

Zapper

One Wicked Cricket!



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT 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, including games played on the PlayStation 2 console, 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:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

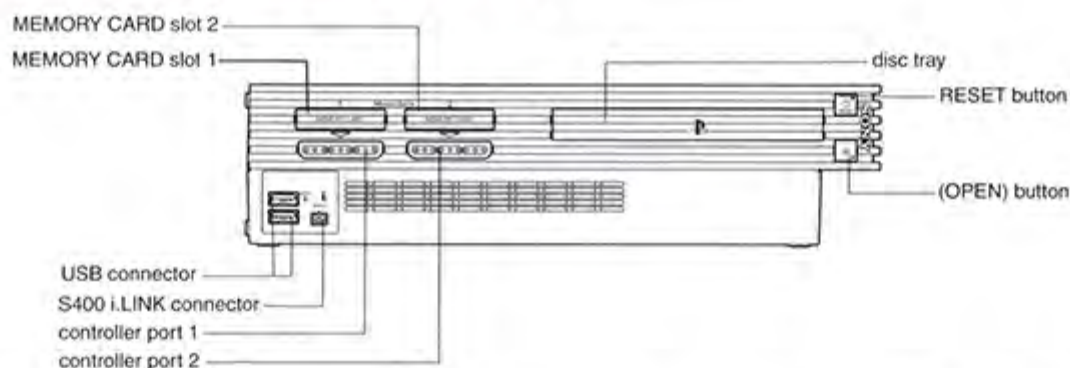
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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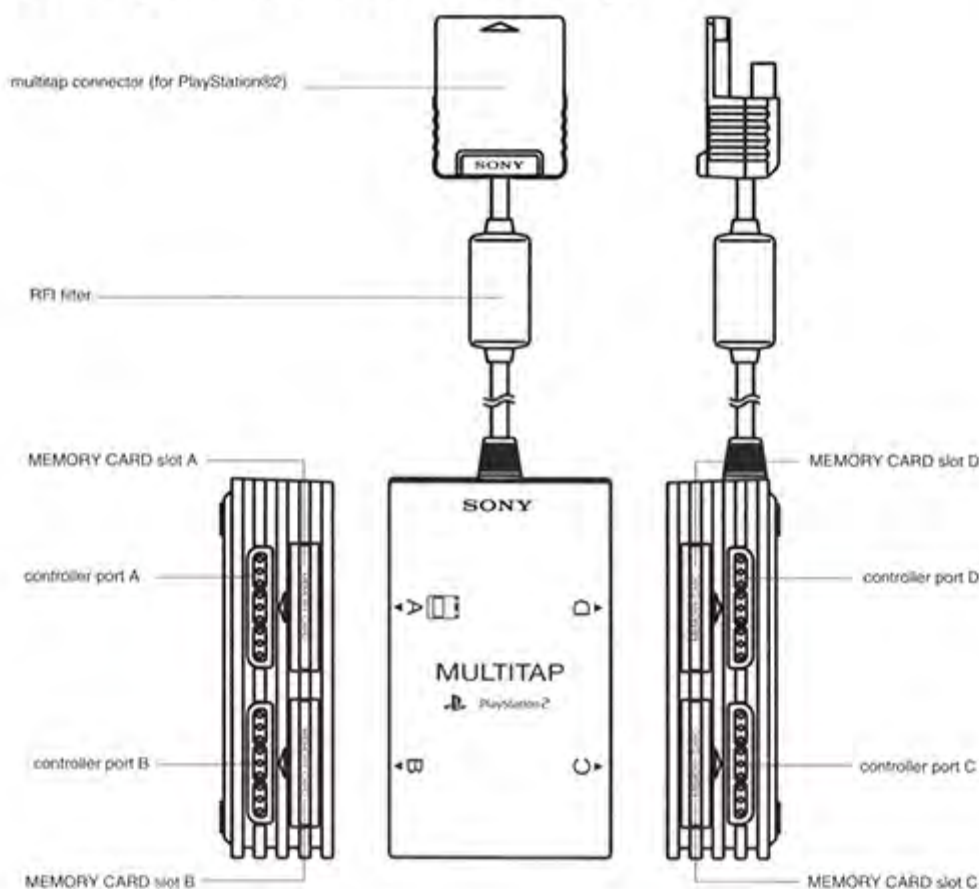
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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Zapper* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

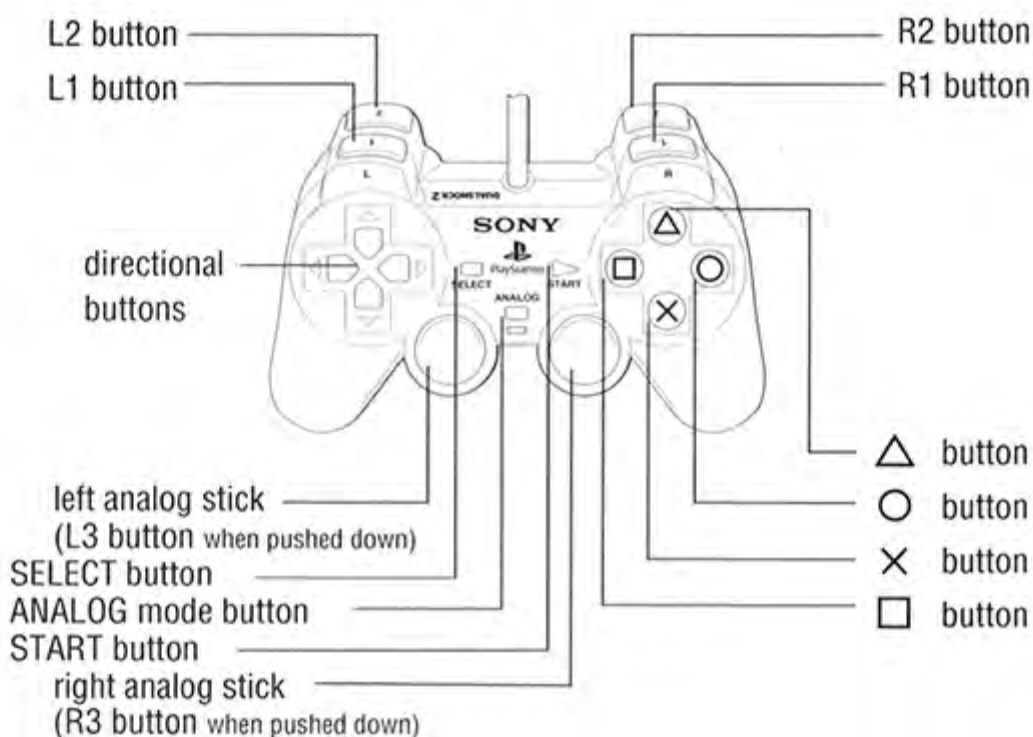
MULTITAP (FOR PLAYSTATION® 2)



If you are using a multitap (for PlayStation® 2), it must be inserted in controller port 1. When using the multitap, at least one controller must be connected to controller port 1-A.

CONTROLS

DUALSHOCK®2 analog controller



MENU CONTROLS

Directional buttons / left analog stick	Move Highlight / Adjust Setting
× button	Confirm / Select
▲ button	Previous / Cancel

IN-GAME CONTROLS

Directional buttons / left analog stick	Jump
× button	Super Jump
× button (press and hold)	Super Jump and Buzz-Fly
● button	Zap / Super Zap (if super-charged)
■ button	Locate Egg
▲ button	Chirp
L1 button	Turn Left
R1 button	Turn Right
START	Pause Menu

SAVING, LOADING AND RESETTING YOUR GAME

To save and load your progress in Zapper, you must have a memory card (8MB) (for PlayStation® 2) inserted into MEMORY CARD slot 1 of your Playstation® 2 or MEMORY CARD slot 1-A of your multitap. The memory card must be properly formatted and have at least 145 KB free. (You can play the game without a memory card, but you will not be able to save your progress.)

SAVING

Once you start a new game in Story Mode and enter a player name, the game will automatically save your progress as you complete each level.

LOADING

You can load a saved game from the Options Menu or the Select Game screen in Story Mode to resume playing where you last left off. You must have a memory card with saved games on it in MEMORY CARD slot 1.

RESETTING YOUR GAME

You can delete your saved game by pressing the ● button on the Story screen. You can reset high scores at the Options Menu.

BE THE CRICKET!

Meet Zapper — the fastest, coolest, most electrifying cricket in the known universe!

And meet Maggie — a greedy grump of a magpie who loves to decorate her nest with shiny baubles that she steals from throughout the land. In place of these trinkets, Maggie leaves behind eggs, which hatch into more magpies, who steal even more! Maggie must be stopped!

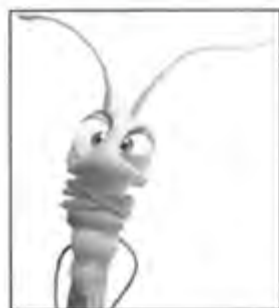
Unfortunately (for her!), Maggie nabbed Zapper's younger brother Zipper and carried him to her nest far away. Now it's up to Zapper to rescue his little bro and put an end to Maggie's reign of thievery. It won't be easy — Zapper's curious world is crowded with pitfalls and unpleasant creatures. But with his innate abilities, firefly friends and, of course, help from you, he just might have a chance.

CAST OF CHARACTERS



Zapper

No one asked this cricket whether he wanted to save the world — but somebody's got to do it! With your help, Zapper will face every challenge and defeat any foe as he attempts to rescue Zipper from the clutches of Maggie the Magpie.



Zipper

Every little grub wants to be just like his older brother — play the same games, scarf the same snacks, watch the same shows — and Zipper is no different. It's Zipper's disappearance after a tussle over the TV that leads to Zapper's quest to rescue his little brother from the thieving magpie!



MAGGIE THE MAGPIE

This greedy thief is attracted to shiny objects, and she wants them all for her nest! Unfortunately, Zipper is one of them. To make matters worse, Maggie is depositing eggs throughout the land that will hatch and release baby magpies who will help her collect ALL of the shiny and blinking nicknacks in the world.

MAIN MENU

At the Main Menu screen, press the directional buttons to highlight the type of game you want to play and then press the **X** button to select that option.

STORY MODE

This is the exciting single-player game featuring the adventures of Zapper in his quest to rescue Zipper and defeat Maggie. (See "Playing Story Mode" on page 9.)

ARCADE MODE

Arcade Mode allows you to play any level you have unlocked in Story Mode. In Arcade Mode, you can practice levels, try to finish a level in record time, and more. (See "Playing Arcade Mode" on page 9.)

Note: Levels in Arcade Mode are not available when you first start the game. You must complete a level in Story Mode before you can play it in Arcade Mode.



MULTIPLAYER MODE

Up to four players can compete in a variety of multiplayer games. (See “Playing a Multiplayer Game” on page 10.)

GAME OPTIONS

Select Options to change game settings. Use the directional buttons to highlight the option you want to change and then press the **X** button to enter the option’s sub-menu. When you have completed your adjustments, return to the previous menu by pressing the **▲** button.

Sound Options – Adjust the sound and music volume levels.

Controls Options – Change the button configuration and enable or disable rumble feature.

Display Options – Center the screen.

Save Game Options – Load a saved game or reset high scores.

At the Movies – Replay the opening and ending movies, and see the game credits.

Cheats and Extras – If you collect all 400 orbs in a world you will unlock a special cheat. Once you have unlocked a cheat or extra, you can activate it here.

PAUSE MENU

You can press the **START** button while playing to pause the game and access the Pause Menu. Use the up and down directional buttons to highlight an option in the Pause Menu, and press the **X** button to confirm your selection. You can select from the following options:



Continue – Resume play. (You can also press the **START** button again to resume play.)

Options – Adjust the sound or controller configuration, or center the screen.

Return to Map – Go to the Map screen, where you can select and play any unlocked level. (Story Mode only.)

Restart Level – Restart the current level from the beginning. (Arcade Mode only.)

Quit – Quit the level.

MAIN GAME SCREEN

Survival as a heroic cricket is no small feat. Not only do you have to worry about alarming adversaries and terrifying terrain, you also have to keep track of eggs, orbs, lives, and more. Here's a breakdown of some of the information you can expect to see on screen.



Hint: Hop on one of these to receive a playing tip.

ZAPPER'S ABILITIES

Jump

Use the directional buttons or left analog stick to move Zapper one square in any direction or onto a platform that is one step up.

Super Jump

When a regular jump is not enough, try a super jump. Press the **X** button to jump twice the distance or twice the height of a regular jump.

Locate

Zapper has the innate ability to locate any eggs left behind by Maggie, even those hidden in boxes or otherwise concealed. Press the **■** button to make Zapper's antennae point in the direction of the nearest egg.

Buzz-Fly

Any creature can jump, but only a few can hover. Press and hold the **X** button to make Zapper jump and then hover (or Buzz-Fly) for a few seconds.

Zap

Sometimes you need to deliver a little jolt to remind everybody who's boss. Press the **●** button to zap a creature or to open a box located in an adjacent square.

Super Zap

Sometimes enemies and objects are too tough for Zapper's normal zap. This is a job for super zap! If you free enough fireflies by collecting power orbs, the friendly fireflies will swarm in a strategic place. When Zapper gets close enough to this swarm, they will charge him up, giving him a single, very powerful super zap. When Zapper is charged up, tap the **●** button to use super zap.

POWER-UPS

There are a variety of power-ups scattered throughout the world that give Zapper temporary protection, access to hidden areas, and more. Hop onto a power-up to activate it. Below are a few of the power-ups you'll hop across in the game. Be on the lookout for more!



POWER ORB – Collect these to unlock secrets and charge up your super zap powers.



EXTRA LIFE – Gives you an extra chance to attempt a risky maneuver.



SHIELD – Allows Zapper to absorb one hit more than he normally could. (Shield shapes may vary.)



GRIG – If you make Zapper land on certain golden orbs in the correct order, you will collect a Grig, which will then follow you around and switch on the power for the hidden bridge tiles you encounter.

REWARDS

After you collect all of the eggs on a level, you can proceed to the next level.

If you collect all the orbs in a level, you'll be able to play a bonus round (Story mode only). This will give you a chance to gain extra lives and to start the next level with a shield.

If you collect every orb in a world (a collection of three levels), you unlock a special bonus level.

PLAYING A SINGLE-PLAYER GAME

ENTER YOUR NAME

When you start a new game in Story Mode, you are taken to the Name Entry screen.

To enter your name, use the directional buttons to choose a letter for the letter slot, and press the **X** button to accept the letter and proceed to the next slot. Press the **○** button to backspace and erase the letter in the previous letter slot. Choose SPACE to leave the letter slot blank. Choose END to exit the Name Entry Screen. Your name will appear in the Load Saved Game screen.



After entering your name, select one of two difficulty levels: Normal or Expert. In Expert mode, extra challenges are required to finish each level.

PLAYING STORY MODE

When you select Story Mode from the Main Menu, the Map screen is displayed. Here, you can scroll through all of the worlds and levels, and play any level you have previously unlocked (by finishing it in Story Mode). Use the directional buttons to scroll between unlocked levels and press the **X** button to play the selected level. Press the **▲** button to return to the previous menu.

Note: You can only complete a level after you have collected all of the eggs on it and made it to the exit. Some eggs are hidden, so keep a careful watch for hidden areas or containers where Maggie might hide an egg.

PLAYING ARCADE MODE

All levels are locked in Arcade Mode until you complete them first in Story Mode.

Select Arcade Mode, then use the directional buttons to highlight a level and press the **X** button. Next, choose an arcade game variation (see next page) by using the directional buttons and pressing the **X** button to start playing. Press the **▲** button to return to the previous menu.

ARCADE GAME VARIATIONS

Time Trial – Race against the timer and collect all six eggs in the quickest time. When you beat the target time for a level, it will open that level up for play using the Expert Ghost. Collect all the orbs and your best time will be stored under Orb Times.

When you set a record time, you will unlock new ways to play a level in Arcade Mode. Some of these are secrets that you must discover on your own. Here are a couple of those secrets. Shhh — don't tell anyone.

Expert Ghost Race – A little ghost will appear that moves along his own path. Stay ahead of the ghost to win.

Expert Orb Race – Race against a ghost to collect all of the orbs in the quickest time.

END OF LEVEL

When you complete a level in Story Mode, a Summary screen will display your stats, including how many items you collected, how many secrets you found, and whether you unlocked a special round.

If you achieve a record time in Arcade Mode, you have the option of saving your score using the name of your choice at the Name Entry screen. See “Enter Your Name” on previous page for instructions on how to use the Name Entry screen.

PLAYING A MULTIPLAYER GAME

Two to four players can join in on the fun of a multiplayer game. Each player must use a separate controller. To start, each player must press the **X** button and then choose a character using the left and right directional buttons. Press the **X** button to confirm your selection.

Note: Each player must choose a unique character — the first player to choose a character gets it. Not to worry, though, the only difference between the characters is how they look. They all have the same cool abilities.



MULTIPLAYER GAME VARIATIONS

After all of the players have chosen a character, a player selects a multiplayer game variation:

Zipperball – Zippers appear one at a time in the center of the level. Pick a Zipper up by colliding with it and throw it into one of the goals by pressing the ● button. Zap players to make them drop Zipper. You score one point for each goal you make, and the player with the most goals wins!

Death by Zipper – The tables are turned in this frantic bout, avoid Zipper at all costs!

Death Match – Zap your opponents the most number of times and rack up the most points before time runs out.

Last Man Standing – Each player has 10 lives in this frantic variation on Death Match! Battle to be the last player left in the arena.

Strangle Hold – Grab the single Zipper by colliding with it and hold on as long as you can! The player who manages to hold on the longest during the match wins! Zap a player to make him drop Zipper.

TIME LIMIT

Next, any player may set the length of the match to between 1 and 5 minutes, or no time limit.

Level

Finally, a player chooses a Multiplayer arena to play in. At the start of the game, only one level can be selected. Successfully completing the bonus levels in Story Mode will unlock new Multiplayer levels.

MULTIPLAYER POWER-UPS



EXTREME ZAP – Zap a player from far away.



RADIAL ZAP – Zap everyone around you.



SPEED HOP – Press and hold the directional buttons or left analog stick to hop continuously.

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<http://www.ina-support.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames **Interactive Tech Support** at **(425) 951-7108**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) Note: Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

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Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

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*** IMPORTANT ***

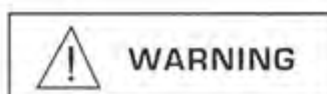
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A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

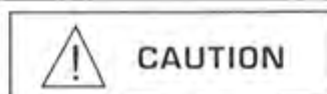
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FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

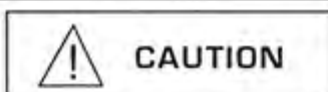
Repetitive Strain Statement



Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury. If your

hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement



This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Infogrames Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in New York, New York, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction.

Notwithstanding anything contained in the foregoing Paragraph to the contrary, Infogrames Interactive shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Infogrames Interactive's rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief. For the purposes of this Paragraph, both parties submit to the jurisdiction of, and waive any objection to the venue of, the state and federal courts of the State of New York.

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Thanks to our agents

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NOTES

Blitz Games - Founded by The Oliver Twins

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