

SEGA™

VIACOM®  
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# GENESIS™



## INSTRUCTION MANUAL

LICENSED BY SEGA™ ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA GENESIS™ SYSTEM.

KIDS TO ADULTS



AGES 6+



## **WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain 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 prior seizures or 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 COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.**

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1515 Broadway  
New York, NY 10036  
1-800-469-2539



Hookstone

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© Original game concept © 1995 Hookstone Ltd.  
Developed by Hookstone Ltd, 4 Grove Park Court,  
Grove Park View, Harrogate, North Yorkshire HG1 4DP UK

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SEAL OF  
QUALITY

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.



# getting started

## Handling Your Cartridge

- This Sega Genesis cartridge is intended for use exclusively with the Sega™ Genesis™ 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 and the Sega Genesis cartridge.



- Set up your Sega Genesis Game System according to its Instruction Manual.
- Plug in Control Pad 1. **Zoop** is a one-player game.  
**IMPORTANT:** Always be sure that the Sega Genesis System is turned OFF before inserting or removing the game cartridge.
- Insert the **Zoop** game cartridge into your Sega Genesis System.
- Turn on the power switch.

# controls

## Directional Pad (D-Pad)

Move around inside  
the Center Square

## Start Button

Pause game - press again to resume

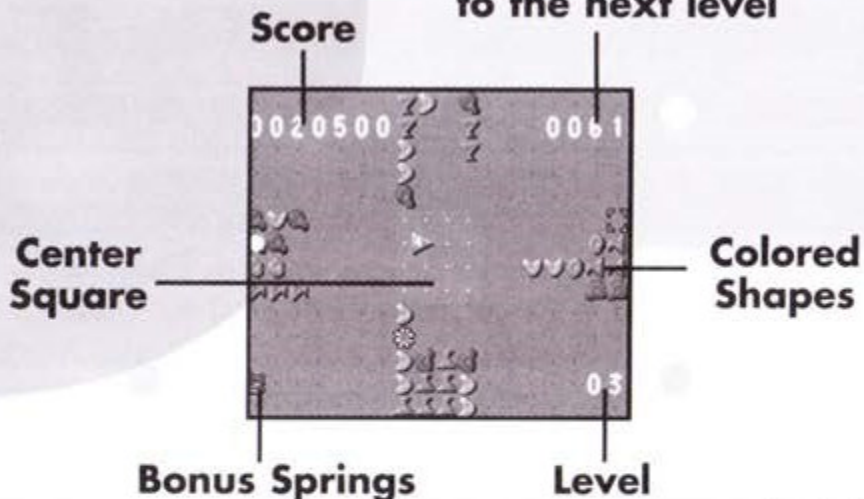


## A, B or C Button

Fire to eliminate  
or exchange colors

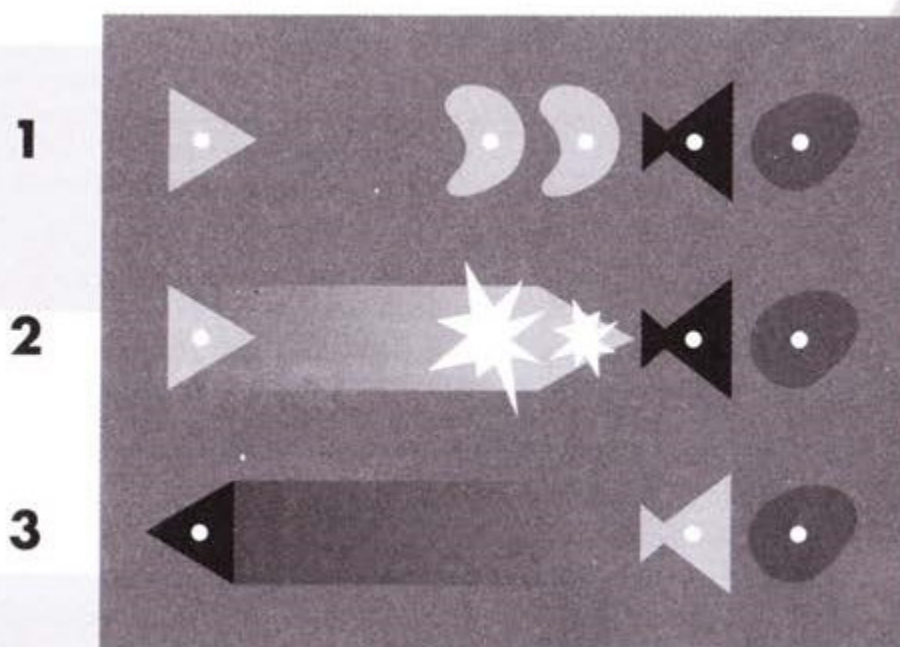
# screen display

Shapes left to eliminate  
in order to advance  
to the next level



# objective

Colored shapes appear randomly along the grid, and move toward the center. You must eliminate them (remove them from the grid) before they enter the Center Square. Pressing the A, B or C Button will fire (figure 1). If you strike a shape that is the same color you are, that shape will be eliminated (figure 2). If you strike a shape of a different color, you will exchange colors with that shape and the shape will remain on the grid (figure 3).



If you eliminate enough shapes, you will move to the next stage and the play intensity will increase.

When the colored shapes are about to enter the Center Square, the dots in the Center Square will flash and a warning will sound. If the colored shapes enter the Center Square, the game will end.

**Hint:** For higher scores and faster shape removal, eliminate multiple shapes at one time. Change the first in a row/column to match the shapes behind it – then **Zoop** them all at once.



# power-ups

As you play **Zoop**, Power-Up Icons will randomly appear on the grid along with the colored shapes. If you strike a Power-Up, it will assist you in eliminating other shapes.



**Proximity Bomb:** Eliminates all the shapes touching the first shape you hit.



**Line Bomb:** Eliminates an entire row of shapes regardless of color.



**Color Bomb:** Eliminates all the shapes in a quadrant that are the same color as the first shape you hit.



**Bonus Spring:** Collect five of these to clear all the shapes on the grid.

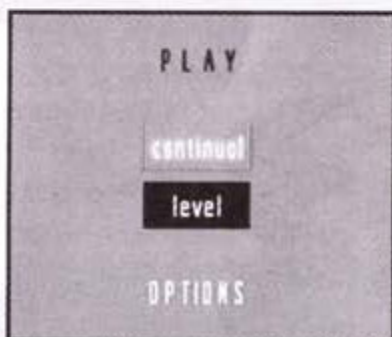
If a Power-Up or Bonus Spring reaches the Center Square, it will disappear. Power-Up and Bonus Spring will not end the game.

cut this page out for reference

# menu screen

## level or continual play

Each time you start a game, you have the option of playing a Continual Game or a Level Game. In a Continual Game, once you eliminate enough shapes to move to the next stage, the background will change, and the speed at which shapes appear will increase, but current shapes remain on the grid. In a Level Game, once you eliminate enough shapes, you will move to the next level with no shapes on the grid. (**Note:** At higher difficulty levels, there will be shapes on the grid.)



Press Up & Down on the D-Pad to select **CONTINUAL**, **LEVEL** or **OPTIONS** then press any button to continue.

## options

In this screen you can turn the game sound and music on or off.

Press Up & Down on the D-Pad to select **SOUND** or **MUSIC**, then press Left or Right to turn that feature on (+) or off (-).

Press Up & Down on the D-Pad to select **EXIT** and press any button to continue.





# stage select and difficulty

## STAGE

Using the Stage Select dial, you can select 1 of 9 stages on which to begin gameplay. The speed at which shapes appear on the grid increases as you advance from stage 1 to stage 9.



Press Left or Right on the D-Pad to rotate the stage numbers so that your desired starting level is highlighted in white at the top of the square.

## DIFFICULTY

**Level Play:** If a difficulty of 1-4 is selected in Level Play, each new stage will begin with colored shapes already on the grid. The level of difficulty selected will determine the number of colored shapes already on the grid at the start of each stage.

**Continual Play:** The level of difficulty selected will determine the number of colored shapes already on the grid at the start of the game.

Press Up & Down on the D-Pad to select **DIFFICULTY**, then press Left or Right to increase or decrease the Difficulty Level. Press any button to continue.

# scoring

The more colored shapes eliminated in a single fire, the more points earned.

<u># of Shapes Eliminated</u>	<u>Total Points</u>
One	100
Two	300
Three	600
Four	1,000 (5,000 full vertical column)
Five	1,500
Six	2,100
Seven	10,000 (Full horizontal row)

# high score

At the end of every game, the High Score screen appears. If you have eliminated enough shapes to earn a high score, enter your initials by pressing Up & Down on the D-Pad, then press Right on the D-Pad to move to the next letter.

Press any button to continue.

LEVEL SCORES					
RANK	NAME	SCORE	TIME	LEVEL	
1	...	0022200	0112	03:26	3
2	...	0010000	0100	01:00	5
3	KAT	0009600	0069	02:39	2
4	...	0009000	0080	00:50	4
5	...	0008000	0060	00:40	3

# credits

**Designed in the UK by Hookstone Ltd.**

**Programmed in the UK by PanelComp Ltd.**

**Programmer**

John Rocke

**Graphic Artists**

Peter Tattersall  
Malcolm Cooper  
Ian Bowden

**Hookstone Worldwide  
Representation**

John Cook, Bad Management

**Executive Producer**

I. Kenneth Miller

**Managing Producer**

N. Matthew Welton

**Production Coordinator**

Amanda P. Herman

**Technical Director**

Jim Hanson

**Sound Producer**

Steve Boyer

**Sound Coordinator**

Cliff Falls

**Sound Support Software**

Brian Schmidt

**Music Composition**

Bobby Scumaci

**Additional Music  
Composition**

Mark Davis

**Graphic Design**

Higashi Glaser Design

**Additional Art and  
Animation**

Jarod Pranno

**Development Support**

Baki Allen  
Greg Colton  
Tom Hanson  
Scott Lawrence  
Gus Peterson  
John Podlasek

**Packaging Design**

Doublespace

**Manual Design**

Beeline Group

**SPECIAL THANKS**

Eugene Evans  
Stephen Gass

# warranty

## **VIACOM NEW MEDIA Limited Warranty**

Viacom New Media warrants to the original purchaser only that the Cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Cartridge with its original packaging to Viacom New Media or its authorized dealer along with a dated proof of purchase. Replacement of the Cartridge, free of charge to the original purchaser (except for the cost of returning the Cartridge), is the full extent of our liability.

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1515 Broadway  
New York, NY 10036  
1-800-469-2539

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and Sega Saturn™.

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1515 BROADWAY, NEW YORK, NY 10036

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