



16-BIT MEGA



INSTRUCTION MANUAL

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NOTES

INTRODUCTION



ZPF IS A SINGLE PLAYER ACTION SHOOTING GAME SET IN A COLLISION OF FANTASTICAL FICTIONAL WORLDS.

SHOOT AND DODGE YOUR WAY THROUGH 7 CHALLENGING LEVELS AND BATTLE ENORMOUS BOSSES!

TITLE / OPTIONS

THE END



TITLE SCREEN

PRESS **START** TO BRING UP THE MAIN MENU OR LET THE ATTRACT MODE PLAY IF YOU WISH.



MAIN MENU

DIRECTIONAL PAD (UP/DOWN) – SELECT MENU ITEM
A BUTTON – CONFIRM

START: START GAME

OPTIONS: GO TO OPTIONS

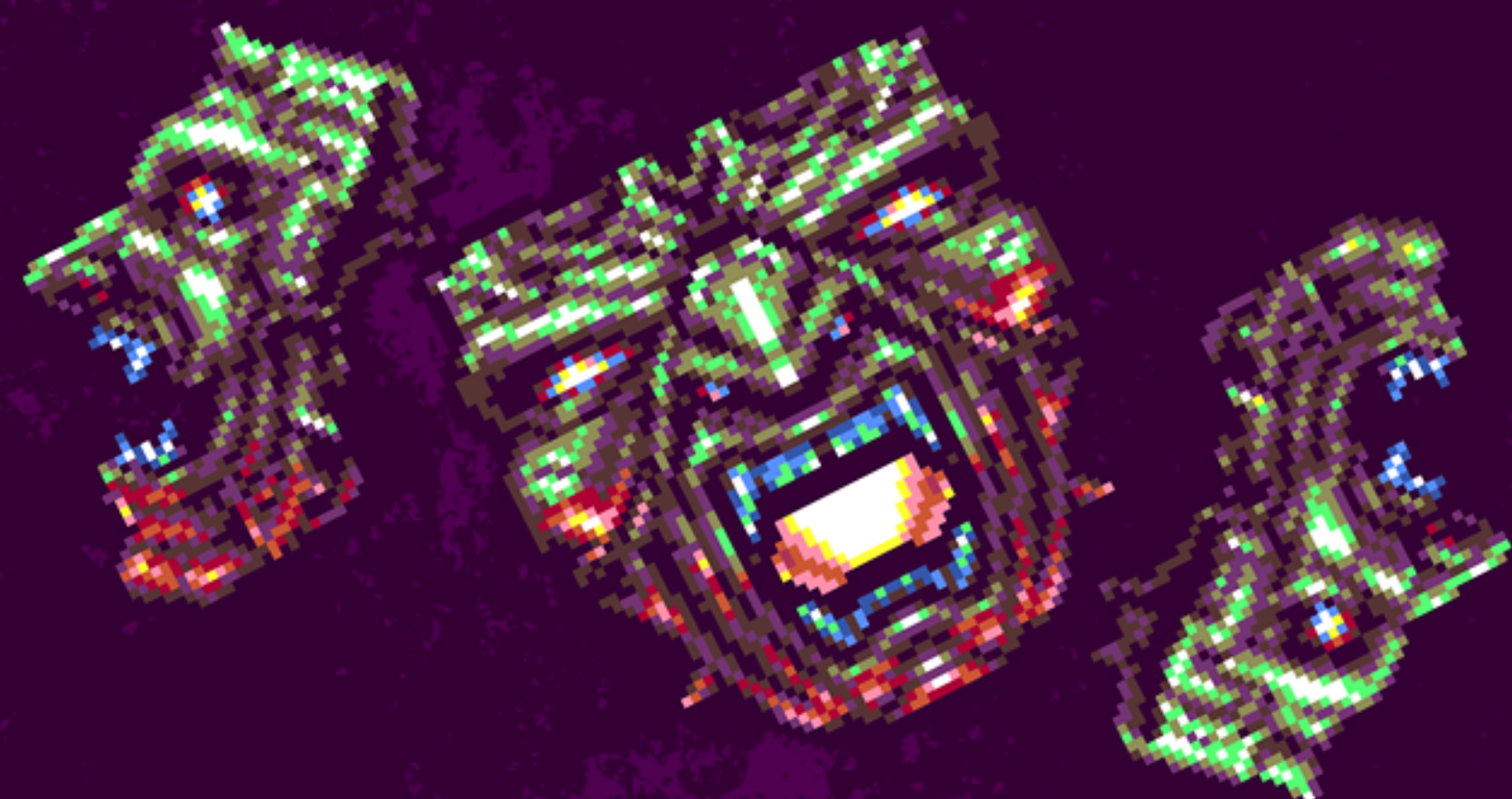
BACK: RETURN TO TITLE/ATTRACT MODE

THERE ARE SEVERAL ENDINGS TO SEE DEPENDING ON WHICH CHARACTER YOU USE, HOW WELL YOU PLAY AND THE GENERAL ROUTE YOU TAKE.

THERE IS ONE ULTIMATE FINAL ENDING WHICH CAN BE ACCESSED IF ALL STAGE SECRETS ARE FOUND AND CERTAIN OTHER CRITERIA ARE MET.

DO YOUR BEST AND TRY AND SEE THEM ALL!

FINDING SECRETS



EACH STAGE (ALL EXCEPT THE FINAL ONE) CONTAINS A HIDDEN KEY, ALL OF WHICH MUST BE FOUND TO ACCESS THE FINAL, BEST ENDING.

PLAYING AS THE CHARACTER THAT BEST FITS THE STAGE'S ENVIRONMENT MIGHT BE HELPFUL AS THEY WOULD BE MORE FAMILIAR WITH THEIR HOME TURF.



TITLE / OPTIONS



OPTIONS

DIFFICULTY: OPTIONS THAT AFFECT DIFFICULTY. YOU MAY INCREASE YOUR STARTING MEDALS (USED AS MONEY IN THE SHOP), CHANGE YOUR STOCK OF AVAILABLE BOMBS AND DEFAULT NUMBER OF LIVES.

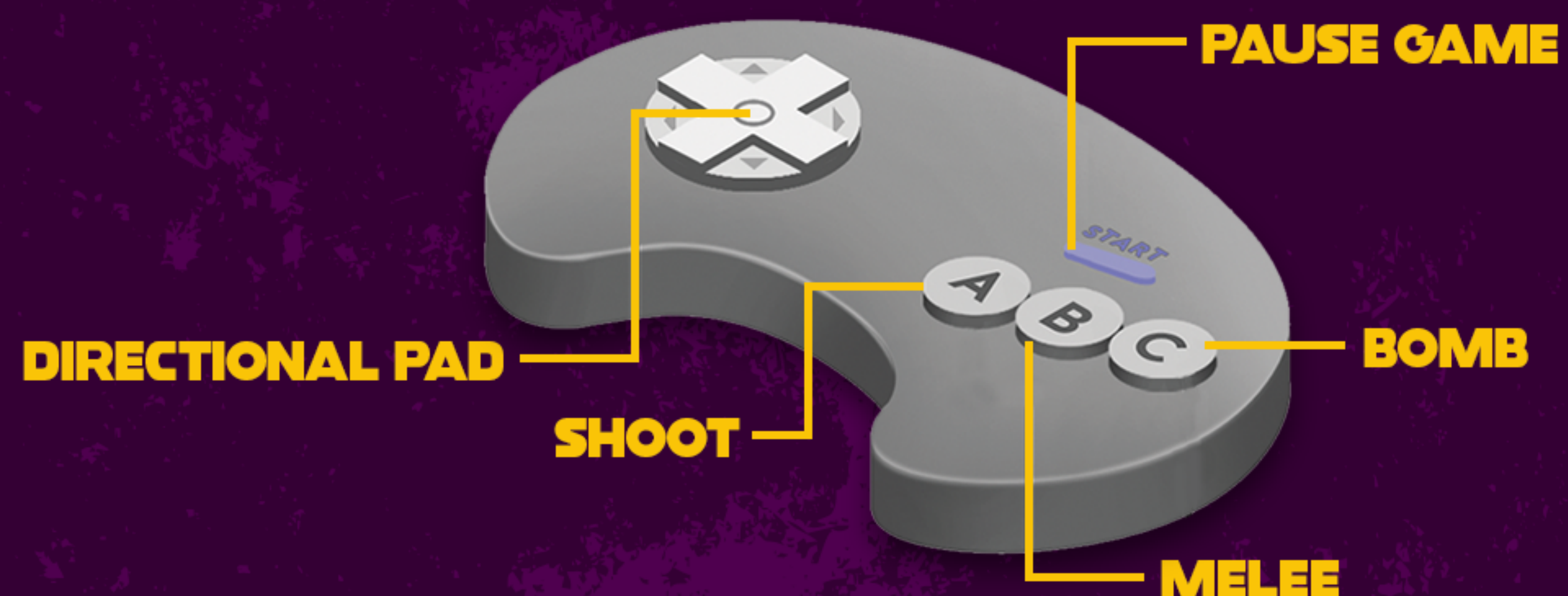
CONTROLS: REDEFINE SHOOT/MELEE/BOMB BUTTONS

AUDIO: ENABLE OR DISABLE SFX/MUSIC. TEST ALLOWS YOU TO LISTEN TO VARIOUS SOUNDS AND SONGS FROM THE GAME AT YOUR LEISURE.

OTHER: YOU MAY DISABLE THE "ZIPPER" EFFECT THAT PRECEDES THE SHOP.

BACK: RETURN TO MAIN MENU.

HOW TO PLAY



DIRECTIONAL PAD – MOVE SHIP

A BUTTON – SHOOT

B BUTTON – MELEE

C BUTTON – BOMB

START – PAUSE GAME (SHOOTING SCENE ONLY)

SHOOT TO FIRE YOUR MAIN WEAPON. THIS CAN BE UPGRADED TWICE, EITHER BY COLLECTING POWERUPS OR BEING PURCHASED IN THE SHOP.

MELEE UNLEASHES A POWERFUL BUT RISKY CLOSE RANGE ATTACK. OBSERVE ENEMY BEHAVIOR FIRST BEFORE RUSHING IN! THIS CAN BE UPGRADED TWICE FROM THE SHOP.

BOMB WILL DAMAGE EVERYTHING ON SCREEN AND DESTROY ENEMY BULLETS. THESE MAY BE PURCHASED IN THE SHOP AND ONE WILL BE REPLENISHED (**UP TO 3 MAX**) AFTER COMPLETING A STAGE.

MOVE YOUR SHIP TO PRIORITIZE TARGETS AS WELL AS TO DODGE ENEMIES AND INCOMING FIRE.

FAIL TO AVOID THESE DANGERS AND YOU WILL LOSE A LIFE. UPON LOSING ALL LIVES, YOUR GAME WILL BE OVER, UNLESS YOU HAVE PURCHASED A CONTINUE AT THE SHOP.

COLLECTABLES



P (POWER UP)

THESE WILL POWER UP YOUR MAIN SHOT. UP TO TWO CAN BE COLLECTED.



1UP

INCREASES YOUR AVAILABLE LIVES.



SECRET KEY

???

MEDALS AND SCORING

MEDALS ARE COLLECTED AUTOMATICALLY UPON DEFEATING CERTAIN ENEMIES.

COLLECTING A MEDAL GRANTS A SET SCORE BASED ON THEIR SIZE.

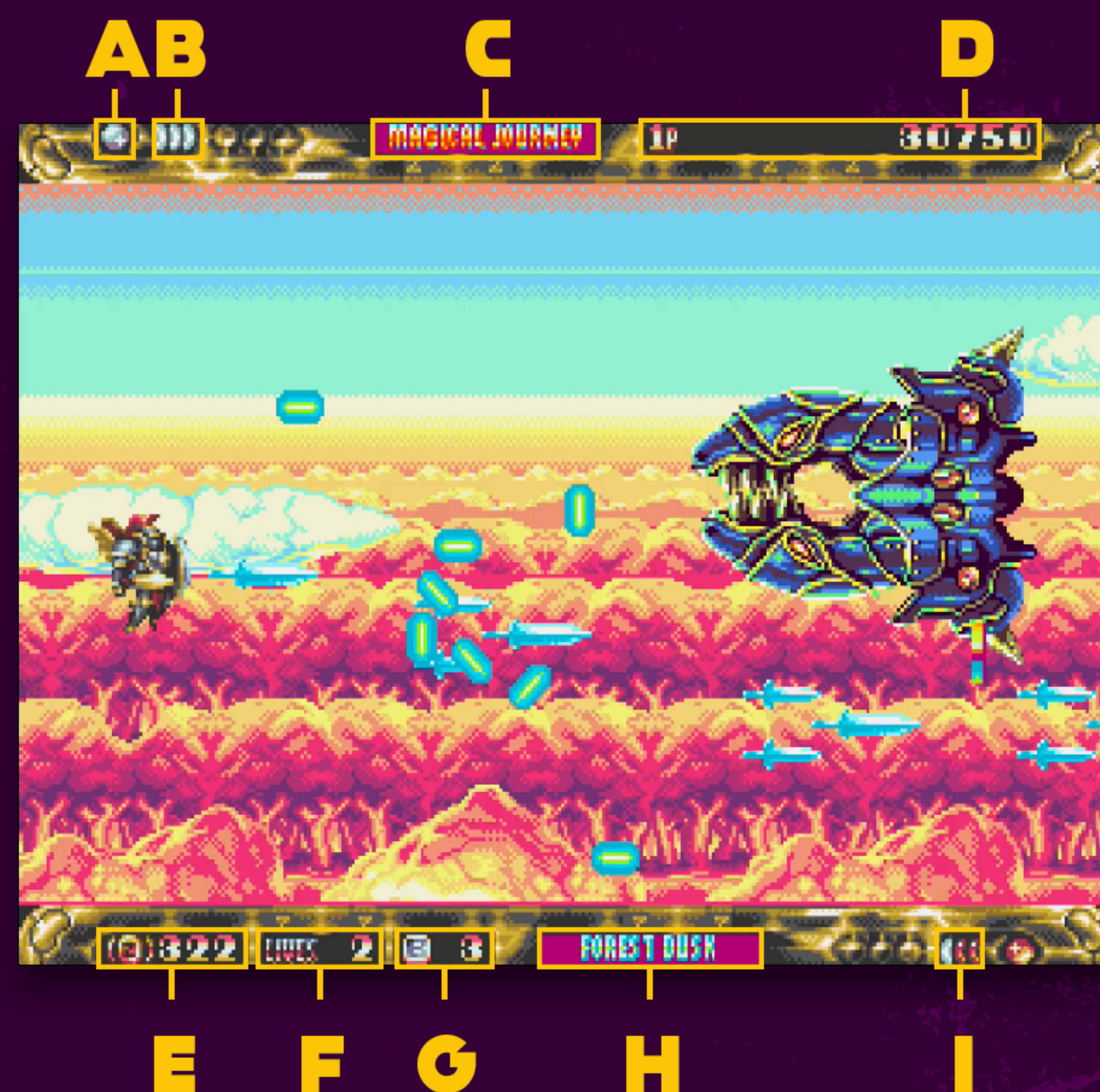
MEDALS CAN EITHER BE USED TO MAKE PURCHASES IN THE SHOP OR CASHED IN FOR MORE POINTS.

DYING WILL REDUCE THE NUMBER OF MEDALS HELD.

GAME OVER

UPON LOSING ALL LIVES, ALL HELD MEDALS WILL BE CASHED OUT AT A REDUCED POINT VALUE.

THE GAME SCREEN



A - “?”

B - SHOT POWER

C - WORLD

D - SCORE

E - MEDALS

F - LIVES

G - BOMBS

H - STAGE

I - MELEE POWER

THE ADVENTURE SCREEN



DIRECTIONAL PAD – SELECT STAGE

SOME STAGES WILL NOT BE AVAILABLE UNTIL COMPLETING OTHERS BEFOREHAND OR MEETING CERTAIN PREREQUISITES.

A BUTTON – WILL START STAGE NORMALLY, GOING TO **SHOP** THEN **SHIP SELECTION**.

B BUTTON – WILL “**QUICK START**” A STAGE, USING THE LAST SELECTED SHIP.

THE **3 MYSTERY GEMS** WILL BE HIGHLIGHTED WHEN SOMETHING SPECIAL HAPPENS. TAKE NOTE WHEN THEY DO!

BIG BOSSES



THREAT LEVEL I

THREAT LEVEL II



THREAT LEVEL MAX



YOUR ADVERSARIES

STORY

?

?

?

?

**THE GOBLIN
EMPIRE**

?

?

?

?

**THE ALIEN
SWARM**

?

?

?

?

**MEGALOPOLIS
MANIACS**

?????????



THREE FANTASTICAL WORLDS—FANTASY, FUTURE,
AND ALIEN—HAVE COLLIDED!

OUR HEROES MUST JOIN TOGETHER TO SAVE THEIR
RESPECTIVE HOMES AND UNCOVER THE MYSTERY
BEHIND IT ALL.

ARE YOU UP TO THE CHALLENGE?

THE WORLDS



THE HEROES

A COURAGEOUS YOUNG SORCERER PILOTS THE KNIGHT, A POWERFUL AND ENCHANTED ARMOR, CONSTRUCTED IN ORDER TO SAVE THE MAGICAL LANDS.



SHOT: VULCAN BLADES

SWORDS OF MAGICAL ENERGY FLY IN A STRAIGHT LINE TOWARDS THEIR TARGET.

MELEE: SEVERING STRIKE

SWORDS STAB FORWARD. UPGRADES ADD EXTRA SWORDS, WIDENING HIT RANGE.

A SASSY CYBERNETIC PILOT WHO TAKES ODD JOBS FROM THE CITY'S CORPORATE MASTERS, WHOSE CURRENT PROBLEMS INVOLVE MASS VEHICULAR VIOLENCE ON THE STREETS.



SHOT: SLICER BEAM

A FAST AND POWERFUL TWISTING LASER. THIS IS THE MOST POWERFUL MAIN WEAPON IN THE GAME.

MELEE: PLASMA HAMMER

A WHIP-LIKE LASER APPENDAGE HITS ABOVE AND FORWARD. UPGRADES INCREASE POWER AND ADD A 2ND HAMMER STRIKING FROM BELOW AS WELL.

THE LAST, LONE FIGHTER BATTLING AN EVIL BIOLOGICAL MENACE FROM DEEP SPACE THAT HAS ALREADY INFECTED AND OVERRUN MULTIPLE NEW EARTH COLONIES AND OUTLYING SPACE STATIONS.



SHOT: RAPID SPREAD

LOWER POWERED SHOTS FIRE IN A WIDE SPREAD.

MELEE: LIQUID METAL SHIELD

METAL PROJECTILES FORM AND THEN ENCIRCLE THE SHIP. UPGRADES INCREASE NUMBER AND SPEED.

THE SHOP SCREEN

THE 3 SHOPKEEPS

PYX
THE ELF



VENDBOT2000
LIBRARIAN

HELEN
XENO HUNTERS INC.

STAGES

CHOOSE YOUR WAY!

THE FIRST 3 STAGES ARE AVAILABLE TO PLAY IN ANY ORDER.



STAGE 1
THE JOURNEY BEGINS

STAGE 2
ALIEN INFESTATION



STAGE 3
MEGALOPOLIS 20XX



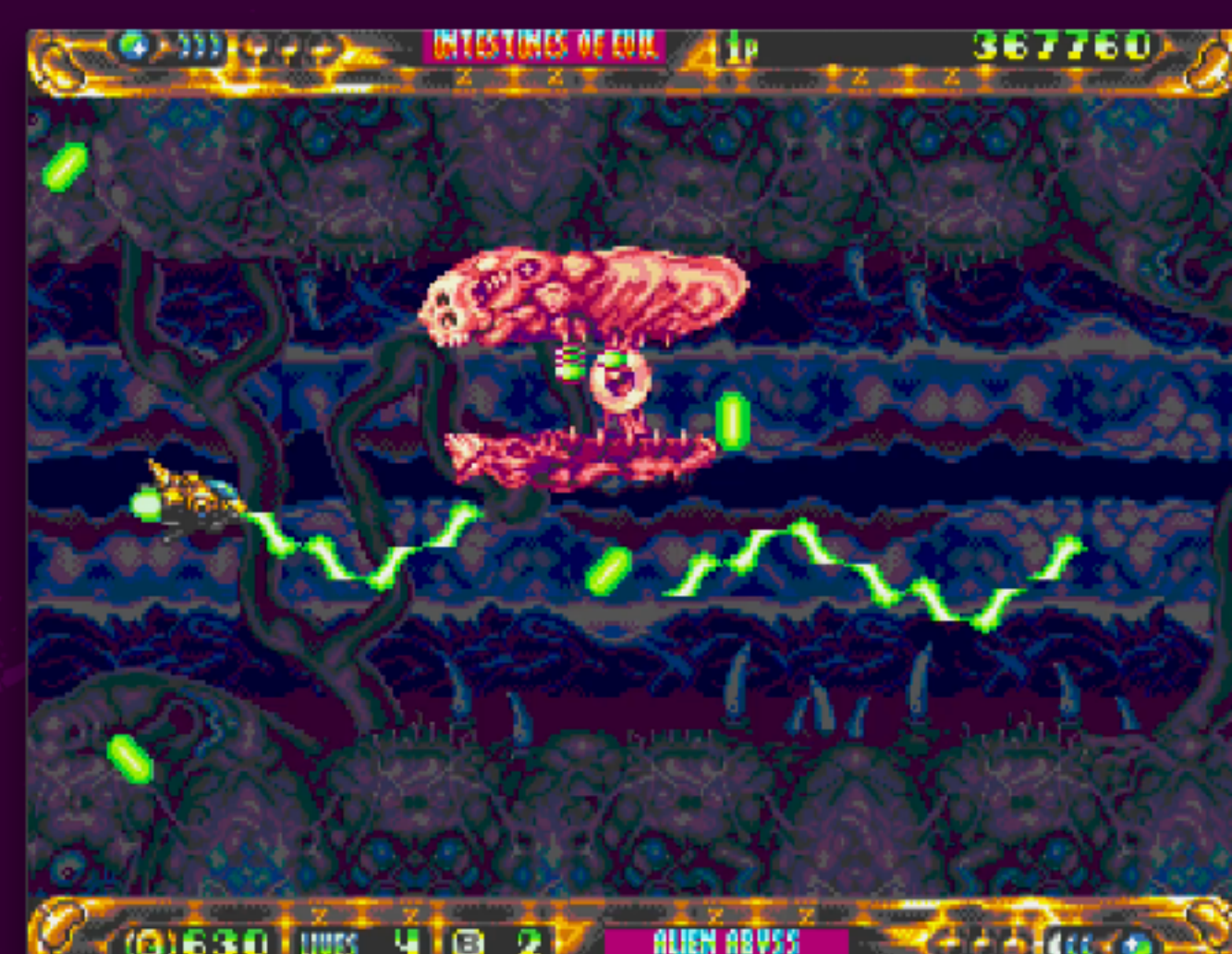
STAGES

CONTINUATION

UPON COMPLETING THE FIRST FANTASY, ALIEN, OR FUTURE STAGE, THE NEXT SECTION BECOMES ACCESSIBLE.



STAGE 4
GOBLIN'S CASTLE



STAGE 5
INTESTINES OF EVIL



STAGE 6
UNDERCITY DEPTHS

STAGE 7
THE FINAL STAGE

THE SHOP SCREEN



A - CASH OUT
B - SELECTED ITEM
C - AVAILABLE ITEM

D - HINT
E - CONTINUE
F - EXIT

POWERING UP: YOU MAY POWER UP YOUR MAIN SHOT OR MELEE ATTACK UP TO 2 TIMES. MELEE UPGRADES ARE ONLY ACCESSIBLE THIS WAY.

CASH OUT: "CASH OUT" CURRENTLY HELD MEDALS IN EXCHANGE FOR SCORE.

CONTINUE: CONTINUE THE GAME ONCE ALL LIVES ARE LOST. ONLY ONE IS AVAILABLE FOR PURCHASE SO USE IT WISELY!

HINT: PROVIDES INFO ABOUT THE CURRENT STAGE OR UPCOMING BOSS. THE SHOPKEEP MIGHT JUST WANT TO CHAT, TOO!