ZOOP

GAME MANUAL
MANUAL DE JEU
SPIELANLEITUNG

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U.S.A. Customer Help Hint Line
1-900-737-ATARI   (1-900-737-2827)

95¢ per minute. If you are under 18, be sure to get a parent's permission before calling.
A touch-tone telephone is required.

U.K. Jaguar Software Helpline
0839-994460

Jaguar Software Helpline, Unit 2&5 Holford Way, Holford, Birmingham, B6 7AX
Please obtain permission to call from the person who pays the bill.
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Prices and games featured on this service correct at time of going to press.
We reserve the right to change the games featured on the helpline without prior notice.

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Jaguar Club, Atari House, Slough. SL2 5BZ

ATARI Info Consommateur
36.68.00.16 (2, 19 f 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 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.

ZOOP™

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.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean, and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

Contents

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. If you strike a shape that is the same color you are, that shape will be elim-
inated. If you strike a shape of a different color, you will exchange colors with that
shape and the shape will remain on the grid.
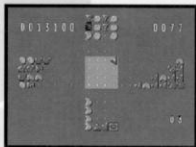
If you eliminate enough shapes, you will move to the next level and the play intensi-
ty will increase.

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.

Getting Started

1. Insert your *Zoop* cartridge into the cartridge slot of your Jaguar 64-Bit
   Interactive Multimedia System.

2. Press the **Power** button.

3. Press the **A**, **B** or **C** button to exit the **Title** screen and go directly to the
   Main menu.

Main Menu

Choose **Continual** or **Level** play, or go to the **Option** screen.

PLAY

continual

level

options

Continual or Level

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 level, 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, you will start with new shapes on the grid.)

Once you have chosen your game, you will need to decide what stage and difficulty level you want to start at. Press up or down on the **Joypad** to move around the screen and left or right on the **Joypad** to make your selections. Press the **A**, **B** or **C** button to begin a game.

Stage

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

LEVEL PLAY

STAGE

3 1 2

9 1 3

8 4

7 6 5

DIFFICULTY

1 2 3 4

4

Difficulty

Level Play: If a difficulty of 1-4 is selected in Level Play, each new level 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 level.

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

Options

Press up or down on the **Joypad** to move around the screen and left or right on the **Joypad** to turn music or sound effects on (+) or off (-). When you are finished, press down on the **Joypad** until you reach **Exit**, then press the **A**, **B** or **C** button to go back to the **Main** menu.

Controls

Joypad

Move around inside the Center Square

Joypad
Pause Button
Option Button

Button A
Button B
Button C

Keypad

A, B or C button

Fire to eliminate or exchange colors

*Note: If you have a ProController, you can also use the **X**, **Y** and **Z** buttons.*

Pause button

Pause game—press again to resume

* and

Restart game

Powerups

As you play *Zoop*, Powerups will randomly appear on the grid along with the colored shapes. If you strike a Powerup, 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 Powerup or Bonus Spring reaches the center square, it will disappear. Powerups and Bonus Springs will not end the game.
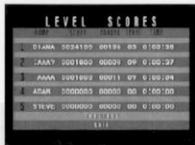
Scoring

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

Shapes Eliminated	Total Points
One	100
Two	300
Three	600
Four	1,000
Five	1,500 (plus a 5,000 pt bonus if a full vertical column was wiped out)
Six	2,100
Seven	2,800
Eight	3,600 (plus 10,000 for full horizontal row)

High Score

If you eliminate enough shapes to earn a high score, the **High Score** screen will appear. Enter your initials by pressing up or down on the **Joypad**, then press right on the **Joypad** to move to the next letter.

Press the **A**, **B** or **C** button to continue.

Memory Save

High scores and game settings 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 currently saved changes, press *, # and **Option** while on the *Zoop* **Title** screen.

Credits

Designed in the UK by Hookstone Ltd.

Hookstone Worldwide Representation
John Cook, Bad Management

Executive Producer
I. Kenneth Miller

Publishing Producer
N. Matthew Welton

Production Coordinator
Amanda P. Herman

Electric Spectacle Productions, Ltd. (Jaguar Version)

Code
Andrew Nixon
Aaron Fothergill

Art
Adam Fothergill
Steve Field

Music
InVision Sound Library

Atari

Producer
Rob Powers

Lead Tester
Manuel Sousa

Testers
Phil B. Gelber
Nathan Tan
Tal Funke-Bilu
Eric Riley
Jennifer Vernon
Hank Cappa

Product Marketing Manager
Jeanne Winding

Creative Services
Greg LaBrec
Diana Bredfeldt
Beeline Group

Warranty

Atari warrants to the original purchaser this product to be free from defects in material and workmanship under normal authorized use for a Warranty Period of ninety (90) days from the date of purchase as evidenced by your receipt. Atari will replace the defective software free of charge. After the expiration of the Warranty Period, you assume the entire cost of all necessary servicing, repair or correction.

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.

In no event shall Atari be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you.