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**ZOO**™



NINJA OF THE "Nth" DIMENSION

**INSTRUCTION MANUAL**

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**WARNING: READ BEFORE USING  
YOUR SEGA VIDEO GAME 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 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.

**HANDLING YOUR CARTRIDGE**

- The Sega Genesis Cartridge is intended for use exclusively with the SEGA™ Genesis™ 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 and the Sega Cartridge.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:  
STILL PICTURES OR IMAGES MAY CAUSE PERMANENT  
PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF  
THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO  
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# ZOOL

## THE NINJA FROM THE NTH DIMENSION

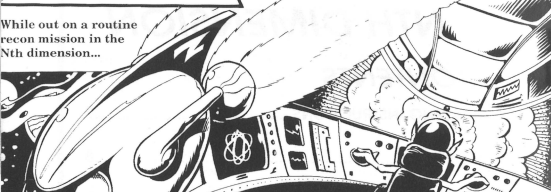
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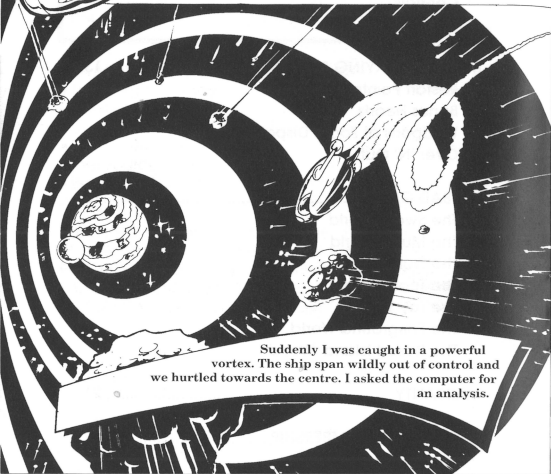




While out on a routine recon mission in the Nth dimension...



...The ships scanners picked up a strange pulsating cloud formation. Of course my highly trained Ninja senses compelled me to probe this phenomenon more deeply.



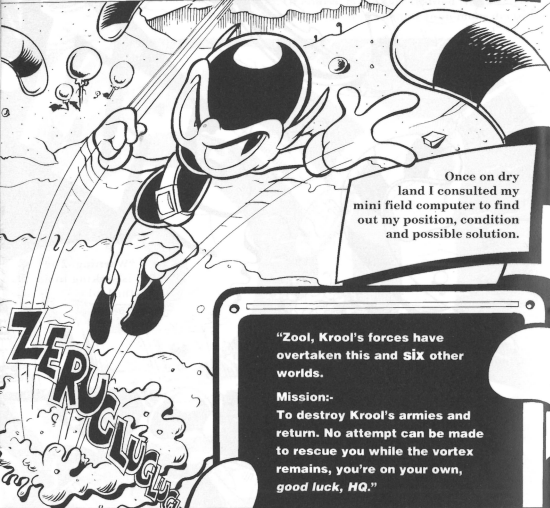
Suddenly I was caught in a powerful vortex. The ship spun wildly out of control and we hurtled towards the centre. I asked the computer for an analysis.

Thanks for the Intelligence update!

"Zool, the ship is out of control and about to crash land. Have a nice day!"



"Warning! The ship is sinking in a custard lake!"



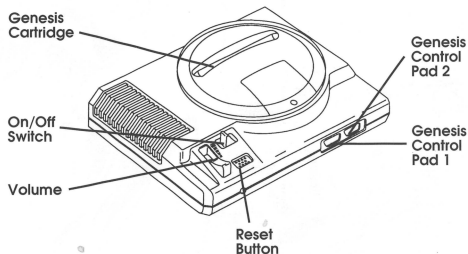
## LOADING INSTRUCTIONS

### IMPORTANT!

Always be sure that your Sega Genesis System is switched off before you attempt to insert or remove a Cartridge.

### LOADING INSTRUCTIONS

1. Make sure that the power switch is set in the 'Off' position.
2. Insert the Game Cartridge into the Cartridge Slot on your Sega Genesis system. Also make sure that the Genesis Control Pad 1 is connected to your System.
3. Set the power switch to the 'On' position. The Sega Logo should appear on the screen after a couple of seconds. If it does not, then switch off your System, remove and re-insert the cartridge, and switch your System on again.



## ZOOL: THE NINJA FROM THE NTH DIMENSION

In Zool you play the part of the Interstellar Cosmos Dweller from the Nth dimension. The Nth dimension isn't one specific place; it is everywhere. It is imagination and Zool is its guardian, Protector of Creative Thought and Defender of Positive Action.

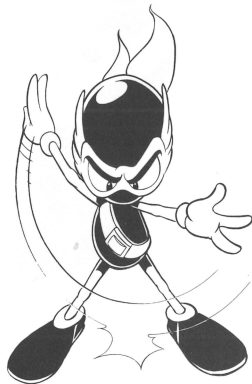


You must take Zool to the edges of the known universe and beyond, guiding our hero through seven worlds, back to his home, the Nth dimension. It may sound easy, but these are places I wouldn't want to walk through on my own at night!

Krool and his assistant, Mental Block, have been real busy here. Together, they have gathered the forces of non-imagination turning ordinary objects into deadly assassins. You'll certainly need to develop your Zooling skills to overcome these and the other challenges awaiting.

Explore the levels, despatch as many of Krool's Legionaries as you can, pick up the bonuses, find the exit and defeat the end of level beastie (oh, and don't forget to keep an eye on the clock)!

Easy, huh? Don't worry you'll soon get the hang of Zool and there are many items to help you. This is going to be one journey you'll never forget. It's going to be, well...WEIRD!



## THE MAIN OPTIONS SCREEN

When the game is loaded, pressing Button A will take you from the Titles to the Options Screen.

To highlight a particular option, simply use up and down on the D-pad.

To alter an option, move left and right on the D-Pad at the highlighted option.

The options will affect the game in the following way:

### **DIFFICULTY:**

Easy, Medium or Hard. This effects the number of bonuses you need to complete each level and the time you are allocated. You will need to collect 25% on the Easy level, 50% on Normal and 75% on Hard.

### **MUSIC:**

This option allows you to turn the music on or off.

### **CONTS:**

How many 'Continue Game Options' are given when you lose your last life? The maximum is five, but black belt Zoolers may be able to do it with none!

### **SOUND:**

This allows you to listen to examples of all of the sound effects used in the game. There are 40 to listen to. Use Left and Right on the D-Pad to toggle through the sound effects and press the B button to hear an example.



## PLAYING ZOOL

Once you are happy with all of the options, press 'Start' or Button A and you will be taken back to The Main Title Screen. Pressing 'Start'-here, will begin the game.

All of Zool's actions are controlled by using the D-Pad. He's a very versatile character, but after a couple of tries, controlling Zool is simplicity itself.

### CONTROLS

In Menu Screens:

#### Start

Starts game.

#### Button A

Selects 'Options' Menu.

#### D-Pad Up & Down

Selects Option From Menu.

#### D Pad Left & Right

Alters Option.



## IN THE GAME

### D-PAD CONTROLS

- 1 Climb Up Walls
- 2 & 3 (+ Button B) Jump Diagonally Right
- 3 Run Right
- 4 Slide Right/Kick
- 5 Climb Down Walls/Crouch
- 6 Slide Left/Kick
- 7 Run Left
- 7 & 8 (+ Button B) Jump Diagonally Left



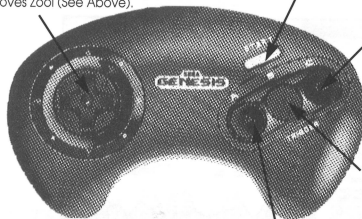
**D (Directional Button)**  
Moves Zool (See Above).

**START Button**  
Start/Pauses Game.

**Button C**  
Punch when on the ground, but while in the air, allows Zool to spin, destroying airborne enemies.

**Button B**  
Jump, Button B + Direction allows Zool to jump off of walls.

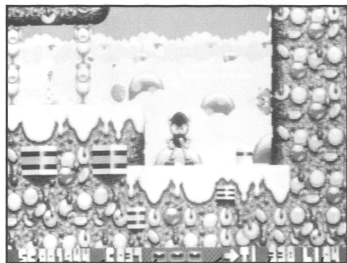
**Button A**  
Fire, Button A + Down = Crouch, Kick and Fire.



## THE MAIN PLAYING SCREEN

Once the game has begun, the Main Playing Screen will look something like the one below. The labels are as follows:

- 1 Number of Bonuses collected.
- 2 Direction of Exit.
- 3 Time.
- 4 Health; If this runs out Zool loses a life.
- 5 Number of Lives Remaining.
- 6 Score.



6

1

4

2

3

5

## RESTART POINTS

On each level there are a number of restart points to find, and if you hit these, you will begin your next life from that spot. They are easy to spot and you'll soon be picking them up automatically. On each of the levels, you will find a Light and Buttons on a sign. Punch it and the Light will flash.



## BONUS HEARTS

Occasionally, when you destroy an enemy, a small heart will appear and start to fly skywards. If Zool can grab it, he will restore part of his health.

## THE WEAPONS AT ZOO L'S DISPOSAL

To help Zool in his quest there are a number of weapons situated around the seven worlds that will either enhance his powers, or enable him to destroy Krool's armies:

### BOMB:

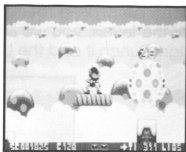
This smart bomb will blitz all enemies on the screen, when Zool collects it.

**JUMPING ZOO:**

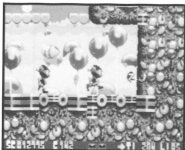
Just the thing to scale the heights, when normal Zooling's not enough. Make the most of your talent; it won't last long!

**SHIELD:**

Invincible Zool! This will make Zool invulnerable to attack. Guess what though? It wears off after a short time as well!

**1UP:**

An extra life. Very useful.

**TWO ZOO:**

Splits Zool in two, creating a shadow Zool. Now Zool is even more agile and can fire twice as many shots. Careful though, it can get a little confusing.

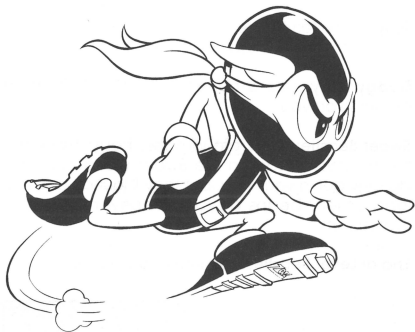
**OVER 'N' OUT!**

That's all you need to play Zool, but there's a lot more to learn. There are so many things waiting to be discovered, including hidden rooms featuring... well, you'll see. Just a few words of advice, things are not always as they seem; there are walls that aren't walls and puzzles to work out which will test your ninja skills to the Nth degree. Don't hang about, the timer's already running down; just get going and prepare to Zool your way back to the Nth Dimension!

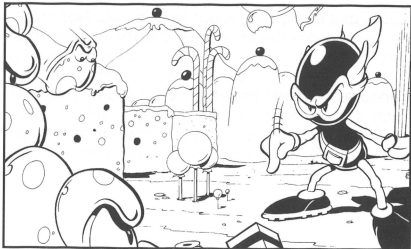
**GOOD LUCK!**

**THE BAD GUYS**

It looks as if everything is out to stop you. Not only is the terrain on these worlds pretty hostile, but there's the small matter of Krool's strange minions to overcome. We cannot tell you about all the creatures you will meet on your journey as not much is known and Krool is adding to his forces all the time. To help you on your way, here are just some of the weird menaces you'll be mixing it with:



## THE SWEET WORLD



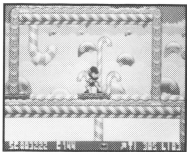
**Humble Bee:** These huge beasts take to the air and then home in on Zool.

**Jelly:** These terrors are everywhere. Despatch them easily with a punch, jump or missile.

**Dodgy Jelly:** Like a normal jelly, only this critter homes in on you.

**Sweet Beastie:** Fairly rare, but very nasty. These are the meanest dudes in the Sweet World! Not only do they get in your way, but they'll launch a whole load of jelly beans at you whenever they can. Watch out!

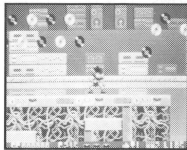
**End of Level Beastie:** The Hum-Bug.



## THE MUSIC WORLD

**Walking Drums:** These guys wear bullet-proof drumskins! Shoot from behind if you can, but a good jump works just as well.

**Violins:** It's not arrows they fire but bows, and unfortunately for Zool, they seem to have a limitless supply. Too bad really, they are hard to hit and very difficult to destroy. Don't hang around for too long, they won't be shaken off easily.



**Flying Cymbals:** Whizz around the screen like dive bombers, if you're not careful, Zool will get more than an ear bashing!

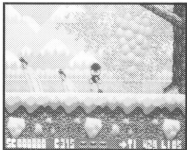
**End of Level Beastie:** Jimmie's Killer Guitar.

## THE FRUIT WORLD

**Carrots:** Spitting carrot shrapnel. Zool had better turn these fellas into coleslaw! It's them or you!

**Banana:** Bouncing around Fruit World, these yellow perils could cause a slip up.

**Flying Pea Pods:** Flying through the sky, these veggie bombers could land Zool with a nasty surprise. Accomplished Zoolers could see 'em off with a power-jump.



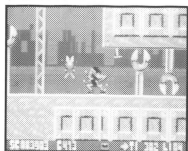
**End of Level Beastie:** Big Bad Banana.



## THE TOOL WORLD

**Drills:** Emerging from the wall when you least expect and then retreating just as fast. They could leave Zool needing a few fillings!

**Saws:** Look out for these ground dwelling horrors. If you're not careful, Zool'll be half the ninja he used to be.

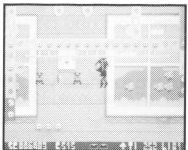


**Chopper:** Hacking through the air, contact with this giant could make mince-meat out of Zool - literally. There's no dealing with it. Avoid at all costs!

**End of Level Beastie:** Giant Driller Killer.

## THE TOY WORLD

**Tanks:** These armour clad killers fire enormous missiles at Zool; they look indestructible, but remember, they're only toys!



**Bouncing Balls:** All colors and sizes. Burst them before the rebounding rogues flatten Zool.

**Paper Airplanes:** High-flying Hazard? Origami as a Martial Art? Whatever you think, try power-jump and fire for a zooling dog-fight.

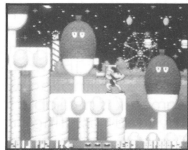
**End of Level Beastie:** Maxie the Robot.

## THE FAIRGROUND WORLD

**Toffee Apples:** These mutant toffee apples are only too happy to share their toffee with Zool. Trouble is, it's still red hot!

**Candy Floss:** Hairy horrors want to cover Zool in their sticky strands. Don't get tied up.

**Hammers:** So, a blow from one of these is bad for you. No surprise there, but try not to destroy them, as they will prove useful. (You'll need to figure out exactly how yourself.)

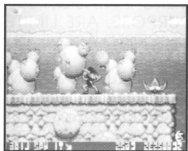


**End of Level Beastie:** The Unmentionably, Indescribable Two Eyed Thingy!

## THE DESERT ISLAND WORLD

**Walking Flowers:** Desert Lilies are not a laughing matter when they're spitting poison pips at you. Make short work of these petalled pests with a quick shot.

**Clubbing Cacti:** Swinging huge spiked arms at Zool whenever they get the chance. There's no combating these monsters. Steer clear!



**Bouncy Bugs:** Bouncy, bouncy eight times, then rocket at you. These Kamikaze creeps need disposing early, if Zool is to avoid a pounding.

**End of Level Beastie:** Cactus Jack.

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