HE'S BACK!...

ZOOL 2

..and this time he's got company!

GREMLIN

Loading Instructions for CD-ROM Users

1. Turn your computer on and insert your Zool 2 CD-Rom into your CD-Rom drive.
2. Change drives to your CD-Rom drive. (e.g. D:, E:)
3: Type Install at the prompt and press the return key.
4. The install progam will now ask you which hard drive you wish to use to install the ZOOL 2 direct
choose a drive and press return. You will then be asked if you what to create a directory on that driv
called Zool 2, if you press "N" you will be asked to rename the directory in which to place the Zool 2
files.

The install program will now install the ZOOL 2 batch files onto your hard drive. This will have creat
directory called ZOOL 2, which holds the relevant files needed to run the software from the CD-Rom
Remember that you will need the ZOOL 2 CD-Rom in your CD-Rom drive to play the game. To play
ZOOL 2 move to the directory you installed the main execute files (e.g. C:> ZOOL 2) and type ZOO
the prompt and press return. If you wish to skip the ZOOL 2 animations in the game simply press an

At any point during the games presentation screens you will be able to reconfigure the game by pre
the 'ESC' key. This will bring a menu giving your the following options.

F1 - Sound - This allows you to turn the sound on or off.
F2 - Music or Sound effects. This gives a choice or either music or sound effects in the game.
F3 - Background on or off. This allows you to turn the background in the game on or off.
F4 - Control method in game. This gives you a choice of either using the keyboard or joystick. Pleas
that you must first Calibrate your joystick (F6) before you can choose it as an option.

F5 - Define keys. This allows you to define which keys on the keyboard you wish to use to make Zo
run, jump, shoot etc.
F6 - Calibrate Joystick. Lets you calibrate your joystick or game pad.
F12 - Quit to DOS. This quits the game and returns you to the DOS prompt.
If you press 'ESC' while playing the game it give you a drop down menu that is similar to the above
The following options are available.
F1 - Sound
F3 - Background
F4 - Control Method
F6 - Calibrate Joystick
F8 - Alter Screen Size. This feature allows you to alter the size of the game screen area on your mo
F10 - Abandon Game
F12 - Quit to DOS

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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 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 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 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 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 way her ninja companion.

Joystick 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
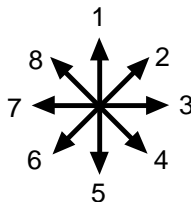
Fire Button   Press this to allow Zool or Zooz to fire bullets.

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   When hanging on a column, holding down the fire
& 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 ceilings and floors that abound in this world. Zool can only go through ceilings; Zooz can only go through floors.

MAINPLAYINGSCREEN
KEYBOARD

The default keyboard settings are as follows:

Up = 8 on numeric pad
Down = 2 on numeric pad
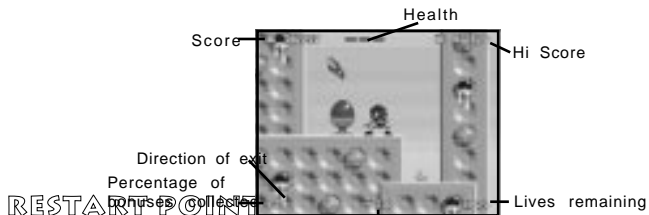Left = 4 on numeric pad
Right = 6 on numeric pad
Fire = Enter on numeric pad
Smart bomb = Space bar on keyboard.

These can easily be changed by pressing 'ESC' at the title screen to bring up the menu and then pr
F5. Simply choose which keys you wish use.

P = Pause/Unpause. This can only be used while playing the game. It can not be redefined.

The main playing screen, will look something like this:

Score — Health — Hi Score

Direction of exit

Percentage of
bonuses collected

Time

Lives remaining

RESTART POINT

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 rest
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 b
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 so
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
a Chupa Chups symbol, except the Zoon bonus, which looks like Zoon. Break them open, with a ninja head-butt, to re
the following inside.

Bomb: Collect this and a smart bomb will follow you around until you decide to use it. Press the B key and you can wa
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 arou
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 wh

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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. 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 lim 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 ove 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 w through.

When you're seemingly on a path to nowhere flashes may provide you with inspiration, or at least a target to shoot at 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!

ZOOL 2 Trouble Shooter Installation

Required Equipment
386/486
VGA Minimum
Supports Soundblaster or 100% compatibles
At least 1.5 MB Hard Disk Space
Hard Drive Recommended
DOS 3.1 or above required
544K Free of Base Memory (Largest Executable Program Size)

Zool 2 is the fastest and slickest arcade graphics game yet to hit the PC.

If Zool 2 is being played on a slow 386 you may experience a slight flickering effect while playing, to solve this we've
features you might like to try, after all not everyone can afford a 486. Press escape and then press F3, this turns off th
background and gives the computer more processing power. In the unlikely event of this not clearing the problem, star
normal and press ESC and choose F8. Pressing F8 will resize the screen for you, there are four different sizes to choo
Choose one that gives you the best performance.

TROUBLE SHOOTING

Memory Management

Error message -   NOT ENOUGH BASE MEMORY

ZOOL 2 requires around 544K of base memory to run properly. If your machine hasn't enough base memory, when yo
the game the following error message will appear on screen. NOT ENOUGH BASE MEMORY YOU NEED 544K TO R
2.

If you are unsure as to the amount of BASE MEMORY you have, simply make sure your PC is at the DOS prompt and
'MEM'.
This will present you with a list of different memory locations. The important one is 'LARGEST EXECUTABLE PROGI
(in other words BASE MEMORY). If this is less than 544k then you will need to free some more memory up to play Zo
your DOS manual for more information on base memory and how to make more available, or follow the guide to make
BOOT DISK.

DOS Boot Disk

Do not use the DOS Boot Disk section of the manual if you have any sort of disk compaction software on your hard dis
Consult your disk compaction software manual to create a DOS boot disk.

If you do have problems with the above sections, then making a DOS Boot Disk could cure these problems. To create
Disk follow these easy steps exactly as shown.

Please Note:
All examples of code assume that your DOS directory is on the 'C' drive and that the directory name is 'DOS';
i.e.. C:\DOS
If your DOS directory is on 'D', for example, and the directory name is MS-DOS, then replace C:\DOS with whatever y
are;
e.g.. D:\MS-DOS

1.) Make sure your machine is on and at the DOS prompt.
2.) Insert a blank floppy disk into your A: drive of your computer.
3.) Type 'FORMAT A:/S' and then press return or enter
4.) Wait while the disk is formatted and the system data has been transferred onto the disk.
5.) You will now be asked to name the disk. Type' Z2-BOOT' and then press return or enter.
6.) If asked ' FORMAT ANOTHER DISK' answer 'N' and press return
7.) You should now be at the DOS prompt.
8.) After completing sections 1-7 you are now ready to play the game. Reset your computer leaving the Z2-BOOT disk
internal floppy drive. Wait until the computer has 'booted-up' and is at the DOS prompt. Now follow the instructions un
heading Playing Zool 2.

Audio Problems???

 If you experience any problems with the sound in Zool 2 then check through the following.
1.) Does the card work with other products?
2.) Have you used and installed the software that came with the card? If any did.
3.) Is your card 100% compatible with the sound cards listed?
4.) Have you configured the card properly? Check the interrupt settings.

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