
THE X FILLETS II

Warning: To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy warning

Please read before using this game or allowing your children to use it.
Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child should experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion while playing a video game, discontinue use **IMMEDIATELY** and consult your doctor.

Precautions During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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System Requirements

Minimum system requirements:

CPU: Intel Pentium® III or AMD® Athlon 1,2GHz or compatible • **Memory:** 256 MB • **Graphics card:** 3D graphic card with 32 MB memory • **Soundcard** • **Free space on hard drive:** 750 MB • **System:** Windows XP® or Windows 2000

Recommended system requirements:

CPU: Intel Pentium® IV or compatible • **Memory:** 512 MB • **Graphics card:** 3D graphic card with 64 MB memory • **Soundcard** • **Free space on hard drive:** 750 GB • **System:** Windows XP® or Windows 2000

Introduction

The undersea world is full of secret agents with license to send out bubbles. Again they must save the world against mysterious enemies. Through the help of your new friends and a decent amount of investigation through-out more than one-hundred levels; you will figure out who or what stands behind the strange phenomenons at the bottom.

Beginning

When you begin the game you will have to create a profile name. The profile name you create will automatically save as you progress through the game. The game allows you to create more then one profile name to allow others to play the game with out changing any of your saved progress.

Main menu



Name	Name of the current profile (you can change it by clicking Profiles button)
Play	enter the Campaign Screen (and enjoy the thrilling story of *Fish Fillets 2*)
Bonus	Bonus content (this button appears once you spot your first starfish)
Profiles	Create, switch or delete profiles
Online	Send your results to the *Fish Fillets 2* web page (see **http://online.fish-fillets.com** for more details)
Custom content	(this button appears once you download a missions or campaign from the internet - check the **http://online.fish-fillets.com** pages regularly)
Options	Enter the options menu (see bellow)
Credits	Check who is behind all this amazing stuff
Exit	Exit the game (okay, we understand - you need a nap from time to time)

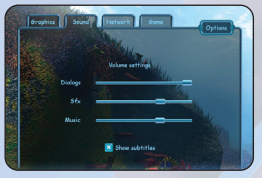
Options Menu

Graphic Options



- Change the resolution of the game
- Set whether you want the game in a window or in full screen mode
- Adjust the game brightness (in full screen mode only)
- Increase the performance by lowering the background animation details
- Increase the performance by turning off the animation smoothing

Sound Options



- Adjust the volume of game dialogues
- Adjust the volume of sound effects
- Adjust the volume of music
- Check whether you want the dialogues and videos subtitled

Network Options



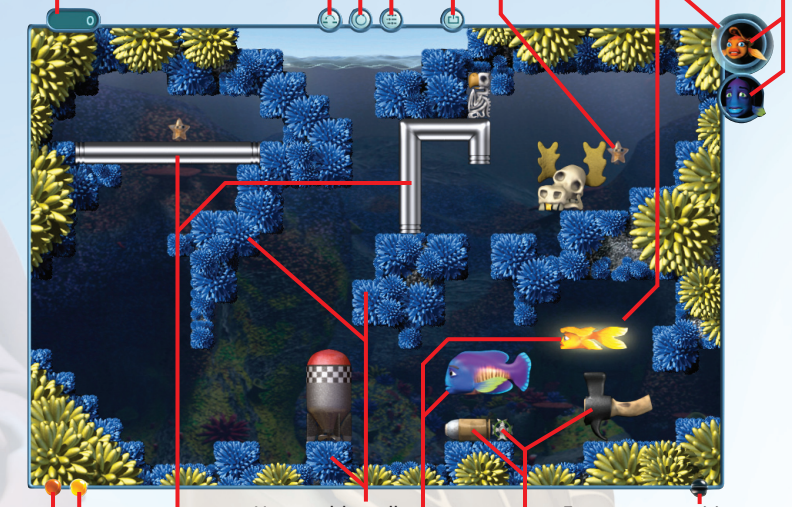
- Turn on/off automatic upload of your results (note: this option is turned off automaticly once the connection to the server fails)
- Set whether your network uses proxy (ask your internet administrator for details)
- Necessary set the proxy details

Game Options



- Change the speed your characters move
- Change the amount of idle chit chat between characters
- Once you unlock the Step Meter feature, you can turn it on/off here

Mission Screen



- To solve the mission, you have usually to get all characters out of the screen
- Don't drop any object on the backs of your characters
- Don't use the smaller fish to support the steel pipes
- Listen to what the fish say, in advanced missions the goal may differ

Campaing Screen

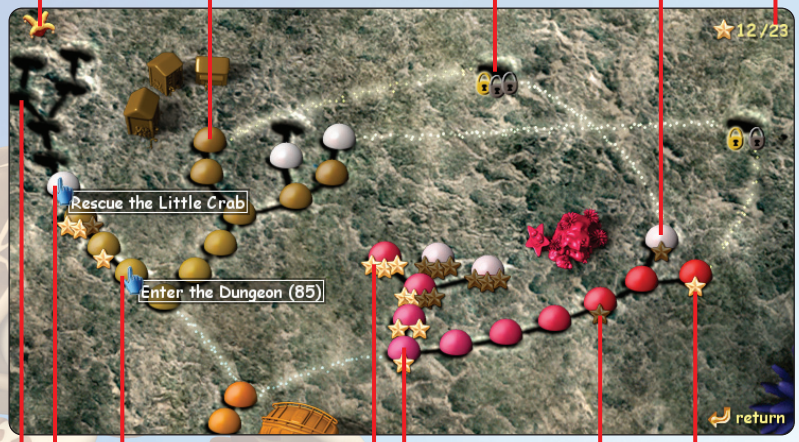
The "Joker" feature you can win if you collect some starfish
(drag & drop it to an unsolved mission to skip it)

Starfish you have gained / starfish you have seen
(click to enter bonus screen)

Solved mission that unlocks one lock of a new chapter

Yet unsolved mission that unlocks one lock of a new chapter

A chapter not unlocked yet
(one lock unlocked, two more to go)



Solved mission
(plus number of moves)

Starfish not gained yet

Starfish already gained

Yet unsolved mission

First mission of a chapter
(click it to replay introduction scene)

Yet unlocked mission

Bonus mission that unlocks nothing more, just offers lots of starfish
(beware, these missions can be really hard to solve)

- Left click a pearl to play the mission (either solved or unsolved)
- Grab and drag the rock or use arrow keys to scroll the screen
- Hit "**Esc**" or click Return to return to the main menu
- Once you win the "**Replay**" feature, right click a pearl to replay your solution

Solve the missions and unlock new chapters until you solve the final mission. Collect starfish to unlock cool, interesting and sometimes useful bonus stuff.

Credits

Altar Games

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Technical support

For the support contact: support@altargames.com
Web sites: www.fish-fillets.com, www.altargames.com, www.idea-games.com, www.sprocketidea.com

This game is build using PopCap, Lua, OpenAL, Ogg Vorbis, cURL, OpenSSL, Crypto++
This product includes portions of the PopCap Games Framework - http://developer.popcap.com/



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www.fish-fillets.com