



P r e s e n t s

Z O O L 2

Programmed by **Andy Finlay**

Graphics by **Ed Campbell**

Map design by **Ed Campbell**

Music by **Neil Biggin & Patrick Phelan**

Sound FX by **Patrick Phelan**

Producer **Pete Cook**

Manual Producer **Steve McKeivitt**

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Tested by **Lee Campbell, Tony Howe,**

Rob Millington and Simon Short.

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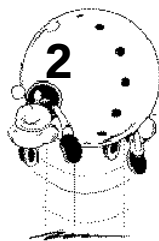
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PROTECTION

When you first load Zool 2, an instruction will appear on screen requesting that you enter either a number or letter from the code wheel which you will find in your Zool 2 package. An image will appear on screen, which should be recreated using the code wheel by turning the inner section to match the image, and then you should enter the number from the window indicated on the screen. Once you have successfully by-passed the copy protection, the Zool 2 Screen will appear. Press fire to begin the game, or the space bar to go to the Main Options Screen.

PROTECTION

Lorsque vous chargez Zool 2, vous verrez apparaître un prompt à l'écran vous demandant d'entrer soit un nombre, soit une lettre se trouvant sur la roue codée, que vous trouverez dans l'emballage du jeu. Une image apparaîtra sur l'écran, et vous devrez la 'recréer' en utilisant la roue codée, et en entrant le nombre indiqué dans la fenêtre se trouvant à l'écran. Lorsque vous aurez donné la bonne réponse, l'Ecran Zool 2 apparaîtra. Appuyez sur feu pour commencer le jeu ou sur la barre d'espacement pour aller à l'Ecran d'Options

KOPIERSCHUTZ

Beim erstmaligen Laden von Zool 2 erscheint auf dem Bildschirm die Aufforderung, entweder eine Zahl oder einen Buchstaben vom Code-Rad einzugeben, das du in deiner Spielpackung finden solltest. Daraufhin erscheint eine Abbildung auf dem Schirm, die mit Hilfe des Code-Rades und der im Fenster auf dem Bildschirm angegebenen Zahl nachgebildet werden muß. Betätige nun den Feuerknopf, um mit dem Spiel zu beginnen, oder die Leertaste, um den Hauptoptionensschirm abzurufen

PROTEZIONE

Quando carichi per la prima volta Zool 2, sullo schermo apparirà un'istruzione che ti chiederà di inserire un numero o una lettera dalla ruota codice, che tu dovresti trovare nel pacchetto di Zool 2. Sullo schermo apparirà un'immagine, che dovrebbe essere ricreata usando la ruota codice e inserendo nel riquadro sullo schermo il numero indicato. Premi fuoco per iniziare il gioco, o la barra spaziatrice per andare nella Videata delle Opzioni Principali (Main Options Screen).

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen, or while playing video games may induce epileptic seizures in these individuals. Certain conditions may induce 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 the 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.**



LOADING INSTRUCTIONS

COMMODORE AMIGA/AMIGA 1200

1. Insert your Zool 2 game disk 1 into the default disk drive
2. Plug your joystick into port number 2.
3. Turn on your computer and monitor.
4. Follow any on-screen instructions.

The Story So Far

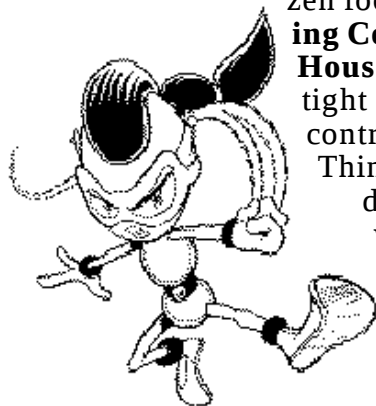
Once again we find the Nth dimension under attack from the forces of Krool. But this time it's worse than ever.

Unhappy with Zool's wreaking mission on his last escapade, the evil Krool has sent Mental Block, his morphing henchman, in person(?) and he's going to morph himself stupid to make sure this adventure is one the ninjas are never going to forget.

In Zool 2, you can choose to play the part of either Zool or his female companion Zooz, who have been entrusted with the restoration of the equilibrium and expulsion of Mental Block and his cronies. Zoon the intergalactic wonderdog is on hand to assist you. You're going to need him too! Mental Block's got quite a head start on you and there's been some real double dealing going on around here.

There's some fowl play going down at **Swan Lake**, some forked tongue double-dealing at **Snaking Pass** and what he's been up to on **Bulberry Hill** is just shocking! All this along with **Mount Ices** frozen food horrors, the Curse of the Pharaoh at **Tooting Common**, plus **Mental Block's own Crazy House**, means you'd better keep tight hold of your senses and set the controls for maximum weirdness.

Things round here definitely ain't what they used to be!



OPTIONS SCREEN

To highlight a particular option, use up and down on the joystick and press Fire to alter its value when it is highlighted . To quit the Options Screen, move down to **Start**, at the bottom and press the Fire button.

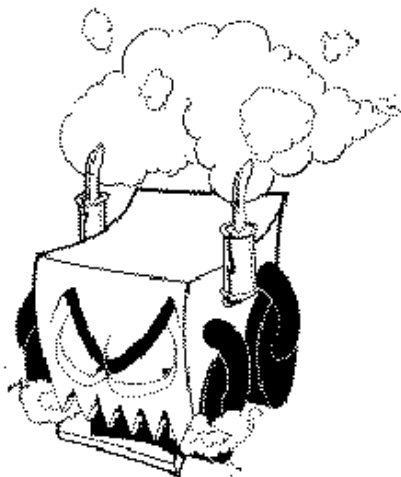
The options will affect the game in the following way:

Difficulty: Easy, Medium or Hard.

This will affect the amount of time you have to complete each world and the number of lives you have.

Sound: Allows you to select music or sound FX.

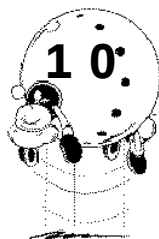
One/Two Player: Alone or with a friend? Play alternately: one Zool, the other Zooz ,or both Zool or both Zooz. The choice is yours.



ZOOL/ZOOZ CHOOSE SCREEN

Just before the game begins, you will see a screen asking you which character you want to play. To pick either Zool or Zooz, move the joystick left or right and press the fire button to start the game.





PLAYING THE GAME

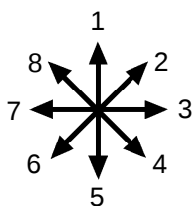
Once you have set up the options the way you want them, go to **Exit** at the bottom of the screen and press the Fire button and you will go back to the Main Screen.

From here you press Fire button once more to commence the game.

All of your ninja's actions are controlled by using the joystick. As well as all of the old Zool favourites there's a couple of new moves he's learned whilst he's been away. Zooz has some moves of her own too, so she can get round in a different manner to her ninja companion.

Controls

Controls For Zool/Zooz



1. Climb up walls/ Jump Vertically
2. Jump Diagonally Right
3. Run Right
4. Slide Right
5. Climb down walls/ Crouch
6. Slide Left
7. Run left
8. Jump Diagonally Left



Fire Button

Press this to allow Zool or Zooz to fire bullets.

Back Flip

Hold down the Fire button and run into a wall, for a back flip that will let you scale those heights when a simple jump just isn't enough.

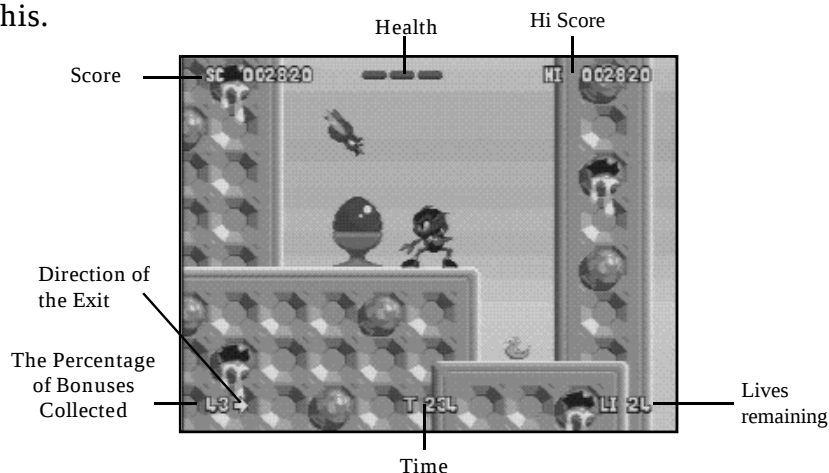
Direction & Fire

When hanging on a column, holding down the fire button and then moving left or right will allow you to crawl across it. Makes getting around so much easier!

Press **Fire** whilst your ninja is in the air for a devastating spinning power jump. This will also allow you to break through the false ceilings and floors that abound in this world. Zool can only go through ceilings; Zooz can only go through floors.

Main PLAYING Screen

This is the main playing screen will look something like this.

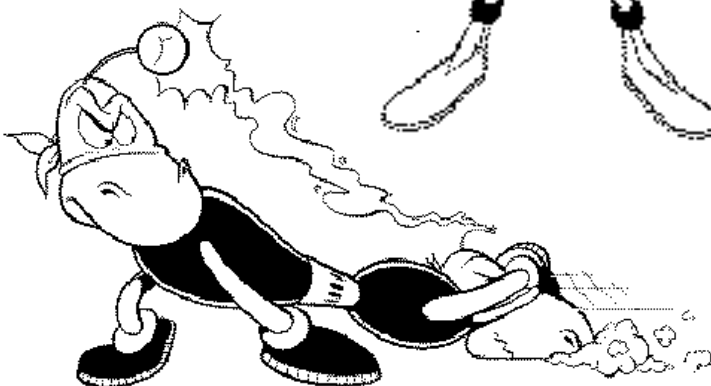


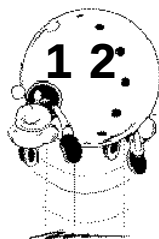
RESTART POINTS

In each location there are a number of restart points to find. Run past these and the next time you lose a life you'll restart from this point. So keep a look out for a red beacon that will wake up when you pass it and flash green.

BONUS HEARTS

Floating upwards, after some enemies have been despatched, are little hearts with wings. If your ninja can grab one before it floats out of reach, his health will be restored by one point.





ZOOL BONUSES

Of course Zool and Zooz are going to need a little help if they're to overcome the forces of non-imagination. Luckily some caches of smart weapons have been hidden

throughout these occupied worlds by Nth

Dimension agents. These are just the ticket when ninjaring alone is not enough. These are concealed in strong boxes marked with a Chupa Chups symbol, except the Zoon bonus, which looks like Zoon.

Break them open, with a ninja head-butt, to reveal one of the following inside.



Bomb: Collect this and a smart bomb will follow you around until you decide to use it. Press the Space Bar and you can wave bye-bye to all the nasties on the screen as the bomb explodes. You can store three of these and activate them one at time.

Twozool: Ying and Yang are back again, splitting your ninja into two for double the action. It may be easier to get around as well.

Shield: Makes our heroes invincible for a short period of time.

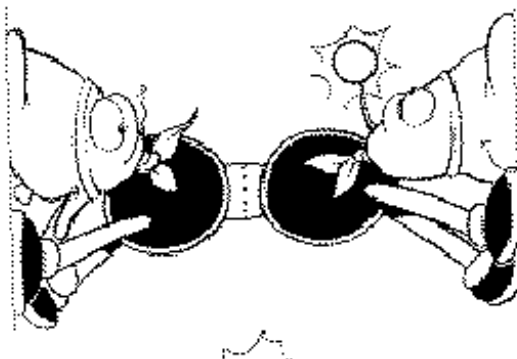
Time Bonus: Adds valuable seconds to your total. Could make a difference in that race to the finish.

1UP: An extra life.

Super Shot: Hold down the fire button after picking up this beauty and you'll shoot a swirling super spinning missile which will take care of even the most ferocious opponent.

Chupa Chups: This life saver will restore your ninja to full health.

Zoon: Pick up three of these and at the end of the level, you'll find a special bonus level which Zoon will help you play. If you don't manage to get three, don't worry any you have collected will be carried over to the next level.



FINAL DEBRIEFING

It's time to start your next mission. Mental Block is expecting you. Intelligence sources have supplied us with some limited information about the worlds you are about enter, that will help you complete your mission.



You need to collect 99% of the tokens found on each level before you will be allowed to leave it (You'll still have to overcome Mental Block, though)!

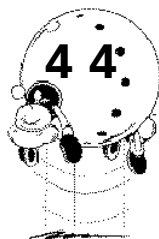
There are false walls to break down, objects to jump on that will give you extra spring in your step and light tubes to whizz through.

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

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

Good luck Ninja, the Nth Dimension is counting on you!





ANY PROBLEMS?

If you have problems loading Zool 2, then return it to your retailer, or to Gremlin Graphics at the address on the packaging. If you have any questions relating to the game, then Gremlin Graphics Helpline is available between the hours of 2.00 and 4.00 U.K. time Monday to Friday, on 0742 753423

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PROBLEMES?

Si vous rencontrez des problèmes au cours du chargement de Zool 2, veuillez renvoyer le jeu à son distributeur, ou à Gremlin Graphics, à l'adresse figurant sur la boîte. Pour toutes vos questions concernant le jeu, n'hésitez pas à contacter le service d'assistance de Gremlin Graphics, entre 14h00 et 16h00 (heure anglaise), du lundi au vendredi, au (+44) 742 753423.

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PROBLEME?

Solltest du Probleme beim Laden von Zool 2 haben, dann gib das Spiel an deinen Händler zurück, oder schick es an die auf der Packung angegebene Adresse von Gremlin Graphics. Hast du Fragen bezüglich des Spiels, dann wende dich an den Gremlin Graphics-Kundendienst unter der folgenden Nummer: +44 (0)742 753 423, Montag bis Freitag von 14 Uhr bis 16 Uhr britischer Zeit.

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PROBLEMI?

Se incontrerai dei problemi nel caricare Zool 2, riporta il gioco al tuo rivenditore o alla Gremlin Graphics, all'indirizzo indicato sulla confezione. Per rispondere alle tue domande la Gremlin Graphics ha messo a tua disposizione una Linea di assistenza che potrà essere contattata dal Lunedì al Venerdì dalle 14.00 alle 16.00 (ora inglese) allo (0044) 742 753423.

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