WARNING: READ BEFORE USING YOUR SONY® PlayStation™ GAME CONSOLE

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, including games played on the PlayStation game console, 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.

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 games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

Handling Your PlayStation DISC

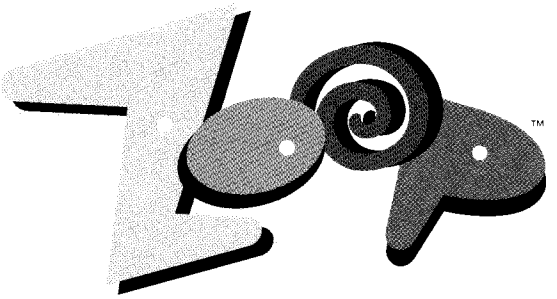
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Hookstone

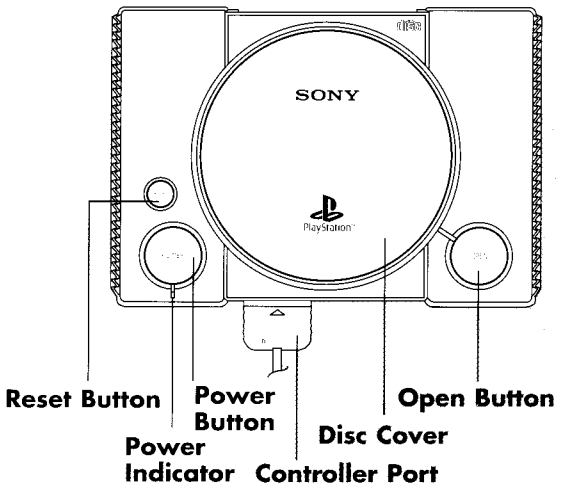
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getting started

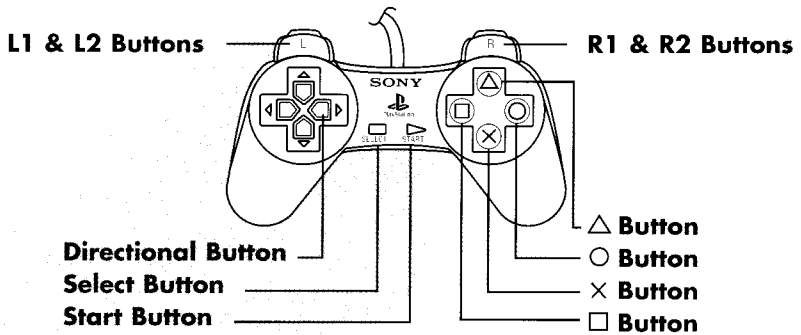


1. Set up your Sony® PlayStation™ game console according to its instruction manual. Plug in a game controller.

2. Insert the **ZOOP™** disc and close the CD door. Always make sure the PlayStation game console's power is OFF before inserting or removing a compact disc.

3. Turn the PlayStation game console ON.

controls



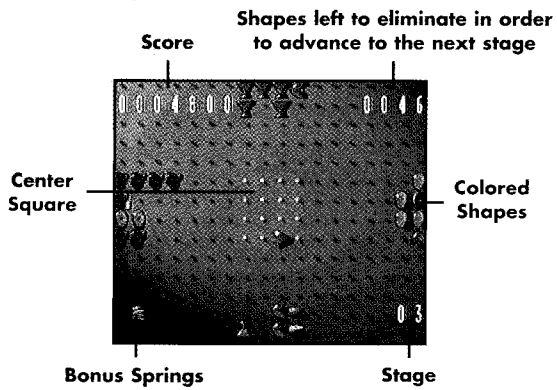
MOVE: Use the Directional Buttons to control the center piece in the center square.

FIRE: Press the ○, ×, □, △, L1, L2, R1, or R2 Buttons to fire at the approaching shapes.

PAUSE: To pause the game press the START Button.

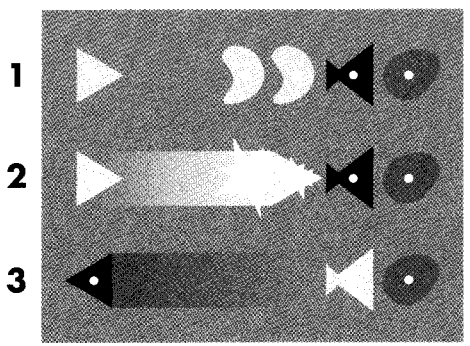
RESET: To reset the game press the RESET Button on the PlayStation game console or hold down the START or SELECT Button for two seconds and the game will reset to the title screen.

screen display



objective

Colored shapes randomly appear along the grid, and move toward the center square. You control the center piece within the square. You must eliminate the shapes (remove them from the grid) before they enter the center square. (Figure 1) Firing at and striking a shape that is the same color as the center piece eliminates that shape. (figure 2) If you strike a shape of a different color, the center piece exchanges colors with that shape, and the shape remains on the grid (figure 3).



Once you eliminate the required number of shapes (as indicated by the number in the upper right hand corner), you will move to the next stage, and the play intensity will increase.

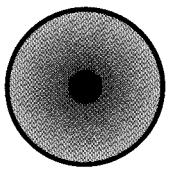
Hint: For higher scores and faster screen clearing, eliminate multiple shapes at one time. Change the first shape in a row/column to match the shapes behind it – then Zoop them all at once.

Note: When the colored shapes are about to enter the center square, the dots in the center square will flash and a warning will sound. If the colored shapes enter the center square, the game will end.

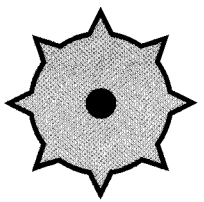
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power-ups

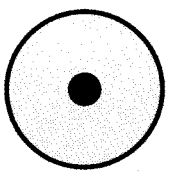
As you play ZOOP, Power-Up Icons will randomly appear on the grid along with the colored shapes. If you strike a Power-Up, it will assist you in eliminating other shapes.



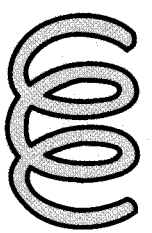
Proximity Bomb: Eliminates all the shapes touching the first shape hit.



Line Bomb: Eliminates an entire row or column of shapes regardless of color.



Color Bomb: Eliminates all the shapes in a quadrant that are the same color as the first shape hit.



Bonus Springs: Collect five of the Bonus Springs and they will clear all of the shapes off the grid.

Note: If a Power-Up or a Bonus Spring reaches the center square, it will disappear. Power-Ups and Bonus Springs will not end the game.

menu

PLAY: Pressing the X Button while the cursor is on "Play" will begin in the game mode most recently selected. If unadjusted, ZOOP will begin game play at the default settings: Continual, Level - 1, Difficulty - 0.

SETTINGS: Pressing the X Button while the cursor is on "Settings" will allow you to access and change the game preferences before playing.

Note: Press the X Button to select any option.

settings

CONTINUAL: In a Continual game, once you have eliminated the required number of shapes to move to the next stage (as indicated by the number in the upper right corner), the game background will change, the speed that the shapes appear on the screen will increase, and current shapes will remain on the grid.

Pressing the X Button while Continual is highlighted will take you to the Continual Stage Select and Difficulty Select screen.

LEVEL: In a Level game, once you have eliminated enough shapes to end the stage (as indicated by the number in the upper right hand corner), all the remaining shapes will be removed from the grid, the background will change, the speed that the shapes appear will increase.

Pressing the X Button while Level is highlighted will take you to the Level Stage Select and Difficulty Select.

STAGE: Use the Directional Buttons to rotate the stage dial to the desired beginning stage. Press the X Button, or down on the Directional Buttons, to select the stage highlighted. In higher Stages, shapes appear on the screen more quickly.

DIFFICULTY: Use the Directional Buttons to adjust the difficulty bar to the desired difficulty. Press the X Button to select the difficulty and move back to the options screen. Difficulty determines the number of shapes on the screen at the beginning of game play. At a higher difficulty, more shapes will be placed on the screen.

Note: During a Continual Game, the shapes will only be placed on the screen on the opening stage. During Level play, shapes will appear on the screen at the beginning of each stage.

scoring

# of Shapes eliminated	Total Points	
One	100	
Two	300	
Three	600	
Four	1,000	
Five	1,500	(5,000 full vertical column)
Six	2,100	
Seven	2,800	(10,000 Full horizontal row)

options

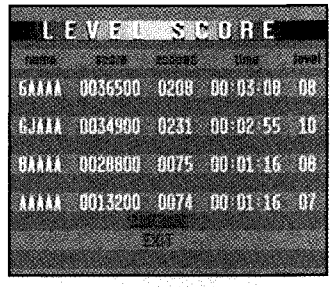
Pressing the X Button while Options is highlighted will allow you to adjust the Music and Sound Effects volume in the game.



Use the Directional Buttons to select + or - for the Music or Sound Effects. Pressing and holding down the X Button will adjust the volume louder (+) or softer (-).

To exit the screen, use the Directional Buttons to highlight EXIT, and press the X Button.

high scores



At the end of each game, a HIGH SCORE screen appears. If you have earned a HIGH SCORE, you can enter your initials by pressing the Directional Buttons Up or Down to choose a letter and then pressing the Directional Buttons to the right to move to the next space. After the initials have been entered, press the X Button to go down to CONTINUE or EXIT. Press the Directional Buttons Up or Down to highlight your selection, then press the X Button to activate your choice.

CONTINUE: will start a new game with the same settings as the game just played.

EXIT: will go to the title screen where settings can be changed for a new game.

credits

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Very Special Thanks
Eugene Evans

warranty

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