



DESTRON MEDIA
COMPUTER ENTERTAINMENT

PRESENTS

ZEPHYR'S
A-MAZE-ING
TREASURE HUNT



SYSTEM REQUIREMENTS*

Microsoft Windows 98SE/ME/2000/XP

Pentium III 450 MHz or AMD Equivalent

64 MB RAM

8 MB Video Card - Must be Direct X Compatible and support minimum 16 bit Color

Direct X 8.0 or later (Not Included)

5 MB Free Disk Space (Plus additional space for Windows swap file)

*These are the minimum requirements I know to work, for this is the slowest PC I have to test the game on, it may run on slower machines, however I make no guarantee.

GAME STORY

In the year 24XX B.C. a great civilization was built. This civilization was blessed by the gods and made rich beyond their wildest dreams. They lived in happiness for many years. But one day a ruler rose to power that was not in favor with the Gods. Even though this ruler was rich and should want for nothing he still wanted more. The new ruler began to pillage neighboring cities and steal their riches and goods. This did not please the Gods at all, they forewarned the ruler to stop his actions or he would be punished.

But the ruler did not heed the warning of the Gods. Instead he chose to spite the Gods and seek out the most sacred treasure of all, a treasure so valuable that no mortal man should ever possess it - The Shen Idol.

Once the Shen was located the ruler sent out his armies to retrieve it from its resting place and they quickly returned unscathed with the treasure in hand. The ruler was pleased and laughed at the Gods for not being able to stop him.

But he was unaware his days were numbered . . . In punishment for the ruler's actions the Gods sent a sandstorm larger than any man had ever seen; it lasted for over 20 days. When the sand cleared the great civilization and all its riches - including the sacred treasure - had vanished never to be found again.

Or so the legend says . . .

After many generations have tried and failed to search for the lost city your own arch enemy, Sagan, claims to have found the entrance to the ruins. If this truly is the entrance you must beat him to the treasure for if the legends are true and the Shen does exist it will give the most evil man in the world the power to rule everything!!

GETTING STARTED

Open the Zephyr Game by double clicking the ZATH.exe

To make menu selections use the up/down arrow keys to navigate the menu, use enter to make a selection.

>New Game: This will start a brand new game from the beginning

>Load Game: Use this option to load a previously saved game

>Help: Shows a quick overview of how to play the game

>Exit: Using this option will exit the game and return to Windows

>NEW GAME<

Upon choosing New Game you will be asked to supply a name, this is the name that will be used for your save file*, it will be displayed in the lower left corner of the screen; it has no relevance on game play. You will then be prompted to choose a difficulty level, Easy or Normal. See the differences in these levels below. You will now view the Introduction, you can skip this with the <S> key if you prefer; the game will then begin with a very short cut scene, and after Sagan disappears through the warp portal you can take control of Zephyr.

*If you use a name that has already been used before, it will ask if you want to begin a NEW game with this name, this will OVERWRITE the previous game with this name.

>LOAD GAME<

This will open the load game dialogue box, simply type in the name of your save file and click OK, if the file exists it will load the file, otherwise it will tell you the file can not be found. If you think you may have forgotten your save name check the directory [C:\Program Files\Destron\ZATH\]* all save files are stored here and labeled by their name.

>HELP<

This will show you a quick control overview, but does not explain everything about the game.

*This is only correct if download the version with an installer, if you downloaded the ZIP archive, this would be wherever you unzipped the game.

DIFFICULTY LEVELS

>EASY<

The easy mode features slower moving enemies and allows you to sustain 2 (two) hits before losing a life. The end boss at the end of the game will also be easier to kill. However; if you play in Easy mode you will not see the true ending of the game.

>NORMAL<

In normal mode the enemies move slightly faster making it impossible for you to outrun them and you will lose a life every time you collide with an enemy or trap. Finishing the game in normal mode is the only way to see the ending of the game.

In both modes you will be able to sustain multiple hits during the end boss fight. Your challenge levels, dictates how many hits you can take. Once you have chosen a level, you can not change it throughout the game, if you decide you want to change it you will need to start a NEW game.

CONTROLS

<Arrow Keys> - Move Zephyr around the playfield

<Shift> - Allows you to change your facing direction on the same square

<R> - Restart the level, at the cost of one life

<S> - Save your game in progress.

+ Also skips intro scene

<L> - Load a game

<F1> - Help File

<ESC> - Quit your game and exit to Windows

<SPACE> Pause

[While Paused]

+<Up/Down Arrow(s)> Change selection

+<Enter> Choose Selection

****Warning**** Choosing to End Game or Restart game, does not save your game - your game will only be current up to the last save you've made or the last auto-save at the beginning of the level!**

ZATH unofficially supports Game pads, in that if your game pad/joystick is connected and working properly it should work in the game, however we not support this feature.

SAVING

When you start a new game you will be asked to enter a name, this name will be used to create a save file for your game, this name can be anything you wish as it will only be used to save your game. Every time you pass a level, your game is automatically saved for you. It is unnecessary to manually save, however; loading this game will restart you at the beginning of the current level.

<S> Saving

During your game, you can save your *exact* current location by pressing the <S> key, you will then be prompted to overwrite your previous save, click YES. If this method is used to save, you will start the level at the exact location you left off at; instead of restarting at the beginning.

SAVE AS

If you wish to save your game under a different file name then simply press the <S> key, it will prompt you to overwrite your previous save game, click NO, it will then prompt you for a *New* file name, be warned though that the name you are currently playing under will also be changed, so if for example you start a new game as Bob, but then Save As Bob2 your game will be saved as Bob2 leaving your original Bob file untouched, but you will now be playing as Bob2 so all auto saves after this point will be as Bob2

LOADING

You can load any previously saved game either at the title screen or during the game by pressing the <L> key, you will be prompted to enter the name of your previously saved game.

If you ever forget the name you saved as, check your ZATH directory, all saved games are stored here and they are named after the player!

OBJECTS



GEMS

Aside from the first few levels, collecting these Gems are the object of the game, you must collect them all before the exit will appear



GOLD
GEM

This rare and sometimes hard to obtain Gem is not required to pass the level but grabbing it will net you an extra 100 points!



POWER
RING

This ring will make you impervious to the ghost until you run in to him, this will be indicated by the green color of the ghost. While the ghost is green it is safe to touch him but once you do he will return to normal. The ring will reappear after you have touched the ghost.



COIN

This coin is worth extra points and is not required to complete the level. They are often hidden in holes.



EXTRA
LIFE

Adds an extra life, always useful.



EXIT

This is the exit at the end of every level; most levels will require you to collect all the gems before it will even appear.



BOMB

The bomb can be used to blow up walls and even enemies, but be careful it can blow up you as well!



BOULDER

The Boulder can be used to fill in holes in the floor among other things.



PLUNGER

The Plunger is used to detonate bombs, but be warned it will detonate ALL bombs so make sure you have them all where you want them before using it.

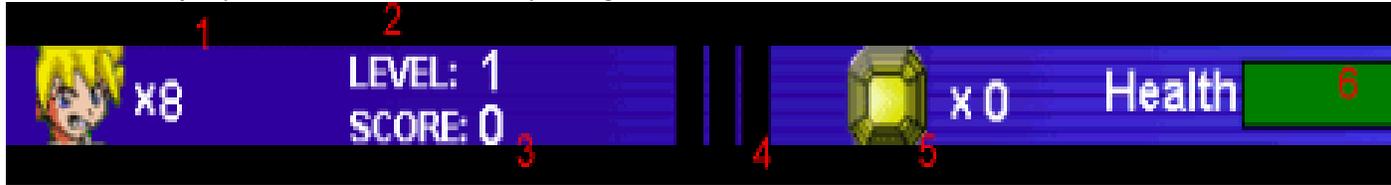


KEYS

Some levels will have colored doors that will require a key to open. The color of the key corresponds with the door that it will open. Grey doors do not take a key and must be opened by other means. Red doors will only open after all gems have been collected.

THE HUD (HEADS UP DISPLAY)

The HUD displays information about your game status.



1. Lives Display: This is the number of lives you have remaining.
2. Level Display: Your current level
3. Score Display: You current score level
4. Key Indicator: If you have collected any keys the slot will light up with the key color
5. Gem Display: This shows the number of gems left in the room that you must collect to finish the level. Gold gems are not included in this count.
6. Health Bar: If you play in easy mode you can sustain 2 hits before dying. The health bar serves to indicate how many hits you have taken. The health bar only appears in Easy mode with the exception of the end boss fight, and then it will appear in the Normal mode as well.

GAME OVER

When you run out of lives, your game is over, but all is not lost! You will have the option of continuing from your last save point, on the game over screen you will be presented with three menu options:

Continue, Restart, or Exit. Continue will load your last save and allow you to continue from there, Restart will restart the game from the title screen and Exit will close the game and return to Windows.

CHARACTER PROFILES



ZEPHYR

Treasure Hunter

Age: 28

The hero of the game. Zephyr comes from a family of treasure hunters, his father being one of the most famous in recent years. His family has been searching for the Shen Idol and the lost civilization for four generations. Since his father is away on other excursion and unreachable it falls on the shoulders of the inexperienced Zephyr to stop Sagan from getting to the idol and save the world!



SAGAN

Treasure Hunter

Dark Magician

Age: 41

Sagan also has a family history of hunting for the worlds long lost treasures, but unfortunately not as successfully as Zephyr. Over the years the two families have grown from rivals to enemies as they lose out to Zephyr's family over and over again. But, Sagan has something up his sleeve that the rest of his family does not, he is also a master in black magic and plans to use his skills to defeat Zephyr and finally have his family come out on top with one of the biggest discoveries of the world!

CHARACTER PROFILES CONTINUED

	LIONOSE Temple Guard Age: Thousands of years old
	DRAGON Temple Guard Age: Thousands of years old
	LOST SOUL Temple Guard Age: Thousands of years old
<p>When the great civilization was under siege from the great sandstorms the evil ruler knew that their time was limited and he would soon perish. He wanted no one to ever have his great treasures so he used his magic powers to transform all of the citizens of the great city into eternal guardians of his treasure. These three creatures are the result of the evil ruler's magic. They are bound to roam the temples of the ancient city and eternally prevent anyone from removing the treasures scattered about.</p> <p>The lost soul is a result of half transformations that did not finish. They are not fully transformed but are still bound to protect the treasures.</p>	

*There are (of course) other obstacles in the game, but you will see those as you get to them.

TIPS

- None of the levels are impossible, I have personally play tested every level, and while some are frustrating they are all possible.
- Take a moment to examine the layout of the area before starting, every level will start you in a "safe zone" where you will have a moment of safety, rushing in to fast may cause you to make a mistake!
- Boulders can be used to fill holes blocking your path; they can also be used to block enemies in a confined area.
- None of the levels are timed, so relax and don't rush.
- Flying monsters only move up and down, the land monster only moves left to right, but the ghost is free to roam all over the screen so watch his movements and try to keep your distance because he may suddenly turn around!
- Timing is sometimes the most crucial aspect - some monsters are intentionally synchronized to only allow a small window of opportunity, so watch their behavior before making a move.
- Sometimes the solution to a level is not always apparent and may require a little brain power to figure it out.
- Save Save Save, if you find only one part of a level particularly hard, <S> key, save just as you approach it (this way if you die) you can restart just before that part instead of restarting the level.

TROUBLESHOOTING

At the moment there have been no reported problems running ZATH, however if you do experience problems running the game, FIRST make sure that your system meets the minimum system requirements listed in the beginning of this document, and make sure all of your drivers are current. If you still experience problems running ZATH please contact us with the nature of the problem and any errors you may have occurred.

This game WILL NOT run on any variant of Windows 95 or Windows 98 First Edition. You must have Windows 98SE, Windows 98 Plus! or above.

ZATH does change your screen resolution (640x480) when playing to ensure the best visual output, if for any reason your screen resolution does not return to normal after exiting the game there are three things you can do

1. First make sure your resolution is correct in the control panel, right click on any empty area of the desktop, go to *Properties*, and click on the *Settings* tab, be sure the slider is set to the correct resolution, if not change it to the correct resolution.
2. Open the game again and then Exit, the game is designed to return your resolution to normal on exit; it may have just missed it when you exited before.
3. If all else fails restart your computer, your resolution will return to normal on restart as long as it is correct in your display properties as mentioned above.

There have been no reported problems of this being an issue, however; I can not test every system and some lower end systems may have a problem. If this is so, it will be a problem with ALL games that change your resolution.

ZATH does offer joystick/game pad support, however this is an unsupported feature of the game due to the many problems that can arise with joysticks.

CONTACT

Please report any bugs or problems to:

support@destronmedia.com, with the subject ZATH

<http://www.destronmedia.com> and post in the ZATH support forums.

Forums are for Application related support or game hints only; we do not offer community forums for general chat.