GAME BOY™

DMG-AZPE-USA

VIACOM®
newmeDIA™

Zoop™

INSTRUCTION BOOKLET

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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.

VIACOM. newmedia.

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

© 1995 Viacom International Inc. All rights reserved. © Original game concept 1995 Hookstone Ltd. Developed by Hookstone Ltd, 4 Grove Park Court, Grove Park View, Harrogate, North Yorkshire HGI 4DP UK
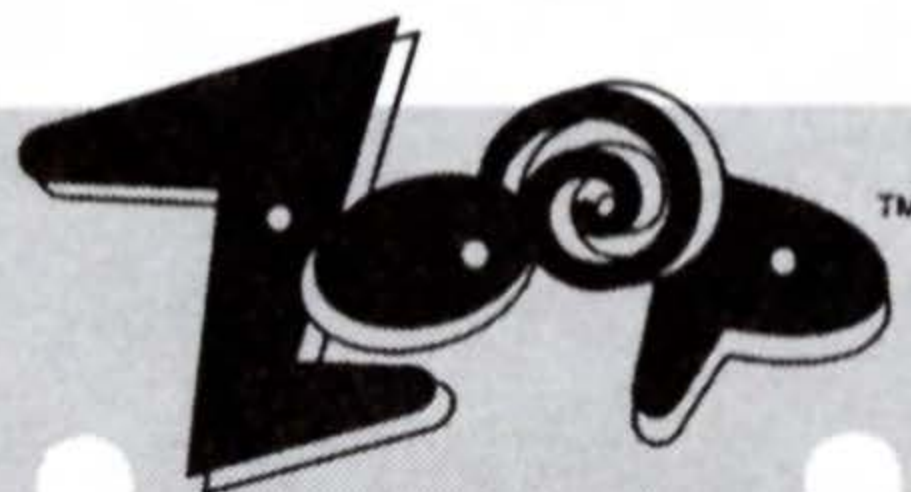
Hookstone

LICENSED BY

Nintendo®

Official
Nintendo
Seal of Quality
®

contents

getting started

- Set up your Nintendo Game Boy™ according to its Instruction Booklet.

- **Zoop** is a one or two player game.

IMPORTANT: Always be sure that the Nintendo Game Boy™ is turned OFF before inserting or removing the Game Pak.

- Insert the **Zoop** Game Pak into your Nintendo Game Boy™.

- Turn on the power switch.

2

controls

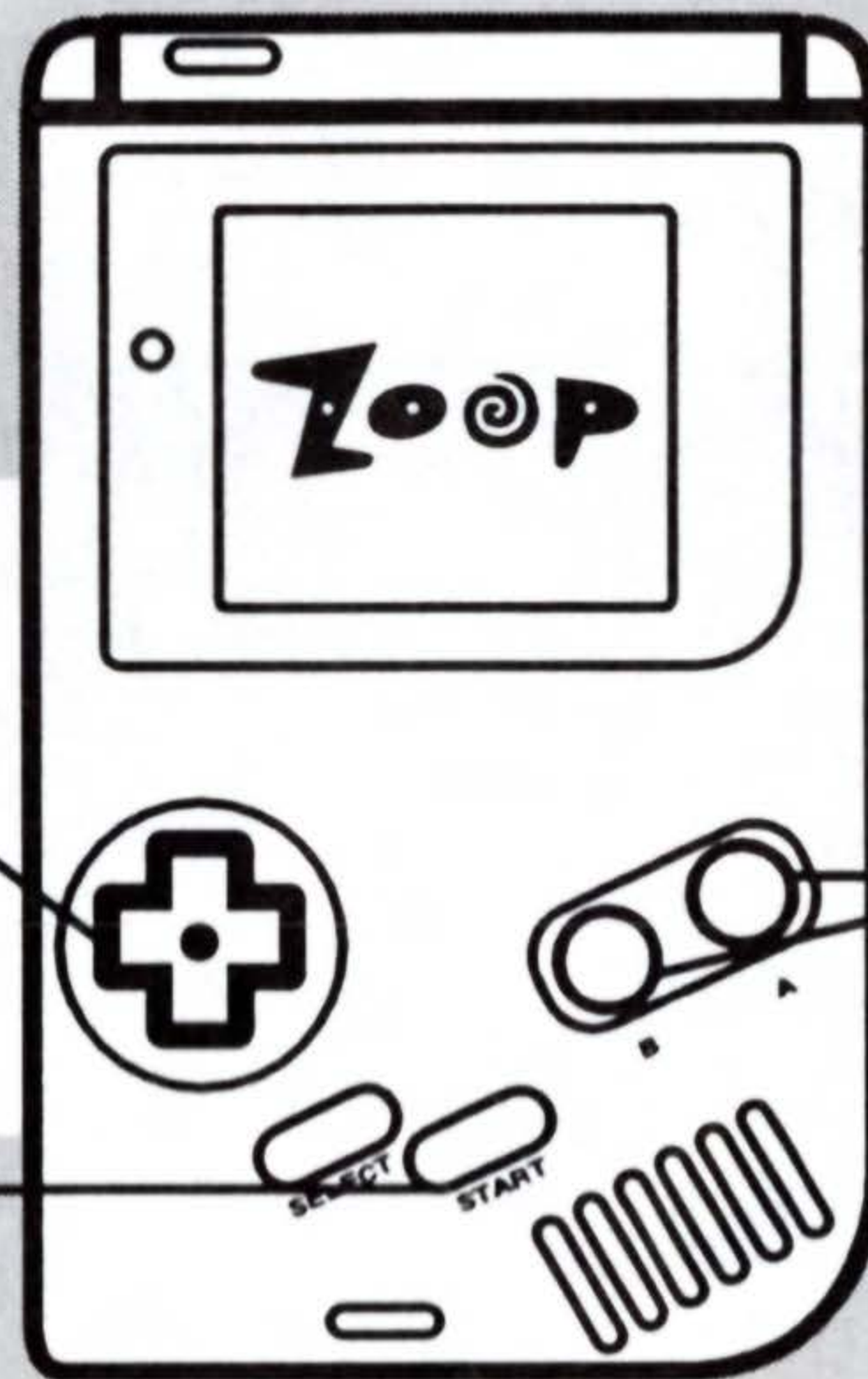**Control Pad**
Move around inside
the Center Square

Start Button
Pause game -
press again to resume.
While paused,
press A + B + Select to quit.

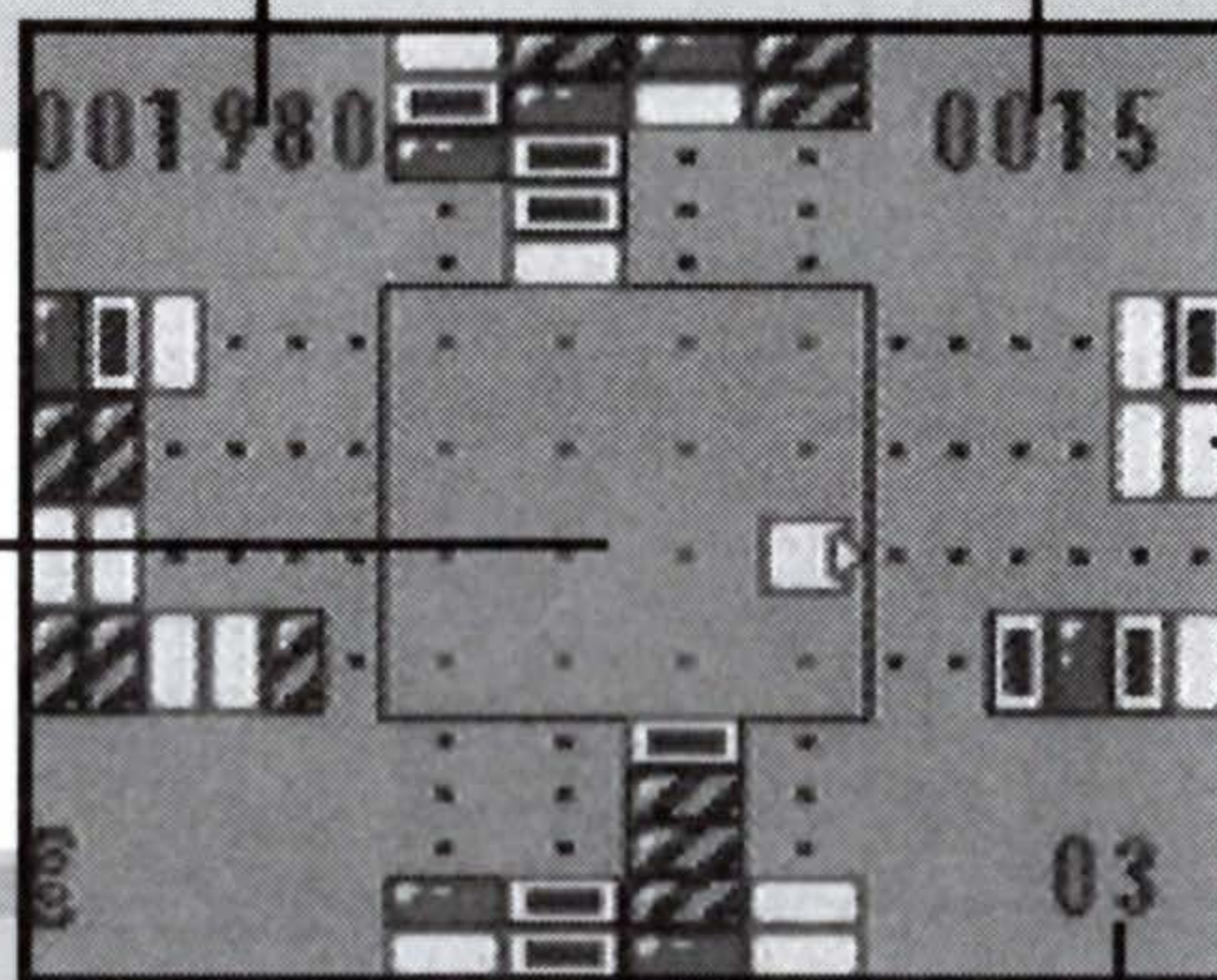**A or B Button**
Fire to eliminate shapes
or exchange patterns

3

screen display

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

Score

Center Square

Shapes

Bonus Springs

Level

001980 0015

03

foot

4

objective

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 or B Button will fire (figure 1). If you strike a shape that is the same pattern you are, that shape will be eliminated (figure 2). If you strike a shape of a different pattern, you will exchange patterns with that shape and the shape will remain on the grid (figure 3).

1

2

3

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

When the patterned shapes are about to enter the Center Square, the dots in the Center Square will flash. If the shapes enter the Center Square, the game will end.

power-ups

As you play **Zoop**, Power-Up Icons will randomly appear on the grid along with the 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 pattern.

Pattern Bomb: Eliminates all the shapes in a quadrant that are the same pattern 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.

6

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 level, 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.)

PLAY

continual

level

multi

OPTIONS

Press Up & Down on the Control Pad to select **PLAY, CONTINUAL, LEVEL, MULTI** or **OPTIONS** then press A, B or Start to continue.

multi-player mode

Both players will play simultaneously against each other. The player who can keep the shapes out of the Center Square the longest wins the game. (It is possible to have a higher score than your opponent and still lose the game.)

◎ **Bullseyes:** Both players collect 5 Bonus Bulleyes simultaneously and cumulatively. The player who collects the 5th bulleye will have one of the 3 icons listed below randomly appear in the lower left corner of his/her screen. That icon will then be sent to the lower right corner of the opponent's screen.

Bonus Springs: Bonus springs will fly onto your opponent's screen and clear his/her entire screen. No points are awarded to the player who receives the Bonus Spring.

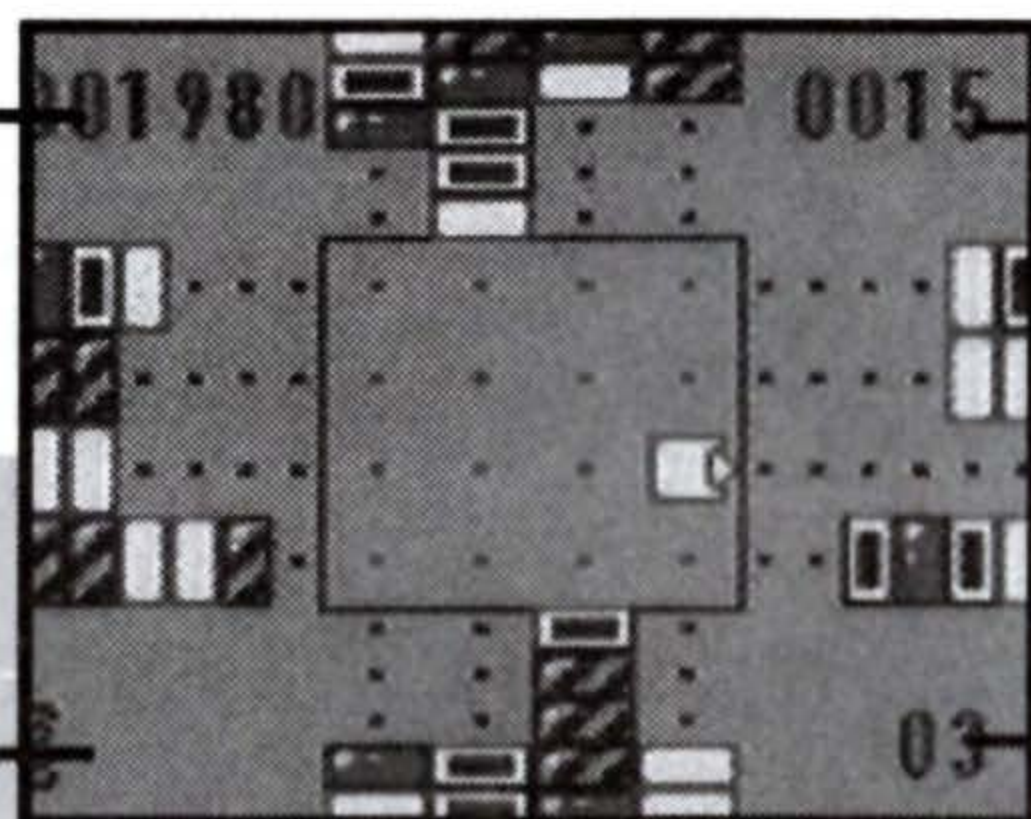**Time Warp:** Time Warp will speed up the rate that shapes appear on your opponent's screen for 10 seconds.

Bank Transfer: Bank Transfer will transfer the shapes from your shape bank to your opponents's screen (A player "deposits" shapes in the bank by eliminating more than one shape with one fire.)

Score ——

Number of shapes in Shape Bank

Bonus Bullseyes collected/send icon

Received Icon

options

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

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

Press Up & Down on the Control Pad to select EXIT and press A, B or Start 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 level 1 to level 9.

10

Press Left or Right on the Control Pad to rotate the Level numbers so that your desired starting level is highlighted at the top of the square.

DIFFICULTY

Level Play: If a difficulty of 0-4 is selected in Level Play, each new level will begin with shapes already on the grid. The level of difficulty selected will determine the number of shapes already on the grid at the start of each level.

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

Press Up & Down on the Control Pad to select **DIFFICULTY**, then press Left or Right to increase or decrease the Difficulty Level.

Press A, B or Start to continue.

scoring

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

# of Shapes eliminated	Total Points
One	10
Two	30
Three	60
Four	100
Five	150 (500 full vertical column)
Six	500 (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 & Down on the Control Pad, then press Right on the Control Pad to move to the next letter.

Press A, B or Start to continue.

	name	score	zoomed	level
1	K..	064940	0230	04
2	☞~	002430	0170	04
3	KAT	001980	0145	03
4	KAT	001120	0032	08
5	KAT	000590	0046	08

LEVEL SCORES

CONTINUE

EXIT

In Multi-player mode, the high score listed after each game reflects the highest score attained by the player during the multi-player mode. It is not a cumulative score. Rank is based on who won more of the multi-player head-to-head games.

notes

notes

15

credits

Designed and Programmed in the UK by Hookstone Ltd.

Programmer
Jason McGann

Graphic Artists
Peter Tattersall
Ian Bowden

Hookstone Worldwide Representation
John Cook, Bad Management
London, England

Executive Producer
I. Kenneth Miller

Managing Producer
N. Matthew Welton

Production Coordinator
Amanda P. Herman

Senior Sound Producer
Steve Boyer

Sound Coordinator
Cliff Falls

Music & Sound Design
Eric Swanson

Sound Driver Provided by
Real Time Associates

Title Music Composition
Bobby Scumaci

Additional Music Composition
Mark Davis

Development Support
Baki Allen
Dave Casso
Mike Casso
Scott Lawrence
Glen Levy
John Podlasek
Chuck Zenkus

Packaging Design
Doublespace

Manual Design
Beeline Group

SPECIAL THANKS
Eugene Evans
Melinda Fishman
Stephen Gass

16

warranty

VIACOM NEW MEDIA Limited Warranty

Viacom New Media warrants to the original purchaser only that the Game Pak provided with this booklet and the software program coded on it will perform in accordance with the descriptions in this booklet 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 Game Pak with it's original packaging to Viacom New Media or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the Game Pak), is the full extent of our liability.

EXCEPT FOR THE LIMITED WARRANTY ABOVE, VIACOM NEW MEDIA EXPRESSLY DISCLAIMS ANY AND ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, INCLUDING, WITHOUT LIMITATION, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT OF THIRD PARTY RIGHTS.

Viacom New Media shall not be liable for incidental and/or consequential damages for the breach of any expressed or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Viacom New Media has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

VIACOM®
newmedia™

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

17