

Antarctic Adventure FAQ/Walkthrough

Copyright Konami 1984
Written By Brian P. Sulpher
E-mail: briansulpher@hotmail.com
Version Final
Date Written:October 25th, 2003

I dedicate this to my cousin Kyle for his 76 in 1 cartridge for the NES, and all of the great games that were on it. I never would have played a classic such as this one, which then led to me finding it on the Colecovision video game system. Man, to think this great game landed on more than one system!

Also, for Cougar, Howler, Koonce, and Gracey. I miss you, and I hope you are living it up in the afterlife as you did in this world. You will always be in my memories, and you will never be forgotten.

Version 1.0

-Submitted guide on October 25th, 2003

Version 1.5

-Submitted guide on June 2nd, 2004
-Decided a format update was in order, as it would help the FAQ flow a little bit better
-If no e-mails are recieved within the next while, the next update will likely be the FINAL one

Version Final

-Submitted guide on February 7th, 2005
-I added in Honestgamers as a site allowed to use my FAQs
-Still send info if you have it, but note that this will be marked final

-----Table Of Contents-----

- 1) Introduction
- 2) Controls
- 3) Flags
- 4) Fish
- 5) Obstacles
- 6) Map
- 7) Level Description
- 8) Final Word

-----Introduction-----

- 1) In this game, you are a penguin. You are running around Antarctica, and for some reason, you have decided to see if you can run from outpost to outpost. You go running from the various countries places (even your own penguin nation at the South Pole!), and along the way, you will be going very fast. However, you will not have a free pass; no, you will have to avoid animals, holes int he ice, and fissures in the ice. You are not

completely without any support, as their are a few things along the way that can be collected. I wish you well in your long distance, cross-glacier run Mr. Penguin!

-----Controls-----

2) This section will review what is involved in controlling your penguin as he does his running thing.

o-----o
| Running Controls |
o-----o

Joystick---> LEFT and RIGHT will move your Penguin in the corresponding direction. UP will increase your running speed and DOWN will decrease your running speed.

Left Fire--> When pressed, this will cause your Penguin to leap into the air to bypass holes in the ice.

Right Fire-> When pressed, this will cause your Penguin to leap into the air to bypass holes in the ice.

-----Flags-----

3) These are your friends on the glacial surface where you face mostly hostile adversities.

o-----o
| Green Flag |
o-----o

Worth 500 points, these little babies appear periodically to really help boost your score. However, it is recommended to ignore them if the moving towards them is impeded by seals or holes in the ice.

-----Fish-----

4) This section will list the fish stats.

o-----o
| Red Fish |
o-----o

Worth 300 points, these little swimmers hop out from small holes in the ice. However, it is recommended to ignore them if the moving towards them is impeded by seals or holes in the ice.

-----Obstacles-----

5) This section is going to list the dangers that threaten your Antarctic Adventure.

```

o-----o
| Hole |
o-----o

```

These are round holes that appear frequently. They are easily jumped over, but they will often be grouped to cause you trouble.

```

o-----o
| Seal |
o-----o

```

These sometimes pop out of Holes. They make jumping over the Hole a bad idea. So, it is best to try to go around as many Holes as you can to avoid any possible Seal appearances (which will limit your time spent bouncing around).

```

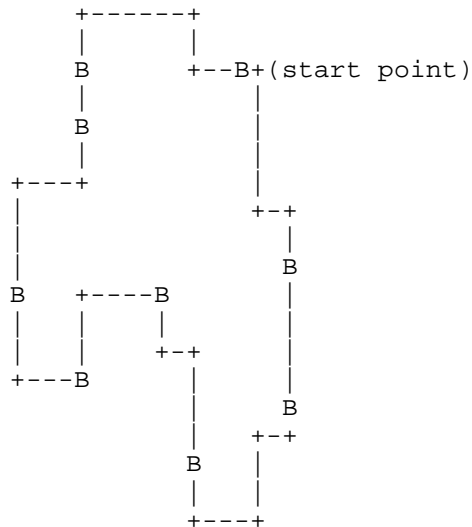
o-----o
| Fissures |
o-----o

```

These are wide cuts in the glacial surface. These will really slow you down if you fall in (press either fire button to escape them). Also, if you touch the corner, it will bounce you like hitting a Seal or a Hole would. They can show up in lines of up to five at once.

-----Map-----

6) This section will show the map of the game. It will be of good use when coupled with the next section. The B's are bases for each research station of each country.



-----Level Description-----

7) This section will give a brief description of what to expect of each level. It will list time restraints, distance, and turns.

- Level 1 - 1,200 km, 90 seconds.
- Straight the whole way.
 - Australia.
- Level 2 - 1,500 km, 100 seconds.
- at 1,400 km remaining, the course turns to the left.
 - at 1,200 km remaining, the course straightens once more.
 - at 1,150 km remaining, the course turns to the left.
 - at 1,000 km remaining, the course straighten out once more.
 - at 800 km remaining, the course turns right.
 - at 600 km remaining, the course turns to the right.
 - at 200 km remaining, the course straightens out once more.
 - Australia.
- Level 3 - 1,200 km, 90 seconds.
- at 1,000 km remaining, the course turns to the right.
 - at 800 km remaining, the course straightens once more.
 - at 600 km remaining, the course turns to the left.
 - at 400 km remaining, the course turns to the right.
 - at 200 km remaining, the course straightens out once more.
 - France.
- Level 4 - 1,500 km, 100 seconds.
- at 1,400 km remaining, the course turns to the right.
 - at 1,200 km remaining, the course straightens out once more.
 - at 1,150 km remaining, the course turns to the right.
 - at 1,000 km remaining, the course straightens out once more.
 - at 600 km remaining, the course turns to the left.
 - at 400 km remaining, the course straightens out once more.
 - at 350 km remaining, the course turns to the left.
 - at 200 km remaining, the course straightens out once more.
 - New Zealand.
- Level 5 - 1,700 km, 120 seconds.
- at 1,600 km remaining, the course turns to the left.
 - at 1,400 km remaining, the course straightens out once more.
 - at 1,000 km remaining, the course turns to the right.
 - at 800 km remaining, the course turns to the left.
 - at 700 km remaining, the course turns to the right.
 - at 600 km remaining, the course turns to the left.
 - at 500 km remaining, the course turns to the right.
 - at 400 km remaining, the course turns to the left.
 - at 300 km remaining, the course turns to the right.
 - at 200 km remaining, the course straightens out once more.
 - Penguin Outpost, located at the SOUTH POLE!
- Level 6 - 1,100 km, 80 seconds.
- at 1,000 km remaining, the course turns to the right.
 - at 800 km remaining, the course turns to the left.
 - at 700 km remaining, the course turns to the right.
 - at 600 km remaining, the course straightens once more.
 - at 400 km remaining, the course turns to the right.
 - at 300 km remaining, the course turns to the left.
 - at 200 km remaining, the course straightens once more.
 - U.S.A.
- Level 7 - 1,200 km, 80 seconds.
- at 800 km remaining, the course turn to the right.

- at 600 km remaining, the course turns to the left.
- at 400 km remaining, the course straightens once more.
- at 100 km remaining,
- U.S.A.

- Level 8 - 1,200 km, 80 seconds.
- at 1,200 km remaining, the course turns to the right.
 - at 1,000 km remaining, the course turns to the left.
 - at 800 km remaining, the course straightens once more.
 - at 600 km remaining, the course turns to the left.
 - at 400 km remaining, the course turns to the right.
 - at 200 km remaining, the course straightens once more.
 - Argentina.

- Level 9 - 500 km, 40 seconds.
- at 400 km remaining, the course turns to the left.
 - at 300 km remaining, the course turns to the right.
 - at 200 km remaining, the course straightens once more.
 - No Seals on this level.
 - Seems like an easy level, but one or two mistakes can end your Antarctic Adventure game quickly on this level.
 - United Kingdom.

- Level 10 - 2,600 km, 165 seconds
- at 2,200 km remaining, the course turns to the left.
 - at 2,000 km remaining, the course turns to the right.
 - at 1,800 km remaining, the course straightens once more.
 - at 1,200 km remaining, the course turns to the left.
 - at 1,000 km remaining, the course turns to the right.
 - at 800 km remaining, the course turns to the left.
 - at 600 km remaining, the course straightens once more.
 - at 500 km remaining, the course turns to the left.
 - at 400 km remaining, the course turns to the right.
 - at 200 km remaining, the course straightens once more.
 - Japan.

Level 11 is really level 1 once more. The game is a looping game, and as far as I know, never ends. The time will decrease, but Obstacles density will quickly increase.

-----Final Word-----

- 8) As is the usual, this walkthrough is copyright property of Brian P. Sulpher, 2003. The only website, group, person, etc. to have access to post it is www.gamefaqs.com, www.ign.com, and www.honestgamers.com. You must ask for permission before posting this (go ahead, I am very nice, and more than likely will say yes).

If you liked it, hated it, have anything to add, then please E-mail me at briansulpher@hotmail.com. You can also contact me through MSN messenger through the same E-mail address.

Man, I wish I could have got that 76 in 1 for my own use, but such is life. All I know is, I still play this, even years after playing it for long stretches in the NES days. Thanks for the great gaming memories Kyle! Here is hoping someone gets some assistance from this for the Coleco as well!