

# ZOO L™

NINJA OF THE "N<sup>th</sup>" DIMENSION



INSTRUCTION BOOKLET

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**SUPER NINTENDO™**  
ENTERTAINMENT SYSTEM



**PAL VERSION**

PRINTED IN JAPAN

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.



**PRESENTS**  
**ZOOL**  
**THE NINJA FROM THE**  
**NTH DIMENSION**

Programming by **Matthew Donkin**  
Additional Programming by **Ritchie Brannan, Paul Hiley**  
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Original Music by **Patrick Phelan**  
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Quality Assurance **Lee Cambell, Tony Howe, Rob Millington, Simon Short**  
Producer **Mark Glossop**  
Manual by **Steve McKeivitt**

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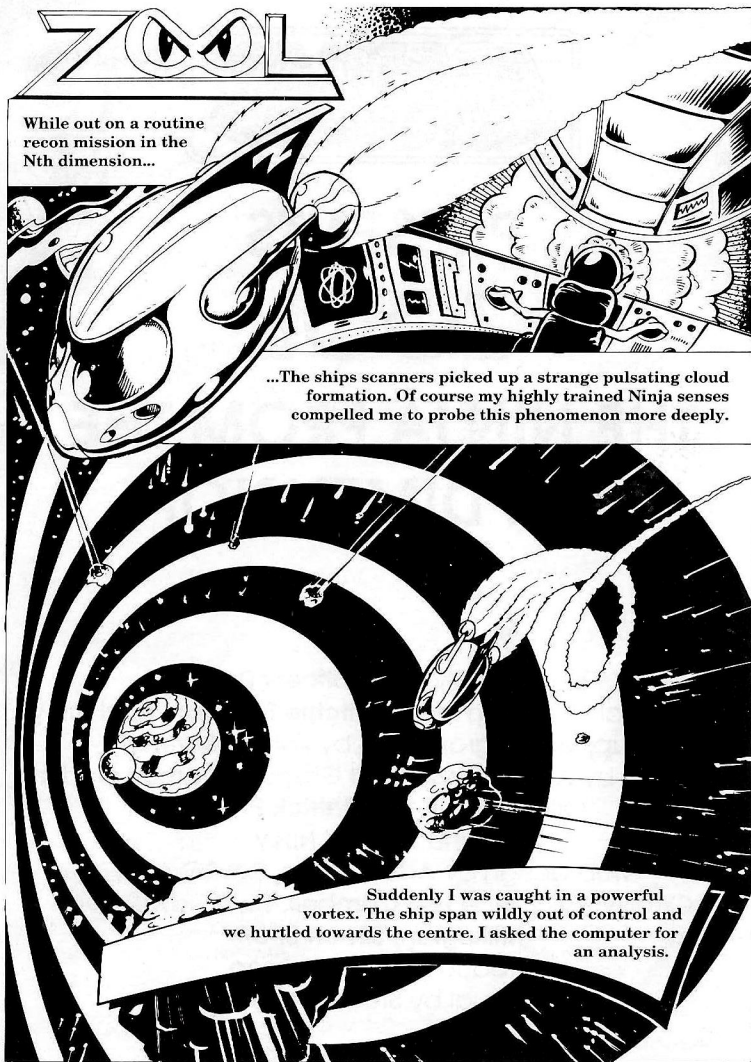


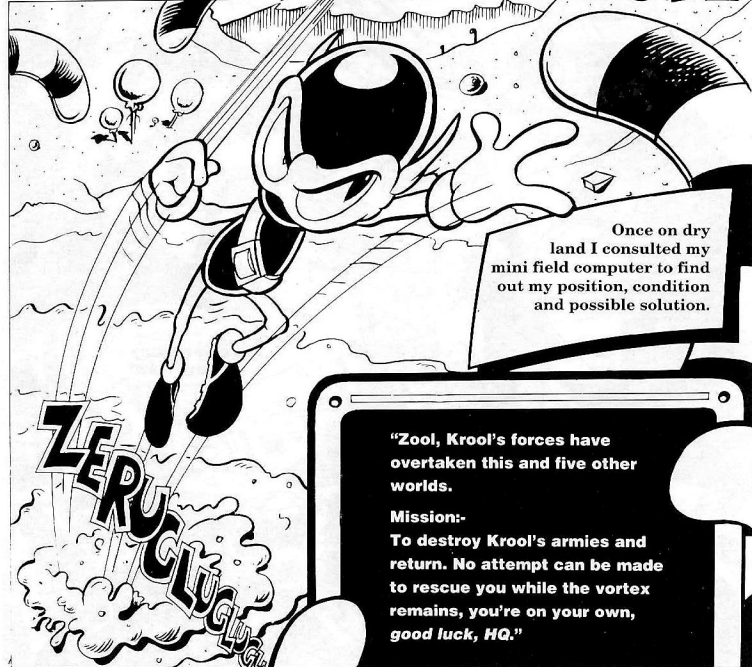
THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

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## GETTING STARTED

1. Make sure that the power switch is 'Off' on your Super Nintendo Entertainment System.
2. Insert the Zool Game Cartridge into your system by following the instructions in your system manual.
3. Plug a controller into port 1.
4. Turn the power switch 'On'. If nothing appears on the screen, re-check your cartridge to ensure it is inserted correctly

## 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.

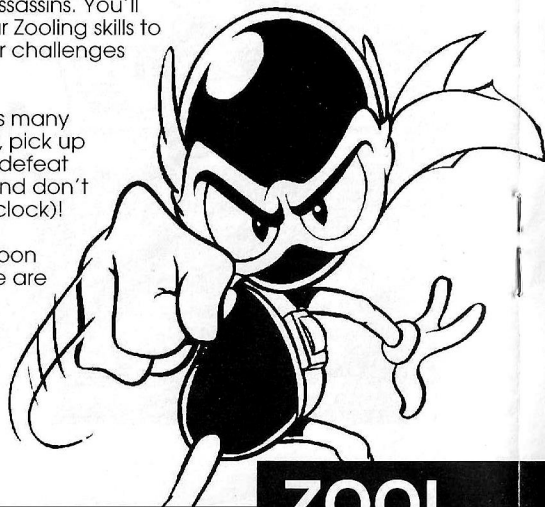
You must take Zool to the edges of the known universe and beyond, guiding our hero through seven worlds, back to his home, the Nth dimension.

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 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 MENU SCREEN

When the game is loaded, pressing **Start** will take you from the Titles to the Main Menu Screen.

You will be presented with three Menu Options:



### Start

This will take you to the start of the game

### Options

This will allow you to alter three options, which will affect the game in the following way:

#### Skill:

Easy, Medium or Hard. This effects the number of bonuses you need to collect to complete each level and the time you are allocated.

#### Music:

This option allows you to turn the music on or off

#### Continues:

Allows you to alter the number of Continues given. The maximum is 5, but black-belt Zoolers may be able to do it in none.

To highlight a particular option, use up and down on the Control pad. You can then alter it by moving left and right on the Control pad at the highlighted option.

Press **Start** to exit.

## Controls

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

You can allocate of the following 4 Zool actions to any button on your joystick :

- |             |   |
|-------------|---|
| <b>Flip</b> | Hold down the selected button and run into a wall for a Zooling summersault.              |
| <b>Fire</b> | Zool will destroy his enemies with a volley of fireballs                                  |
| <b>Jump</b> | Zool performs a leap!   |
| <b>Spin</b> | Pressing this whilst in the air will allow Zool to spin destroying a multitude of enemies |

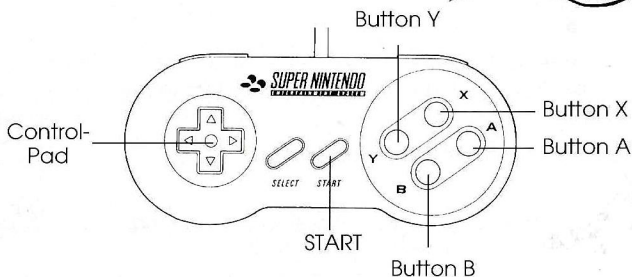
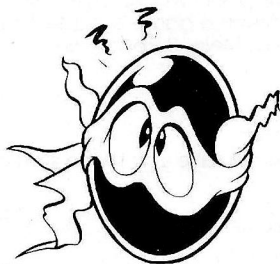
Use up and down, to select an option , and then press the button you wish to allocate that action to.

## In The Game

### D-Pad Controls

- Up**
- Down**
- Right**
- Left**
- Left & Down**
- Right & Down**
- Start**

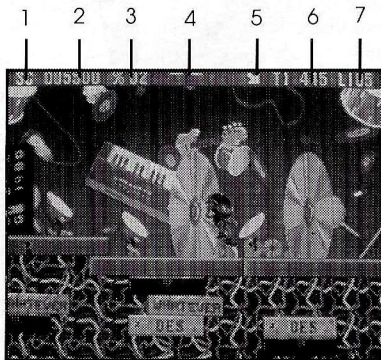
- Climb Up Walls
- Climb Down Walls/Duck
- Run Right
- Run Left
- Sliding kick left
- Sliding kick right
- Pauses Game



### 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 Score
- 2 High score
- 3 Number of Bonuses you need to collect
- 4 Health: If this runs out Zool loses a life.
- 5 Direction of Exit
- 6 Time
- 7 Number of Lives Remaining



### 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 hitting them automatically. On each of the levels, they are a button and light on a sign. This will flash when you hit it.

### 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 increase his health.

### THE WEAPONS AT ZOOL'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 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.

#### TwoZool:

This weapon splits Zool into two, creating a shadow Zool. Zool can now Fire twice as many times and is even more agile. Be careful though, it can get confusing.

#### 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.

### 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. Don't hang about, the timer's already running down, just get going and prepare to Zool your way back to the Nth Dimension.



## THE BAD GUYS

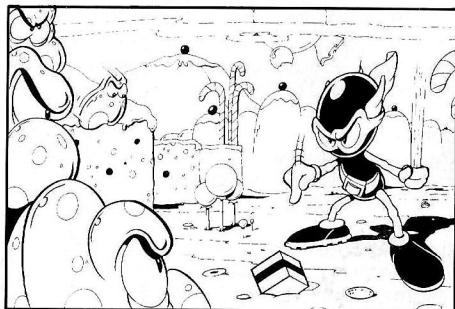
It looks as if everything is out to stop you. Not only is the terrain on these worlds pretty hostile, but there's the small matter of Krool's strange minions to overcome. We cannot tell you about all the creatures you will meet on your journey as not much is known and Krool is adding to his forces all 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 beasts take to the air and then home in on Zool.

**Jelly:** These terrors are everywhere. Despatch them easily with a quick kick, 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 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:** It's not arrows they fire but bows and, unfortunately for Zool, they seem to have a limitless supply. Too bad really, as it's so hard to get them that they're difficult to destroy, but 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:** Spitting carrot shrapnel. Zool had better turn these fellas into coleslaw. It's them or you.

**Bananas:** These yellow perils could cause Zool quite a slip up as they bounce along.

**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 mincemeat out of Zool - literally. There's no dealing with it. Avoid.

**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 colours and sizes, burst them before the rebounding rogues flatten Zool.

**Paper Aeroplanes:** 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 DESERT ISLAND WORLD

**Walking Flowers:** Desert Lilies are not 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 of early if Zool's to avoid a pounding.

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

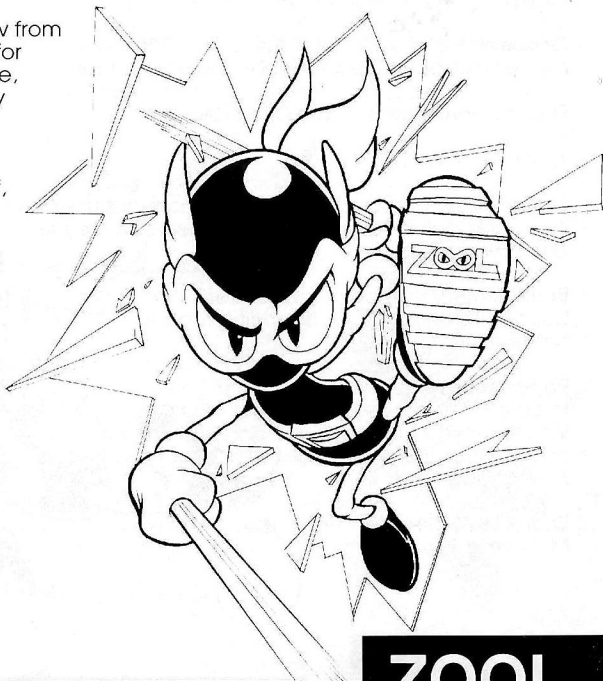
## THE FAIRGROUND WORLD

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

**Dodgems:** Looking to give Zool a bump he'll not forget in a long while. Get them before they do a hit and run.

**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, though.)

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



## ANY PROBLEMS?

If you have problems loading Zool, then return it to your retailer, or to Gremlin Graphics at the address on the packaging. If you have any questions relating to the game, then Gremlin Graphics Helpline is available between the hours of 2.00 and 4.00 U.K. time Monday to Friday, on 0742 753423

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If any defect arises during the ninety day limited warranty on the product itself (ie not the software program, which is provided 'as is'), return it in its original condition to the point of purchase.

## IMPORTANT!

Be sure to look after your Super Nintendo Entertainment System, make sure it is in good working condition.

1. Always make sure the power is turned off before inserting or removing the Game Pak.
2. Do not take your Game Pak apart.
3. Keep your Game Pak away from direct sunlight, hot and cold temperatures and do not bend it, crush it, or let it get wet. Always keep it in its protective package, at room temperature when not in use.
4. If your Game Pak gets dusty or dirty, clean it with a soft, dry cloth. Never use thinners, solvents, benzene, alcohol or other strong cleaning agents which can damage the Game Pak.