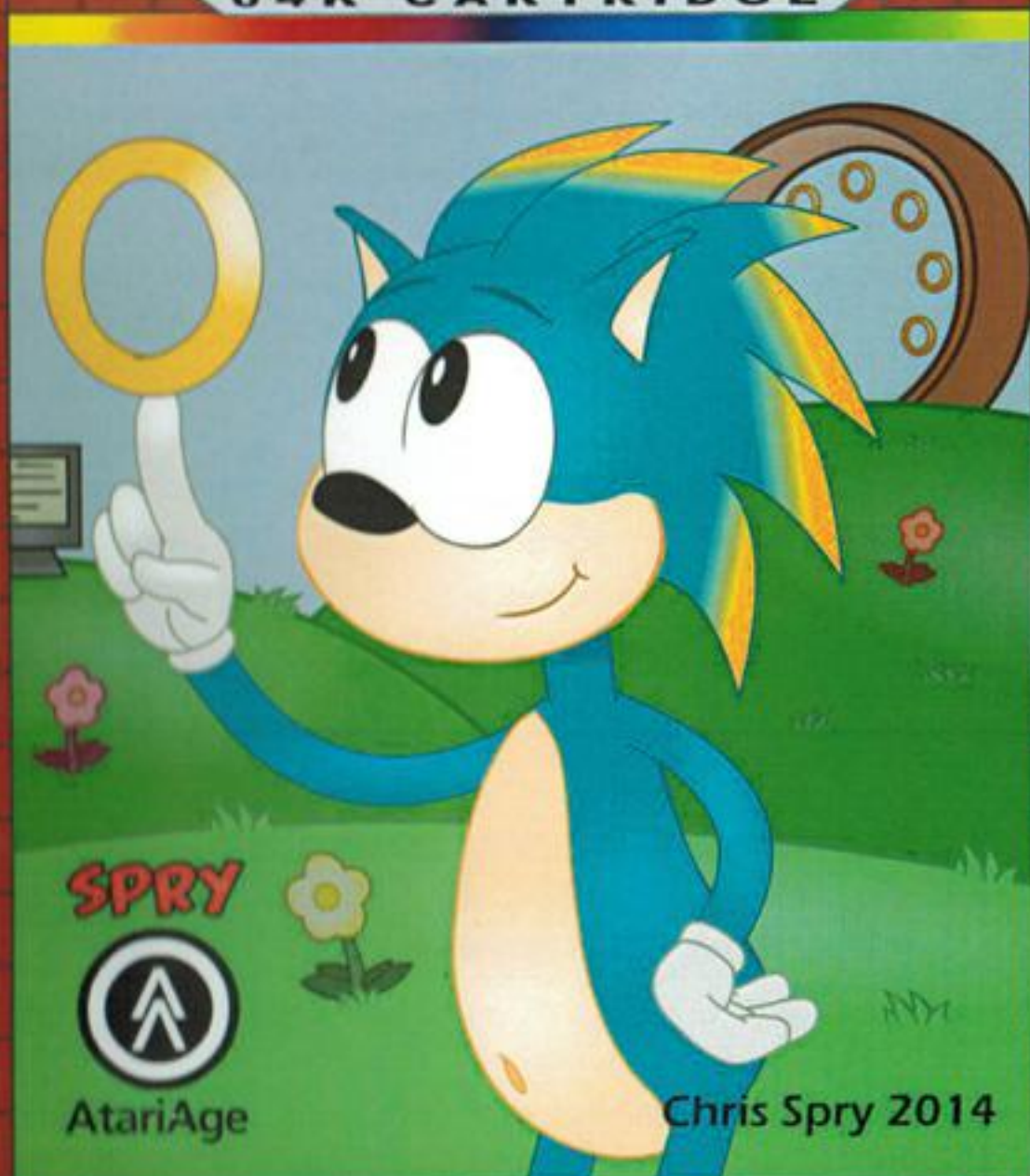


ATARI
2600
64K CARTRIDGE



ZIPPY

THE
PORCUPINE
INSTRUCTION MANUAL

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Thanks to the game testers for the extensive testing,
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interest in this project and all of your feedback and suggestions.

NOTE: Always turn the console **POWER** switch **OFF** when
inserting or removing an ATARI Game Program cartridge. This
will protect the electronic components and prolong the life of
your ATARI 2600 Video Computer System game.



THE STOWAWAY

One day an airship came to visit Zippy's happy, little, peaceful land. Curious, Zippy took a peak inside and was overwhelmed with all sorts of gadgets and things that he had never seen before. After a long while of exploring, Zippy found a nice place inside to take a nap. After his nap, he left the ship but found that he was in a whole other land! The ship must have taken off to this new place while he was sleeping. But before he could think of what to do to get back to his home, he noticed someone exiting the ship, riding a smaller air vehicle. This mustached man looked strange to him, but his appearance was the least of Zippy's worries as he noticed that on that vehicle were the 5 power gems from his home! He must have stolen them! Those gems can be dangerous in the wrong hands! Now it's up to Zippy to get them back and return them to their rightful place.

Game Controls

Here is how you control Zippy using a joystick or controller compatible with the Atari 2600 VCS.

JUMP

ACTION BUTTON

MOVE LEFT

LEFT JOYSTICK / D-PAD

MOVE RIGHT

RIGHT JOYSTICK / D-PAD

BALL UP

PRESS DOWN WHILE MOVING

BALL OUT

PRESS UP TO GET OUT OF BALL
MODE

SPIN CHARGE

STAND STILL, PRESS AND HOLD
DOWN, AND HOLD DOWN
ACTION BUTTON

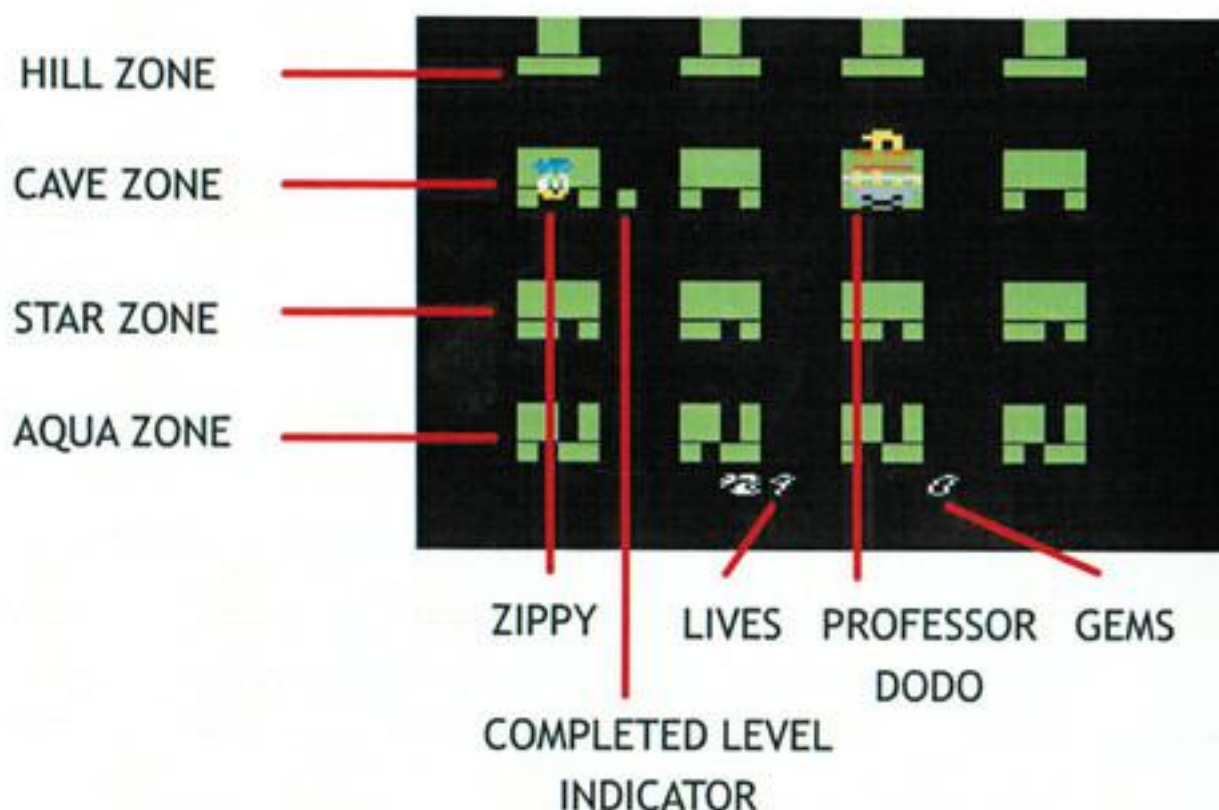
SPIN RELEASE

RELEASE ACTION BUTTON
WHILE IN SPIN CHARGE MODE

HOW TO START PLAYING

At the title screen, press the joystick button to begin. From there you will be taken to the overworld map where you will be able to enter a level out of the four zones.

THE OVERWORLD MAP



From here, this is where you enter the levels of the world that you are playing as Zippy in. Each row represents a zone from this world. In order they are from top to bottom: Hill Zone, Cave Zone, Star Zone, and Aqua Zone. Each symbol represents a level. They order from 1 to 4 from left to right with each level getting progressively harder than the previous one.

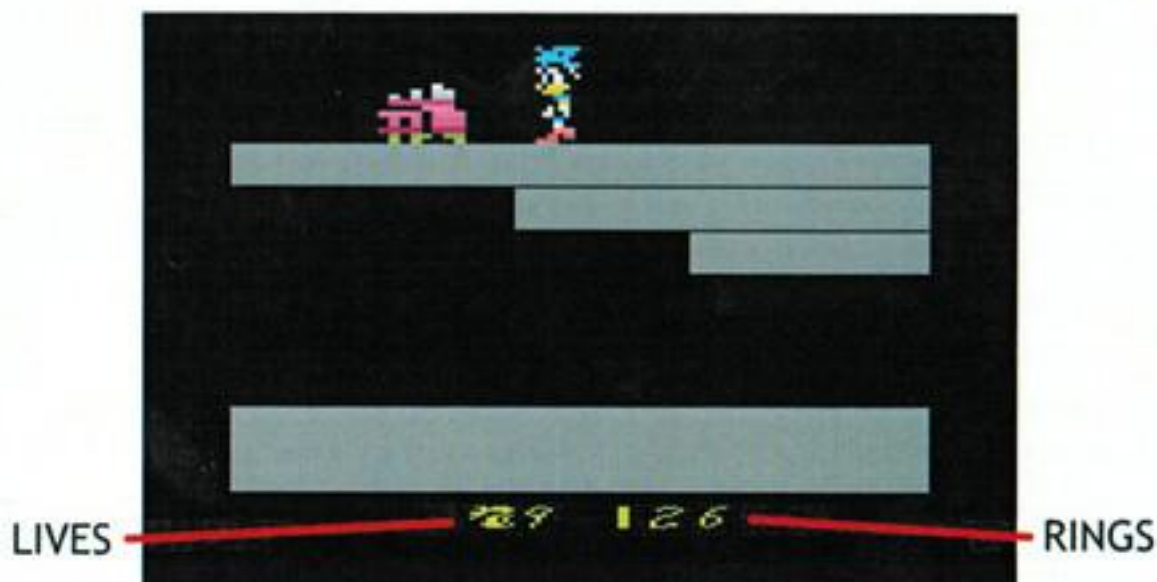
Your goal is to retrieve 5 power gems that were stolen by Professor Dodo. But in order to get them back, you must win 5 individual battles with him. In order to do battle with the professor, you must rather complete a level that he is hovering over on the overworld map or enter an already completed level that he is hovering over.

To enter a level, press the action button on your controller. To move from one level to another press a direction on your controller that you wish to go. You can only go from one spot to the next if you have completed the level that Zippy is shown on. A completed level is indicated by a small block or large pixel next to it on the bottom right hand side of the symbol.

If you enter a level that you already completed with the doctor hovering over it, you will immediately enter the boss fight without having to do the level over again. If not, then you must pass the level first, then you will battle the doctor. Once you have completed a level, an indicator block will be placed next to it and you will be allowed to move on to an adjoining level.

The bottom of the screen has your indicators. The left is how many lives you have and the right is how many gems you have. Once you have obtained all 5 gems, then you will have successfully beaten the game. Doing that and finishing all 16 levels will give you an extra special ending.

THE ZONES



Each Zone has 4 levels unique to their own zone, giving the game 16 levels in total. Your goal in the level is to reach the end by flipping the end level sign to show Zippy. Once you do, you will return to the overworld map and the level will be indicated as completed. If you entered the level with Doctor Dodo hovering above it, then you will be transported into a boss battle with the doctor after finishing the level.

In every level there are enemies to "pop" or avoid. Most of the enemies can be popped by doing a spin attack into them. To do a spin attack, all you need to do is jump and Zippy will ball up, making him able to pop most of his enemies. You can also achieve a spin attack by pressing down while running. You will stay in spin mode until you come to a standstill or press up on your controller. You can find out which enemies you can't easily destroy later in the enemy run-down of the manual.

There are also plenty of items that you can retrieve while on your way. There are many rings that you can collect in every level and you'll need to! By having rings you are allowed to be hit by an enemy without losing a life. However, once you are hit by an enemy you will lose all of your rings and the only way to get some of them back is by defeating the enemy who attacked you in the first place. You can only regain a maximum of 6 lost rings. If you are hit by an enemy without having any rings or some sort of defense or invincibility, you will lose a life. Gain 100 rings and earn an extra life, however, your ring count will reset to zero.

The other items you can get are scattered about each level. They are contained in breakable television sets that you can pop open with your spin attack to obtain the power up. The sets can contains 10 rings, a shield, limited invincibility, or an extra life. There are also springboards scattered about each level. Hop on one to be catapulted up into the upper portion of the level. Sometimes you'll need to do this in a level to be able to advance. Once you're up on the upper portion of the level, you are allowed to freely fall back down to the lower level but be careful and don't take a blind leap of faith jump off an edge somewhere, it could lead to your doom in an endless pit below! If you find one of these springboards in an upper portion of a level, it'll transport you to a bonus ring collection stage.

Each zone has its own characteristics. Some that you'll need to know about to pass them. The next section will tell you all about them, along with the enemies that you will encounter within each zone!

HILL ZONE

Hill Zone is the most unique of all the zones because the surfaces of the platforms can reside on rather solid impassible earth or earth that's simply passable in the background. There are also bridges, cavern tunnels, and looped hills that you can run around.

To shoot through a cavern tunnel you need to be balled up and in motion in the entrance to fit through. If you're not balled up at an entrance, use your spin up maneuver and let him go! To get through the loop, you need to have a good running start to have enough speed to get around it. The spin up maneuver won't work if you're too close to the arc of the loop! Below are the enemies that you can find in this zone.



CRABBY

Shoots an energy pellet out of one claw and walks left and right. Pop to defeat.



STINGER

Shoots an energy pellet out of its stinger and flies slowly from right to left, occasionally stopping. Pop to defeat.



BAREBONES

Pops out from below bridges, lunging at Zippy. Pop to defeat.

CAVE ZONE

Cave Zone is located underground, except when you catapult to the above ground hilly portions. But watch out, above ground is littered with Slowpokes! All of the ground is solid in this and future zones. There are platforms underground that both disappear and extend when you touch them, so look out! Sometimes you'll need to walk on extendable platforms to continue onwards. You can get by the disappearing platforms by running past them before they disappear. Above ground has sections that collapse back down into the lower level. Most times they'll lead to hidden treasures!



SLOWPOKE

Its a snail with spikes on its shell. Can NOT be popped from above, but can be popped on level ground or from below.



ITE

This bat hangs around the underground caverns. Will fly at Zippy when close enough. Pop to defeat.



DODOTRAP

One of the few mechanical traps set by the professor. Will fall when Zippy draws near. Pop it on top to defeat.

STAR ZONE

Star Zone has special elevator platforms that can move up or down when you land on them. There are also certain walls that can be broken when applying the spin up maneuver right up against them. You will need to do that in certain spots to get special items or to be able to continue onwards. The upper portion of these levels has bouncy platforms and bumpers.



ROLLERBOT

Rolls around from left to right. Pop to defeat.



OTTO V-1

Hovers with an energy ball that it shoots when Zippy draws near. You can pop it with the energy ball around it, but can still get hit by it. It's safer to pop it after he shoots. It will hover left once it shoots.



KAMIKAZE

These robots walk upside down and when Zippy draws near will self-destruct. Best just to stay away from them.



BUMPER

Not an enemy, but can be helpful or a hinderance. Zippy will bounce off of these when he touches them.

AQUA ZONE

Aqua Zone is a unique zone. The lower portion of the level is all underwater causing Zippy to move slower and have the illusion of some weightlessness, even allowing him to jump higher than normal. The upper portion however is all above water allowing Zippy to move as normal. There are disappearing platforms in this level, just like Cave Zone. There are also gates that must be opened by a switch located next to them. The gate will stay open as long as it is on screen. Once the open gate is scrolled off the screen, it will be closed when it scrolls back into view. Therefore, when you open a gate, be careful not to move too fast in the other direction, causing it to scroll off screen before you pass through!



SMELLY

Just swims by. Pop to destroy.



ZOBOT

This bot drills out of the ground trying to surprise you. Be careful. Pop to destroy.



TRIDENT

These will lunge in and out at different intervals from their installation. The only way you can get rid of them is if you have invincibility.



**GATE
SWITCH**

These are the switches you must touch to open gates.

OTHER OBJECTS AND POWER-UPS

Here are the items that you'll run across that can be quite useful to Zippy. To get an item in a television set, you just need to pop it.



TEN COIN SET

Increases Zippy's coin count by ten.



SHIELD SET

Gives Zippy a shield that forms around him. This will allow Zippy to be hit by an enemy once without penalty.



INVINCIBILITY SET

Gives Zippy temporary invincibility. With it Zippy can run through any enemy and destroy them without being hurt.



ZIPPY SET

Gives Zippy an extra life.



RING

Adds one ring to Zippy's total ring count. Reaching 100 rings will give Zippy an extra life.



SPRINGBOARD

Jump on one of these to be transported to the upper portion of the level. If you find one of these in the upper portion, you will be transported to the bonus ring collection stage.



END SIGN

Run by this sign at the end of the level to flip it over to the "good" side and complete the level.



GEMS

Retrieve one of these by defeating Professor Dodo during a boss battle. Collect all five to complete the game.



BONUS STAGE

Within every level is a secret bonus stage. It is up to you to find it! If you find a springboard in the upper portion of a level, jump on it and it will transport you to the bonus stage. The Bonus Stage is a static screen where Zippy bounces around in ball form, collecting falling rings. Every time Zippy hits the ground, a section of it will disappear. The bonus stage ends when you fall through the floor. No worries though as you will end up back at the springboard that brought you there in the first place.



PROFESSOR DODO BATTLE STAGES

When you land on a spot occupied by Professor Dodo on the overworld map you will engage in battle with him when you defeat the stage. If you already have defeated the stage then you will immediately go to battle with him. Each battle will take place in a unique setting depending on which zone you are in. You defeat Professor Dodo once you jump on him or knock into him in ball form 6 times. If you enter a battle stage without any rings, there will be a ring box that will give you some once you enter. This will guarantee you that you can get hit once while you're in battle. Once you defeated Professor Dodo, he'll drop one of the gems that you are looking for. Grab this gem and you will win. Collect all 5 gems to beat the game! You will be taken back to the overworld map and Professor Dodo will high tail it to another level on the map.

GAME OVER AND CONTINUING

When you lose all your lives, your game will end and you will see the game over screen along with a sad tune. But don't let that damper your spirits as you can continue your quest! If you have at least one gem on you, you can exchange it for a continue. When you have at least one gem, the continue screen will appear and you'll have 9 seconds to decide to pay the price of a gem to continue the game by pressing the action button. If you do, you'll fall back down onto the map, dropping a gem, where Professor Dodo will come by and scoop it up. Once you continue, the Professor will move to a new spot on the map and will unmark that spot as completed as part of your toll to continue as well.

BEATING THE GAME

Your quest will be completed once you have collected all 5 gems from Professor Dodo. You will be treated to an ending sequence along with a congratulatory message. If you manage to get all 5 gems AND defeat all 16 levels, you will get a special ending as your prize. At the special ending, press the action button to activate the menu and then select the different options by pressing up or down on your joystick. The arrows on the right side of the menu item will let you know if there are more options to scroll through. What are these special things? There's only one way to find out...



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