ZONE WARRIOR

English Manual

CONTENTS

GETTING STARTED	5
PROLOGUE	7
CONTROL ROOM, BIG O	8
GAME COMMANDS	8
Pausing The Game	8
Restarting a Level	9
Quitting The Game	9
MISSION OBJECTIVES	9
BACK IN TIME	11
MOVING & BLASTING	12
SPEED	12
MAPS	13
HELP	14
SPECIAL ROOMS & SECURITY KEYS	15
ARMOURY ROOM	16
WEAPONS	17
Changing Weapons	18
CREDITS	21
CUSTOMER SERVICE	21
NOTICE	22

They came in hordes. Ectoplasmic bug-eyed monsters of all stripes and zoological classifications. They marched, crawled, scurried,and oozed with mindless joy. They carried power tools and used them recklessly.

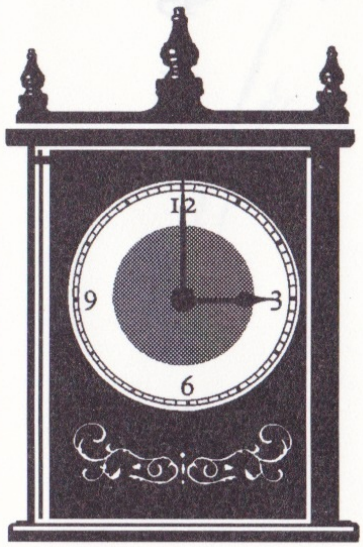
Their creators had lots of fancy, unpronouncable names for them. But to Earth Startroopers, they were all the same...

Geeks.

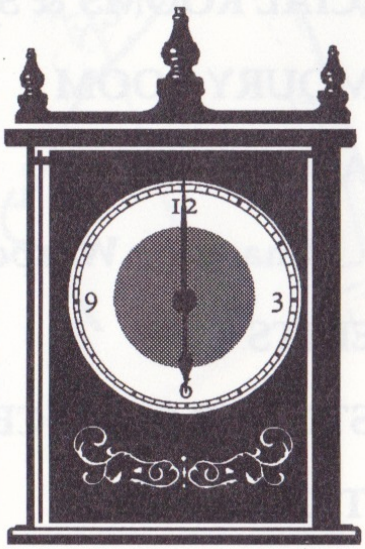
The year is 2967.

For over a decade, the nasty Geek Empire has relentlessly tried to subdue the United People and Other Lifeforms of Earth by every means. Now they're staging their most brilliant and dangerous attack yet. Using a time machine seized in a recent assault on an Earth space station, they're infiltrating the past in hope of destroying human history.

Time is of the essence. A single Startrooper must journey back to the past and mend the ruptured fabric of time. That soldier is you...the Zone Warrior!



1923AD
1762AD
1000BC



951AD
2047AD
1991AD

GETTING STARTED

Amiga Users

To play Zone Warrior, you need an Amiga with at least 512K of memory and a joystick.

Loading Zone Warrior

To load Zone Warrior:

1. Remove any disks from your floppy drives.
2. If your Amiga is on, turn it off. Plug in your joystick.
3. Insert Disk One into drive df0:. If you have two disk drives, insert the Disk Two into the second drive.
4. Turn on your Amiga. The game loads automatically.
5. When the title screen and credits appear, you can change the game's audio settings. To bring up the audio Configuration Screen, press **Help** on your keyboard.

   You can choose to have music, sound effects, or silence both during the game and in the interludes between zones (Control Room, High Score Screen, etc.) To change settings, move the joystick LEFT or RIGHT to highlight "In Game" or "Interludes." Move the joystick UP or DOWN to change the setting. When the audio effects are configured to your liking, press the **firebutton** to Start the Game.

Special Jukebox Option (Amiga Only)

The Interludes category has a special jukebox option that lets you play any of the music from Zone Warrior. To bring up the jukebox, change the Interludes setting to Jukebox and press the **firebutton**. An old Wurlitzer-style jukebox appears. To play a song, type a number (1-10) on the keypad and press **Enter**.

The scores for the zones (Prehistoric, Egyptian, etc.) have two additional parts to them. You must designate any additional parts you want to hear. For example, here are the possible commands for song 4:

4	Song 4
41	Song 4, Addition 1
42	Song 4, Addition 2

To return to the Title Screen, type **10** and press **Enter**.

6. When you're ready to start the game, press the fire button on your joystick.

Users With One Disk Drive: As you play, you'll occasionally be prompted to swap disks. The onscreen instructions tell you which disk (Disk One or Disk Two) to insert. You can play the whole game from Disk One if you configure the audio effects like this:

In Game - Set on "Sound Effects"
Interludes - Set on "Silence"

Atari ST Users

To play Zone Warrior, you need an Atari ST with at least 512K of memory and a joystick.

Loading Zone Warrior

To load Zone Warrior:

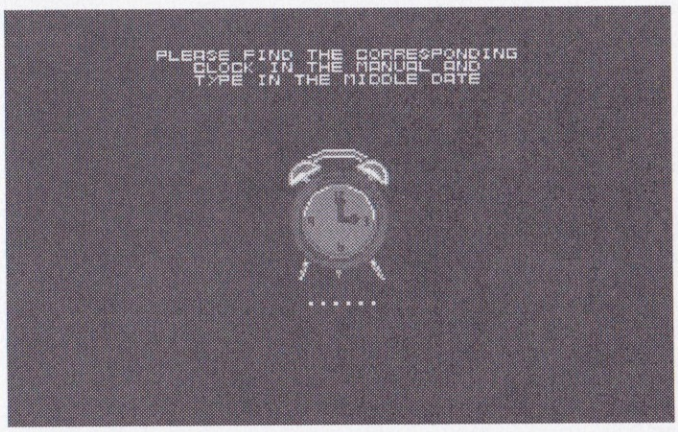
1. Remove any disks from your floppy drives.
2. If your Atari ST is on, turn it off. Plug your joystick into Port 1.
3. Insert the Zone Warrior Program disk into drive A:
4. Turn on your Atari ST. The game loads automatically.
5. When the title screen and credits appear, press the fire button on your joystick.

PROLOGUE

The Prologue sets the plot for Zone Warrior. Once the Prologue has run, the game will automatically load. If you want to bypass the Prologue, press the fire button on your joystick.

The Copy Protection

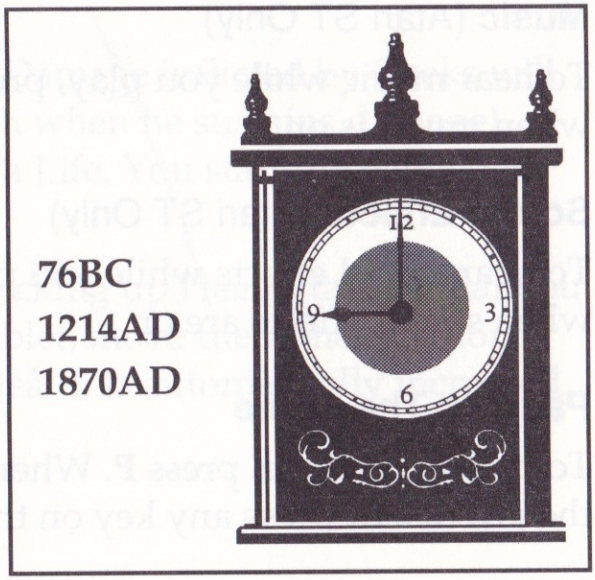
A clock appears and you're asked to enter a date.



To answer the copy protection:

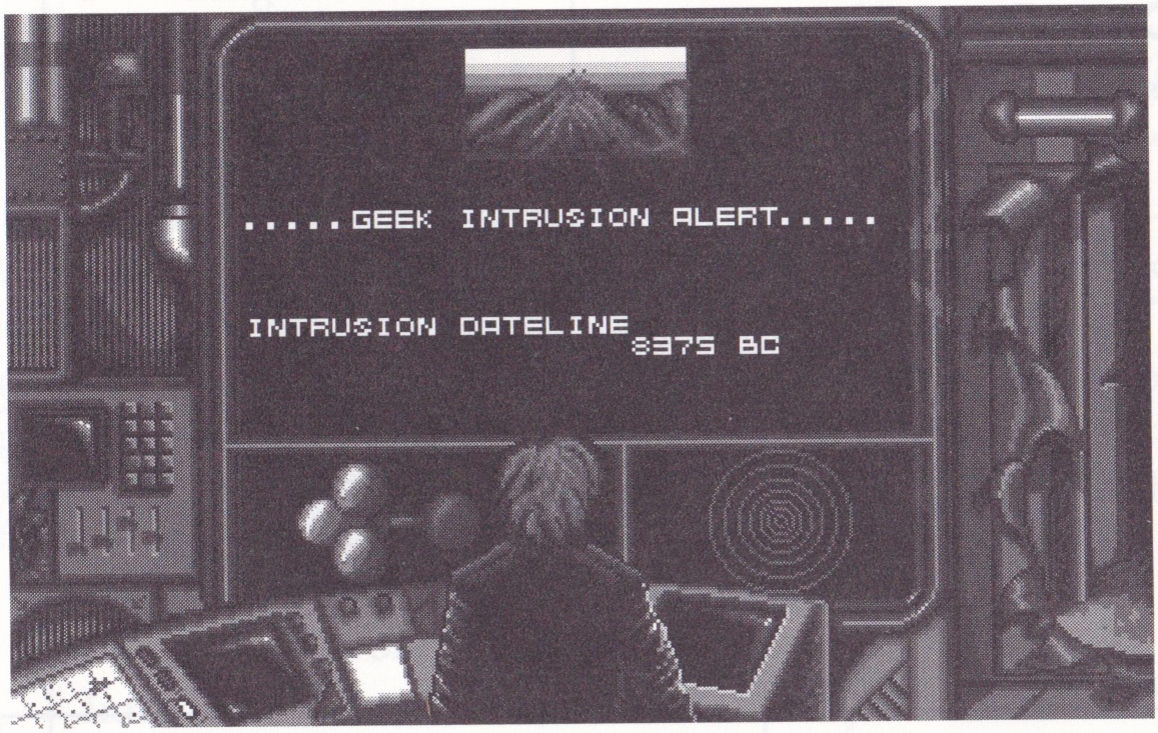
1. Look in this manual for the clock that matches the one on your screen.
   Be sure that you have the correct time!
2. When you've found the clock, find the requested date (top, middle, or bottom).
3. Type the date and press **Return**.
   Do not add any extra characters (zeros, spaces, etc.)! Type *only* the numbers and letters you see by the clock.

For example: the answer for the above clock is 1152BC.



CONTROL ROOM, BIG O

You receive your orders in the Control Room of the Earth Orbiting Space Station - the "Big O." When you're ready to blast Geeks into oblivion, press your joystick button.



GAME COMMANDS

Music (Atari ST Only)

To hear music while you play, press **F1**. Note: You won't hear sound effects when music is on.

Sound Effects (Atari ST Only)

To hear sound effects while you play, press **F2**. Note: You won't hear music when sound effects are on.

Pausing The Game

To pause the game, press **P**. When you're ready to resume the game, move the joystick or press any key on the keyboard.

Restarting a Level

To restart a level, press **Esc**. Note: You lose a Life each time you restart a level.

Quitting The Game

To quit the game, remove the disk from the drive and turn off your computer.

MISSION OBJECTIVES

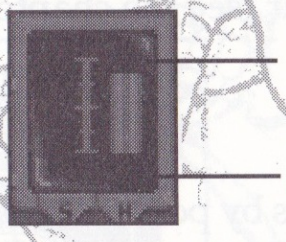
Primary Objectives

Primary objectives are the ones you *must* accomplish to complete your mission.

Stay Alive!

As any veteran startrooper knows, it's better to be a survivor than a hero. Since a dead soldier won't win any wars, your first objective is to stay alive.

You can measure how alive you are with the Health Meter:



You're healthiest at 100% and dead at 0%. Damage inflicted by Geeks will remove Health (the Zone Warrior will flash when he sustains damage). Anytime your Health falls to 0%, you lose a Life. You start the game with three lives.

You can improve your Health by picking up Health tablets that you find along the way. To pick up a tablet, move the Zone Warrior over the Health tablet icon. Your Health is automatically increased.

Rescue Hostages

The Geeks have taken Hostages from various time zones in order to screw up Earth's technological development and change the course of history. One of your primary objectives is to round up any Hostages so they can get back to inventing all the neat historical things that make blasters, bombs, and startroopers a reality.

Get the Bod

The Bod is the most important Hostage in the time zone - without him, there's no chance of technological progress on Earth.

You must rescue *all of the other Hostages* before you can get to the Bod. The Geeks keep him behind a locked door, so you must also find a Key to get to him (see the chapter *Special Rooms & Security Keys*).

Kill the Head Geek

A Geek Commander oversees the invasion of each time zone. Once you've rescued all Hostages including the Bod, you must eliminate the Geek Commander.

A Geek Commander always locks himself behind a secure door. You'll need a Security Key to infiltrate his lair (see the chapter *Special Rooms & Security Keys*).

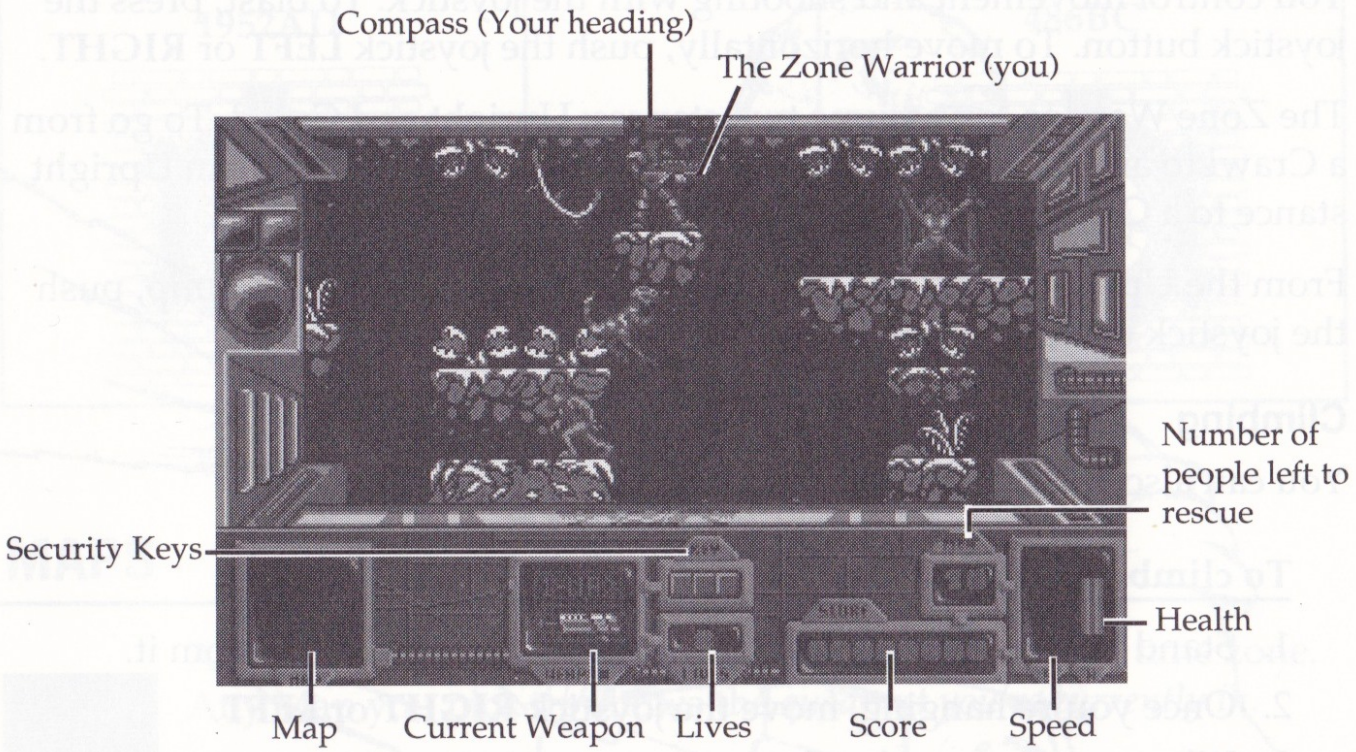
Secondary Objective

Your secondary objective is to kill Geeks by pounding, blasting, or dismembering them. Each Geek you kill earns you points. Your score is always displayed on the screen.

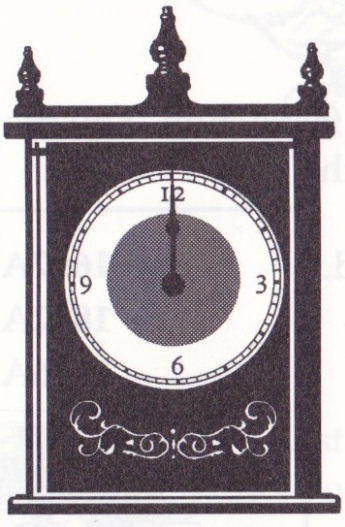
The game shows 9 high scores. If you exceed one of the 9 top scores at the end of the game, the High Score Screen appears. To enter your name, move the joystick **right** or **left**. When a letter that you want appears in the circle, press the fire button on your joystick. You can enter up to nine letters.

Once you've entered your name, move the joystick **right** or **left** until the Return (↵) symbol appears; press the fire button on your joystick. The top 9 scorers will automatically scroll across the screen. Press the fire button on your joystick to continue.

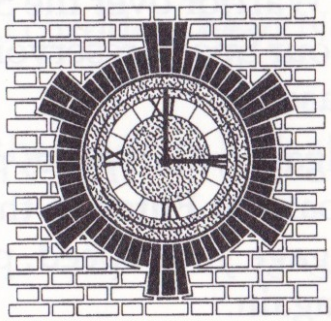
BACK IN TIME



1599AD
3227AD
5179BC



1939AD
1066AD
1666AD



MOVING & BLASTING

You control movement and shooting with the joystick. To blast, press the joystick button. To move horizontally, push the joystick **LEFT** or **RIGHT**.

The Zone Warrior can assume two stances: Upright and Crawl. To go from a Crawl to an Upright stance, push the joystick **UP**; to go from an Upright stance to a Crawl, push the joystick **DOWN**.

From the Upright stance, he can also jump up onto ledges. To jump, push the joystick up while in an upright stance.

Climbing

You can also climb along bars and drop onto difficult ledges.

To climb along bars:

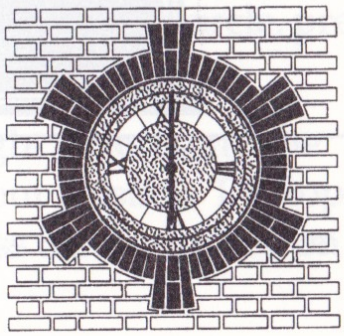
1. Stand below the bar and move the joystick **UP** to hang from it.
2. Once you're hanging, move the joystick **RIGHT** or **LEFT**.
3. When you're over the place where you want to drop, move the joystick **DOWN**.

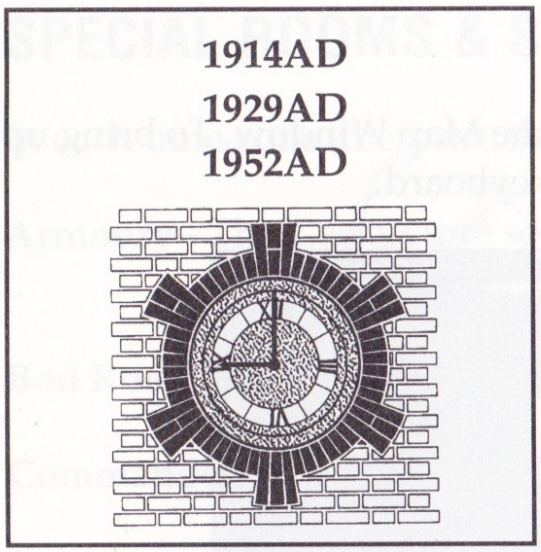
SPEED

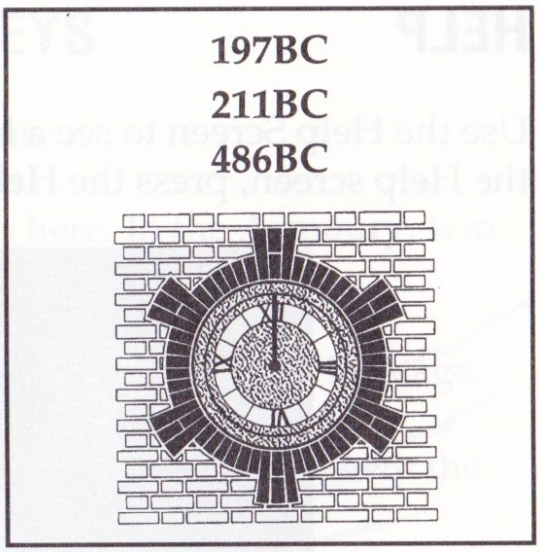
Critical situations sometimes call for fast action. You may have to run fast to make it past gnashing teeth or belching fire. That's where Speed comes in. You begin the game with no Speed. As you rescue Hostages and take out Geeks, you'll come across Speed icons. Move the Zone Warrior over the Speed icon to pick it up. Your Speed reservoir is automatically increased.

To engage your speed, press **Return** on the keyboard or **Enter** on the keypad. To disengage your speed, press **Return** or **Enter** once again.

1667AD
1812AD
1776AD







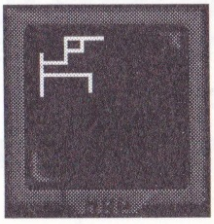
MAPS

As you explore, you'll find Maps to quadrants of the time zone. Any Map you pick up shows the *quadrant you're currently in.*

To pick up a Map, move the Zone Warrior over the Map icon. The Map automatically appears in the Map Window:

North

West



East

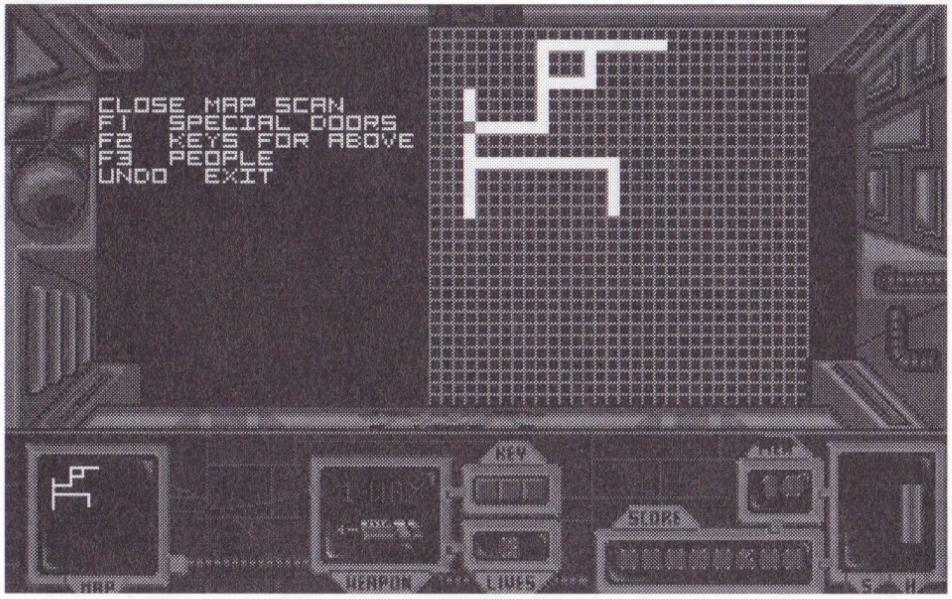
South

Horizontal corridors head East/West, while vertical corridors head North/South. The white dot marks your location.

If you want to know which direction you're currently heading, look at the compass at the top of the screen.

HELP

Use the Help Screen to see a large version of the Map Window. To bring up the Help screen, press the **Help** key on your keyboard.



While viewing the Help Screen, you can press the following keys to see locations:

F1 Shows the locations of locked doors behind which you'll find the Armoury, the imprisoned Bod, or the Geek Commander.

F2 Shows the locations of the Security Keys you need to open locked doors.

F3 Shows the locations of Hostages.

To exit the Help Screen, press **Undo** on ST keyboard or **Del** on Amiga.

SPECIAL ROOMS & SECURITY KEYS

In each time zone, there are three Special Rooms:

Armoury - The Geeks store some special items here. In the Armoury, win an extra Life, lose a Life, or pick up an X-Bomb.

Bod Room - This is where the Geeks keep their most important Hostage.

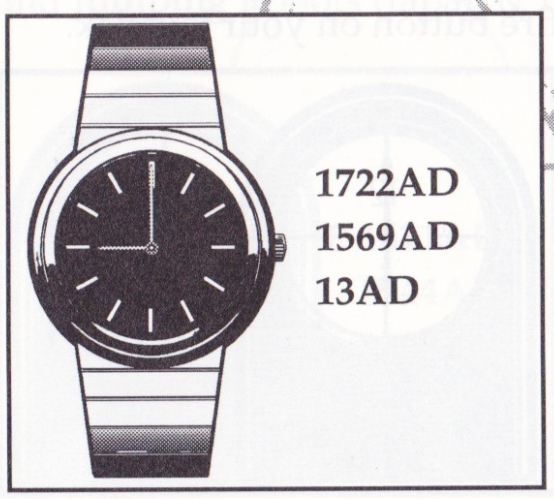
Commander's Lair - The Geek Commander's quarters. This is where the final showdown of each time zone occurs.

Each Special Room has a single Security Key that will open it. Whenever you find a Security Key, it appears in the Key Window. The key's use is marked by a letter: "A" for Armoury, "B" for Bod, or "G" for Geek Commander.

Exiting Special Rooms

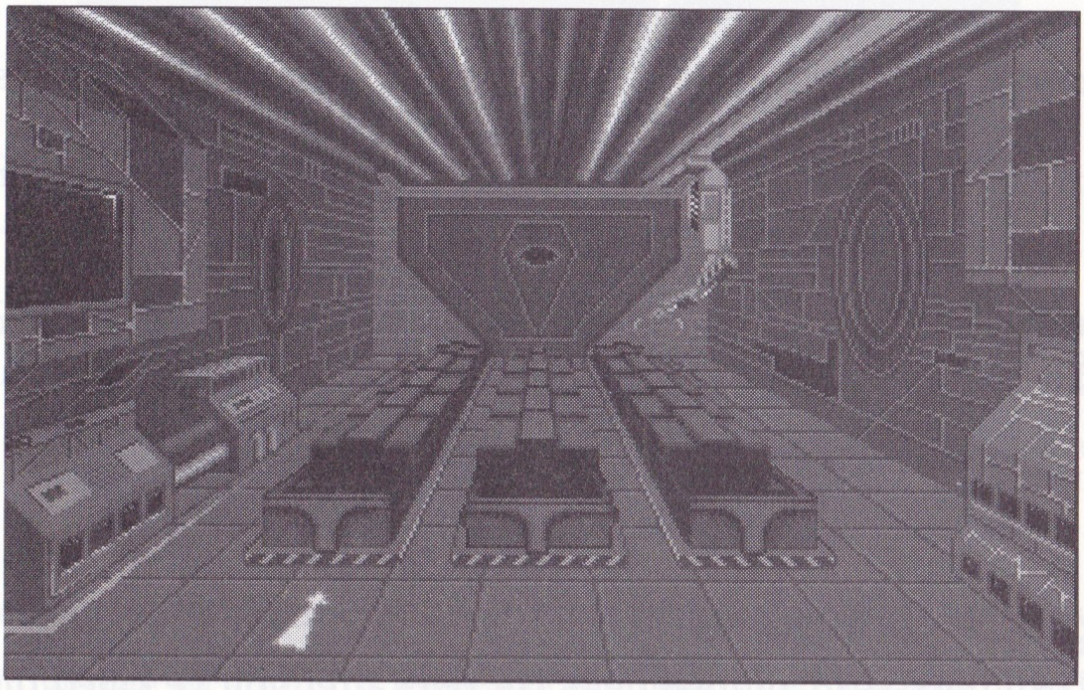
You can exit the Geek Commander's lair only after you've killed the Geek Commander. Likewise, the only way to exit the Armoury is to open a storage locker.

To exit the Bod Room, press the fire button on your joystick.



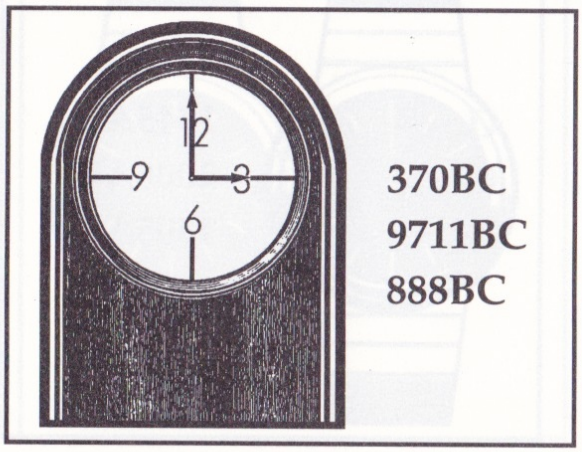
ARMOURY ROOM

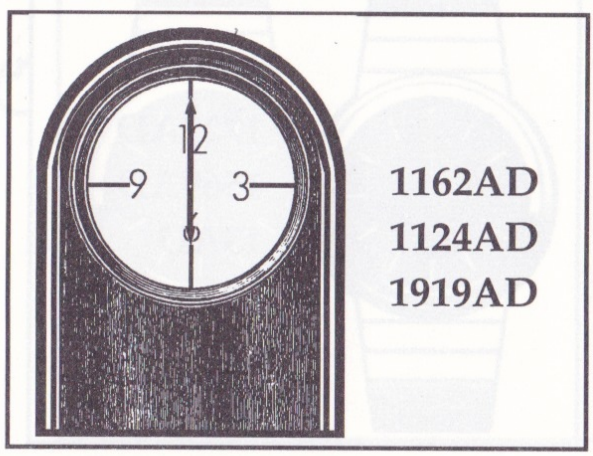
The Geeks have built an Armoury in each time zone where they store weapons and energy. Each Armoury is locked, so you'll need the correct Security Key to enter it.



When you enter the Armoury, you face three storage lockers. A locker will contain one of three items: an extra Life, a Geek assassin (lose a Life), or an X-Bomb (see *Weapons* for a description of the X-Bomb). The only way to find out what a locker contains is to open it.

Opening a locker is easy. Move the joystick RIGHT or LEFT to point to the locker you want to open, and then press the fire button on your joystick.





WEAPONS

You begin with the standard 1-Way Hyperblaster, a semi-automatic pulse laser rifle. As you explore time zones, you'll find new weapons with different capabilities.

3-Way Hyperblaster

Fires a 3-way compound laser pulse that fans out from the barrel toward the ceiling and floor.

Cluster Gun

Fires incendiary rounds that explode and fragment, creating a barrage of super-heated metal that destroys everything in its path.

5-Way Hyperblaster

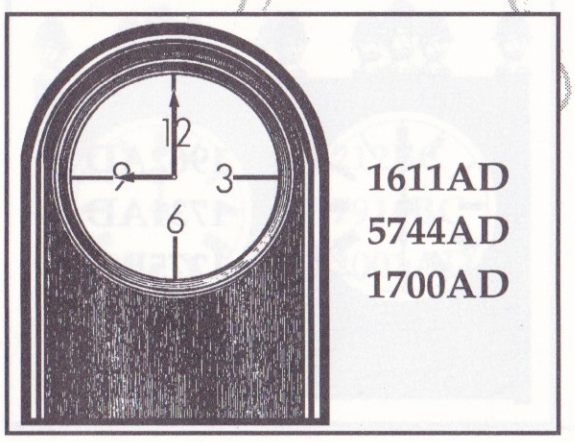
Fires a 5-way compound laser pulse that fans out from the barrel toward the ceiling and floor.

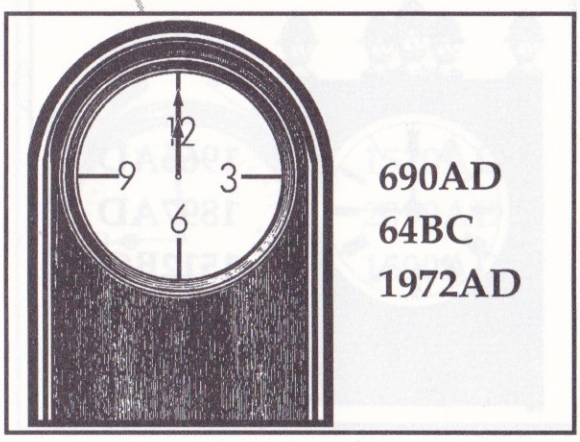
Flamethrower

Spits a stream of burning napalm on any beings unfortunate enough to stand in its path. Note: Flamethrower devices can be combined to increase range - the more you find, the farther you shoot.

Seeker

Launches radar-tracking anti-cyborg missiles. A Seeker missile will track and destroy menacing cybernetic creations such as Gunrails (Post-Holocaust level) and Jumping Robots (Japan & Post-Holocaust levels).





Mines

The most lethal weapon you can find, a mine can destroy every sentient and non-sentient creature in a single corridor (fortunately, they come with protective goggles that protect you). Creatures in the corridor are destroyed *even if they aren't visible on the screen*. Note, however, that Geek minions generate very quickly — even if you destroy a corridor full of enemies, new enemies will eventually take their places.

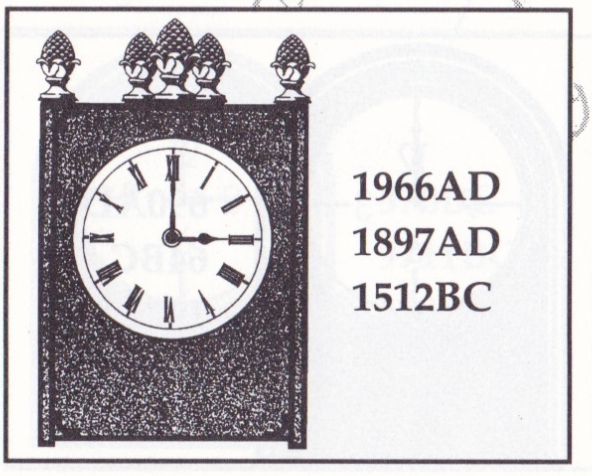
You can carry a maximum of three mines.

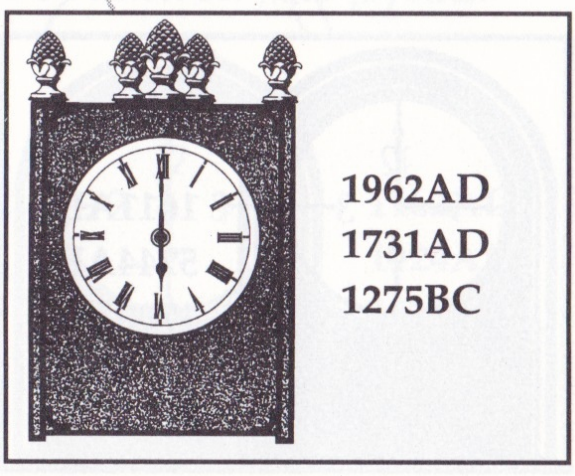
X-Bomb

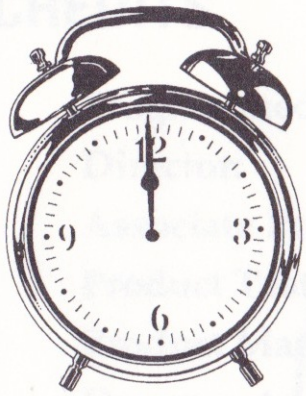
The Geek Empire feeds on evil ambition and cut-throat rivalry. A Geek Commander will not hesitate to kill another Geek Commander if it's in his interest. Thus, each Geek Commander keeps a weapon in his Armoury which is built specifically to inflict maximum damage *on a Geek Commander*. Known to Earth startroopers as X-Bombs, these weapons deliver a bone-crushing fiery explosion when detonated near any Geek Commander. Once you've hit him with an X-Bomb, destroying him with Earth weapons will be a lot easier.

Changing Weapons

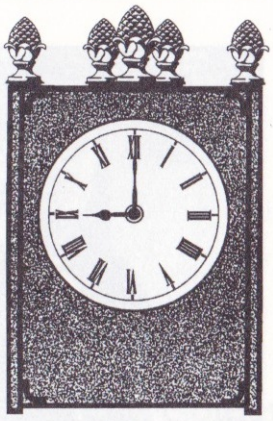
If you've picked up two or more weapons, you can switch between them by pressing the **spacebar**.



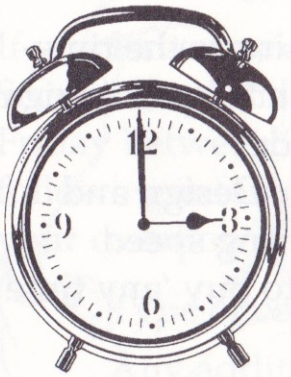




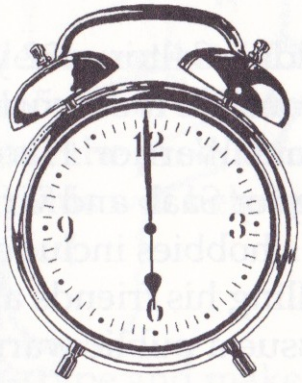
1742BC
9210BC
1494AD



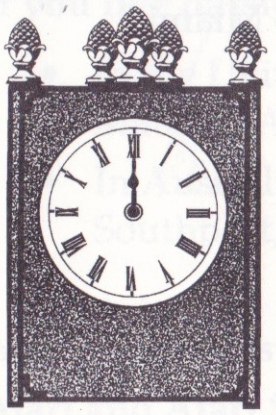
809AD
1002AD
1487AD



1923AD
1152BC
976BC



1847AD
1747AD
1947AD



212BC
7914BC
2001AD

1520AD
2099AD
1500AD

Julian 'Jaz' Aldon-Saltor, a 22 year old bod from Bodfordshire, is the time-traveller responsible for securing the futuristic code for both ST and Amiga versions of Zone Warrior. His encounters with Geeks include programming for Saab and writing games for both Imagitec Design and Orpheus. Jaz's hobbies include drinking toxic waste, shattering speed limits, and telling his friends about the Porsche he's going to buy 'any time now.' We'll issue a public warning if he ever gets it.

Barry 'Baz' Leitch, 21, is a Scottish musician currently working for Imagitec Design. He started his career with the now infamous "Chicken Song" and has since gone on to produce some of the best music in computer games today. In his words: "I'd like to thank Rob Hubbard (without his guidance I'd probably still be at Rolls-Royce), Alien Sex Fiend and the Sisters of Mercy for their quality music, and Norm for sending me to Miami."

CREDITS

Programmed by:	Imagitec Design Ltd.
Director:	Joss Ellis
Associate Producer:	John Roberts
Product Tester:	Jason A. S. Whitely
Product Manager:	Debbie Allan
Documentation Layout:	Carol Aggett & Sarah Golden
Uncompleted:	Rupert Easterbrook

CUSTOMER SERVICE

If you have any queries about this product, Electronic Arts' Customer Service Department can help. Call (0753) 546465 or 549442 Monday to Friday between 9:00am and 6:00pm. Please have the product and the following information to hand when you call. This will help us answer your question in the shortest possible time:

- Type of computer you own
- Any additional system information (like type and make of monitor, printer, hard disk, etc.)
- Type of operating system
- Description of the problem you are having

If you live outside of Europe, you can contact one of our other offices.

- In the United States, contact Electronic Arts, P.O. Box 7578, San Mateo, CA 94403-7578. Tel. (415) 572-ARTS
- In Australia, contact Electronic Arts PTY. Ltd., 4/46 Smith Street, Southport, QLD 4215 Tel: 008 074 298

Amiga is a registered trademark of Commodore-Amiga, Inc.

Atari and Atari ST are registered trademarks of The Atari Corp.

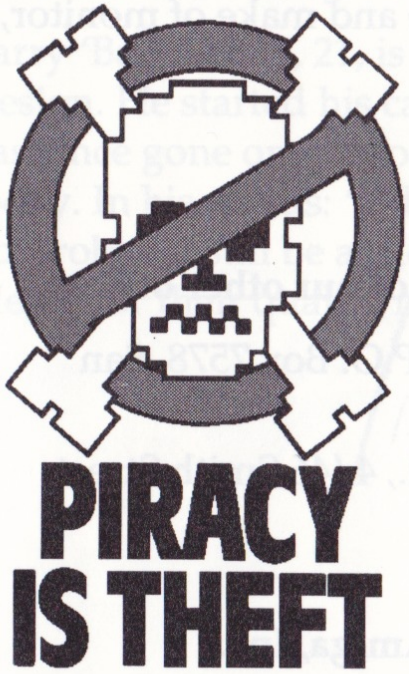
NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THIS PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LIMITED, 11/49 STATION ROAD, LANGLEY, BERKS SL3 8YN, ENGLAND.

ELECTRONIC ARTS MAKES NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES.

THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.



Copyright Notice

This program is protected under UK copyright law, and may not be copied, hired or reproduced, or otherwise modified without the consent of the copyright owner.

Warning

It is a criminal offence to sell, hire, offer or expose for sale, or otherwise distribute infringing copies of this computer program and persons found doing so will be prosecuted. Any information on piracy should be passed to FAST on Tel: (0628) 660377