

# ZOO KEEPER

CHAMP GAMES



For the Atari 2600™

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# ZOO KEEPER

## THE STORY

You are Zeke, zoo keeper extraordinaire in charge of the local zoo. Unfortunately, your girlfriend Zelda has been kidnapped by the malicious monkey Marcell! To distract Zeke, Marcel has unlocked the cages in the zoo and the animals are running amok! It's up to Zeke to run and jump his way around the perimeter of the zoo to rebuild the walls and recapture the animals before finally climbing the platforms while avoiding coconuts to save Zelda. **GOOD LUCK!**



## CONTROLLERS

Zoo Keeper is a one or two player game that uses joystick controllers. The game also supports AtariVox and SaveKey functionality to save high scores. Additionally, support is included for the QuadTari interface that allows two joysticks to be plugged into the left controller port, freeing up the right controller port for the AtariVox / SaveKey. The controller options are:

Left Port	Right Port	Options Supported
Joystick	Joystick	1 or 2 players each using their own joystick; no high score saves
Joystick	AtariVox or SaveKey	1 or 2 players sharing the same joystick with high score saves
QuadTari	--	1 or 2 players using their own joystick; no high score saves
QuadTari	AtariVox or SaveKey	1 or 2 players using their own joystick with high score saves



## SKILL LEVELS

There are three distinct skill levels for Zoo Keeper: **NOVICE** is for beginners, **STANDARD** offers more of a challenge similar to the arcade, and **ADVANCED** is reserved for those looking for a real challenge!

### NOVICE

- Start with five keepers.
- At the start of the Zoo Stage, extra bricks are on the perimeter of the zoo wall.
- Fewer animals are released at the beginning of the Zoo Stage, and additional animals take more time to escape from the cage.
- Zoo Stage timer moves more quickly.
- Coconuts are thrown less frequently on the Platform Stage.
- Invisible platforms after Round 10 flash every two seconds.
- Animals take more time to escape in the Bonus Stage.
- In Novice mode, your score will flash green.

### STANDARD

- Start with four keepers.
- Standard plays most like the arcade.
- Invisible platforms after Round 10 flash every four seconds.
- In Standard mode, your score will flash blue.

### ADVANCED

- Start with three keepers.
- Less bricks on the perimeter at the start of the Zoo Stage.
- More animals are released at the beginning of the Zoo Stage, and additional animals escape faster.
- Zoo Stage timer moves a bit slower.
- More coconuts are thrown on the Platform Stage.
- Invisible platforms after Round 10 do not flash.
- Animals escape faster on the Bonus Stage.
- In Advanced mode, your score will flash red.

## DIFFICULTY SWITCHES

- The Left Difficulty Switch controls the placement of bonus items on the Zoo Stage.
- The Right Difficulty Switch controls the look of the brick pattern on the Zoo and Bonus Stages.

Left Difficulty A	Bonus items appear in random locations on the Zoo Stage. Platforms reverse direction on the Platform Stage.
Left Difficulty B	Bonus items appear in the same location on the Zoo Stage. Platforms do not reverse direction on the Platform Stage.
Right Difficulty A	Bricks flicker less but without vertical lines.
Right Difficulty B	Bricks have vertical lines but flicker slightly.

## MENU CONTROLS

Press **SELECT** or the Right Joystick Button to switch between 1 player and 2 player modes. In a 2 player game, players take turns controlling Zeke to achieve their own high scores.



Press the Left Joystick **LEFT** or **RIGHT** to switch between the skill levels: **NOVICE**, **STANDARD** and **ADVANCED**.

Press the Left Joystick **UP** or **DOWN** to cycle through the additional screens including the high scores and credits screen.

Press **RESET** or the Left Joystick Button to start a new game.



## GAME CONTROLS

- The Left Joystick or Joystick 1 connected to the QuadTari controls Player 1.
- The Right Joystick or Joystick 2 connected to the QuadTari controls Player 2.

Note: If you have an AtariVox/SaveKey connected in the right controller port and no QuadTari connected, Player 2 is controlled by the Left Joystick (Player 1 and Player 2 alternate using the Left Joystick).

COLOR/BW (Atari 2600) PAUSE (Atari 7800)	PAUSE or RESUME game. Fire button also RESUMES game.
SELECT	Returns to TITLE SCREEN.
RESET	Restarts the game with current options.

## GAME PLAY

There are three distinct stages in Zoo Keeper, each with their own challenges and scoring opportunities. In each stage you use the joystick controller to move Zeke around the screen and press the button to jump. Can you help Zeke complete all 100 rounds?

## THE ZOO STAGE

The object of the Zoo Stage is to keep Zeke alive until the timer on top runs out and the round ends while avoiding any collisions with the escaped animals.



In this stage, you navigate Zeke around the perimeter and build up the walls of the zoo by pressing the joystick in the direction you want to move. You start on the top of the zoo; press left or right to move Zeke in that direction and add bricks to the wall. When you reach a corner, you can continue to press in the current direction until Zeke takes the turn (in this case, in a downward direction). At this point you

should push the joystick down to continue to move Zeke in that direction. Likewise, when you reach other corners, be sure to move your joystick in the direction you want to go after Zeke has turned the corner. It takes a little practice, but soon Zeke will be zipping around the zoo, building bricks with ease!

In the middle of the zoo is the cage that the animals are escaping from. As they escape, the animals will make their way to the perimeter of the zoo, bouncing off and knocking out any bricks in their path. Try to keep the animals contained within the walls of the zoo by moving Zeke around the perimeter to build up the walls with bricks. In the early rounds and in easier skill levels, the zoo wall will be partially built to start. In later rounds, the walls start with less bricks until eventually there will be no wall and Zeke is on his own to build it from the ground up!

When an animal reaches the perimeter of the zoo, they will start moving around the perimeter with various speeds based on what type of animal they are. To avoid the animals, you can either move Zeke away from them using the joystick or push the button to jump over them. Jumping over multiple animals earns the most points, so try to time your jump and clear as many as possible! If you collide with an animal, Zeke will lose a life and the round (including the timer) will restart with the same bonus items available as before.

### The Timer

The timer at the top of the screen starts from the left and moves to the right. Along the way there are checkpoints on the timer with bonus items. When the timer reaches a bonus item, the bonus item is added somewhere on the zoo perimeter. When it appears, navigate Zeke to the area to pick it up, but don't wait too long or it will disappear! Picking up a bonus item will gain Zeke big points, with each additional bonus item worth more than the last, so don't miss any! The round is over when the timer reaches the [END] symbol.

### The Net

The net is a special bonus item that will also appear on the perimeter of the zoo when triggered by the timer. If Zeke is able to pick up the net, the screen will turn blue and Zeke will have an opportunity to catch the escaped animals and send them back to the cage in the middle. To capture an animal, simply maneuver Zeke towards an animal while Zeke has the net. When the net is about to expire, the screen will flash and a warning beep will sound, so be careful!

### End of Round

At the end of the Zoo Stage, bonus points are awarded for any animals that are not on the perimeter of the zoo. The number of points awarded depends on the type of animal that is being counted; refer to the Scoring section for more details.

Each subsequent Zoo Stage will introduce different animals that move at varying speeds and remove more or less bricks when they collide with the zoo wall.



Scoring

On the Zoo Stage, Zeke earns points by collecting the bonus items, jumping over animals, and keeping animals captured when the level ends. Try to hold in the lion for the most bonus points!



The bonus items (including the net) have a starting value based on the current round, and collecting multiple bonus items (up to four) during a round results in increasing point values:

Round (Bonus Item)	Points			
	First Pickup	Second Pickup	Third Pickup	Fourth Pickup
Round 1 (Root Beer) 	120	250	500	1,000
Round 2 (Clover) 	250	500	1,000	2,000
Round 3 (Ice Cream) 	500	1,000	2,000	4,000
Round 4 (Watermelon) 	1,000	2,000	4,000	8,000
Round 5 (Strawberry) 	2,000	4,000	8,000	15,000
Round 6 (Trophy) 	4,000	8,000	15,000	30,000
Round 7 (Dollar Sign) 	5,000	1,0000	20,000	40,000
Round 8 (Rainbow) 	8,000	15,000	30,000	60,000

The most points can be gained by jumping over multiple animals at once (up to 16!) as they move around the perimeter of the zoo:

Animals	Points	Animals	Points	Animals	Points	Animals	Points
1	100	5	15,000	9	250,000	13	4,000,000
2	500	6	30,000	10	500,000	14	8,000,000
3	2,000	7	60,000	11	1,000,000	15	15,000,000
4	6,000	8	120,000	12	2,000,000	16	30,000,000



At the end of the round, bonus points are awarded for any animals that have not escaped the zoo:

Animal	Points	Animal	Points
Elephant 	250	Rhino 	2,000
Snake 	500	Moose 	4,000
Camel 	1,000	Lion 	30,000 - 70,000





## THE PLATFORM STAGE

After a couple rounds of the Zoo Stage, Zeke must contend with the Platform Stage. In this stage, we get to meet our nemesis: Marcel the Monkey! This is the monkey that has wreaked havoc on the zoo by unlocking the cages that allowed the animals to escape! If that isn't bad enough, he has also captured your girlfriend Zelda and has tied her up to a coconut tree on the top platform.

Zeke's objective on this stage is to jump on the moving platforms and make his way to the top and free Zelda. Be careful though, as Marcel is busy throwing coconuts down towards you, and a hit by one will cost Zeke a life and restart the round.



When the stage starts, Zeke will be on the bottom moving platform. Move the joystick left and right to move Zeke and press the fire button to have him jump up to the platform above him. As you make your way up to the top, you are awarded points for every successful landing (see the Scoring section for more details). Also, keep an eye on the bottom platform as it scrolls off the screen to the right. If Zeke falls and misses it, he will lose a life.

### Bonus Items

Occasionally, a bonus item will enter the screen from the left or right on a platform. To earn extra points, navigate Zeke to the bonus item to collect it before it scrolls off the other side of the screen. Be fast though! While you are climbing up the platforms, Marcel is busy throwing coconuts down at you and they become more difficult to avoid as the level goes on!

### Rescuing Zelda

Once you reach the top middle platform, make contact with Zelda to free her from the tree and earn big bonus points (see Scoring section for details). Keep an eye on Marcel as he will sometimes take a break from throwing coconuts, and when he does throw one he'll tip off which way he's throwing. Carefully time your move for a successful rescue mission!

## Scoring

On the Platform Stage, Zeke can earn points by jumping onto platforms, collecting bonus items, and rescuing Zelda.

Zeke earns points by successfully jumping from one platform to another. The score rewarded is based on the platform that Zeke lands on and the current round:

Platform landed on	Points				
	1st Platform Stage	2nd Platform Stage	3rd Platform Stage	4th Platform Stage	5th Platform Stage
First (lowest)	40	80	150	300	600
Second	80	150	300	600	1,200
Third	150	300	600	1,200	2,500
Fourth	300	600	1,200	2,500	5,000
Fifth	600	1,200	2,500	5,000	10,000
Sixth	1,200	2,500	5,000	10,000	20,000
Top (highest)	2,500	5,000	10,000	20,000	40,000

\*6th and 7th Platform Stages and beyond use point values from 4th and 5th Platform Stages

Zeke can also gain points by collecting the various bonus items that randomly appear on the platforms:

Bonus Item	Points	Bonus Item	Points
Root Beer 	300	Strawberry 	5,000
Clover 	600	Trophy 	10,000
Ice Cream 	1,200	Dollar Sign 	20,000
Watermelon 	2,500	Rainbow 	40,000



Lastly, Zeke will earn extra points for rescuing Zelda and finishing the round, based on the stage that is completed:

Platform Stage	Points	Platform Stage	Points
1	5,000	4	40,000
2	10,000	5	80,000
3	20,000	6 and above	40,000 - 80,000

## THE BONUS STAGE

After the second and any subsequent Platform Stages are completed, Zeke will have an opportunity to reunite with Zelda and earn an extra life in the Bonus Stage. In this stage, Zeke must jump over animals escaping from cages and ride the escalators up to the top level where Zelda is waiting.

When the level starts, Zeke will be in the lower left corner. Depending on the skill level and current round, there will be one to four levels with cages that animals are escaping from. Move Zeke towards the cages using the joystick and press the button to jump over any charging animals (and earn extra points in the process). If Zeke collides with an animal, he will lose a life and the round will restart.



You must also jump over the cage to reach the other side and ride the escalator up to the next level until you reach Zelda. Jumping over the cage is no easy task, so make sure you give yourself plenty of room and a good head start! If you collide with the cage, Zeke will be temporarily stunned. After he regains his bearings, quickly move away from the cage to avoid the animals and get in position to try another jump.

### Scoring

On the Bonus Stage, Zeke earns points jumping over animals with the same score values as in the Zoo Stage. There are no bonus points awarded for reaching Zelda; instead, a bonus Zeke is awarded.

## GAME OVER

When Zeke has lost his life and there are no more in reserve, the game is over for the current player. If a high score has been achieved, the High Score entry screen will be displayed (see below). Once that has been completed or if no high score was achieved, the player will have an opportunity to either continue the current game or start a new game.

### Continuing a Game

Reaching the higher rounds in Zoo Keeper is quite a challenge, even for the seasoned player! To help players experience the higher challenging rounds, Zoo Keeper allows a player to continue a game up to three times, starting at the current round and stage, but with the score reset to zero.

- After a game has ended for a player, they will be prompted with a question to “**CONTINUE?**” and “**YES**” or “**NO**”, plus the number of continues left (maximum of three).
- Move the joystick up or down to toggle between “**YES**” and “**NO**” and press the button to select.
- If you select “**NO**”, the game is over and you are returned to the title screen where you can start a new game or select new options.
- If you select “**YES**”, the game will restart on the current round / stage that Zeke was on with a new set of lives (and a score of zero).
- If there are no continues left, “**GAME OVER**” is displayed and the player can press the button (or **RESET**) to start a new game, or press **SELECT** to return to the title screen.

## HIGH SCORES

When a player’s game is over, if a high score has been achieved, the High Score entry screen will be displayed and the player’s score will be highlighted in one of two colors:

- Player 1’s high score is **YELLOW**
- Player 2’s score is **ORANGE**.





The player can enter up to three initials. The current initial will be flashing.

- Move the joystick **UP/DOWN** to cycle through the available letters, numbers and characters.
- Move the joystick **LEFT/RIGHT** to select the initial to change.
- Press the **BUTTON** to accept the current initial and move on to the next. Press the **BUTTON** on the third initial to complete the entry.

The current initials will be used after one minute with no input.

The top five scores for each skill level are displayed. For each score, the highest round reached is also displayed. If the game was a continuation of a previous game using the Continue feature, a “+” is appended to the round number to indicate that this game was a continued game.

- To reset the high scores for the current skill level: From the **HIGH SCORES** screen, flip the **COLOR/BW** switch (2600) or press the **PAUSE** button (7800).
- A prompt to “**RESET SCORES?**” will be displayed. Press the button to reset the scores. To cancel, flip the **COLOR/BW** switch (2600) or press the **PAUSE** button (7800) again.

### With AtariVox/SaveKey

Up to five high scores are saved for each skill level. The current skill level, game mode and number of players are also saved.

- To reset all scores for all skill levels and all settings, hold down **RESET** while powering on the game.

### Without AtariVox/SaveKey

Scores and settings are reset when the game is powered off.

## TIPS & TRICKS

### Zoo Stage

- Try to collect all of the bonus items during a round since each additional bonus item is worth at least twice as many points as the previous bonus item.
- Keep an eye on the timer to know when a bonus item is going to appear. A bonus item will remain on the screen until it is either picked up by Zeke or another one is added.
- In the later rounds, try to lure the animals out to the perimeter by keeping a small area in the wall open while building the wall up in other areas. The animals will always move away from Zeke when they reach the perimeter; use this to force them to move in the same direction to set up jumps for big points. Jumping multiple animals is the best way to get high scores!
- Remember that Zeke can also jump over animals when he has the net. In some cases, this will get you more points than capturing an animal for the end of round bonus.

### Platform Stage

- Try to jump straight up and then maneuver Zeke for better control moving from platform to platform.
- Keep an eye on the bottom platform. This is a special platform that scrolls off the right side of the screen. If Zeke misses a jump and falls past this platform, he will lose a life!
- You can jump back and forth onto different platforms to earn extra bonus points, but don't wait too long or you'll be overrun with coconuts!
- Keep an eye on the monkey; he will tip off which way he is throwing the coconuts. He will also take a break sometimes; use this to your advantage, especially when trying to reach Zelda on the last platform.

### Bonus Stage

- Be quick and try to jump over the cages as soon as possible before too many animals come charging out of them.
- Make sure you get a running start and give Zeke enough space when trying to jump the cages.
- If Zeke collides with a cage, he is stunned for a moment. Be quick to step away from the cage when he lands before the animals charge out towards him!

## CREDITS

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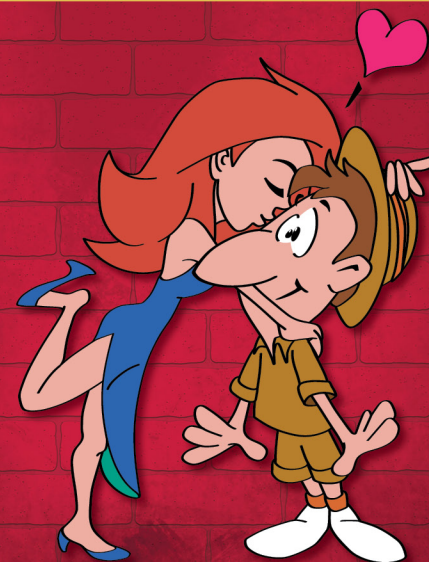
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