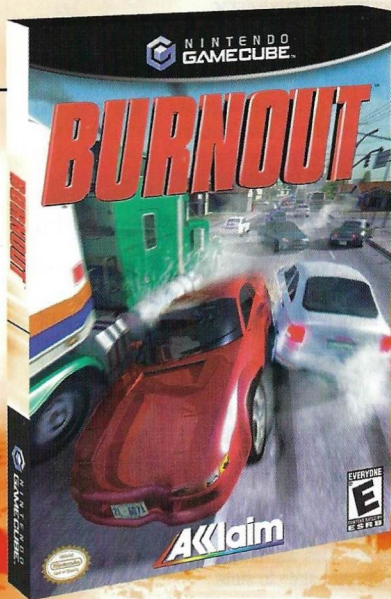


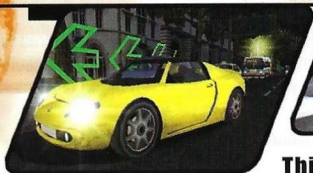
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Force your friends into oncoming traffic.



The more reckless you drive, the more power you score.

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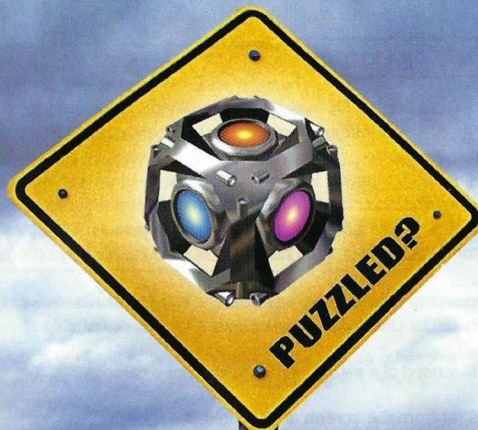


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ZOO CUBE™



INSTRUCTION BOOKLET



Vivid Entertainment

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



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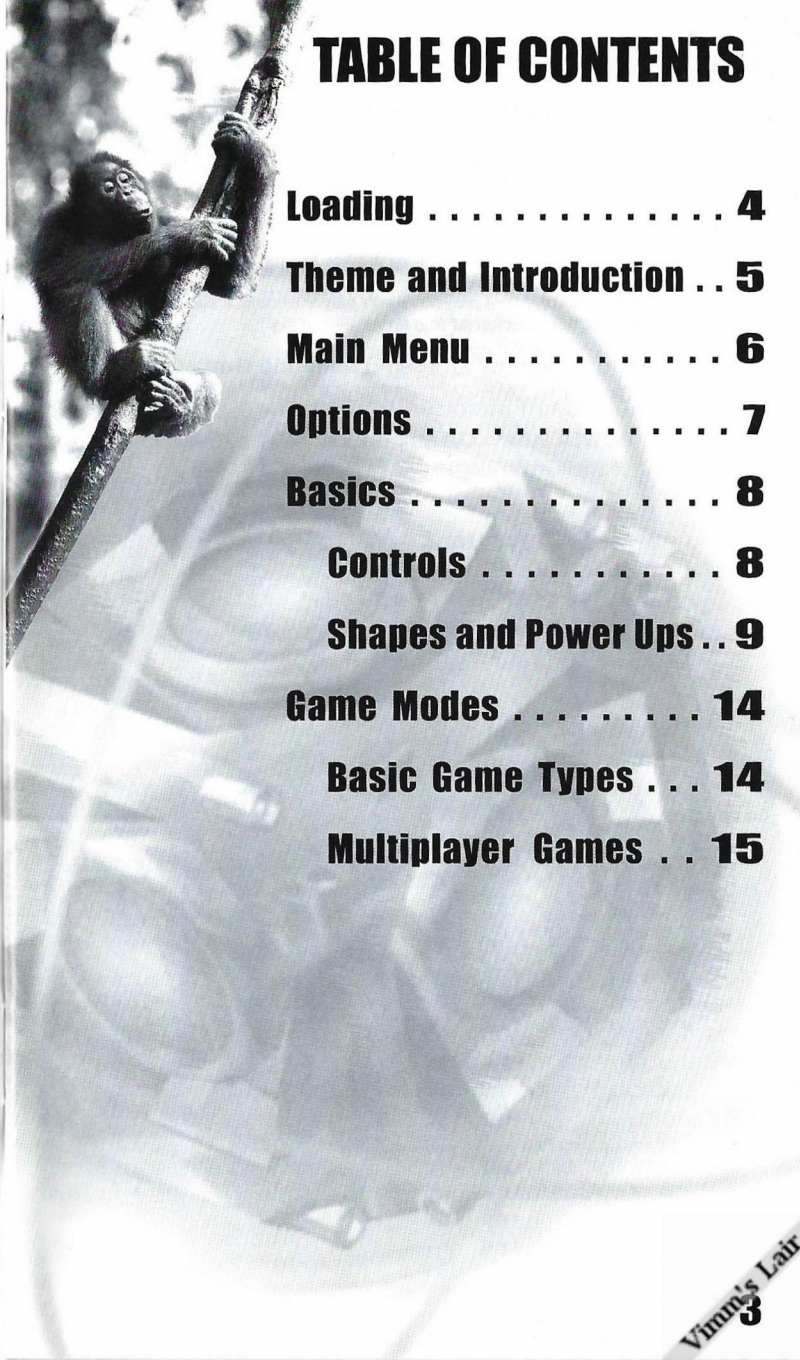
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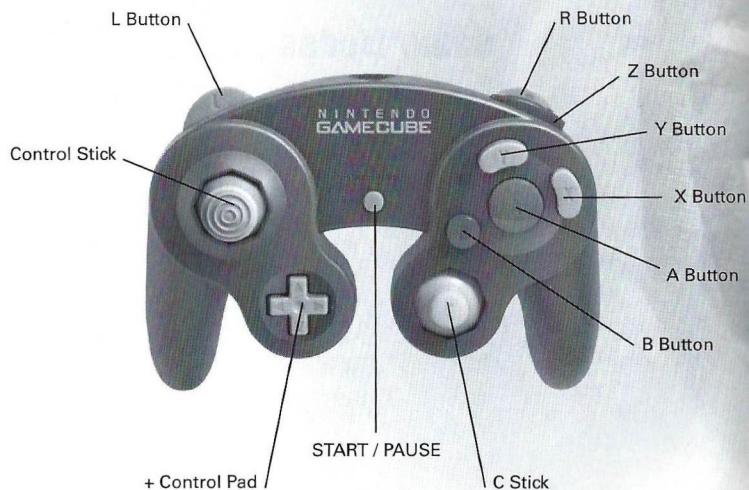
Vimm's Lair
3

LOADING

1. Make sure the **POWER** Button is **OFF** on your Nintendo GameCube™.
2. Insert your **ZOOCUBE™** Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert Nintendo GameCube™ Controller into Controller Socket 1.

Note: ZOOCUBE™ is for 1 to 4 players. Each player should insert a controller into the proper Controller Socket at this time.

4. If you wish to save a game, insert a **Nintendo GameCube™ Memory Card** into Memory Card Slot A.
5. Press the **POWER** Button **ON** (important: make sure not to touch the Control Stick while doing so).



INTRODUCTION

A planet in chaos. A dark genius gone mad. And you, our brightest hope....

It was many years ago that Dr. Buc Ooze first came to the world's attention. His controversial research into animal shaping had gone too far, transforming creatures into unnatural shapes. Luckily, Ooze was careless and the animals he discarded from his hideous scheme drew attention to his evil plot. Threatened with the extinction of many species, a plan was forged to save the altered animals and stop Ooze.

Work began to create the **ZooCube**, a machine specifically designed to reverse Ooze's process by using pairs of animals to neutralize the shaping effects. However, Ooze was captured shortly after construction began of the ZooCubes and carrier ship, the Ark, so the program was put on hold.

It has been thirteen years to the day since Ooze's capture, and once more we're receiving reports of animals found locked into unnatural shapes. It can mean only one thing: Dr. Ooze has escaped!

These are perilous times. As one of our best pilots, you have been selected to take the now completed Ark on its maiden mission. Familiarize yourself with the **ZooCube** using the training module and then save as many animals as possible. Remember that a **ZooCube** can be rotated to store animals on all six sides but will overload if you stack more than five animals on any one side. Match pairs of animals together to neutralize Ooze's shaping fields. Freed animals will be transported back to the Ark and placed in the ship's storage area, the ArkHive, for later rehabilitation.

Good luck with your mission. The future of the natural world rests on you.

At the title screen, press **START** to advance to the main menu. If you are playing an international edition, you will first be asked to select your language.

MENU NAVIGATION

A Button	Select/Advance
B Button	Cancel/Previous
START	Advance/Pause (during game)
+Control Pad/Stick	UP or DOWN to highlight item
+Control Pad/Stick	LEFT or RIGHT to toggle settings

MAIN MENU

Start Game Begin playing a new saved game.

Number of Players

Bypassed with only 1 Controller
1, 2, 3, 4 (limited by controllers detected)

Game Mode Choose the type of game you wish to play (if 2-4 players selected)

Collaborative Join with a friend to help you beat the game.

Competitive Play against friends to see who's the best!

Game Type (Depending upon what's unlocked)
Classic
Classic Blind
KO
KO Blind

Level Select Choose your game skill level – Consider Locks
China Sea (Novice)
Indian Ocean (Easy)
Arabian Sea (Medium)
Mediterranean Sea (Hard)
Arctic Ocean (Wild)
Atlantic Ocean (Crazy)
Pacific Ocean (Mad)



Configuration

Nintendo GameCube™ Memory Cards, and Cheats.

Cheats

allows you to save data on your Nintendo GameCube™ Memory Card.

Save

allows you to save data on your Nintendo GameCube™ Memory Card.

Load

allows you to load data from your Nintendo GameCube™ Memory Card. (Slot A only) Note that this is done automatically at boot-up time if there is a suitable Nintendo GameCube™ Memory Card.

Game Options

Sound

Adjust the volume of the sound effects.

Music

Adjust the volume of the music.

Game Speed

Game Speed determines how quickly the shapes move, and has a lot to do with the difficulty of the game. For example, **MILK FLOAT** is quite slow, and so easiest to beat. **WARP SPEED** is very fast, and hard to master. The default setting here is **NORMAL**.

Information

High Scores

View high scores.

Credits

View the game credits.

Help

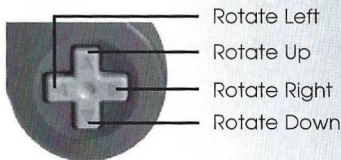
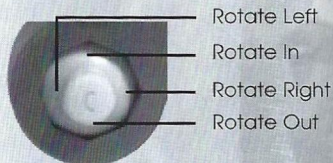
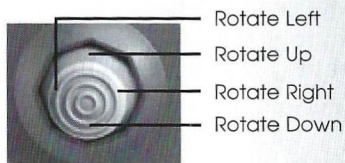
Check out the game animals, goodies and further instructions.

Tutorial Mode

Learn or review the basic rules and features with a visual tutorial.

BASICS CONTROLS

Press a direction on the **+Control Pad/Stick** to orient the cube. The cube moves freely in a three dimensional axis.



PLAYING THE GAME

You control the **ZooCube** at the center of the screen. Shapes with the animals inside fall towards the **ZooCube** from all directions and attach to it. The idea is to rotate the **ZooCube** to match paired shapes to release the animals so they can be teleported back to the Ark. Dissimilar shapes will stack up (form a line) outside the **ZooCube**. You must avoid having more than five shapes in any one line or stack or it's **GAME OVER**. The stacks will "grey out" to warn you when it's reached its limit.

You can accelerate the current incoming shape to locks its axis, which lets you move on to the next incoming shape. Accelerating a shape is the key to progressing in the game, as it also exposes a goodie that can be collected to help you during your mission.

Besides rotating the **ZooCube**, you can juggle the stacks up or down to match paired shapes. Also, there are three Smart Bombs that you can use to make up to six shapes disappear at one time – use them wisely!



BASIC SCORING

You earn points for matching shapes. The nearer to the **ZooCube**, the more points you get: 25, 20, 15, 10 and 5 for the final position. These points are doubled if you accelerate the incoming shape towards the cube by pressing the **A Button**.

SHAPES, BOMBS, POWER UPS AND GOODIES

Shapes

Within each animal shape is a goodie that can be collected when another animal shape strikes it. Each goodie has a different behavior in that it can be:

- A points goodie that you can collect for points.
- A cue which can lead to a bomb or power up being launched.
- A mutator which can speed up, slow down or destroy the shape it collides with.

Additionally, in a multiplayer Competitive game mode, new goodies are available. If you collect them, you'll make the game harder for your opponents!

#	Animal	Goodie Inside	Multiplayer Goodie (where different)
	Tiger	Green Coin - 50 Points	Cue - pick up to send a blocker to your opponents
	Giraffe	Orange Slice - 100 Points	
	Cow	Yellow Ice Cream - 150 Points	Cue - pick up to slow down your opponents
	Crocodile	Cyan Jelly Bean - 200 Points	
	Elephant	Humbug - 250 Points	Cue - pick up to send shapes from all axes to your opponents
	Penguin	Purple Jelly Bean - 350 Points	
	Coyote	Pill - 500 Points	Cue - pick up to speed up your opponents
	Beaver	Yellow Coin - 400 Points	
	Horse	Cue - pick up to get a green bomb	
	Parrot	Mutator - when a shape	Cue - pick up to send an expander to your collides with this it will explode opponents
	Lion	Cue - pick up to get a blue bomb	
	Monkey	Mutator - when a shape collides with this it will move faster	
	Pig	Cue - pick up to get a red bomb	
	Leopard	Mutator - when a shape collides with this it will move very slowly	Cue - pick up to send your opponents more concurrent shapes
	Hippo	Cue - pick up to get a reverse green bomb	
	Camel	Cue - pick up to get a faster gravity power up	
	Panda	Yellow Lolly - 550 Points	
	Zebra	Cue - pick up to get a reverse blue bomb	
	Polar Bear	Cue - pick up to get a faster rotation power up	
	Rhino	Cue - pick up to get a single double sided bomb	
	Grizzly Bear	Mutator - when a shape collides with this it will move slowly	
	Peacock	Cue - pick up to get a reverse red bomb	









#	Animal	Goodie Inside	Multiplayer Goodie (where different)
	Koala	Blue Lolly - 450 points	
	Hyena	Cue - pick up to get a fire bullets power up	
	Frog	Cue - pick up to get an extra smart bomb power up	
	Snake	Pineapple - 600 points	
	Mandrill	Cue - pick up to get an orange bomb	
	Moose	Cue - pick up to get a reverse orange bomb	
	Bunny	Cue - pick up to get a single all sided bomb	
	Bat	Cue - pick up to get a stack balancer	
	Lizard	Cue - pick up to get a double double sided bomb	
	Walrus	Cue - pick up to get a stack juggler	
	Ostrich	Cue - pick up to get a yellow bomb	
	Skunk	Cue - pick up to get a stack confuser	
	Deer	Cue - pick up to get a reverse yellow bomb	
	Goat	Cue - pick up to get a double all sided bomb	

BOMBS



There are all sorts of bombs to help you clear a line on the **ZooCube**. Bombs can be forward, reverse or double-sided. Forward bombs act downwards, while reverse bombs act upwards and so must be juggled to get underneath the stack before they detonate. After detonation any shapes above fall nearer to the **ZooCube**.

Bomb Description

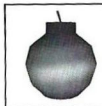
	Green bomb - explodes next shape down.
	Blue bomb - explodes next two shapes down.
	Red bomb - explodes next three shapes down.
	Reverse green bomb - explodes next shape up.
	Reverse blue bomb - explodes next two shapes up.
	Reverse red bomb - explodes next three shapes up.

	Single double sided bomb - explodes one shape either side of the ZooCube.
	The bombs below will be revealed inside shapes in the latter stages of GOLD and PLATINUM stages.
	Orange bomb - explodes next four shapes down.
	Reverse orange bomb - explodes next four shapes up.
	Double double-sided bomb - explodes two shapes either side.
	Yellow bomb - explodes next five shapes down.
	Reverse yellow bomb - explodes next five shapes down.
	Single all-sided bomb - explodes one shape at the end of each side of the ZooCube.
	Double all-sided bomb - explodes two shapes at the end of each side of the ZooCube.

Miscellaneous Items

	Stack Balancer - 500 points.
	Stack Confuser - changes the shape colors of one side of the ZooCube.






Smart Bombs



You start out with three smart bombs, which you can use to clear one level of shapes from all faces of the cube. Press the **Z Button** to use Smart Bombs.

Power Ups

Power ups have to be absorbed (juggled to 1st position, next to central cube), otherwise they explode after their pre-set time limit.

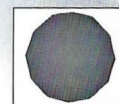
	Gravity	Increases acceleration of shapes towards the cube.
	Fire	Fires bullets from all six sides of the cube.
	Rotate	Increases the rotation speed of the ZooCube .
	Extra Smart Bomb	Increases the available number of smart bombs by one.
	Faster Juggling	Increases the juggling speed of the ZooCube .

Superstar Goodies

These appear in a circle outside the cube whenever you clear all the shapes in any one level. Like the other goodies, these can be collected for bonus points when another animal shape strikes them. Each has a different point value, so move the cube to get the highest score.

	250 points
	500 points
	750 points
	1000 points
	1500 points
	2000 points

Juggling Balls



When you clear a single cube face, collect this juggling ball to get 100, 200, 300, 400, 500 or 600 points depending on the color. The indicator at the top of the screen will light up when a juggling ball has been collected, and when they are all lit, it indicates you have collected the complete set of six juggling balls resulting in a 5000 point bonus.

Balance Bonus

Having the same number of shapes stacked on each side of the cube results in a bonus of 1,000; 2,000; 3,000; 4,000 or 5,000 points.



Stats

At the end of play you will see a stats screen detailing how well you did.



Secret Levels

You can unlock secret Knockout Bonus Levels in Classic mode if you completely clear certain levels, allowing you to gain many extra points.

BLIND

In Blind mode, the animal shapes have lost their color and turned gray due to Dr. Ooze's experiments. Now it's all about the shapes, and some of them are pretty similar! This one's not easy! When a stacked shape matches an incoming shape, its color will turn on, so make sure you're constantly rotating the **ZooCube** to make your matches and beat the game. Once you clear a given percentage of the shapes, you will progress to the next level.

KNOCK OUT

At the beginning of each level you start out with some shapes already "pre-stacked" on the **ZooCube**. As usual, you've got to match them in pairs with the incoming shapes. If you clear a given percentage of the shapes, you will progress to the next level.

KNOCK OUT BLIND

This is just like Knock Out, but with the added Blind element (see above). Again, provided you clear a given percentage of the shapes, you will progress to the next level.

BASIC GAME MODES/TYPES

There are four game types, which provide a total of 16 gameplay modes. Since the basic rules for each work in much the same way and are available whether you're in Single, Competitive or Collaborative modes, let's get to the basics in each.

CLASSIC

Your objective is to use the **ZooCube** to load up your Ark with pairs of animals and take them across one of the seven ocean levels.



Levels

You can pilot the **ZooCube** across three different seas and four different oceans which make up the levels in the game. In the beginning, there are just a few seas to travel. Once you succeed in beating those levels, you will "unlock" further oceans. The levels get harder as you go on.

MULTIPLAYER GAMES

COLLABORATIVE

Play with another player (two players total) and play until you collectively get all the animals aboard the Ark. There are pieces that you must swap to your friend's cube and these are tinted either red or blue. You can trade these pieces by juggling it to position one (i.e., adjacent to the **ZooCube**). Your friend has the same task, and note that each level will only start when both players have finished the previous level (i.e., all the shapes have been delivered). Then watch the score tally up big.

COMPETITIVE

In a multiplayer Competitive mode, get together with up to three friends (four players total) to battle against each other to see who can last the longest. Each player can collect goodies to attack and affect the other players (see the table in the previous section for more details).

SILVER, GOLD AND PLATINUM STAGES

Silver - the game stage that first appears when you play ZooCube.

Gold - must be unlocked. Allows 6 objects to be stacked on each side and introduces further new animal shapes.

Platinum - must be unlocked. Allows 7 objects to be stacked on each side and introduces even more new animal shapes.

A MESSAGE FROM THE AUTHOR

First of all, thank you for buying this game. It shows that you appreciate new ideas in video games and insist on games that are fun to play.

My primary goal when I started this project was to create an innovative video game that would prompt that rarest of reactions, "I've never seen this before!" Of course, innovation is not enough; an excellent video game should

be entertaining, accessible to all, and leave the player with a feeling of total exhilaration.

The result? **ZooCube** is a game that anybody can pick up and play within 30 seconds, yet it has enough depth that it will still be enjoyed for months and years to come. Perhaps most importantly, it has the excitement and intensity of the truly great arcade games of the past, elements lacking in many of the games available nowadays. I hope you get as much enjoyment playing **ZooCube** as I did in designing it.

The goal for this Nintendo GameCube™ version was to raise the quality bar for puzzle games, so that players would not see "blocks", but a game fitting cohesively in a theme, and with audio visuals to match. Matthew Nagy and his talented team at Coyote Developments have worked tremendously hard to help me realise this vision and I am absolutely delighted with the result - thank you all!

I would like say a big thank you to: Alpana for supporting me when this just seemed like a crazy idea going nowhere, Edge Magazine for picking this game out as a winner, John for the support throughout, Vincent for the legal assistance, and Rod, Simon and Barry from Acclaim for providing me with this opportunity. I am extremely grateful to all of you.

Additionally I would like to thank the remaining staff at Acclaim including Howard, Christina, James, the test team and everyone else for getting behind the game and showing true professionalism and dedication. Finally I would like to say a massive thanks to all the staff at Intrinsic Graphics for all their help and assistance with their Alchemy Middleware throughout this project.

Thank you.

Nalin Sharma
PuzzleKings

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