To Play

The player has control of each **Piece** as it falls.   Pieces can be rotated if necessary and, if a Piece is in place before it hits the land, the drop button will make it fall faster, thus increasing the points scored and giving more time to trap flowing water.

The first few pieces to fall in every game will be red **Uppers**, these pieces raise the area of land that they fall on.   As the Landscape starts flat (except in some Handicap Modes) any **Water** which lands will flow off the edge and into the **Drain**, so the player's first task should be to use the Uppers to build some enclosed areas for the Water to land in when it arrives.   The player can build one or two small enclosures or attempt to build a single **Wall** around the perimeter of the whole Landscape.

Soon different types of Piece begin to fall.   The **Next Piece Indicator** at the bottom right of the screen shows the type of Piece that is coming next – but not its shape.   That will only be revealed once that Piece appears.

Once the **Water Bubbles** begin to fall the player should manoeuvre them so that they land within whatever enclosures they have built, this way when the Water splashes out of each Bubble it will be safely contained within the enclosure.   All the Water in any **Lake** will attempt to flow to the lowest point, so if there are any gaps in the Walls the Water will manage to flow out of the enclosure and over the edge.   As well as the drips at the front of the Landscape, any water lost in this way will be shown by the blue **Leak Indicator** arrows around the Landscape.

If the player decides to build small enclosures at first, they should eventually plan to build a wall around the entire Landscape in time for the **Rain**.   Rain starts to fall soon into each game and unlike the Water Bubbles which are under the player's control, rain drops can land anywhere.

Once the player has a set of Lakes in place, the green **Downer** Pieces can be used to lower Walls to join up smaller Lakes, or knock down Walls that have grown too high.

Soon **Bombs** and **Fireballs** will begin to fall.

The player can evaporate Water and reduce the Drain by dropping the Fireball into the centre of a deep Lake.   The Fireball will keep evaporating all the Water until it reaches the bottom, where it burns out.   Be careful not to drop Fireballs onto dry land as they will explode and damage the Landscape.

Bombs are more difficult to control as wherever they land they will explode, and not only will they damage the Landscape, they will blow a hole through which Water can escape.   They should always be dropped in an area outside any Lakes as to prevent the player's Water from draining away.

Uppers can be used to build new Lakes within existing Lakes or repair damage caused by Bombs and Fireballs.   Be careful not to build up too many Walls however, as this will make the Landscape unstable and cause an **Earthquake**.   The **Meter** to the left of the screen will warn the player when this is about to happen.   Bombs and Fireballs can be used to quickly destroy areas of land to reduce the Earthquake Meter.

All scores earned in the game are multiplied by the number of Lakes in the world.   The number of lakes is shown on the **Lake Indicator** at the top right of the screen.

If the player collects enough Water in the world a **Rainbow** will appear, and this will multiply all scores earned while it is on screen.   If the player makes a Lake deep enough a **Rubber Ducky** will appear and this will multiply all scores earned while it's in the Lake.

Bonus points are earned for lots of different actions, and the bonus for each action appears at the bottom left of the screen. It will be multiplied by whichever bonus multipliers are active and will then fly up to the top left, where it will be added to the player's **Current Score**.

As the game time progresses, the **Level** increases.   Each time the Level goes up, the colour of the Landscape changes and the speed of the game increases.   The scores earned will also rise and, depending on the game type selected, various other features may come into play.   The current Level is shown on the **Current Level** indicator at the top right of the screen.

The game will carry on until the Drain is full, or any Challenge limits are reached.

CREDITS

Wetrix was Designed and Developed by Zed Two Limited.

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Ocean production team

Additional credits

Special thanks

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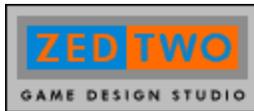
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Keep up to date with Zed Two's latest developments, or get in touch with us, by visiting our website at:

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Return to:

Credits

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Special Thanks

All those people at Creations who played and commented on the game in its early stages.

Allan Finlay & Steve Ruddy for their invaluable assistance.

Steve 'Slick' Aspinwall for the rainbow.

Infogrames Developer Support group for help and advice.

Return to: