

**Nintendo**

# GAME BOY®

DMG-AZPE-USA

**VIACOM®**  
newmedia™



**INSTRUCTION BOOKLET**

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Hookstone

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LICENSED BY

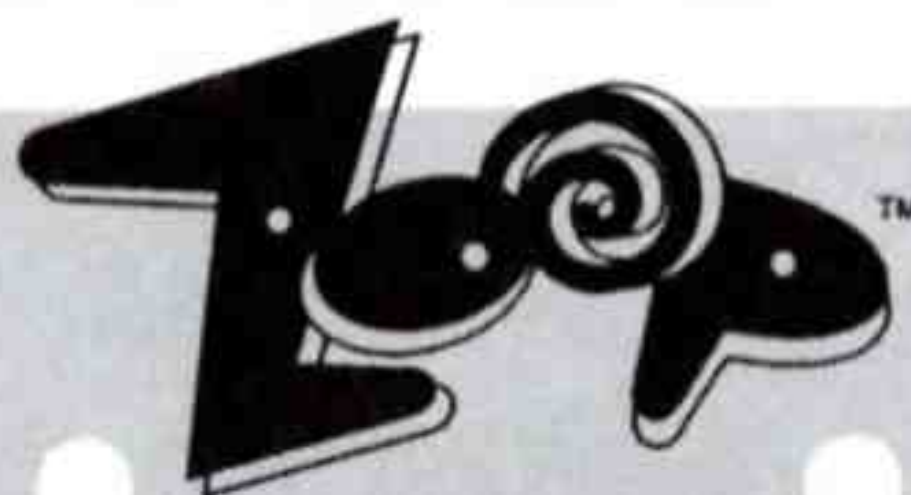
**Nintendo®**

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# contents



|                                      |           |
|--------------------------------------|-----------|
| <b>Getting Started</b>               | <b>2</b>  |
| <b>Controls</b>                      | <b>3</b>  |
| <b>Screen Display</b>                | <b>4</b>  |
| <b>Objective</b>                     | <b>5</b>  |
| <b>Power Ups</b>                     | <b>6</b>  |
| <b>Menu Screen</b>                   | <b>7</b>  |
| <b>Level or Continual Play</b>       | <b>7</b>  |
| <b>Multi-Player Mode</b>             | <b>8</b>  |
| <b>Options</b>                       | <b>10</b> |
| <b>Stage Select &amp; Difficulty</b> | <b>10</b> |
| <b>Scoring</b>                       | <b>12</b> |
| <b>High Score</b>                    | <b>13</b> |
| <b>Notes</b>                         | <b>14</b> |
| <b>Credits</b>                       | <b>16</b> |
| <b>Warranty</b>                      | <b>17</b> |

# getting started

- Set up your Nintendo Game Boy™ according to its Instruction Booklet.
- **Zoop** is a one or two player game.

**IMPORTANT:** Always be sure that the Nintendo Game Boy™ is turned OFF before inserting or removing the Game Pak.

- Insert the **Zoop** Game Pak into your Nintendo Game Boy™.
- Turn on the power switch.

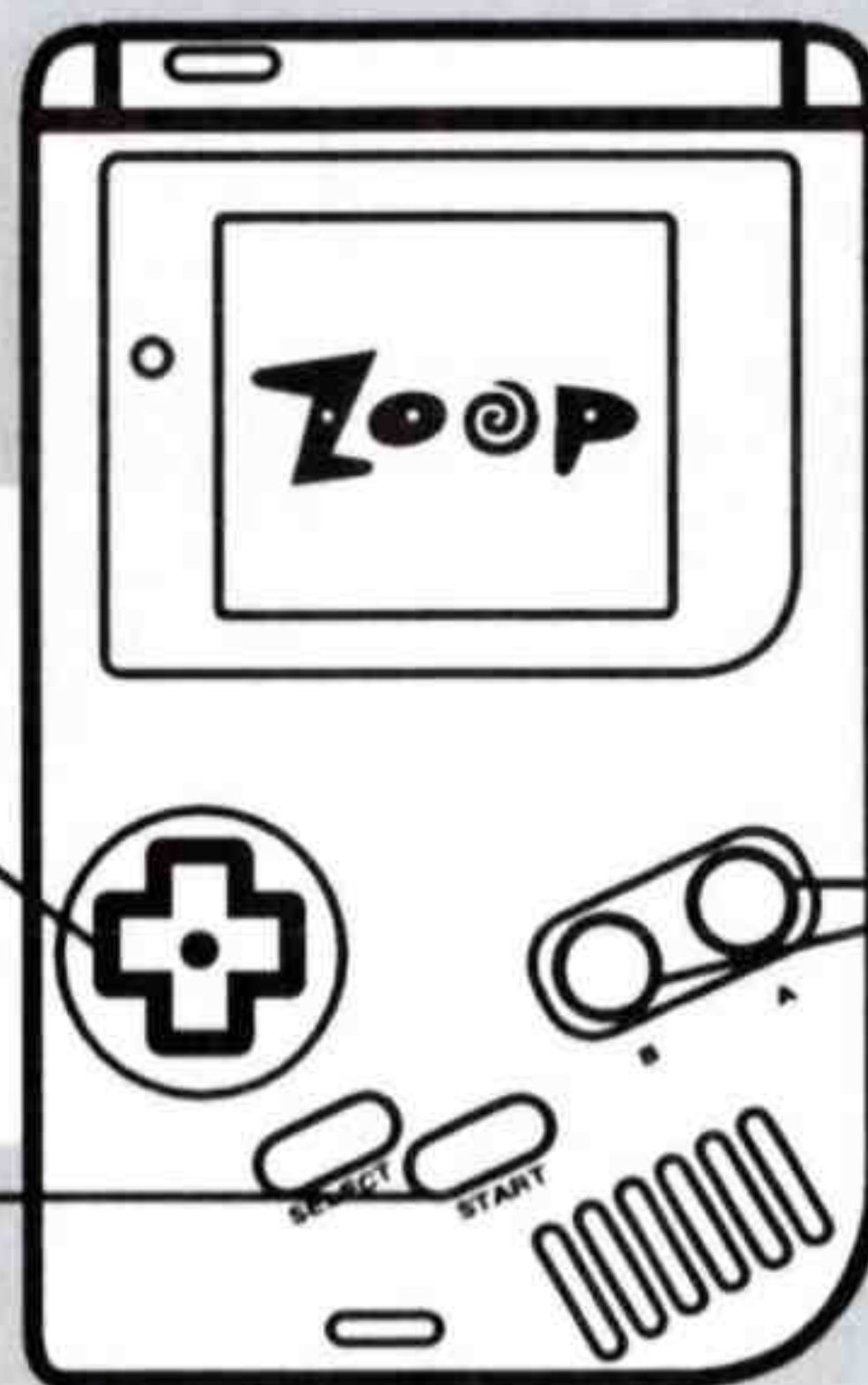
# controls

## Control Pad

Move around inside  
the Center Square

## Start Button

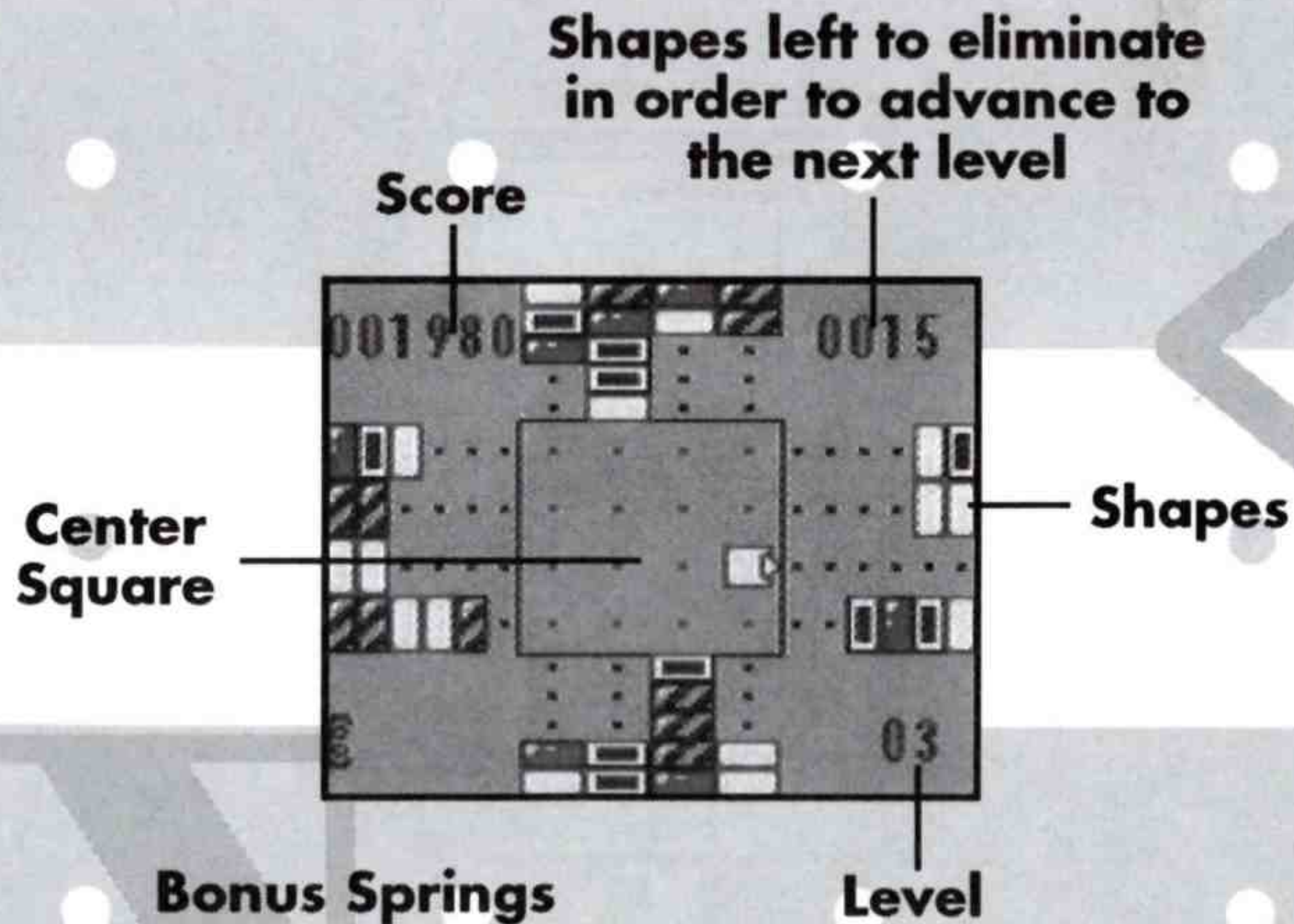
Pause game -  
press again to resume.  
While paused,  
press A + B + Select to quit.



## A or B Button

Fire to eliminate shapes  
or exchange patterns

# screen display



# objective

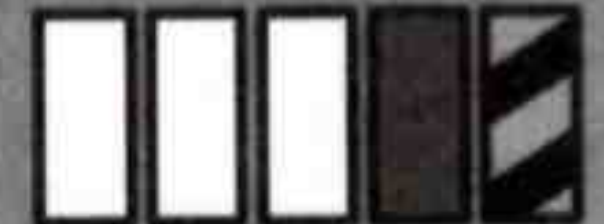
Shapes appear randomly along the grid, and move toward the center. You must eliminate them (remove them from the grid) before they enter the Center Square.

Pressing the A or B Button will fire (figure 1). If you strike a shape that is the same pattern you are, that shape will be eliminated (figure 2). If you strike a shape of a different pattern, you will exchange patterns with that shape and the shape will remain on the grid (figure 3).

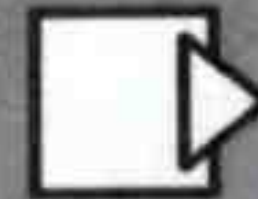
If you eliminate enough shapes, you will move to the next level and the play intensity will increase.

When the patterned shapes are about to enter the Center Square, the dots in the Center Square will flash. If the shapes enter the Center Square, the game will end.

**1**



**2**



**3**



# power-ups



As you play **Zoop**, Power-Up Icons will randomly appear on the grid along with the 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 you hit.



**Line Bomb:** Eliminates an entire row of shapes regardless of pattern.



**Pattern Bomb:** Eliminates all the shapes in a quadrant that are the same pattern as the first shape you hit.



**Bonus Spring:** Collect five of these to clear all the shapes on the grid.

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

# menu screen

## level or continual play

Each time you start a game, you have the option of playing a Continual Game or a Level Game. In a Continual Game, once you eliminate enough shapes to move to the next level, the speed at which shapes appear will increase, but current shapes remain on the grid. In a Level Game, once you eliminate enough shapes, you will move to the next level with no shapes on the grid. (**Note:** At higher difficulty levels, there will be shapes on the grid.)



Press Up & Down on the Control Pad to select **PLAY**, **CONTINUAL**, **LEVEL**, **MULTI** or **OPTIONS** then press A, B or Start to continue.

# multi-player mode

Both players will play simultaneously against each other. The player who can keep the shapes out of the Center Square the longest wins the game. (It is possible to have a higher score than your opponent and still lose the game.)



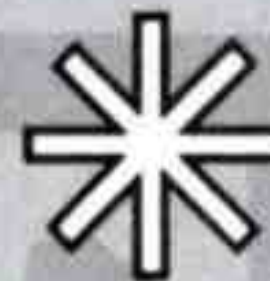
**Bullseyes:** Both players collect 5 Bonus Bulleyes simultaneously and cumulatively. The player who collects the 5th bulleye will have one of the 3 icons listed below randomly appear in the lower left corner of his/her screen. That icon will then be sent to the lower right corner of the opponent's screen.



**Bonus Springs:** Bonus springs will fly onto your opponent's screen and clear his/her entire screen. No points are awarded to the player who receives the Bonus Spring.

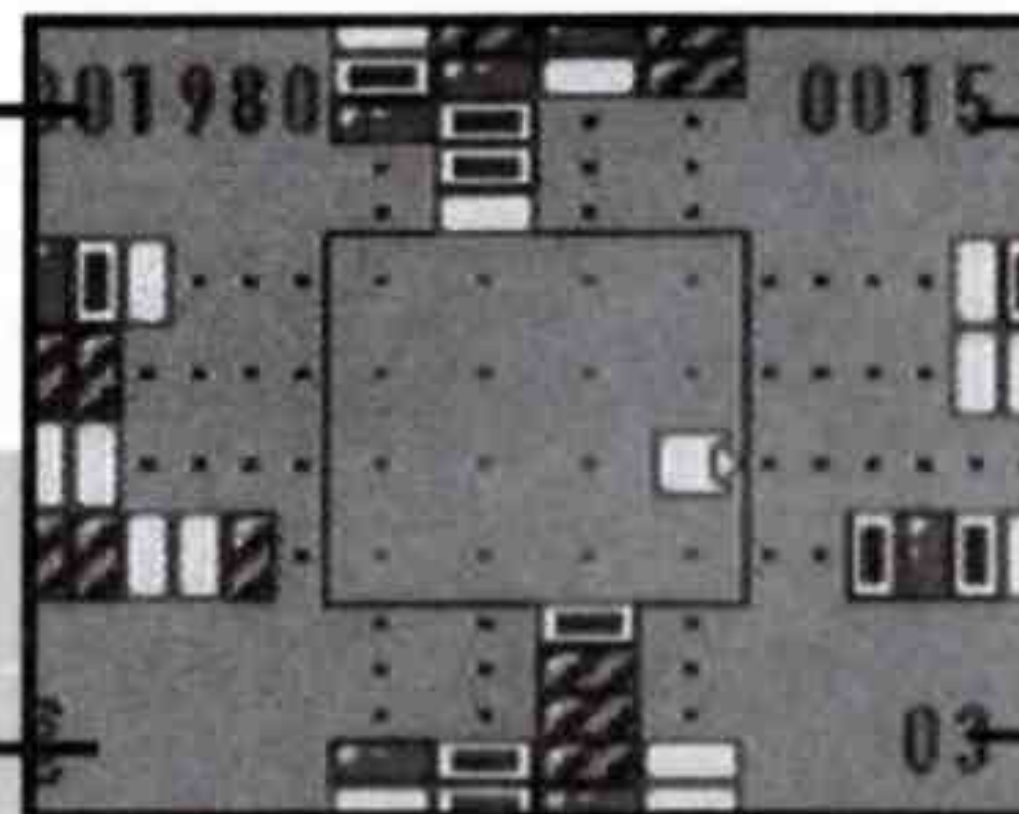


**Time Warp:** Time Warp will speed up the rate that shapes appear on your opponent's screen for 10 seconds.



**Bank Transfer:** Bank Transfer will transfer the shapes from your shape bank to your opponents's screen (A player "deposits" shapes in the bank by eliminating more than one shape with one fire.)

**Score**



**Number of shapes  
in Shape Bank**

**Bonus Bullseyes  
collected/send icon**

**Received Icon**

# options

In this screen you can turn the game sound and music on or off.

Press Up & Down on the Control Pad to Select **SOUND** or **MUSIC**, then press Left or Right to turn that feature on (+) or off (-).

Press Up & Down on the Control Pad to select EXIT and press A, B or Start to continue.



# stage select and difficulty

## STAGE

Using the Stage Select dial, you can select 1 of 9 stages on which to begin gameplay. The speed at which shapes appear on the grid increases as you advance from level 1 to level 9.

Press Left or Right on the Control Pad to rotate the Level numbers so that your desired starting level is highlighted at the top of the square.



## DIFFICULTY

**Level Play:** If a difficulty of 0-4 is selected in Level Play, each new level will begin with shapes already on the grid. The level of difficulty selected will determine the number of shapes already on the grid at the start of each level.

**Continual Play:** The level of difficulty selected will determine the number of shapes already on the grid at the start of the game.

Press Up & Down on the Control Pad to select **DIFFICULTY**, then press Left or Right to increase or decrease the Difficulty Level.

Press A, B or Start to continue.

# scoring

The more shapes eliminated in a single fire, the more points earned.

## **# of Shapes eliminated**

## **Total Points**

|       |                                |
|-------|--------------------------------|
| One   | 10                             |
| Two   | 30                             |
| Three | 60                             |
| Four  | 100                            |
| Five  | 150 (500 full vertical column) |
| Six   | 500 (full horizontal row)      |

# high score

If you eliminate enough shapes to earn a High Score, the High Score screen will appear. Enter your initials by pressing Up & Down on the Control Pad, then press Right on the Control Pad to move to the next letter.

Press A, B or Start to continue.

In Multi-player mode, the high score listed after each game reflects the highest score attained by the player during the multi-player mode. It is not a cumulative score. Rank is based on who won more of the multi-player head-to-head games.

| LEVEL SCORES |      |        |        |       |
|--------------|------|--------|--------|-------|
|              | name | score  | zoomed | level |
| 1            | K..  | 004240 | 0230   | 04    |
| 2            | 9~   | 002430 | 0170   | 04    |
| 3            | KAT  | 001980 | 0145   | 03    |
| 4            | KAT  | 001120 | 0032   | 08    |
| 5            | KAT  | 000590 | 0046   | 03    |
| CONTINUE     |      |        |        |       |
| EXIT         |      |        |        |       |

# notes

**notes**

# credits

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# warranty

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