

ZOO™



JAGUAR™
64-BIT

GAME MANUAL
MANUAL DE JEU
SPIELANLEITUNG

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0839-994460

Jaguar Software Helpline, Cuckoo Wharf Units 1-4 Lichfield Rd., Aston, Birmingham. B6 7SS

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ATARI INFO CONSOMMATEUR

36.68.00.16 (2, 19 LA MINUTE)

Read before using your Atari video entertainment system.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:

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

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.

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There's Trouble in the Nth Dimension

Krool's forces are invading and only Zool can save the Nth Dimension. The evil Krool has sent Mental Block, his morphing henchman, to seize power. Mental Block's going to morph himself stupid to make sure this adventure is one the ninjas are never going to forget.

Choose to be either Zool, or his lovely and daring sidekick Zooz. They've been entrusted with the restoration of order to the Nth Dimension and charged with the expulsion of Mental Block and his henchmen. Zoon, the amazing intergalactic wonderdog, will assist you — and you're going to need him, too! Mental Block's got quite a head start on you. There's been some real double dealing going on around here.

Fowl play's going on down at Swan Lake, forked tongue double-dealing is taking place at Snaking Pass and what he's doing on Bulberry Hill is just shocking! Watch out for the Mount Ices frozen food horrors and the Curse of the Pharaoh at Tooting Common. In Mental Block's Crazy House you'd better hold on to your senses and set your controls on Maximum Weirdness.

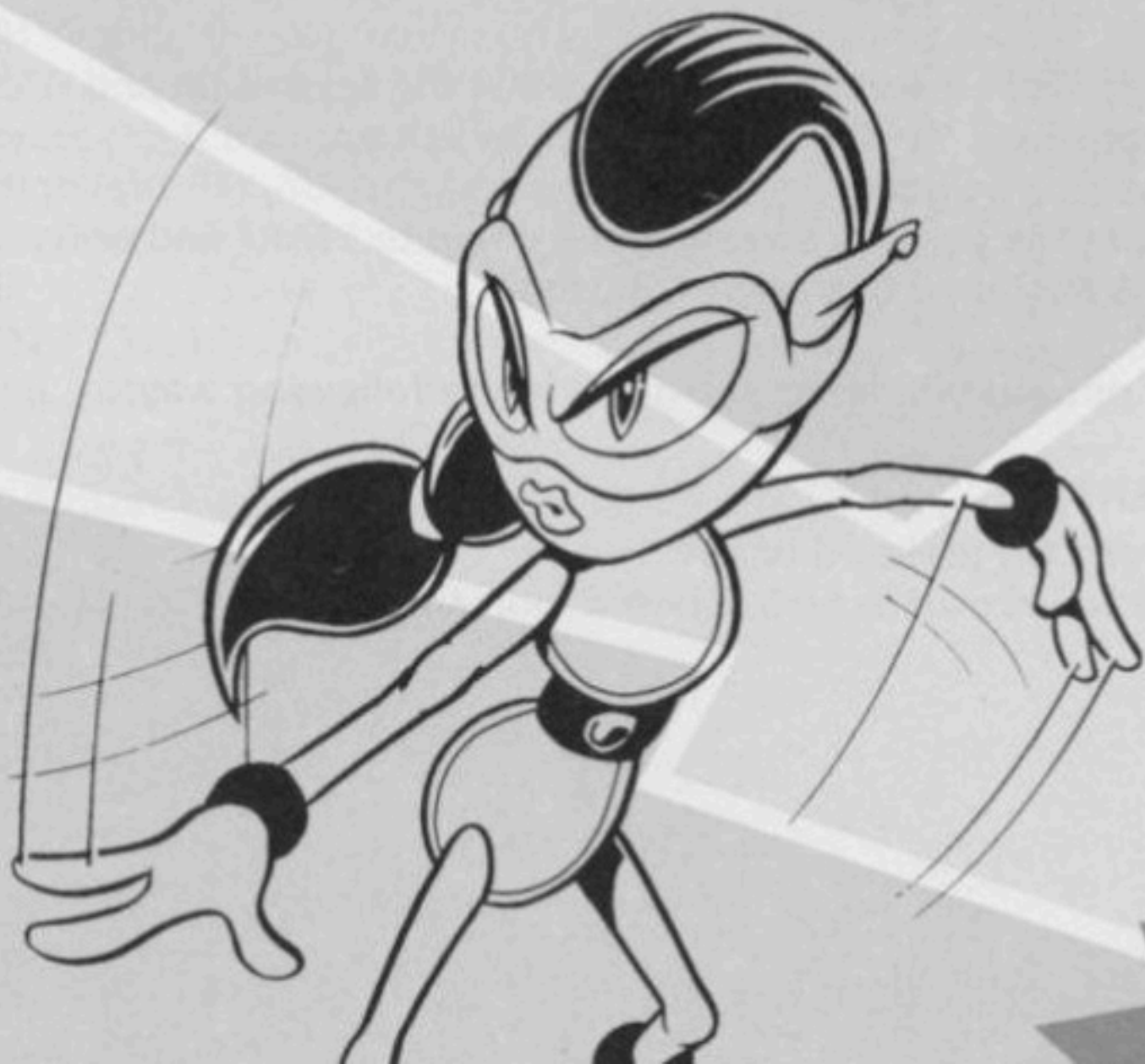
Strange things are going on!



Getting Started

1. Insert your JAGUAR Zool 2 cartridge into the cartridge slot of your JAGUAR 64-bit Interactive Multimedia System.
2. Press the POWER Button.
3. To get right into the game, just press the Fire Button.

To access the Options Screen, press Option.



Options Screen



To highlight a particular option, press the Joypad up and down. Press the B Button to alter its value.

To quit the Options Screen, move down to START and press the A Button, B Button or C Button.

The options will affect the game in the following ways:

INERTIA:

Choose ON (default) or OFF.

Effects your character's forward momentum.

DIFFICULTY:

Easy — 8 lives, just collect most of those items that are on the map.

Normal (default) — 6 lives, collect all map items plus find some hidden ones — or break a few items on the map or kill a few baddies (either of which will give you enough extra).

Hard — 4 lives, collect all map items including hidden ones plus break several map items plus kill many baddies.

PLAYERS:

Choose from One (default), Two with one Joypad, or Two with two Joypads.

CONFIGURE:

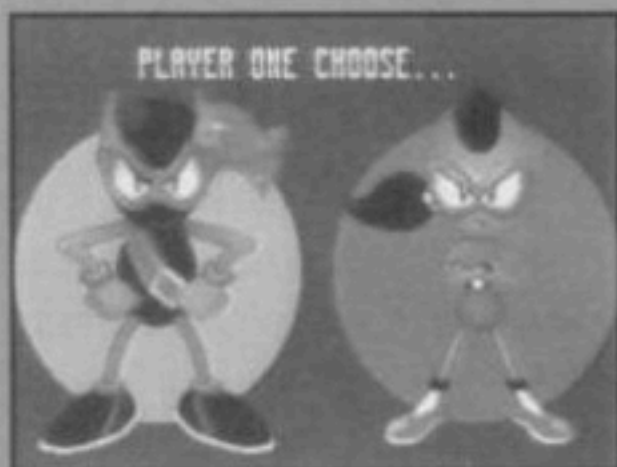
To change the configuration of your Joypad, highlight CONFIGURE and press the B Button. Highlight CHANGE and press the B Button until you have the desired configuration. Highlight RETURN and press Fire to return to Options screen or START to jump right into the game.

DEFAULT:

B Button	Fire
A Button	Jump
C Button	Smart Bomb

Zool/Zooz Choose Screen

Before the game begins, you will be asked which character you want. To pick, move the Joypad left or right, then press A Button to start. In a 2-Player game (with either one or two Joypads) Player One chooses first, then Player Two.



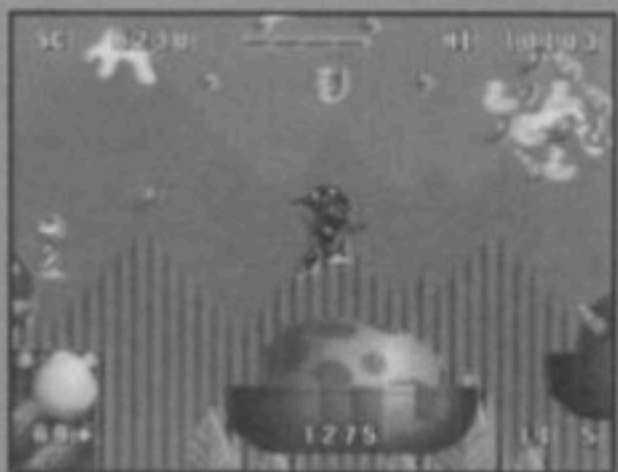
ZOOL

The dashing defender of the Nth Dimension maintains order with his lightning speed and super-sonic ninja moves. Check out his devastating power jump!

ZOOZ

Zool's brave and beautiful companion is a ninja superhero in her own right. The bad guys better watch out for her whip!

Playing the Game



When you've set up your Options, go to **START** and press **A**, **B** or **C** to begin.

All of your Ninja's actions are controlled by using the Joypad. Both Zool and Zooz









have some unique Ninja moves to help them subdue Mental Block. Can you discover them?



Game Controls



The following controls may be used for either Zool or Zooz:

-  **Climb up walls/Jump vertically**
-  **Jump diagonally right**
-  **Run right**
-  **Slide right**
-  **Climb down walls/Crouch**
-  **Slide left**
-  **Run left**
-  **Jump diagonally left**



These are the default controls. They can be reconfigured at the Options Screen:

FIRE BUTTON (B Button)

Press the B Button to allow Zool or Zooz to fire bullets.

BACK FLIP

Hold down the Fire Button and run into a wall for a height-scaling back flip, perfect for when a simple jump isn't enough.

DIRECTION & FIRE

When hanging on a column, hold down the Fire Button and then move left or right to crawl across it.

POWER JUMP/BREAK THROUGH FALSE CEILINGS AND FLOORS

Press Fire while your Ninja is in the air for a devastating spinning power jump. Use this move to break through false ceilings (Zool) and floors (Zooz).

JUMP BUTTON (A Button)

Press the A Button, or UP on the Joypad to jump.

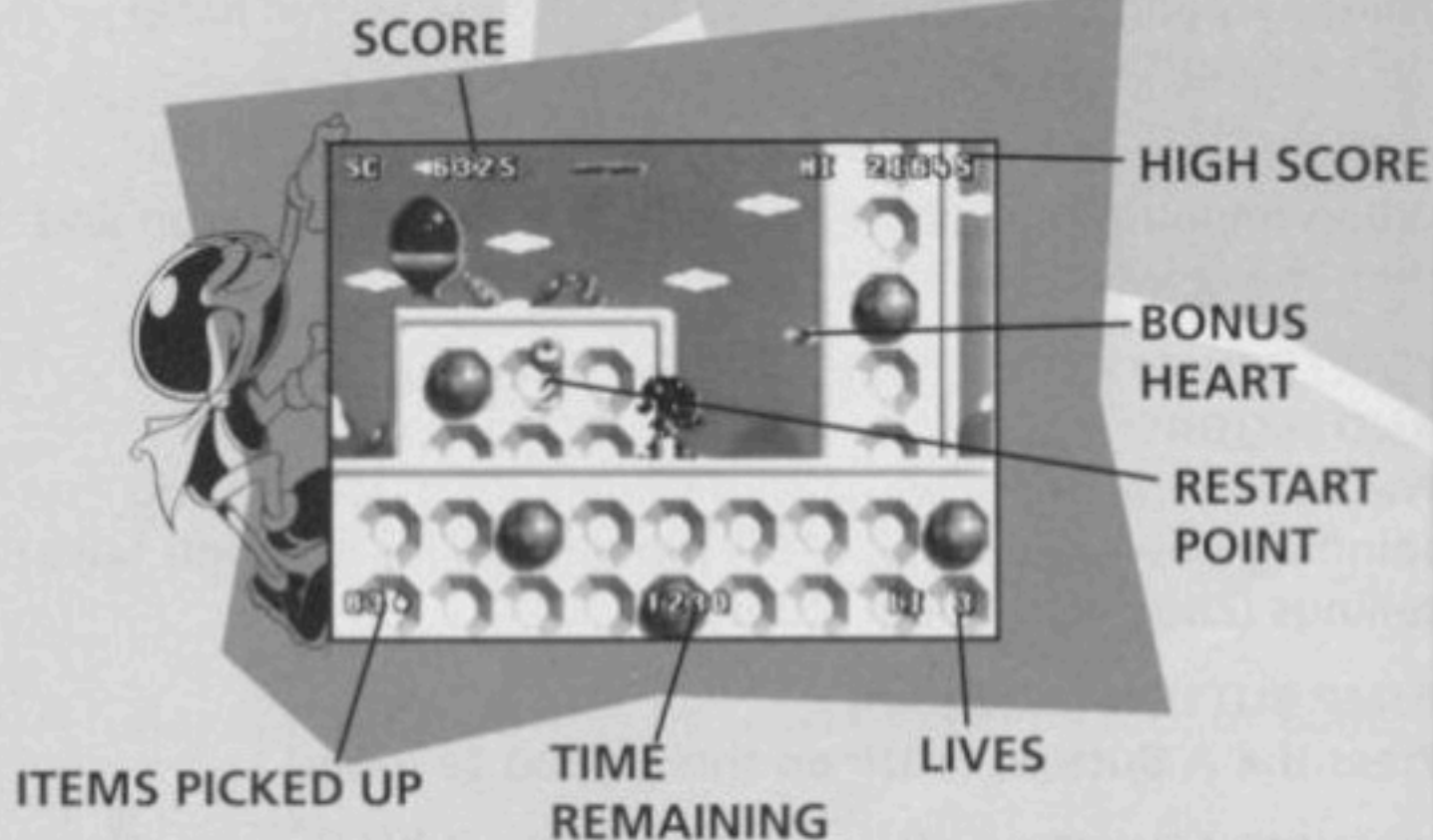
VOLUME ADJUST

Press Pause during play and press the A Button to access the music volume, or the B Button to access the Sound FX menu. To adjust the volume, press the joypad RIGHT to increase volume, LEFT to decrease volume.

MEMORY SAVE

Music, SFX Settings and High Scores information are retained in the cartridge even if you have turned off your Jaguar 64-Bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear the currently saved changes, press *, Option and # while on the Zool 2 Option Screen.

Main Playing Screen



RESTART POINTS

Run past them and the next time you lose a life, you'll restart from that point. To find them, look for a red beacon that flashes green when you pass it.

BONUS HEARTS

Defeating some enemies, you'll see little hearts with wings floating up. If your Ninja can grab one, he'll restore his health by one point.



ZOOL BONUSES

Zool and Zooz need a little help to overcome the forces of non-imagination. Luckily, smart weapons have been hidden by Nth Dimension agents — they're perfect for when Ninja skills aren't enough. They're concealed in locked boxes marked with a Chupa Chups symbol (except the Zoon bonus, which looks like Zoon). Use a Ninja head-butt to break them open, and you'll find one of the following inside:



BOMB:

Will follow you until you decide to use it. Press the C Button to say goodbye to all the bad guys on the screen. Keep three and activate them one at time.

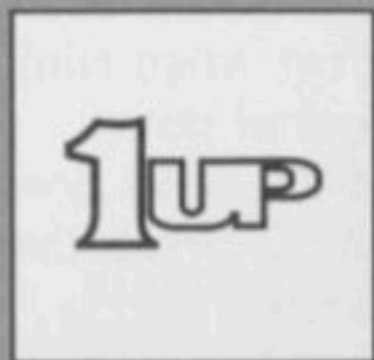
TWOZOOL:
Split up your Ninja for double the action.



SHIELD:
Makes our heroes invincible for a short time.

TIME BONUS:
Adds valuable seconds to your timer.





1UP:
An extra life.



SUPER SHOT:
Press the C Button after picking this up and you'll shoot a swirling super spinning missile that takes care of the most ferocious opponents.



CHUPA CHUPS:
Restores your Ninja to full health.



ZOON:
Pick up three, and at the end of the level you'll find a special bonus level which Zoon will help you play. If you don't get three, those you have carry over to the next level.



Final Briefing

It's time to start your next mission. Mental Block is expecting you. Intelligence sources have supplied us with some limited information to help you.



You need to collect 99% of the tokens found on each level before you will be allowed to leave.



There are false walls to break down, objects to jump on that will give you extra spring in your step and light tubes to whiz through.



When you're seemingly on a path to nowhere, flashes may provide you with inspiration, or at least a target (Mental Block may be able to make some objects invisible, but he is not 100% accurate).



Snowflakes that spin may make an icy pathway. But remember, ice melts!

Good luck, Ninja. The Nth Dimension is counting on you!



Credits

ORIGINAL GAME

PROGRAMMING:

Andy Findlay

MUSIC AND FX:

Pat Phelan

Neil Biggin

GRAPHICS:

Ed Campbell

JAGUAR VERSION

PROGRAMMING:

Trevor Raynsford

TESTERS:

Sim Furniss

Mick Sheehan

Mark Hooley

Hank Cappa

Andrew Keim

Lance J. Lewis

Dan McNamee

Martin Mueller

Joe Sousa

PRODUCER:

John Skruch

GRAPHICS:

James Hartshorn

Colin Jackson

LEAD TESTER:

Scott Hunter

Warranty

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The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product. Warranty does not cover accidental or intended damage or neglect. If the product displays a fault within the warranty period, the user should return it to his place of purchase, who will follow the required procedure to obtain a replacement.

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