

## TIPS FROM MATT HUBBARD

*Zenji creates a unique interaction between player and game. It is a new kind of experience, whose strategy lies not in sharp-shooting or elaborate game plans, but in sensing the right move and trusting your intuition.*

*The object of Zenji is to connect all Elements to the Source. But, in playing the game, it becomes clear that the approach required is a kind of 'letting go', rather than planning ahead, wherein connections simply happen. Players can 'feel' their way through the maze and use tactics that combine intuition with technical skill. Enjoy.*

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# ZENJI™

ACTIVISION®

*The object is to connect all maze elements, creating an unbroken, green path to their pulsating source. Avoid desires and illusions, and don't run out of time.*

## LOADING INSTRUCTIONS

- Before you commence to load your cassette tape, make sure you have disconnected all peripheral equipment, such as the disk drive and printer.
- Place the cassette tape in the recorder and rewind to the beginning.
- Press SHIFT and RUN/STOP key simultaneously on your Commodore 64 computer.
- Press Play on the cassette recorder when the command to do so appears on the screen.
- Apart from a brief game identification screen, the screen will remain blank during loading, which will take approximately 7–8 minutes. Please be patient.

## PLAY THE GAME

- Press F1 to start.
- There are 8 variations: Levels 1, 3, 5 and 7 are for one player; 2, 4, 6 and 8 are for two players. The higher the level, the greater the challenge. Press F3 to select game levels.
- You are represented by the rotating head. It follows your joystick's movements. To spin an element, bring your head to its center. Now, move the control stick left or right, while pressing the red button on your joystick.
- Avoid flames of desire. At the higher levels, these desires emit illusions. Both desires and illusions will cause you to lose your head, as will running out of time.
- Points are awarded whenever complete connection (Zenji) is achieved. The less time you've taken, the more points you'll get. Whenever contact is made with a numbered square, you'll receive a bonus of (100 points × the number). A bonus

life will be awarded with every other increase of 10,000 points (i.e. 10,000, . . . 30,000, . . . 50,000).

- You can reset the game at any time by pressing RUN/STOP/RESTORE simultaneously on the computer.
- You begin with one active life and four on reserve. The game ends when you have lived out all of your lives.
- Enter your initials beside your final score by moving the control stick left or right. When desired initial appears, press the red button.