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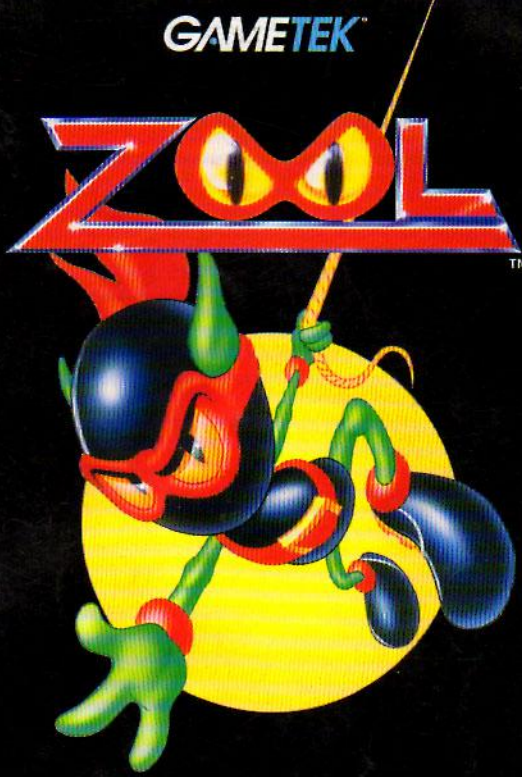
Printed in Japan

SEGA™

GAME GEAR™

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ZOOL™



NINJA OF THE "*Nth*" DIMENSION

INSTRUCTION MANUAL

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1. This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
2. Do not bend it, crush it, or submerge it in liquids.
3. Do not leave it in direct sunlight or near a radiator or other source of heat.
4. Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.



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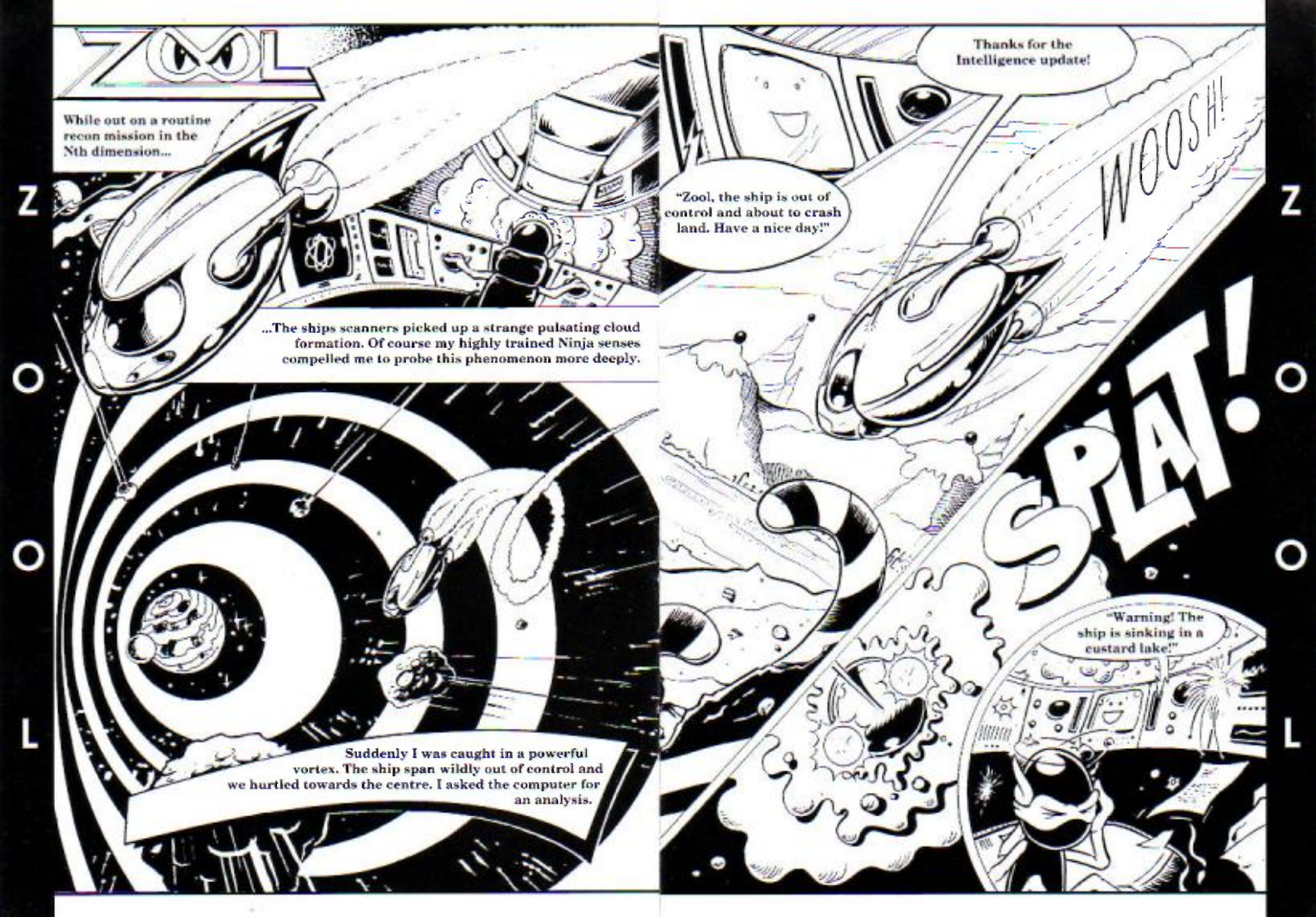
ZOOL

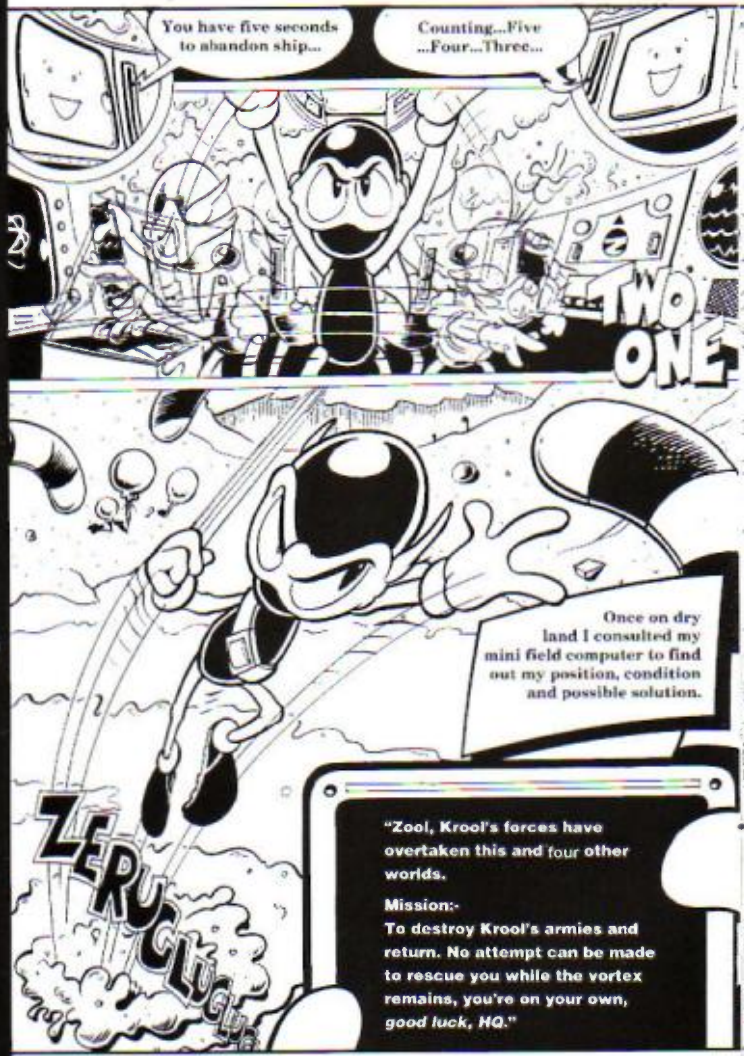
THE NINJA FROM THE *Nth* DIMENSION

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ZOOL
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 span wildly out of control and we hurtled towards the centre. I asked the computer for an analysis.
"Zool, the ship is out of control and about to crash land. Have a nice day!"
Thanks for the Intelligence update!
WOOSH!
SPLAT!
"Warning! The ship is sinking in a custard lake!"


You have five seconds to abandon ship...
Counting...Five ...Four...Three...
TWO
ONE
Once on dry land I consulted my mini field computer to find out my position, condition and possible solution.
"Zool, Krool's forces have overtaken this and four other worlds.
Mission:-
To destroy Krool's armies and return. No attempt can be made to rescue you while the vortex remains, you're on your own, good luck, HQ."
ZERUCLUCK


I seemed to be in a world made entirely out of sweets so I climbed a nearby rock cake for a better look...
..Here I was, a million light years from home, no ship, and no chance of rescue. I must rid these worlds of Krool's evil influence or never return. This is where my story really begins.
To be continued...

IMPORTANT!

Always be sure that your Sega Game Gear 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 Game Gear unit. Press firmly to lock the cartridge in place.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge , and try 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 five worlds, and 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



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

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

To leave the Options Screen, press button 2.

The options will affect the game in the following way:

Lives:
Between one and three are available. Combined with Continues, this gives you a host of choices from a solo dash to a near army of Zools, making completion as difficult, or easy, as you wish.

Music:
This option allows you to select music with sound effects, or just the sound effects.

Continue:
How many 'Continue Game' options are given when you lose your last life? The maximum is three, but black-belt Zoolers may be able to do it in one.

PLAYING ZOOL

Once you are happy with all the options, pressing button 2 will take you from the Options Screen to the Main Screen. From here you press Start again to 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
Start game at any time.

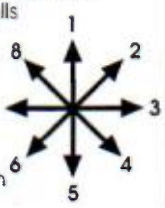
Button 2
Select 'Options' Menu.

D-Pad Up & Down
To Select Option From Menu.

D Pad Left & Right
To Customize Option.

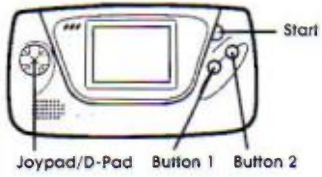
In The Game

Directional Pad Controls



1 Climb Up Walls
2 (+ Button 1) Jump Diagonally Right
3 Run Right
4 Slide Right
5 Climb Down Walls, Crouch
6 Slide Left
7 Run Left
8 (+ Button 1) Jump Diagonally Left

Button 1: Jump.
Button 2: Fire.
Button 1 & Button 2: Zool will spin in the air, destroying all airborne enemies.
Down & Button 2: Kick.
Button1 & Direction: Allows Zool to jump off wall.
Start: Pauses Game.

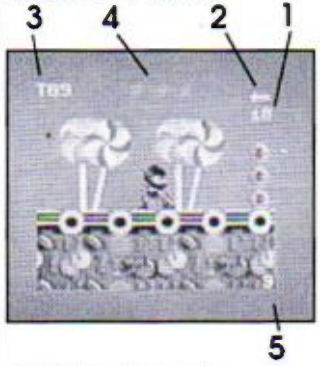


THE MAIN PLAYING SCREEN

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

1 After receiving 99 bonus points, the directional arrow will point to the exit.
2 Direction of Exit
3 Time
4 Health: If this runs out, Zool loses a life.
5 Number of Lives Remaining

RESTART POINTS



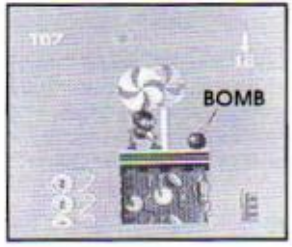
BONUS HEARTS

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

THE WEAPONS AT ZOOL'S DISPOSAL

To help Zool in his quest there are a number of weapons situated around the five 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 Zool:
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. On each of the levels, there is a shield with a "Z" on it, which looks like the one below:



Guess what though? It wears off after a short time as well!

1UP:
An extra life. Very useful.

TWO ZOOL

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!

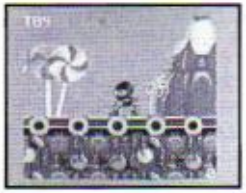
That's all you need to play Zool, but there's a lot more to learn. There are so many things waiting to be discovered, including hidden rooms featuring... well, you'll see. Just a few words of advice, things are not always as they seem: there are walls that aren't walls, puzzles to work out which will test your ninja skills to the Nth degree. But just to help, look out for a secret passage in Fairground World. 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, but 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 beasties take to the air and then home in on Zool.

Jelly: These terrors are everywhere. Despatch them easily with a quick kick, 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 kick or jump works just as well.

Violins: These hard stringed meanies are difficult to destroy. Don't hang around for too long; they won't be shaken off easily.



Flying Cymbals: Whizzing round 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.

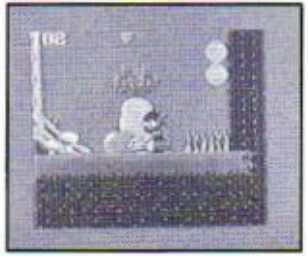
THE FRUIT WORLD

Carrots: Pop up when least expected. Zool had better make himself scarce.

Grapes: Bounce eight times, then rocket at you. Look Out!

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 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!

Balloons: Rise from the ground where they are tethered and then Fire. Shooting these will only cause them to pop and whizz round the screen causing even more problems.

Light Bulbs: Home in on Zool at the speed of light.

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 unmentionable, indescribable, Two Eyed Thing. No one who has seen this horror has lived to tell the tale. Will Zool?

THE TOY WORLD

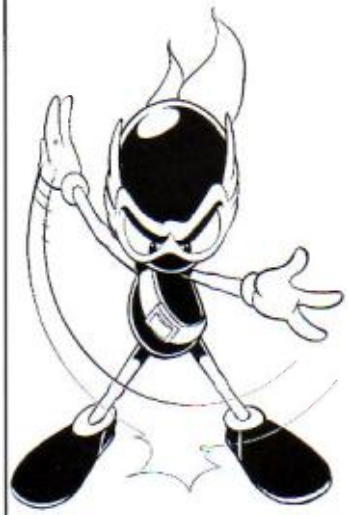
Tanks: These armor clad killers fire enormous missiles at Zool; they look indestructible but remember, they're only toys!



Teddy Bears: Watch as they divide into two, but don't stare too long; they home in on you.

Spatial Evaders: High-Flying, High-Tec Hazard. Stand under one of these, and it'll start raining bombs.

End of Level Beastie: Maxie the Robot.



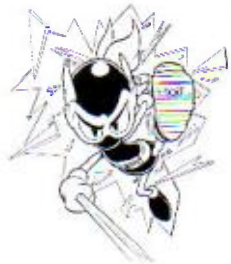
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