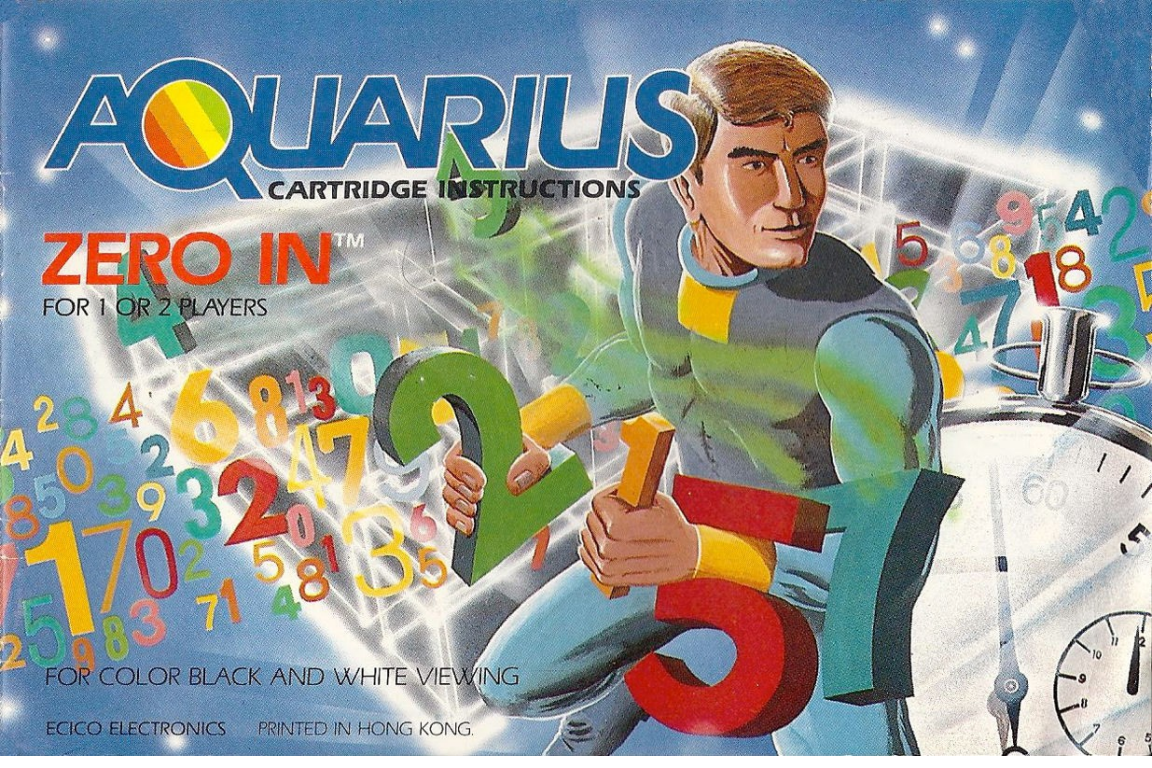
AQUARIUS

CARTRIDGE INSTRUCTIONS

ZERO IN™

FOR 1 OR 2 PLAYERS



FOR COLOR BLACK AND WHITE VIEWING

ECICO ELECTRONICS PRINTED IN HONG KONG.

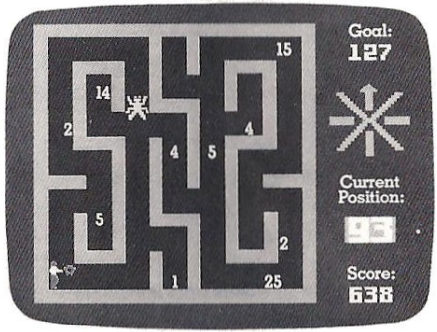
THE GAME

All of a sudden, arithmetic is fun! As you dodge round the maze trying to avoid the GOBBLER, you aim for numbers that will let you ZERO IN™ on your GOAL number.

It's a race against time, but you can buy more by catching the DARK NUMBER. All the numbers move, and pass through the walls of the maze. . . will you get there in time? As you battle through the maze, you think frantically about your GOAL, and what numbers you need to ZERO IN™ on it!

ZERO IN™ can be played at any level from an easy 0 up to a mind-blowing 99. As you successfully beat the maze and reach your GOAL, you automatically move up another level, and things get more difficult. The higher the level, the higher the possible score — will you beat your previous best?

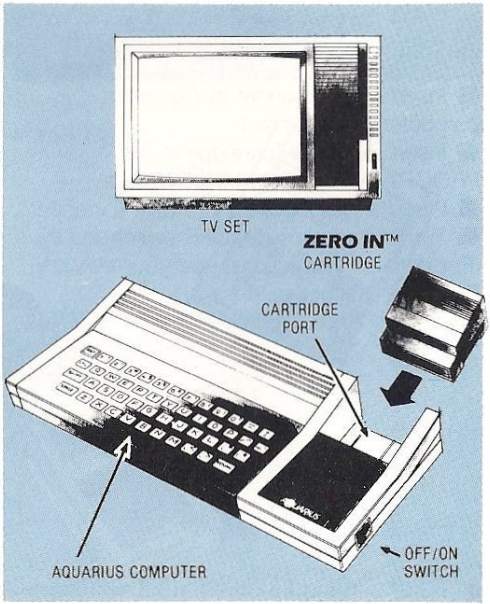
ZERO IN™ will improve the mental arithmetic of anyone from a grade school student to a math graduate.



CHECK YOUR EQUIPMENT

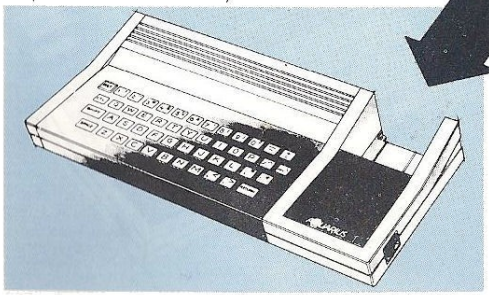
MAKE SURE:

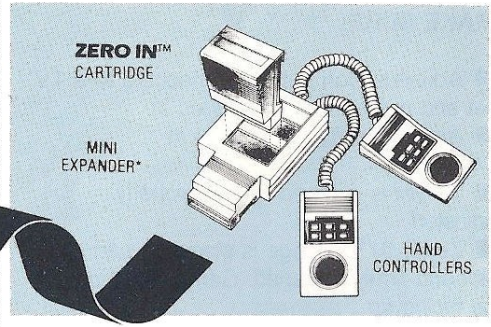
- Aquarius Computer is connected to a TV set and power cord is plugged in.
- Antenna switch box is set at COMPUTER.
- TV set is plugged in and properly adjusted.
- ZERO IN™ cartridge is placed in cartridge slot and firmly engaged. Game title should be facing up.
- Computer OFF/ON switch is turned ON.



IF MINI EXPANDER AND HAND CONTROLLERS ARE USED

■ Insert Mini Expander in Aquarius computer cartridge slot.
■ Insert ZERO IN™ cartridge in the PROGRAM slot of the Mini Expander.
■ Plug hand controllers into Mini Expander.
■ Turn computer's ON/OFF switch to ON.
(For detailed instructions, see your Mini Expander instructions).





■ Press the RST button on your computer. The game title will appear on the screen.

*Sold separately.

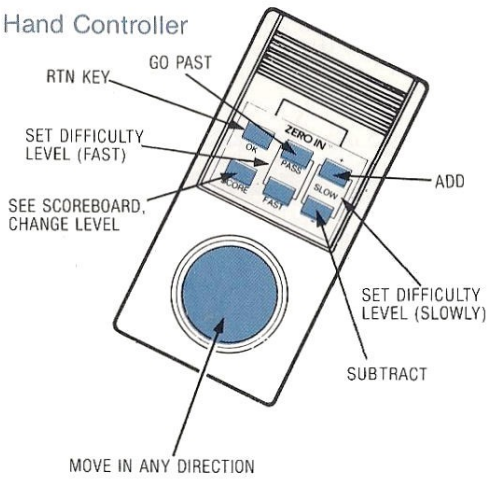
ADD OVERLAYS

Your ZERO IN™ cartridge comes with one overlay for the computer keyboard and one for a hand controller. These overlays will help you remember what the keys do.

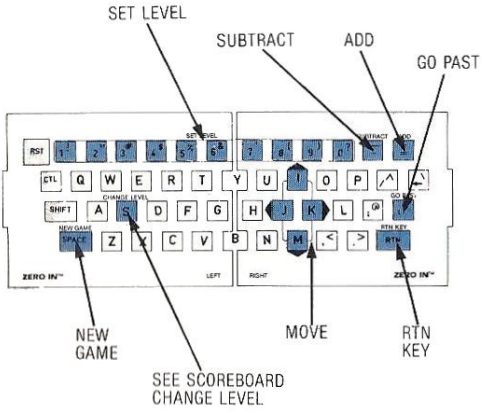
If you don't have hand controllers, fit the overlay to the computer keyboard.

If you do have hand controllers, then fit an overlay over the keys of one of your controllers (you only need one controller for this game).

TAKE A LOOK AT THE CONTROLS



Keyboard



SELECT GAME LEVEL

After you have the game title page on the screen, press the RTN key and the computer will ask you what difficulty level you want:

Give difficulty level (00-99): 00

You can set the difficulty level anywhere from 00 (which is a very easy game) right up to 99 (which is a very difficult game) or anywhere in between.

If you have a hand controller, use the two FAST keys (keys 2 and 5) to change the difficulty level quickly, and the SLOW keys (keys 3 and 6) to change it slowly. When it is set to the level that you want, press the OK key (key 1).

If you do not have hand controllers, just type the level you want on the number keys of the computer keyboard, then press the RTN key.

After you have set the difficulty level, the computer will ask you for your previous high score:

Give previous high score: 00000

If this is the first time that you have played the game, just press the RTN key.

If you are not using a hand controller, the computer will ask if you want to change the movement keys. If this is your first time, just press the RTN key — we'll get back to this section later.

Now you are ready to go!

THE GAME — MOVING AROUND

When the game starts, you are inside a maze (you start at the bottom left of the screen).

If you have a hand controller, you can move around by pressing the round disc. Press the top of the disc to go up, the right side to move right, and so on. If you want to stop moving, just take your finger off the disc. To move easily around corners, hold down the disc and rotate it.

If you don't have hand controllers, and you are playing the game from the computer keyboard, use the I and M keys to move up and down, and the J and K keys to move left and right.

You cannot go through the dark 'walls' of the maze — you have to go round them.

Wandering somewhere in the maze there is the GOBBLER. It's easy to spot because it changes size all of the time. If you get caught by the GOBBLER, you will be instantly transported to another part of the maze, and it will cost you time to get back to where you were headed. Avoid the GOBBLER!

FREEZE!

If you want to take a rest at any stage of any game, just press the 1 and 6 keys on the computer keyboard at the same time. The action will stop — you can start it again just by pressing any key.

NOTE: If you do not press any keys for a while, the screen will go blank. Don't worry — just press a key to get the screen back.

NUMBERS

At the right of the screen there are two big numbers. The top one is your GOAL. The bottom one is your CURRENT VALUE.

You will win the game when you make the CURRENT VALUE the same as the GOAL. You can change the CURRENT VALUE by 'catching' the numbers in the maze.

Just move around the maze until you run into one of the numbers, and then add it to the CURRENT VALUE by pressing the + key on the hand controller (or the keyboard).

If the CURRENT VALUE gets too high, you can subtract numbers from it by running into them and using the – (minus) key on the hand controller or the keyboard.

By bumping into numbers in the maze and adding or subtracting them from the CURRENT VALUE, you try to get the CURRENT VALUE to zero in on the GOAL.

When the CURRENT VALUE is the same as the GOAL, you win the game!

NOTE FOR ADVANCED PLAYERS: The CURRENT VALUE cannot become negative with difficulty levels below 30.

PASS

If you need to move past a number, but you don't want to add or subtract it, just press the PASS key — that's the: key on the computer keyboard and the number 2 key on the hand controller.

THE TIMER

Just to make things a little move difficult, there's the TIMER!

You can see the TIMER on the right of the screen — it's the star-shaped thing that looks a little like a clock. A clock is exactly what it is — the arrow starts at the top and moves round to the right. When it reaches the top again, the game is over, whether you have reached the GOAL or not!

You have two minutes (120 seconds).

The DARK NUMBER will help you beat the clock. One of the numbers in the maze is white on a dark background. If you 'catch' the DARK NUMBER, the CLOCK will go backwards by 20 seconds.

END OF THE GAME

When you finish a game, the computer will count up your score on the screen, and it will tell you if you beat your previous best. Then it will continue to flash the CURRENT VALUE and GOAL until you press another key.

If you press the S key on the computer keyboard, or the SCORE key (key 4) on the hand controller, it will show you a scoreboard with your last score, your highest, and so on.

Press the S or SCORE key again to change the game level.

Press any other key to start the next game immediately. If you reached the GOAL in the last game, you will automatically move up a level. If you got beat by the clock, you go down a level!

CHANGING THE MOVEMENT KEYS

If you do not have a hand controller, and you find the layout of the movement keys on the computer keyboard doesn't suit you (for example, if you are left-handed), then you can change them at the start of a session, when the computer asks you whether you want to:

Change movement keys?

Just press the [Y] key on the computer keyboard (short for 'yes'), then press the [RTN] key. The computer will ask you for replacement keys for the four that it set (I, J, K and M).

When you are happy with the new key arrangement, press the [RTN] key again. You will have to set the movement keys to your new arrangement every time you start a session (although not every game).

GAME STRATEGY

■ Although low levels look easy, work your way through them and try to build up a good high score — they are not as easy as they look, and will give you a lot of good practice.

■ Don't rush into the game when you start it — take a second or two to work out just how you are going to get that GOAL. HINT: the numbers on the screen don't change, they just move.

■ You can add (or subtract) a number again and again just by moving back and forth past it and catching it each time. If the difference you are trying to make is a multiple of one of the numbers in the maze, this is an easy way to get there!

■ If your GOAL is an even number, stick to the even numbers on the screen.

■ Catch the DARK NUMBER only if it is close — it is not usually worth chasing it around the screen, as it will take longer than 20 seconds to get to it.

■ Remember the PASS key — it will be very useful.


AQUARIUS
HOME COMPUTER SYSTEM