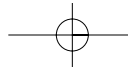


**APPROVED**

**ZAPPER  
XBOX MANUAL FRONT COVER**



## ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information.** The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

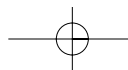
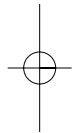
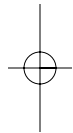
## AVOID DAMAGE TO YOUR TELEVISION

**Do not use with certain televisions.** Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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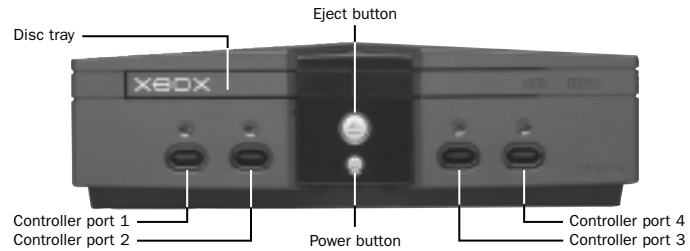
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## USING THE XBOX™ VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system from Microsoft by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Zapper* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Zapper*.

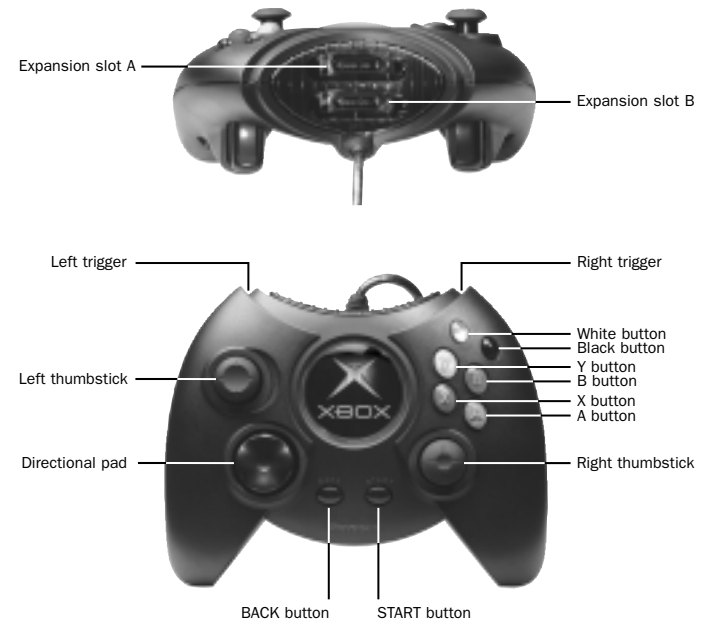


## AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

- To avoid damage to discs or the disc drive:
- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers or other foreign objects to discs.

## USING THE XBOX CONTROLLER

1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this game manual for more information about using the Xbox Controller to play the *Zapper* game.



**MENU CONTROLS**

<b>Directional pad / left thumbstick</b>	Move Highlight / Adjust Setting
<b>A button / START button</b>	Confirm
<b>B button / BACK button</b>	Back / Previous

**IN-GAME CONTROLS**

<b>Directional pad / Left thumbstick</b>	Jump
<b>Right thumbstick</b>	Move Antennae
<b>A button</b>	Super Jump
<b>A button</b> (press and hold)	Super Jump and Buzz-Fly
<b>B button</b>	Zap / Super Zap (if super-charged)
<b>X button</b>	Locate Egg
<b>Y button</b>	Chirp
<b>Left trigger</b>	Turn Left
<b>Right trigger</b>	Turn Right
<b>START</b>	Pause Menu

**SAVING, LOADING AND  
RESETTING YOUR GAME****SAVING**

Once you start a new game in Story Mode, enter a player name and select a difficulty, the game will automatically save your progress as you complete each level, providing you have space on your hard disk. You can save up to three games.

**LOADING**

You can load a previously saved game from the Select Game screen in Story Mode to resume playing where you last left off. You must have previously saved games on your hard disk.

**RESETTING YOUR GAME**

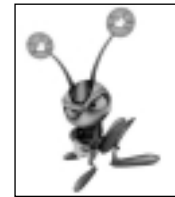
You can delete your previously saved game by pressing the **X button** on the Select Game screen. You can reset your high scores by accessing the Options menu.

**BE THE CRICKET!**

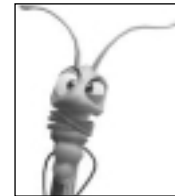
Meet Zapper — the fastest, coolest, most electrifying cricket in the known universe!

And meet Maggie — a greedy grump of a magpie who loves to decorate her nest with shiny baubles that she steals from throughout the land. In place of these trinkets, Maggie leaves behind eggs, which hatch into more magpies, who steal even more! Maggie must be stopped!

Unfortunately (for her!), Maggie nabbed Zapper's younger brother Zipper and carried him to her nest far away. Now it's up to Zapper to rescue his little bro and put an end to Maggie's reign of thievery. It won't be easy — Zapper's curious world is crowded with pitfalls and unpleasant creatures. But with his innate abilities, firefly friends and, of course, help from you, he just might have a chance.

**CAST OF CHARACTERS****ZAPPER**

No one asked this cricket whether he wanted to save the world — but somebody's got to do it! With your help, Zapper will face every challenge and defeat any foe as he attempts to rescue Zipper from the clutches of Maggie the Magpie.

**ZIPPER**

Every little grub wants to be just like his older brother — play the same games, scarf the same snacks, watch the same shows — and Zipper is no different. It's Zipper's disappearance after a tussle over the TV that leads to Zapper's quest to rescue his little brother from the thieving magpie!

**MAGGIE THE MAGPIE**

This greedy thief is attracted to shiny objects, and she wants them all for her nest! Unfortunately, Zipper is one of them. To make matters worse, Maggie is depositing eggs throughout the land that will hatch and release baby magpies who will help her collect ALL of the shiny and blinking nicknacks in the world.

## MAIN MENU

At the Main Menu screen, use the directional pad to highlight the selection you want to play and then press the **A button** to accept it.



## STORY MODE

This is the exciting single-player game featuring the adventures of Zapper in his quest to rescue Zipper and defeat Maggie. (See “Playing Story Mode” on page 9.)

## ARCADE MODE

Arcade Mode allows you to play any level you have unlocked in Story Mode. In Arcade Mode, you can practice levels, try to finish a level in record time, and more. (See “Playing Arcade Mode” on page 10.)

## MULTIPLAYER MODE

Up to four players can compete in a variety of multiplayer games. (See “Playing a Multiplayer Game” on page 11.)

## GAME OPTIONS

Select Options to change game settings, view credits and watch ingame movies. Use the directional pad to select an option and then press the **A button** to enter the option’s sub-menu. When you have completed your adjustments, return to the previous menu by pressing the **B button**. The game will autosave your settings after you make a change and return to the Main Menu.

**Sound Options** – Adjust the sound and music volume levels.

**Controls Options** – Change button configuration and turn vibration ON / OFF.

**Save Game Options** – Reset high scores.

**At the Movies** – Replay the opening and ending movies, and see the game credits. (You must unlock the ending movie before you can view it.)

**Cheats and Extras** – If you collect all 400 orbs in a world you will unlock a special cheat. Once you have unlocked a cheat or extra, you can activate it here.

## PAUSE MENU

You can press the START button while playing to pause the game and access the Pause Menu. Use the directional pad to highlight an option in the Pause Menu, and press the **A button** to confirm your selection. You can select from the following options:



**Continue** – Resume play. (You can also press START again to resume play.)

**Restart Level** – Restart the current level from the beginning (Arcade Mode only).

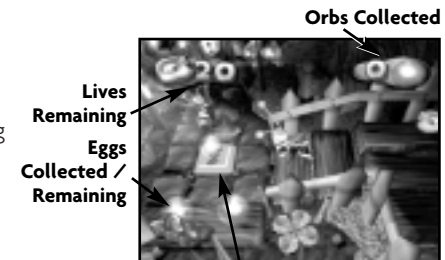
**Return to Map** – Quit the current level and return to the map screen (Story Mode only).

**Options** – Adjust the sound or controller configuration.

**Quit** – Quit the level.

## MAIN GAME SCREEN

Survival as a heroic cricket is no small feat. Not only do you have to worry about alarming adversaries and terrifying terrain, you also have to keep track of eggs, orbs, lives, and more. Here’s a breakdown of some of the information you can expect to see on screen in Story Mode.



**Hint: Hop on one of these to receive a playing tip.**

## ZAPPER’S ABILITIES

### JUMP

Use the directional pad or left thumbstick to move Zapper one square in any direction or onto a platform that is one step up.

### SUPER JUMP

When a regular jump is not enough, try a super jump. Press the **A button** to jump twice the distance or twice the height of a regular jump.

**LOCATE**

Zapper has the innate ability to locate any eggs left behind by Maggie, even those hidden in boxes or otherwise concealed. Press the **X button** to make Zapper's antennae point in the direction of the nearest egg.

**BUZZ-FLY**

Any creature can jump, but only a few can hover. Press and hold the **A button** to make Zapper jump and then hover (or Buzz-Fly) for a few seconds.

**ZAP**

Sometimes you need to deliver a little jolt to remind everybody who's boss. Press the **B button** to zap a creature or to open a box located in an adjacent square.

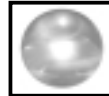
**SUPER ZAP**

Sometimes enemies and objects are too tough for Zapper's normal zap. This is a job for super zap! If you free enough fireflies by collecting power orbs, the friendly fireflies will swarm in a strategic place. When Zapper gets close enough to this swarm, they will charge him up, giving him a single, very powerful super zap. When Zapper is charged up, tap the **B button** to use super zap.

**POWER-UPS**

There are a variety of power-ups scattered throughout the world that give Zapper temporary protection, speed, access to hidden areas, and more. Hop onto a power-up to activate it. All power-ups, except the helmet, work only for a short period of time. Below are a few of the power-ups you'll hop across in the game. Be on the lookout for more!

**POWER ORB** – Collect these to unlock secrets and charge up your super zap powers.



**EXTRA LIFE** – Gives you an extra chance to attempt a risky maneuver.



**SHIELD** – Allows Zapper to absorb one hit more than he normally could. (Shield shapes may vary.)



**GRIG** – If you make Zapper land on certain golden orbs in the correct order, you will collect a Grig, which will then follow you around and switch on the power for the hidden bridge tiles you encounter.

**REWARDS**

After you collect all of the eggs on a level, you can proceed to the next level.

If you collect all the orbs in a level, you'll be able to play a bonus round (Story mode only). This will give you a chance to gain extra lives and to start the next level with a shield.

If you collect every orb in a world (a collection of three levels), you unlock a special bonus level.

**PLAYING A SINGLE-PLAYER GAME****ENTER YOUR NAME**

When you start a new game in Story Mode, you are taken to the Enter Your Name screen. To enter your name, use the directional pad to choose a letter for the letter slot, and press the **A button** to accept the letter and proceed to the next slot. Press the **X button** to back-space and erase the letter in the previous letter slot. Choose SPACE to leave the letter slot blank. Choose END to exit the Name Entry Screen. Your name will appear in the Load Saved Game screen.



After entering your name, select one of two difficulty levels: Normal or Expert. In Expert mode, extra challenges are required to finish each level.

**PLAYING STORY MODE**

When you select Story Mode from the Select Game screen, the Map screen is displayed. Here, you can scroll through all of the worlds and levels, and play any level you have previously unlocked. Use the directional pad to scroll between unlocked levels and press the **A button** to play the selected level. Press the **B button** to return to the Main Menu.

**Note:** You can only complete a level by collecting all of the eggs on it. Some eggs are hidden, so keep a careful watch for hidden areas or containers where Maggie might hide an egg.

## PLAYING ARCADE MODE

All levels are locked in Arcade Mode until they are unlocked in Story Mode.

Select Arcade Mode, then use the directional pad to highlight a level and press the **A button**. Next, choose an arcade game variation (see below) by using the directional pad and press the **A button** to start playing. Press the **B button** to return to the previous menu.

## ARCADE GAME VARIATIONS

**Time Trial** – Race against the timer and collect all six eggs in the quickest time. When you beat the target time for a level, it will open that level up for play using the Expert Ghost. Collect all the orbs and your best time will be stored under Orb Times.

When you set a record time, you will unlock new ways to play a level in Arcade Mode. Some of these are secrets that you must discover on your own.

**Expert Ghost Race** – A little ghost will appear that moves along its own path. Stay ahead of the ghost to win.

**Expert Orb Race** – Race against a ghost to collect all of the orbs in the quickest time.

## END OF LEVEL

When you complete a level in Story Mode, a Summary screen will display your stats, including how many items you collected, how many secrets you found, and whether you unlocked a special round.

If you achieve a record time in Arcade Mode, you have the option of saving your score using the name of your choice at the Enter Your Name screen. See “Enter Your Name” on page 9 for instructions on how to use the Enter Your Name screen.

## PLAYING A MULTIPLAYER GAME

From two to four players can join in on the fun of a multiplayer game. Each player must use a separate controller. To start, each player must press the **A button** or the START button and then choose a character using the directional pad. Press the **A button** or the START button to confirm your selection.

**Note:** Each player must choose a unique character — the first player to choose a character gets it. Not to worry, though, the only difference between the characters is how they look. They all have the same cool abilities.

## MULTIPLAYER GAME VARIATIONS

After all of the players have chosen a character, a player selects a multiplayer game variation:



**Zipperball** – Zippers appear one at a time in the center of the level. Pick a Zipper up by colliding with it and throw it into one of the goals by pressing the **B button**. Zap ball-carrying players to make them drop the ball. The longer you hold Zipper, the more points you score when you make a goal. The player with the highest score wins!

**Death by Zipper** – The tables are turned in this frantic bout, avoid Zipper at all costs!

**Death Match** – Zap your opponents the most number of times and rack up the most points before time runs out.

**Last Man Standing** – Each player has 10 lives in this frantic variation on Death Match! Battle to be the last player left in the arena.

**Strangle Hold** – Grab the single Zipper by colliding with it and hold on as long as you can! The player who manages to hold on the longest during the match wins! Zap a player to make that player drop Zipper.

## GAME SETTINGS

Next, a player sets the match Length, Rounds to Win, and Score Limit.

### LEVEL

Finally, a player chooses a Multiplayer arena to play in. At the start of the game, only one level can be selected. Successfully completing the bonus levels in Story Mode will unlock new Multiplayer levels.

### MULTIPLAYER POWER-UPS



**EXTREME ZAP** – Zap a player from far away.



**RADIAL ZAP** – Zap everyone around you.



**SPEED HOP** – Press and hold the directional pad or the left thumbstick to hop continuously.

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If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

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### Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.ina-support.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

**Note:** In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

**Help Via Telephone/Fax or Mail in the United States & Canada**

For phone assistance, call Infogrames **Interactive Tech Support** at **(425) 951-7108**. Our **Interactive Voice Response** and Faxback system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.)

**Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

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In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames Interactive, Inc.  
Attn: TS/CS Dept.  
13110 NE 177th Place  
Suite # B101, Box 180  
Woodinville, WA 98072-9965  
RMA #:

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**CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:**

**Epilepsy Warning**



**READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE**

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

**FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:**

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

**Repetitive Strain Statement**

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

**Motion Sickness Statement**

This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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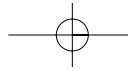
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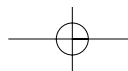
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