



NTSC U/C

PlayStation



SLUS-01401



ZOROOMAFOO

WITH THE KRATT BROTHERS



Created By The Kratt Brothers

Leapin' Lemurs!



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. 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, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Getting Started

1. Set up your PlayStation® game console according to the instruction manual.
2. Make sure the PlayStation power is off before inserting or removing a compact disc.
3. Insert the *Zoboomafoo™: Leapin' Lemurs!* disc and close the cover.
4. Insert a Game controller and Memory Card into Memory Card Slot 1 and turn on the PlayStation game console.
5. Follow the on-screen instructions to start a game.

Game Controls

Left Analog Stick or Directional Buttons:

× button:

□ button:

△ button:

○ button: (Normal Game Levels)
 (Bonus Level)

START button:

SELECT button:

Move Character

Jump/Leap

Run

Spin while exclaiming
"Zoboomafoooooooooo"
and points to level exit.

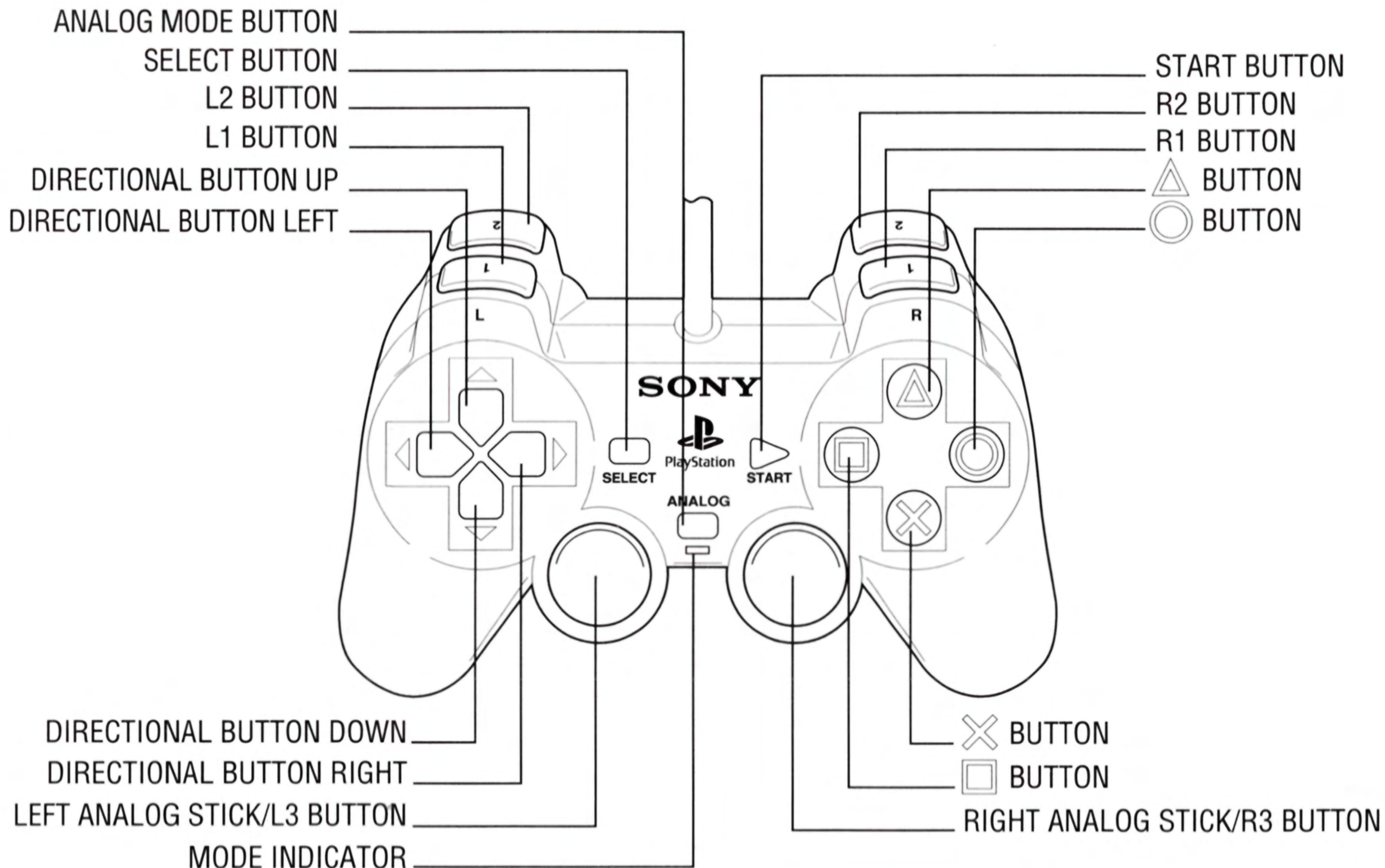
Sniff for Snacks

Feed Goobleberries to
Gooble

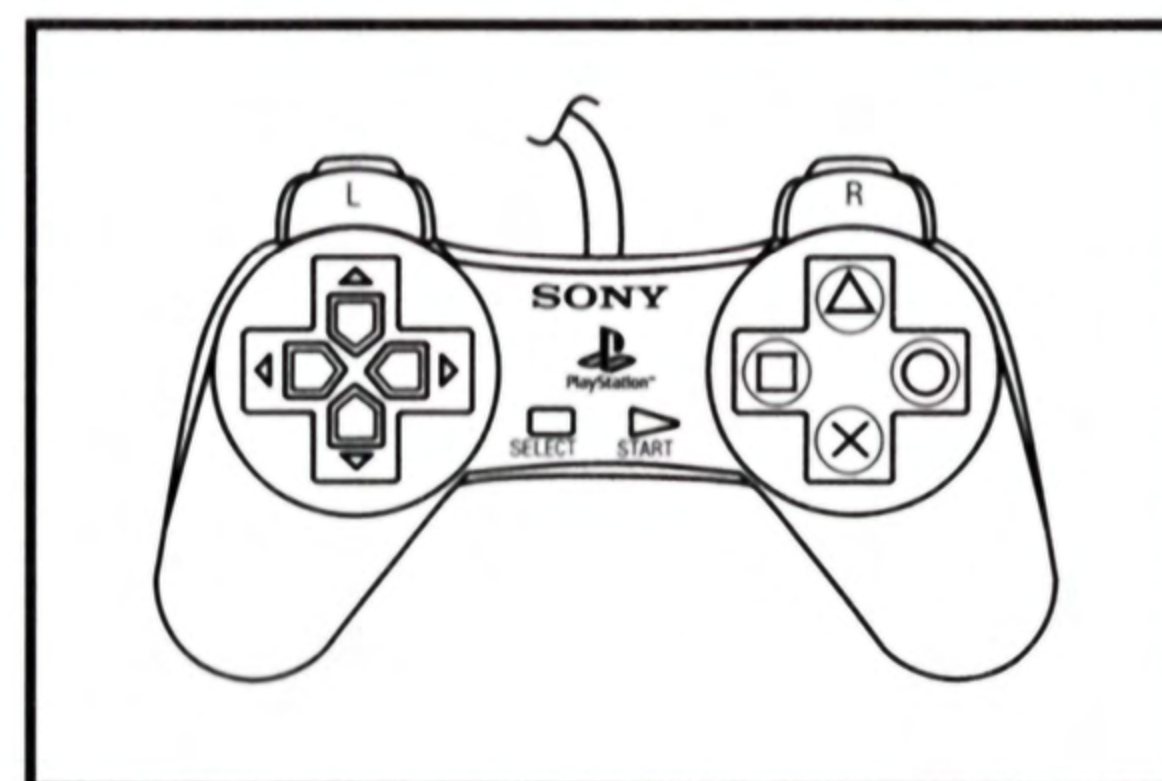
Pause Menu

Show/Hide Status Bars

DUALSHOCK™ analog controller



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above. Compatible only in Digital mode.



Challenges

Platform Hopping

Press the X button to leap from platform to platform in order to reach new areas or to hop on an Animal Friend.

Dodging/Leaping Over Wild Animals

Avoid the wild animals that want to share your food by moving out of their path or jumping over them.

Tree Climbing

Jump onto and climb up and down trees to grab things or go to places that would normally be out of reach.

Tree Leaping

Leap from tree to tree to get fruits or to reach new areas by pressing the X button.

Introduction



Happy Lemur Day!

Zoboo is planning a Happy Lemur Day party and discovers that the Snack Machine is empty. Zoboo decides to go on a journey to find the snacks that he needs. In order to refill all five tubes in the Snack Machine, he must visit the Indian Jungle, the Amazon River Canyon, the Australian Billabong, the Arctic Coast and the Bayou Swamp.

Wild Animals

Everywhere Zoboo goes, there are animals that want to share the snacks that he has found. When he shares the snacks, Zoboo has to go back to the same place where he picked them from. Extra animals in the environments such as birds and insects will not disturb Zoboo at all.

Animal Friends

In each place he visits, Zoboo has an Animal Friend to invite to his Happy Lemur Day party. These Animal Friends help Zoboo get snacks that are a challenge for him to reach.

Collectible Objects

If Zoboo finds the Swirly Object in each environment, he gets to play a bonus Goobleberry Grab game before going on to the next place. Unlike snacks for the Snack Machine, collectible objects cannot be lost once Zoboo collects them.

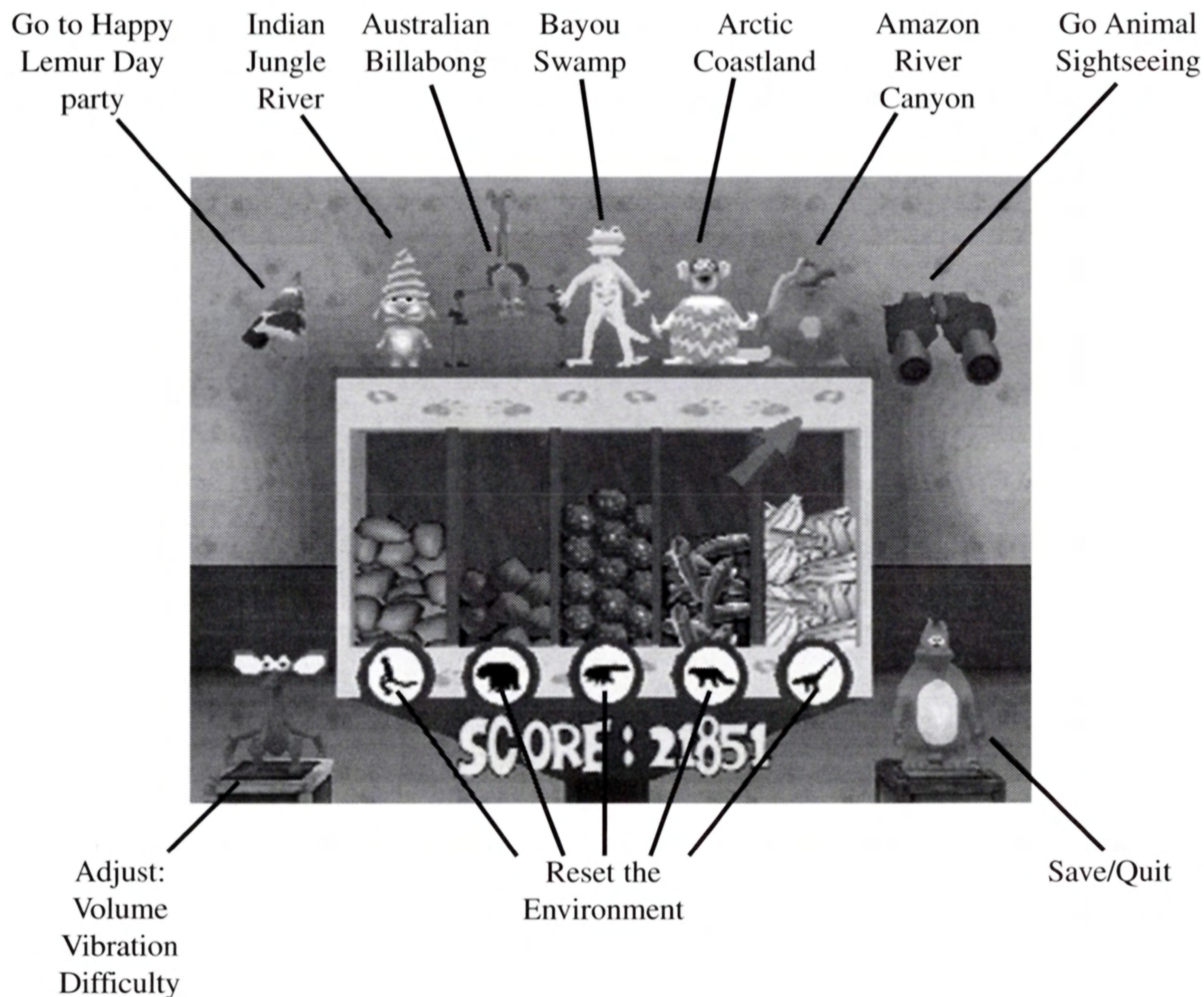
For extra points, Zoboo can collect garbanzo beans, lima beans and kidney beans that are sprinkled throughout. These beans enhance Zoboo's sense of smell and snack-locating ability.

A Surprise from the Kratt Brothers

At the end of the game, Chris and Martin surprise Zoboo with a Happy Lemur Day cake at his party.

Main Menu

The Snack Machine serves as the Main Menu. Use the controller to highlight different parts of the screen to select different options:



Animal Environments

Indian Jungle River

Snack: Mango

Animal Friend: Toothbrush the Elephant

Wild Animal: Langur Monkey (Hanuman Langur)

Other Animals: Peacock, Butterfly



Australian Billabong

Snack: Quandong

Animal Friend: Big Red the Kangaroo

Wild Animal: Wombat

Other Animals: Lorikeet, Moth



Bayou Swamp

Snack: Raspberry

Animal Friend: Muscles the Black Bear

Wild Animal: Raccoon

Other Animals: Owl, Fire Fly



Arctic Coastland

Snack: Anchovies

Animal Friend: Surf the Harp Seal

Wild Animal: Arctic Fox

Other Animals: Puffin, Mosquito



Amazon River Canyon

Snack: Banana

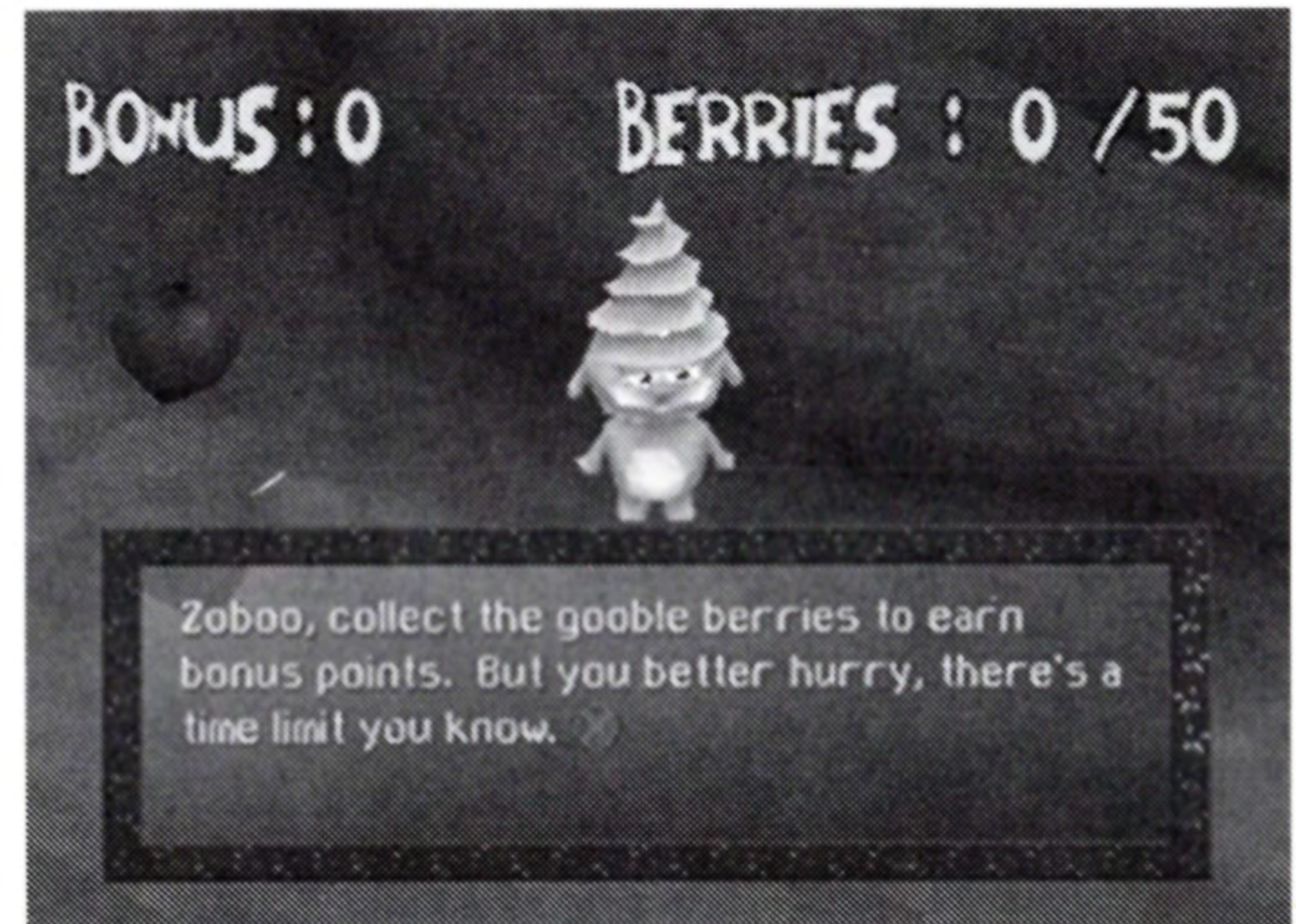
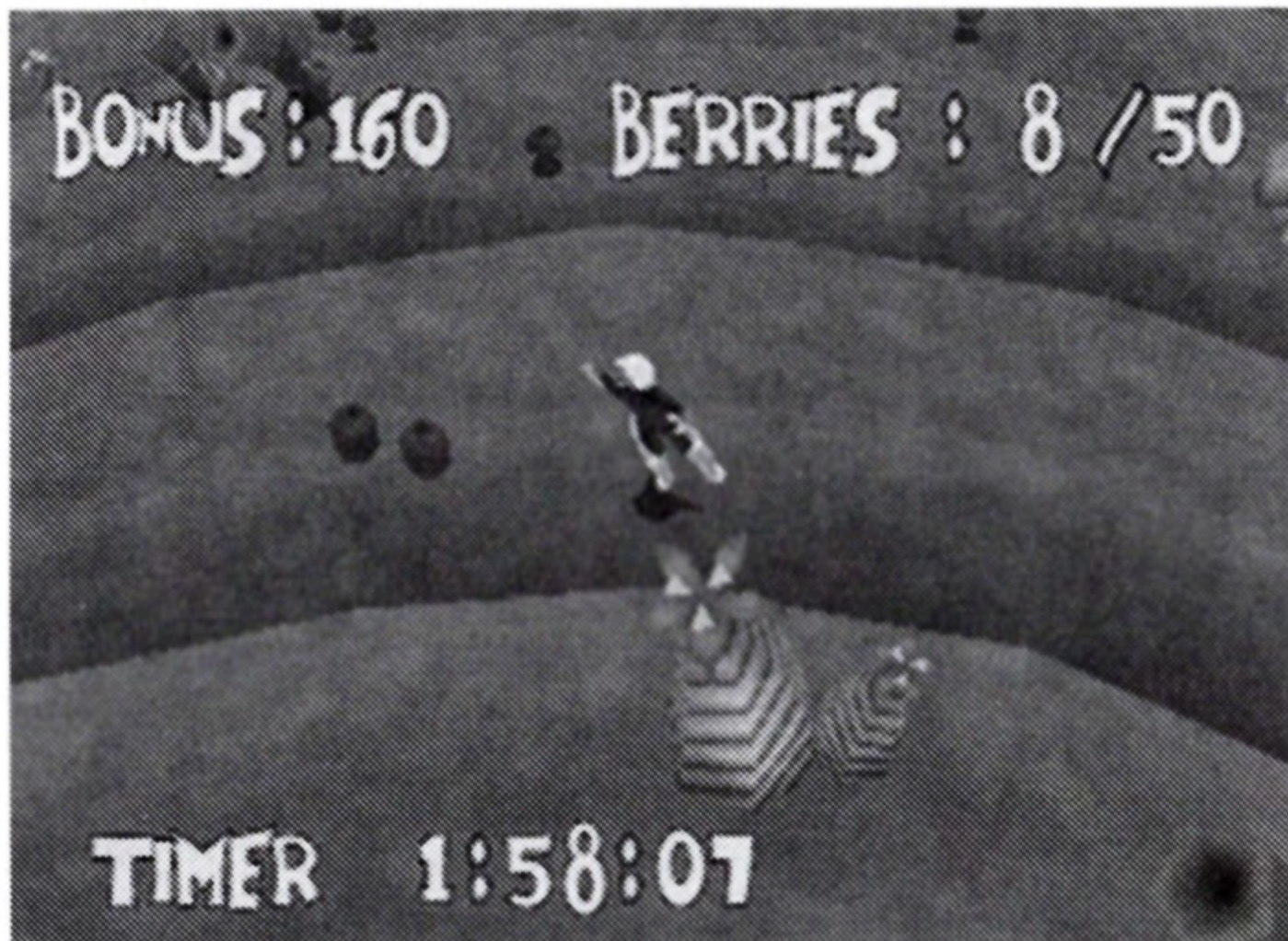
Animal Friend: JagWater the Jaguar

Wild Animal: Coati

Other Animals: Toucan, Dragonfly



Goobleberry Grab Game



The Goobleberry Grab game is a timed bonus game that is played if the player finds the Swirly Object in each environment. Zoboo must race about the level collecting Goobleberries and then feeding as many of them as he can to Gooble before time runs out.

A Zooland Buddy appears in the bonus levels to offer explanations and encouragement to Zoboo. Gooble is in every bonus level, ready to eat all the Goobleberries Zoboo can feed him and to help give instructions.

Scoring

Zoboo can earn:

- 20 points for every Goobleberry he collects
- 20 points for every Goobleberry he feeds to Gooble
- 10 points for every second left on the clock after Gooble has eaten all the Goobleberries in each level

How To Feed Gooble

Gooble will open his mouth wide when Zoboo is near him. This is the signal that he is ready to be fed. Feed Gooble by pressing the Circle button on the controller repeatedly (once for each berry). The Goobleberries will fly into Gooble's open mouth. Watch Gooble get fatter as his belly is filled with Goobleberries!



Animal Sightseeing

After selecting the Binoculars from the Main Menu, you can learn cool facts about all of the animals that appear in the game. Control the camera by pushing left or right on the controller to zoom from one animal to the next.



For each animal you stop at, you will learn some interesting facts about the animal through audio voice-over with text. To scroll through the text faster and skip the voice-over, press the X Button. At the end of the text, pressing the X button takes you to the next animal.

Zoboo's Friends

Muscles

Muscles is a black bear cub. He is strong and will push a large boulder around to help Zoboo reach snacks. Zoboo will be able to reach higher snacks by hopping off the top of the boulder.

JagWater

JagWater is a black jaguar who loves to swim. He will ferry Zoboo around to places Zoboo could not otherwise reach without losing snacks in the water.



Toothbrush

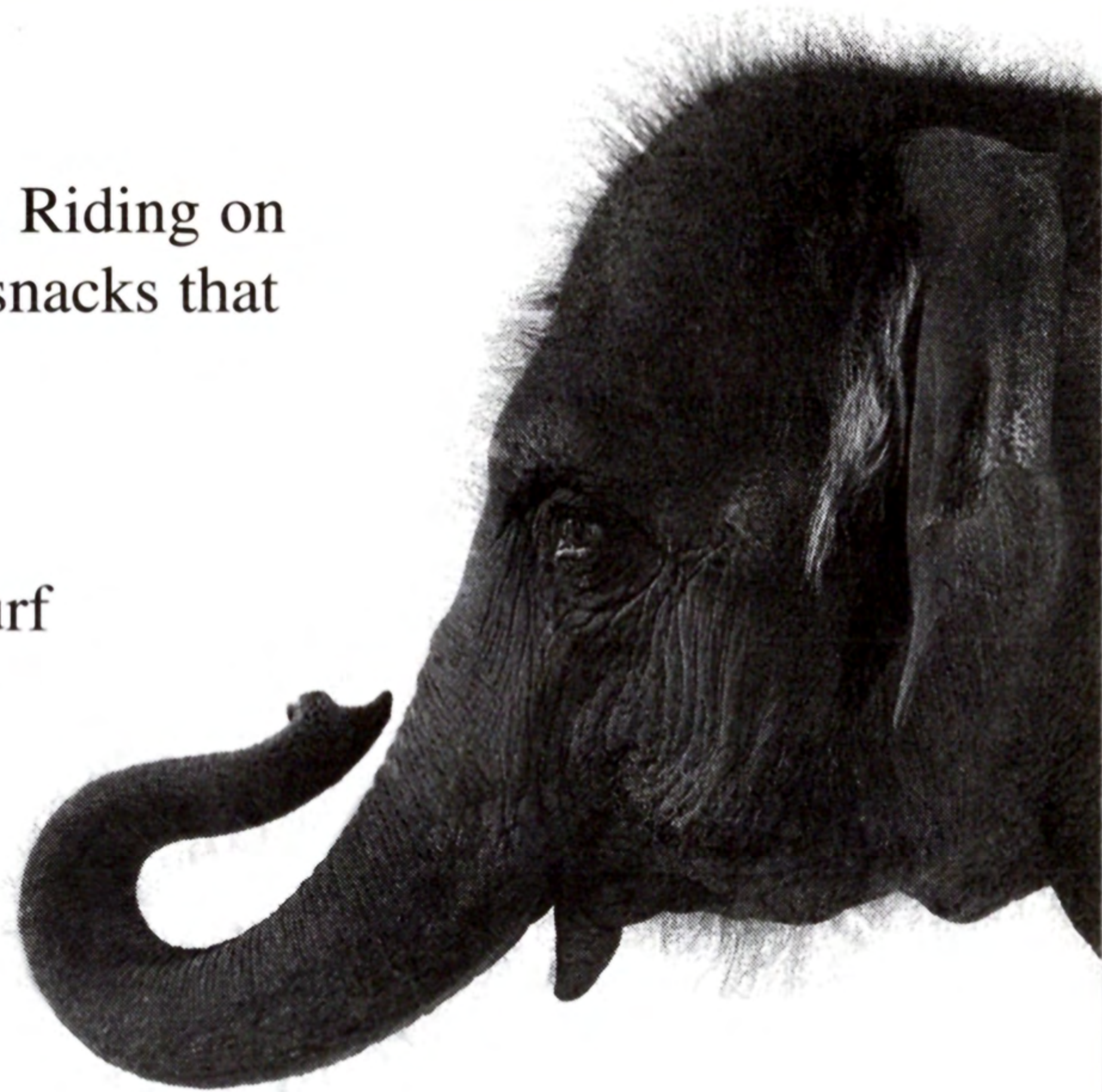
Toothbrush is a baby Indian elephant. Riding on Toothbrush's back, Zoboo can reach snacks that are otherwise inaccessible.

Surf

Surf is a harp seal. Zoboo can ride Surf like a jet ski to traverse water areas between ice floes.

Big Red

Big Red is a kangaroo. Zoboo can ride on Big Red's back and double ump to high plateaus and across wide pools.



Credits

Big Grub

President/Technical Director — John Alvarado

Visual Director — Brandon Humphreys

Senior Programmer — Ron Nakada

Programmer — Graeme Murray

Senior Artist — Neil Hong

Production Assistant — Mike McCaa

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Brandon Humphreys, Mike McCaa, Eric DeMilt, Chris Kratt, Martin Kratt

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Additional Programming — Graeme Murray, Bryan Perfetto, Michael Winfield

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3D Level Construction — Brandon Humphreys

Additional 3D Level Construction — Neil Hong

3D Character Construction and Animation — Brandon Humphreys

Level Layout And Editing — Brandon Humphreys, Neil Hong

Additional Level Layout And Editing — Ron Nakada, Mike McCaa,
Erik Drageset, Bryan Perfetto

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Bryan Perfetto, John Alvarado, Erik Drageset, Breanna McCaa

Special Thanks to Victoria Terpening, Indigo, Zachary And Maxim,
Tom Tanaka, Jeff Gordon, Candice Uyloan, Jack Wu, Mom, Amos Moses
Inspiration Provided By: Spock's Beard, Flower Kings, Santa Clara
Vanguard, Sam Woo's Restaurant, William Topley, The Aquabats,
Doyle Bramhall II

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Audio Direction — Keith Arem

Video Editing — Forward Never Straight Productions

Creative Consultants

Chris Kratt and Martin Kratt. Based on the television program
Zoboomafoo™ created by the Kratt Brothers.

Harp Seal Photographs

Courtesy of International Fund for Animal Welfare © 2001

Brighter Child

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Creative Director – Randy Meredith

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Packaging Design

Hama Cullen Design

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Boris Stanisic

Special Thanks To Matthew, Michael, Mary and Ryan

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Technical Support/Customer Service

If you have a specific technical question or a question regarding orders, rebates or refunds, please use the online email forms available at our website.

Web: <http://www.encoresoftware.com/support>
Phone: 310-719-2890 (Technical Support. No hints or cheat codes are available at this number. This number is for Technical Support issues/questions only.)
310-719-2894 (Customer Service)
Hours: M-F, 8am-5pm PST

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Creative Consultants: Chris Kratt and Martin Kratt

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