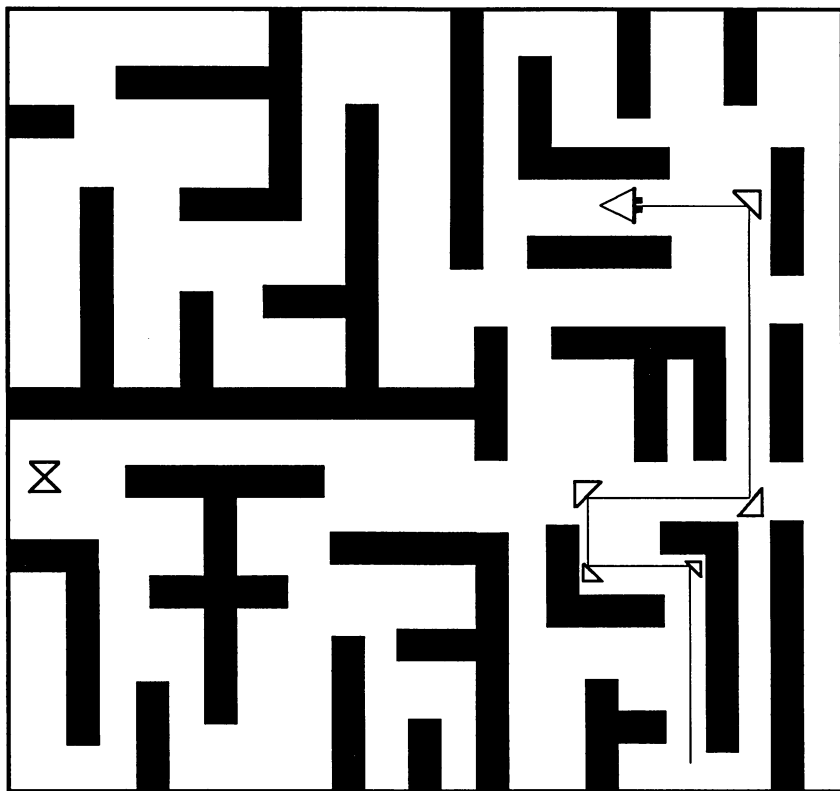


ZIG-ZAGTM



PLAYER'S GUIDE

Spectrum HoloByteTM

Spectrum HoloByte™

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ZIG-ZAG™ is based on a novel by David Bishop.

Map by Zog.

Game Design: Antony Crowther and David Bishop.

Lighting: David Bishop

Graphics, Sound and Music: Antony Crowther.

Key Grip: John Cook

Directed by: Ashley Grey

Produced in Great Britain by Mirrorsoft Ltd.

Package artwork: Arthur Koch and Bob Coston

Package design: Karen Sherman and Sean Hill

Manual: Larry R. Throgmorton

Produced in the U.S.A. by Sean Hill.

If you have questions regarding the use of **ZIG-ZAG**, or any of our other products, please call **Spectrum HoloByte** Customer Support between the hours of 9:00 A.M. and 5:00 P.M. Pacific time, *Monday through Friday*, at the following number:

(415) 522-1164

or write to:

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Attn: Customer Support

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ZIG - ZAG™

Zip at hyperspeed in your star fighter down the narrow passageways of the *Matrix of Zog* somewhere in the 12th dimension. . .

The supreme star pilot is the one who can survive to locate the *Eight Crystals of Zog*. This is the ultimate test of your mental and physical agility, as the enemy will send its best against you. Ramps, traps, and disappearing barriers are a few of the obstacles awaiting you in ZIG-ZAG.

Shop zones are available at various spots and the smart pilot knows to purchase items necessary to survival and success. You might want to buy maps, shields to make you invincible, an extra life or two, or infra-red and x-ray vision. ZIG-ZAG is arcade action at its best.

TO LOAD ZIG-ZAG:

1. Insert the disk into the disk drive.
2. Type `LOAD""8,1`.

THE CONTROLS

ZIG-ZAG works only with a joystick. Make sure it is plugged into port 2. Only one player at a time can play.

GETTING STARTED

1. After the game has loaded, you will be prompted to type in your initials (only two are allowed). Then press RETURN.
2. Enjoy the credits and the music. Hold down the SPACEBAR to fast forward the credits, if you must.

3. Press the **Fire Button** to get the opening screen, which shows the high scores. (Note: The credits must all show completely at least once.) At this screen, you may use the function keys to change a few options.

f1—Allows you to enter a *Save Code* (explained later).

f3—Toggles between music and sound effects during the play of the game.

f5—Toggles between normal and reverse controls on the joystick. In *normal* mode, pushing forward on the joystick causes the star fighter to go up; pulling back brings it down. (Left and right are unaffected by this toggle.)

f7—Toggles between *Brain Teaser* and *Zapper* modes. In *Zapper* mode, all the prisms are in place and all passageways are open. Use this mode to get familiar with the maze. And shoot aliens while you're at it. The *Brain Teaser* is the normal mode of the game.

4. Press the **Fire Button** twice to start the game.

PLAYING THE GAME

Use your joystick to move your ship up, down, left and right.

Press the **Fire Button** to fire your weapon.

To change the forward direction of your ship, you must run into the prisms on the floor (or the walls). The prisms allow 90° and 180° turns, depending on how they are oriented. Hitting a wall always reverses direction.

WHAT YOU SEE ON THE SCREEN

At the top, you see:

- Your score.
- The high score.
- The amount of cash you have accumulated. You get cash by killing aliens.

- The number of the zone you are currently in. You start in zone 000.
- The number of crystals you have collected. All eight are shown on screen. As you find them, they are highlighted.
- The number of lives you have left (not counting the one you're living now). You begin with five lives.
- The elapsed game time.
- The state (on or off) of the target you will next encounter.
- The number of minutes left until the time locks close. The game begins with 144 minutes on the time locks.
- The extra powers you have purchased that are still available to you.

To use one of the extra powers, press the **Spacebar** until that power is in the highlighted area. Then press the **Fire** button to engage it. (Note: Using *Home James* will return you to the last save zone you visited.)

The rest of the screen is the awesome Matrix of Zog. Here are the things to look out for.

Targets. There are targets on both the floor and walls. To hit a floor target, you must pass directly over it on the floor. Shoot wall targets. Hitting a target will add or remove a wall or prism. You may or may not know the effect of hitting a target immediately.

Aliens. There are seven types of aliens that will be out to get you: zigzags, homers, drifters, attracters, bouncers, corkscrews and cubes. Beware.

Special zones. You can enter three special zones while you traverse the maze: *Save Zone*, *Death Zone*, and *Shop Zone*.

Save Zone. When you enter a Save Zone, you will be shown the Opening screen. Here you will be shown a special save code (in the box on the right side of the screen). Jot these codes down if you want to remember them because they are not saved to disk.

When you are at the opening screen, you may type in a save code (after you press **f1**), and your ship will begin the game at the *Save Zone* that corresponds to that code.

Death Zone. Enter here, and you die!

Shop Zone. When you enter into a Shop Zone, you can purchase various items to help you with your quest. They include:

U-Turns. These allow you to turn around without striking a wall or prism.

Zapps. These “smart bombs” destroy all the aliens currently on the screen.

Maps. Of the parts of the maze you have already visited.

Extra Lives.

Missiles. This one increases the rate at which your weapons fire.

Shields. The shield protects you from enemy fire for five minutes.

Raisers. Engage one of these, and the enemy is forced up into the air where they can’t bother you—unless, of course, you’re up in the air with them!.

Infrared Vision. For seeing in the dark.

X-ray Vision. For seeing through walls.

Time locks. There are time locks in the maze that are initially set with just 144 minutes to remain open. After that time, certain passages are closed off. It is still possible to win, but a lot harder.

GOOD LUCK!

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