



INSTRUCTION BOOKLET

Also Available on Nintendo® Game Boy®

**VIACOM**®  
newmedia™  
1515 BROADWAY NEW YORK, NY



**VIACOM**®  
newmedia™

**EmuMovies**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

**THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.**

**VIACOM** 1515 Broadway  
**newmedia** New York, NY 10036  
1-800-469-2539

© 1995 Viacom International Inc. All rights reserved.  
Patent Pending



Hookstone

© Original game concept © 1995 Hookstone Ltd.  
Developed by Hookstone Ltd, 4 Grove Park Court, Grove  
Park View, Harrogate, North Yorkshire HG1 4DP UK



LICENSED BY  
**Nintendo**  
NINTENDO, SUPER NINTENDO  
ENTERTAINMENT SYSTEM  
AND THE OFFICIAL SEALS ARE  
REGISTERED TRADEMARKS OF  
NINTENDO OF AMERICA INC.  
© 1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL 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. ALL  
NINTENDO PRODUCTS ARE  
LICENSED BY SALE FOR USE  
ONLY WITH OTHER AUTHORIZED  
PRODUCTS BEARING THE OFFICIAL  
NINTENDO SEAL OF QUALITY.

## contents



Getting Started	2
Controls	2
Screen Display	3
Objective	4
Power-Ups	5
Menu Screen	6
Continual or Level Play	6
Options	6
Stage Select & Difficulty	7
Scoring	7
High Score	8
Credits	8
Warranty	9

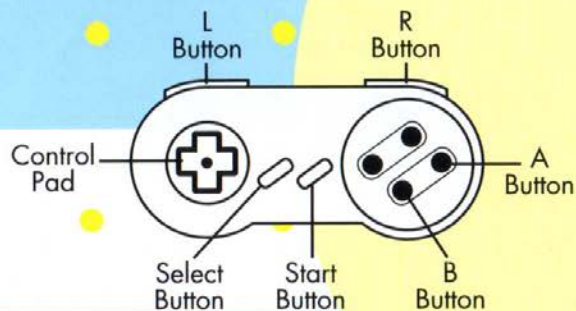
## getting started

Make sure your Super Nintendo Entertainment System is turned Off before inserting the **Zoop** Game Pak.

Insert the **Zoop** Game Pak.

Move the power switch to the On position.

## controls



### Control Pad

Move around inside the Center Square

### Start Button

Pause game – press again to resume

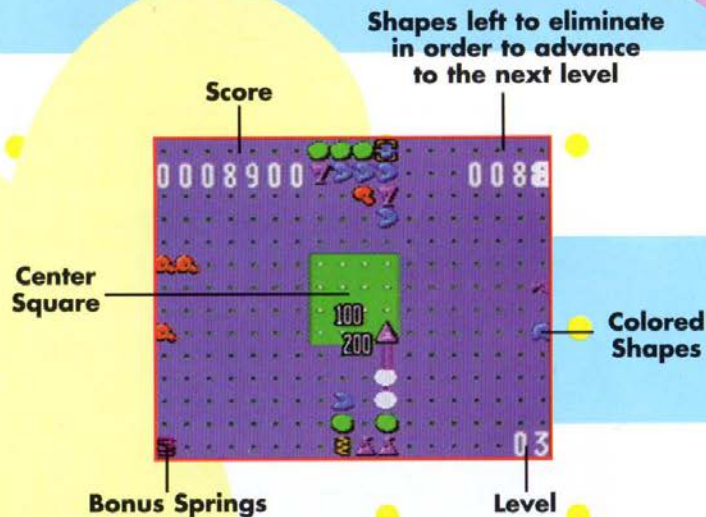
### A, B, X, Y Button

Fire to eliminate or exchange colors

### L, R, Select Buttons

Press to quit

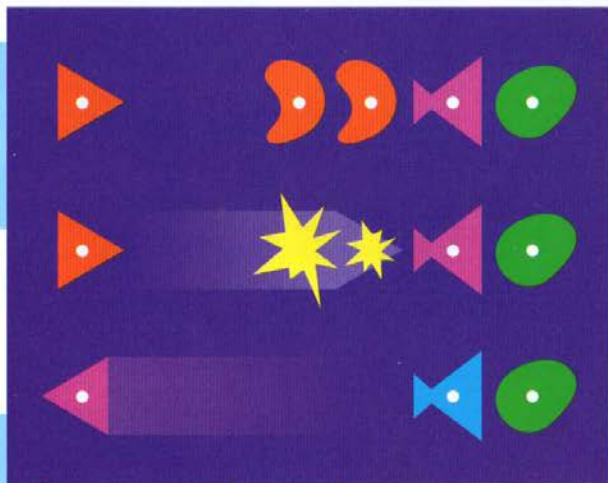
## screen display



## objective

Colored 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, B, X or Y Button will fire (figure 1). If you strike a shape that is the same color you are, that shape will be eliminated (figure 2). If you strike a shape of a different color, you will exchange colors with that shape and the shape will remain on the grid (figure 3).

1



2

3

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

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.

4

## 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 you hit.



### Line Bomb:

Eliminates an entire row of shapes regardless of color.



### Color Bomb:

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



### Bonus Spring:

Collect five of these to clear all the shapes on the grid.

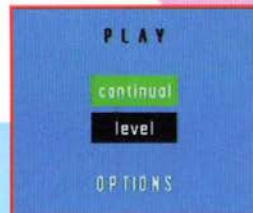
If a Power-Up or Bonus Spring reaches the center square, it will disappear. Power-Ups and Bonus Springs will not end the game.

5

## menu screen

### continual or level

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 background will change, and 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, you will start with new shapes on the grid.)



Press Up & Down on the Control Pad to select **CONTINUAL**, **LEVEL** or **OPTIONS** then press any button to continue.

### 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 (-).

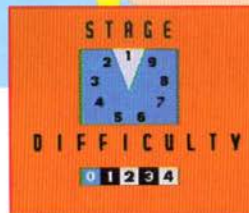
Press Up & Down on the Control Pad to select EXIT and press any button to continue.



## stage select

### STAGE

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



### LEVEL

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

### DIFFICULTY

**Level Play:** If a difficulty of 1-4 is selected in Level Play, each new level will begin with colored shapes already on the grid. The level of difficulty selected will determine the number of colored shapes already on the grid at the start of each level.

**Continual Play:** The level of difficulty selected will determine the number of colored 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 any button to continue.

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

### # 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)

## 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 any button to continue.

LEVEL SCORES				
LEVEL	TIME	SCORE	TIME	SCORE
1	002200	0112	03:26	3
2	001000	0100	01:00	5
3	KAT 000900	0069	02:39	2
4	000900	0080	00:50	4
5	000800	0060	00:40	3

## credits

Designed in the UK by Hookstone Ltd.

Programmed in the UK by PanelComp Ltd.

**Programmer**  
John Rocke

**Graphic Artists**  
Peter Tattersall  
Malcolm Cooper  
Ian Bowden

**Hookstone Worldwide Representation**  
John Cook, Bad Management

**Executive Producer**  
I. Kenneth Miller

**Managing Producer**  
N. Matthew Welton

**Production Coordinator**  
Amanda P. Herman

**Technical Director**  
Jim Hanson

**Sound Producer**  
Steve Boyer

**Sound Coordinator**  
Cliff Falls

**Music & Sound Design**  
Brian Schmidt

**Super Nintendo Sound Driver Provided by**  
Visual Concepts Entertainment Inc.

**Music Composition**  
Bobby Scumaci

**Additional Music Composition**  
Mark Davis

**Graphic Design**  
Higashi Glaser Design

**Manual Design**  
Beeline Group, Inc.

**Additional Art and Animation**  
Jarod Pranno

**Development Support**

Baki Allen  
Chase Ayers  
Scott Lawrence  
Gus Peterson  
John Podlasek  
Sirena Rana  
Dave Casso  
Jim Raff  
Tom Hanson

**SPECIAL THANKS**

Eugene Evans  
Stephen Gass  
Melinda Fishman

## warranty

### VIACOM NEW MEDIA Limited Warranty

Viacom New Media warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak with its original packaging to Viacom New Media or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the Game Pak), is the full extent of our liability.

EXCEPT FOR THE LIMITED WARRANTY ABOVE, VIACOM NEW MEDIA EXPRESSLY DISCLAIMS ANY AND ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, INCLUDING, WITHOUT LIMITATION, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT OF THIRD PARTY RIGHTS.

Viacom New Media shall not be liable for incidental and/or consequential damages for the breach of any expressed or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Viacom New Media has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

**VIACOM**  
newmedia

1515 Broadway  
New York, NY 10036  
1-800-469-2539