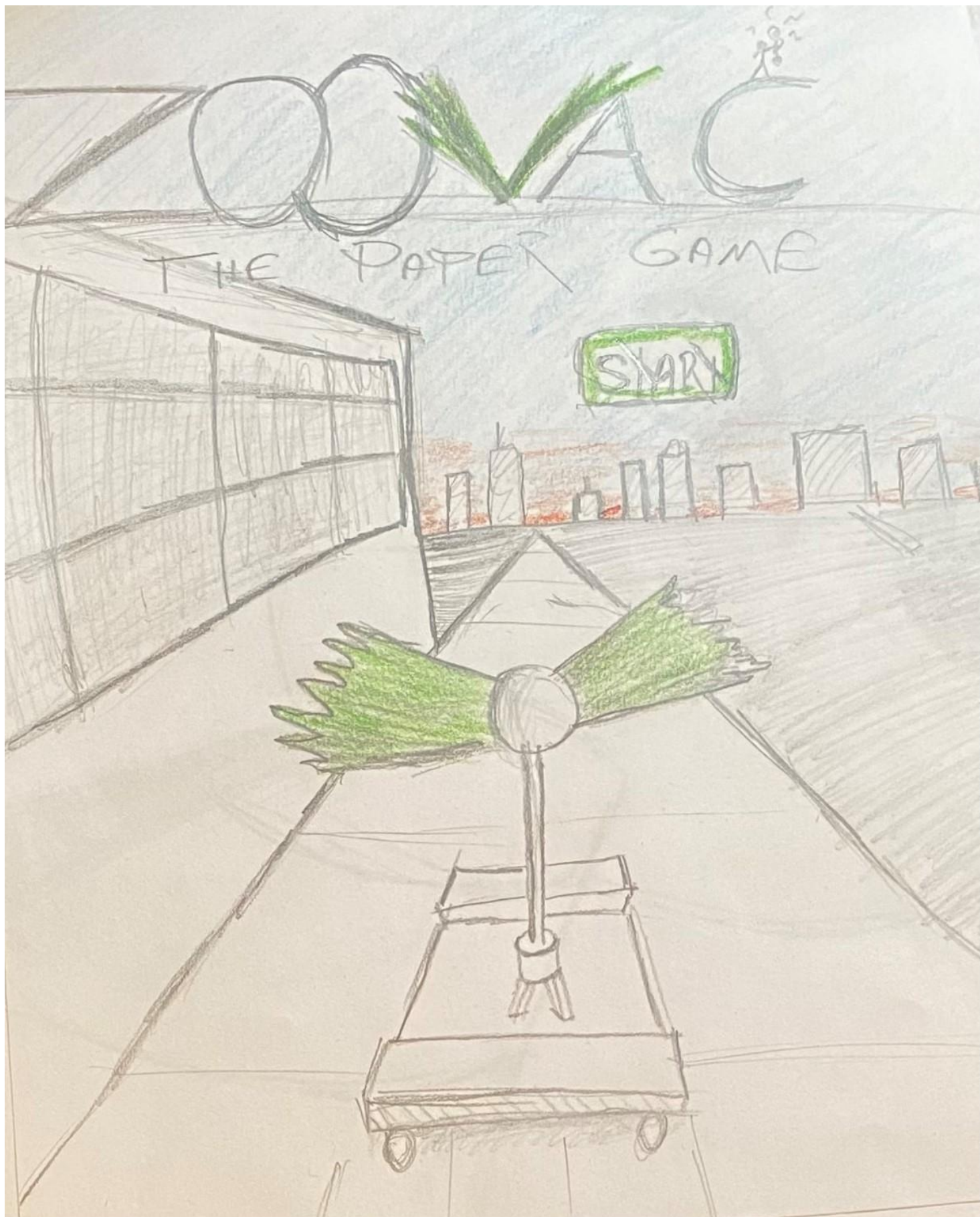
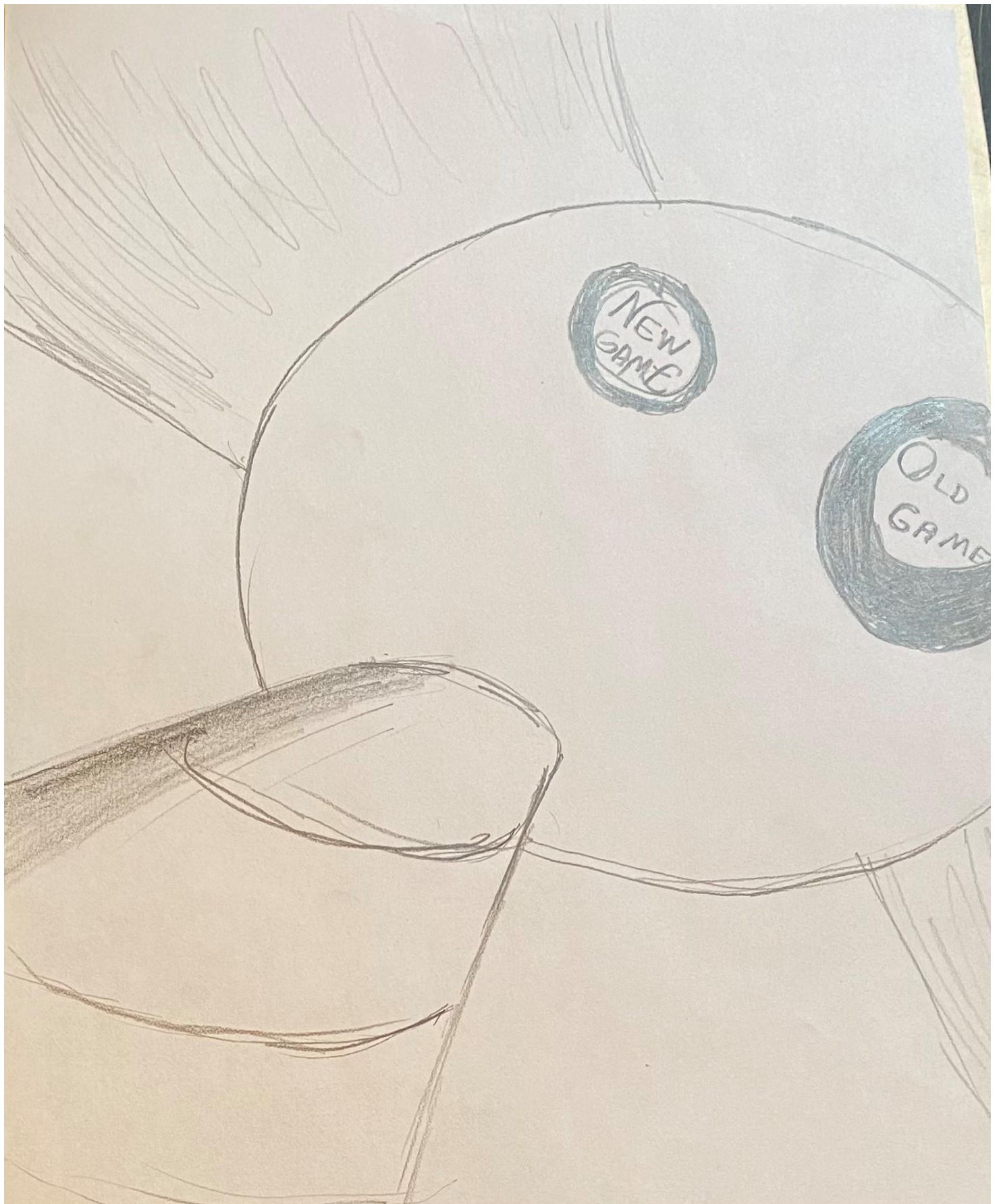










UH-OH!

INTRUDERS
DETECTED!

THEY'RE HERE
FOR YOU!

GET TO THE
SAFE ROOM

PRESS **A** TO
CONTINUE.

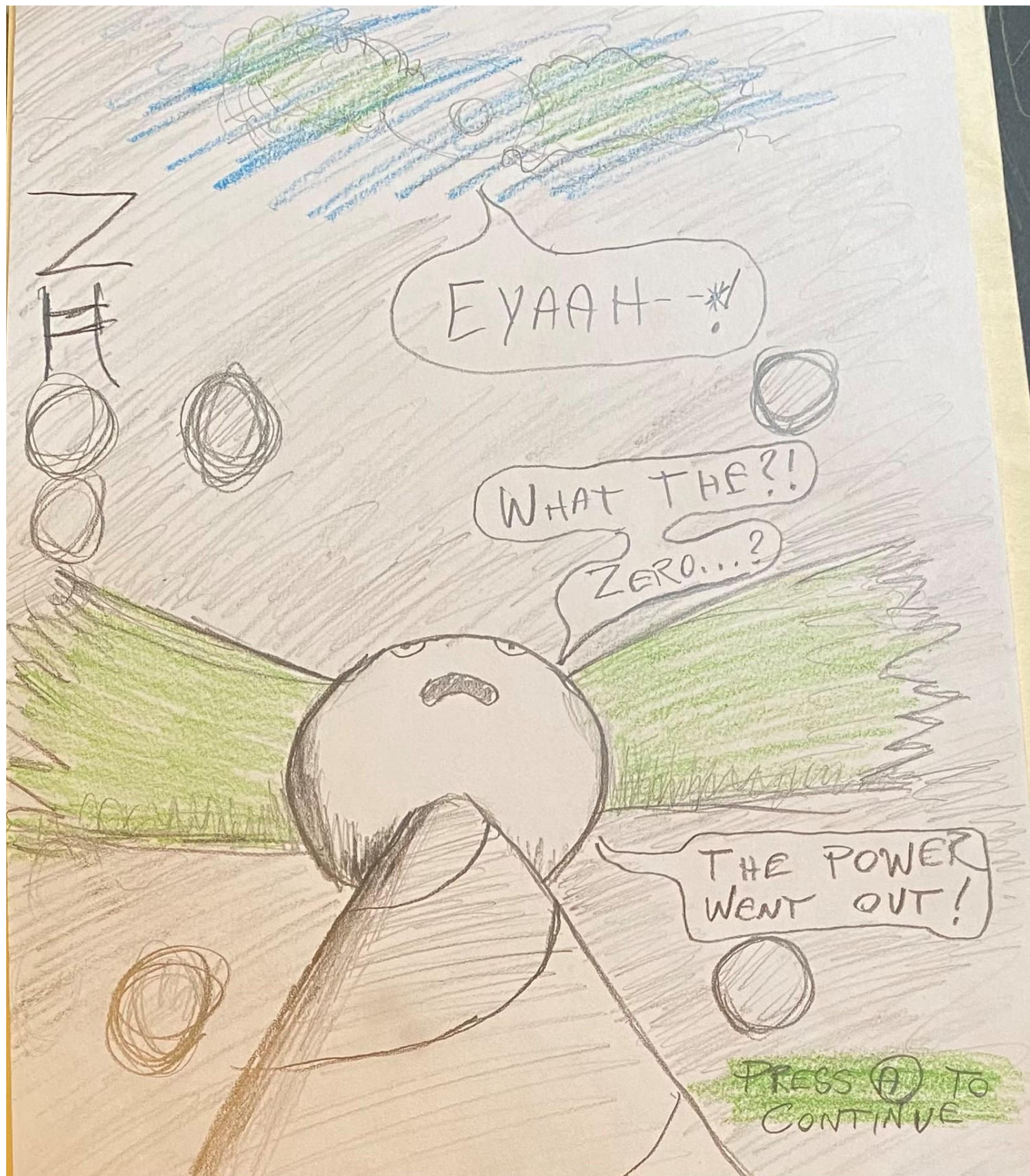
EYAAH--*/

WHAT THE?!

ZERO...?

THE POWER
WENT OUT!

PRESS (A) TO
CONTINUE

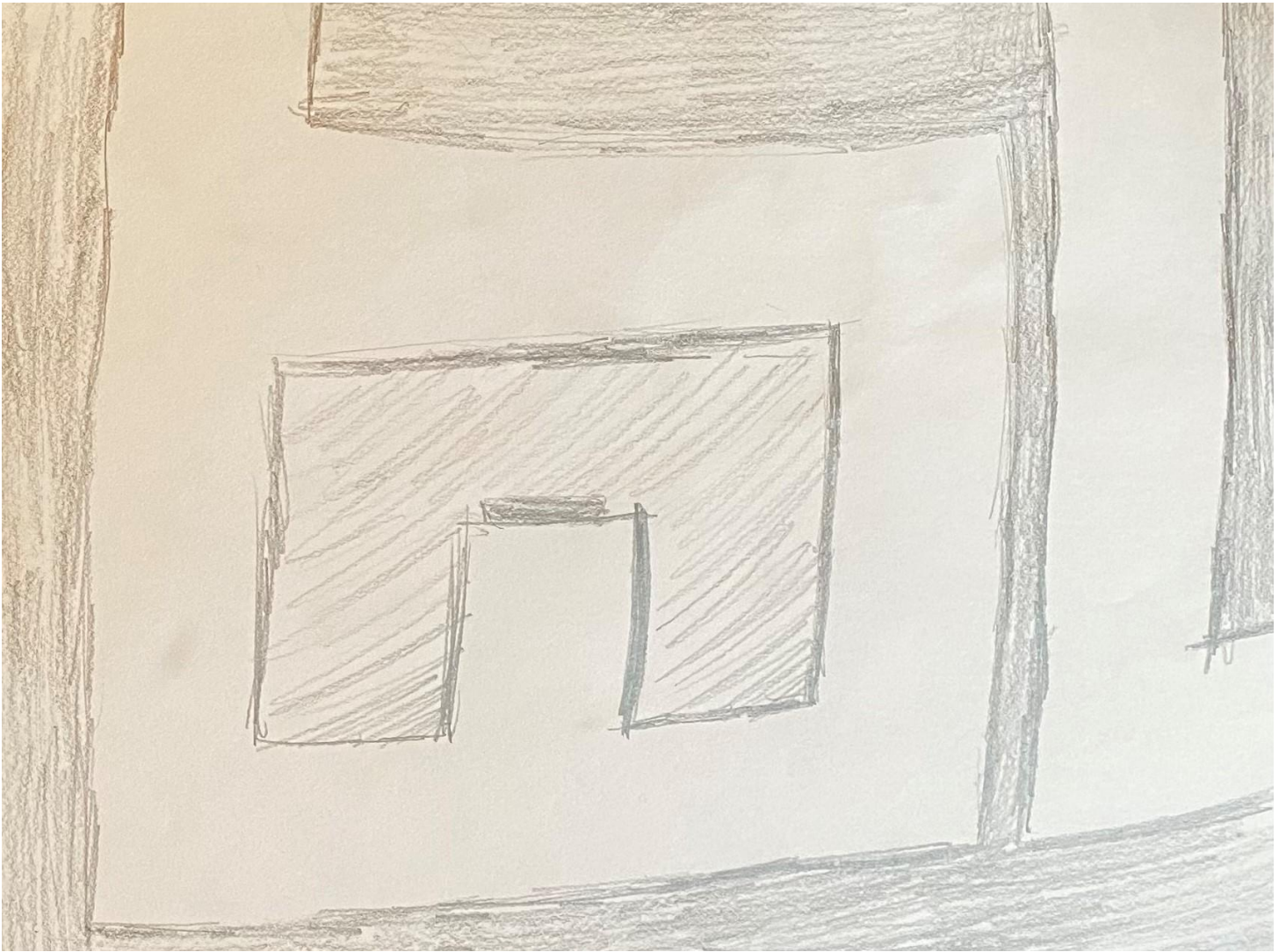


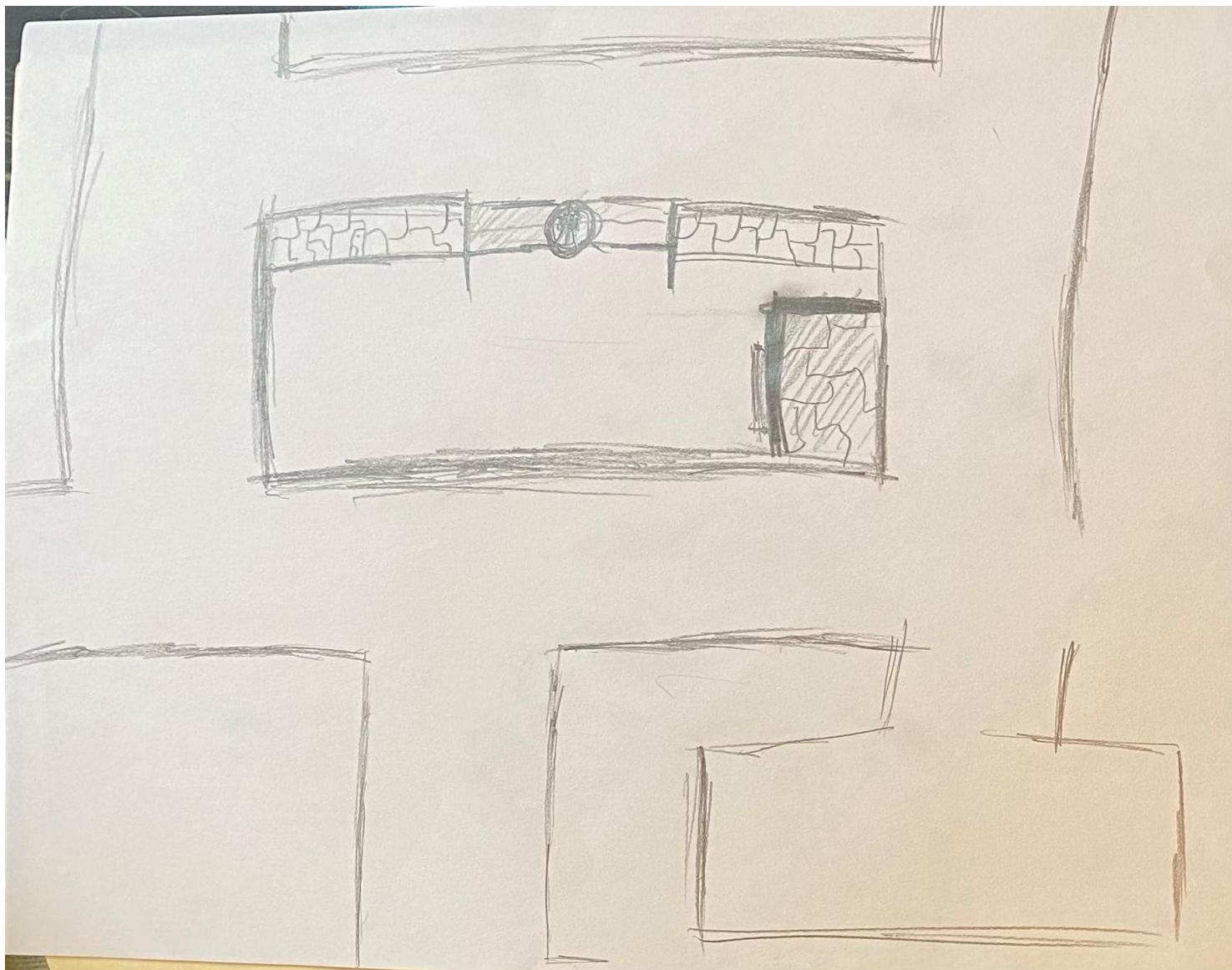
WAIT!
THAT
STILL

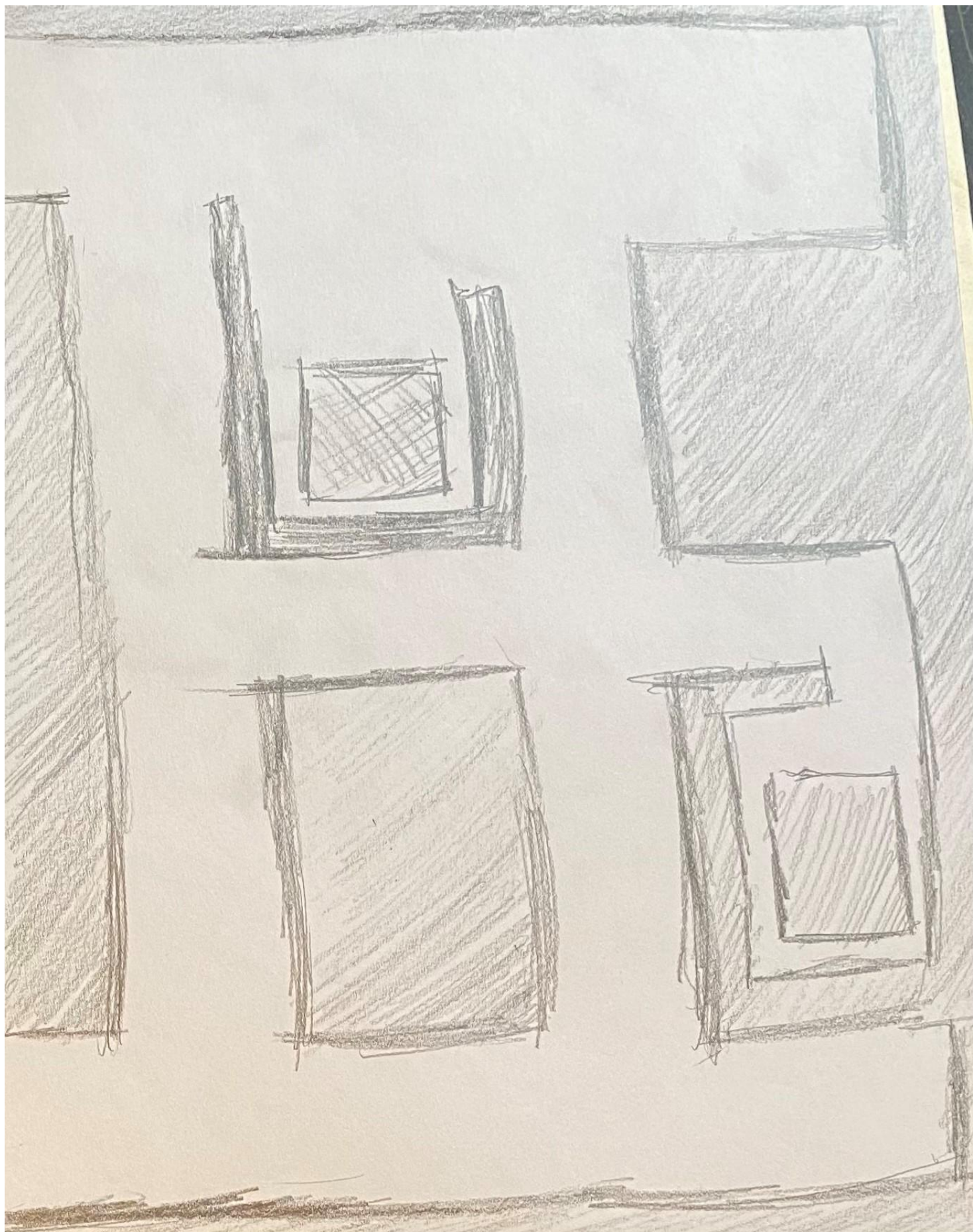
CLEANER BOT
WORKS!

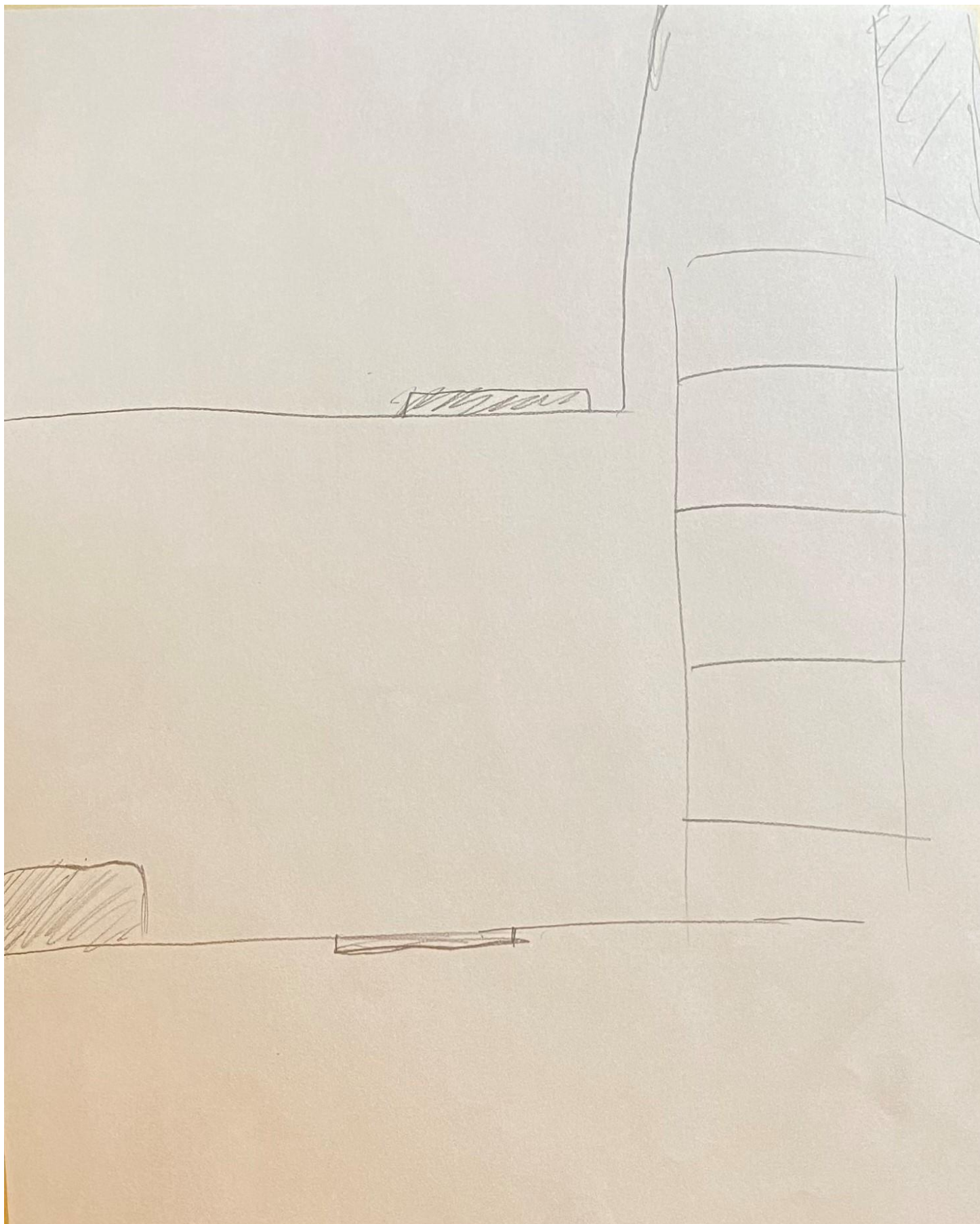


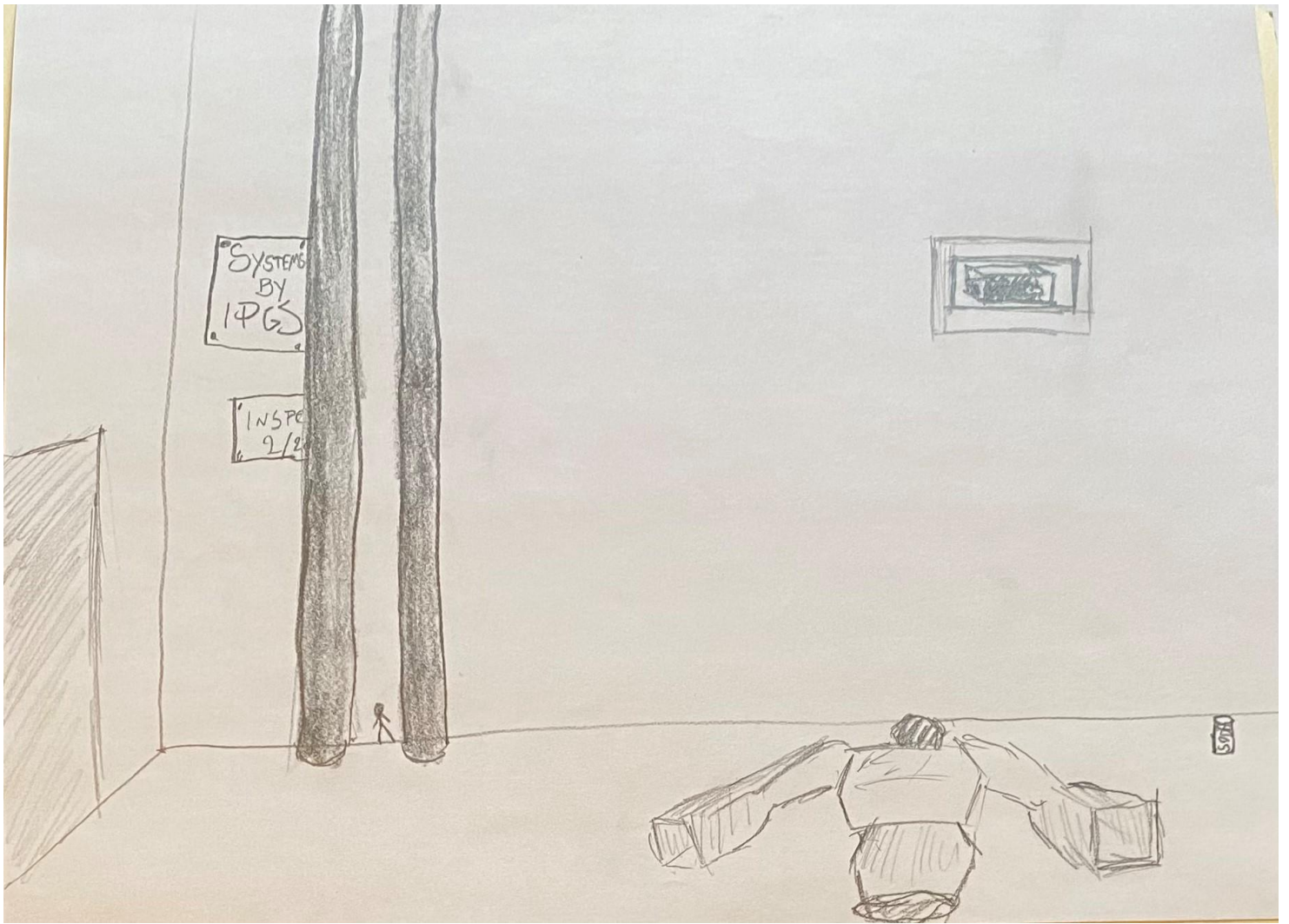
PRESS (Y) TO TAKE
CONTROL OF NEARBY
TECH.



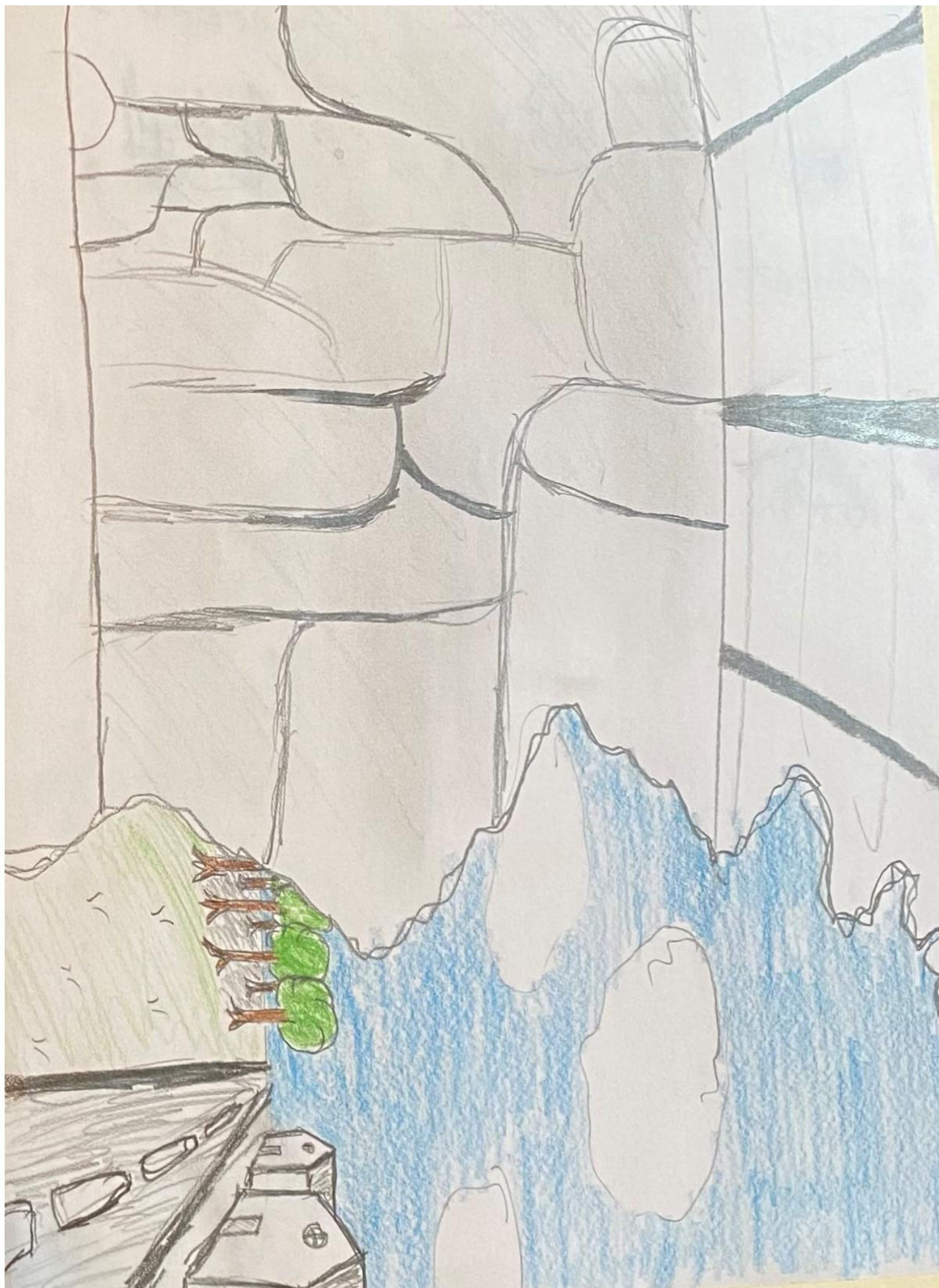












(A) TO
ENTER

↑ ROUGH
TERRAIN
DAILY CAN'T
CROSS

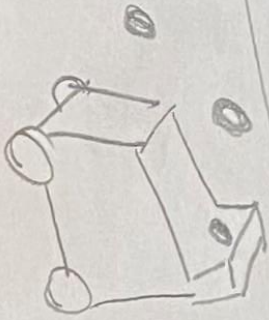
(A) TO ENTER



(A) TO ENTER



① to
Tall

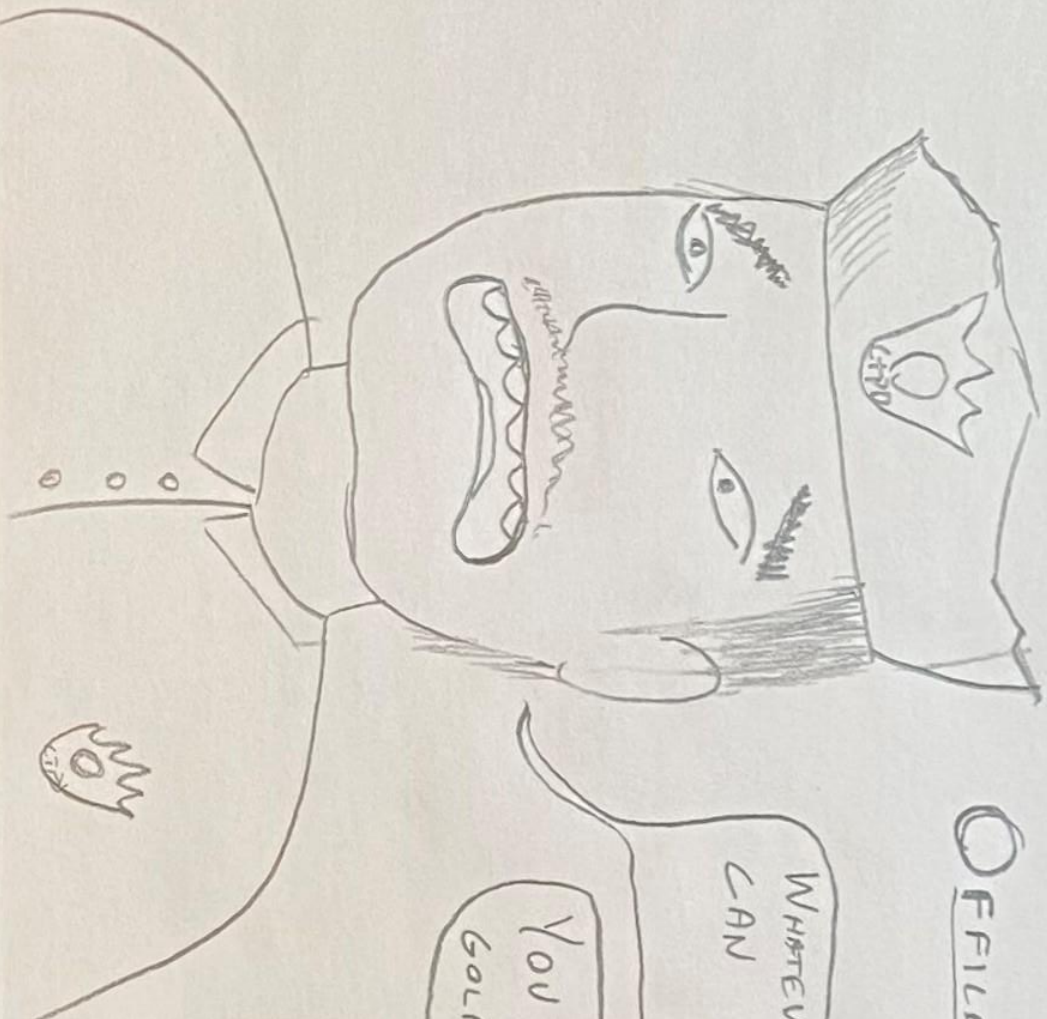


OFFICER JOE QUIDDE

WHATEVER YOU ARE,
CAN YOU STOP THOSE
THINGS?

YOU CAN USE MY
GOLF BALL CANNON!

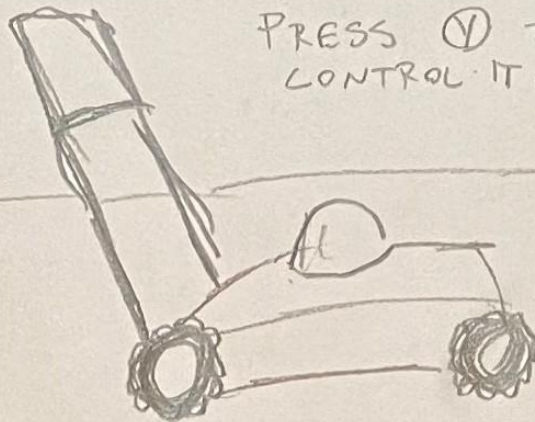
PRESS (A) TO
CONTINUE.

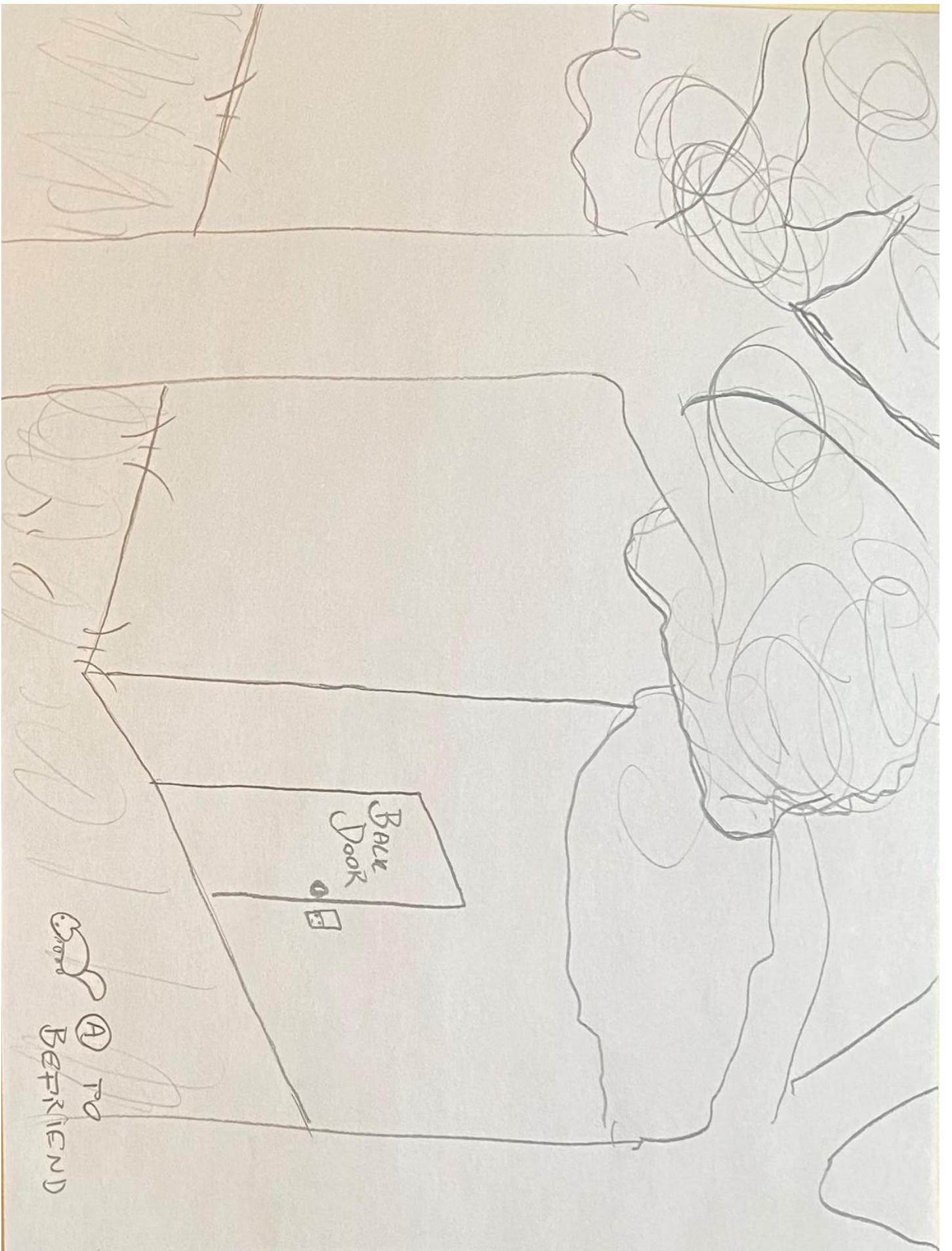


YOU FOUND THE
LAWN MOWER!

IT CAN GO ON
ROUGH TERRAIN

PRESS ⑦ TO
CONTROL IT.





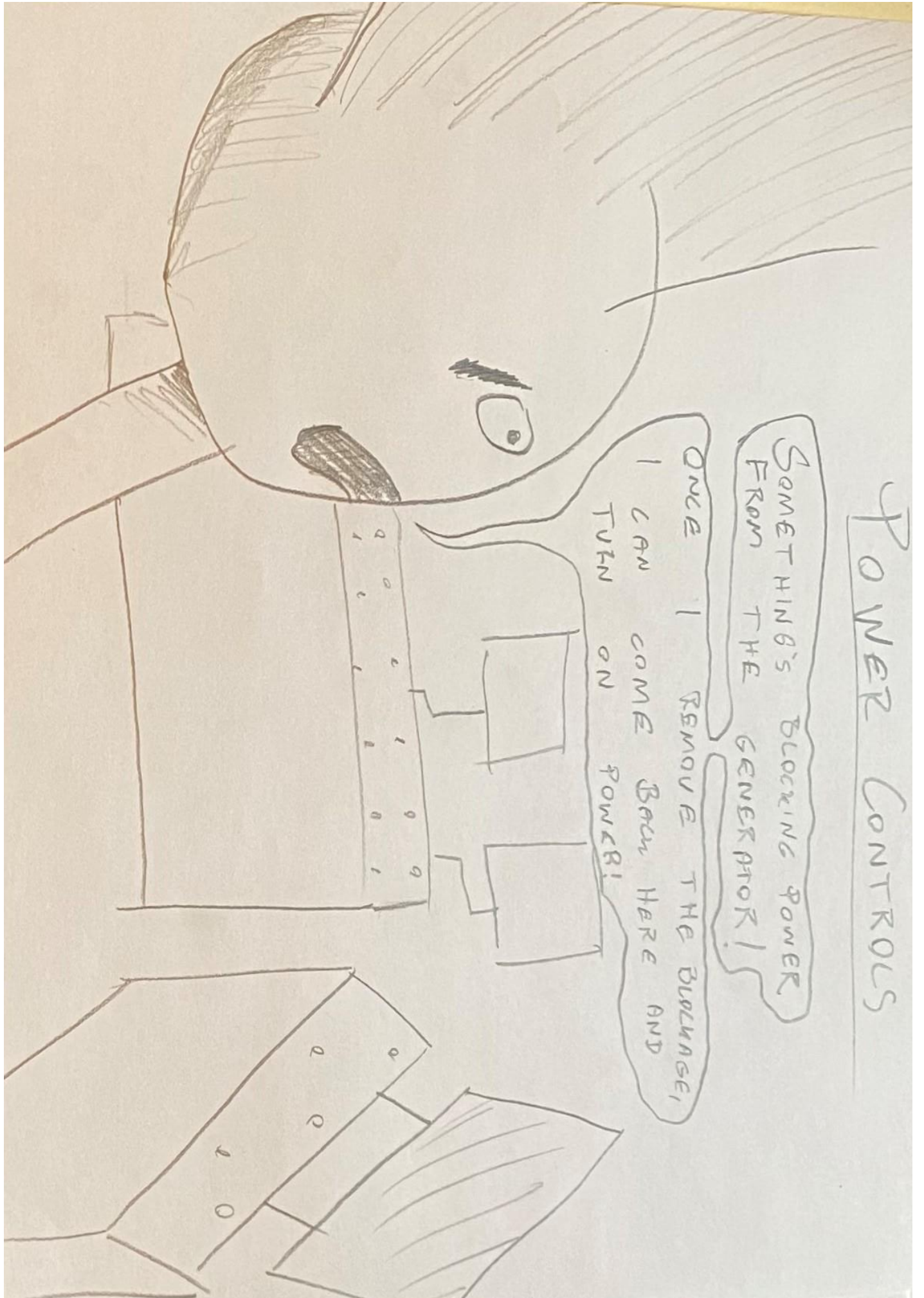
① TO
BEFRIEND

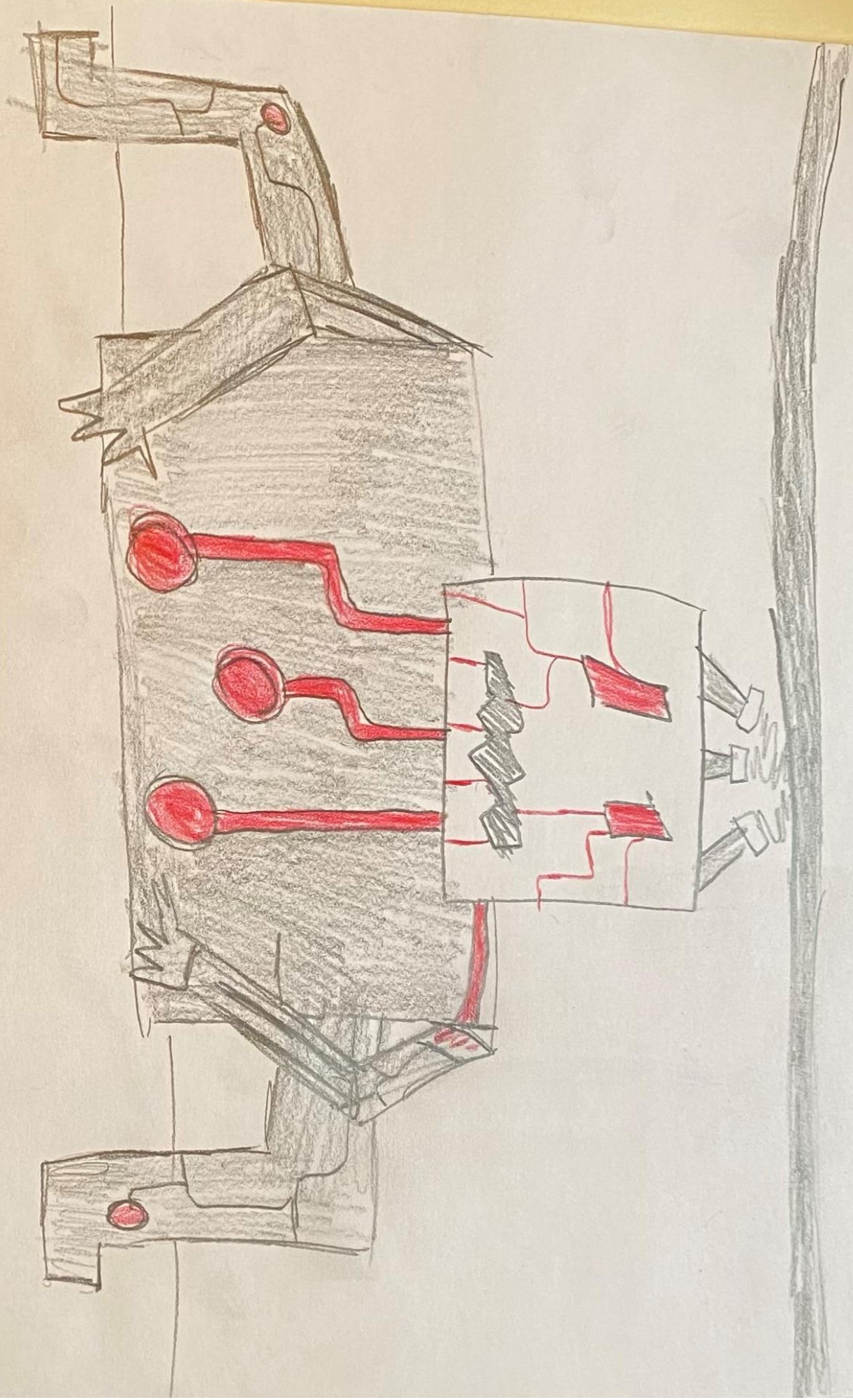


Power Controls

SOMETHING'S BLOCKING POWER FROM THE GENERATOR!

ONCE I REMOVE THE BLOCKAGE, I CAN COME BACK HERE AND TURN ON POWER!

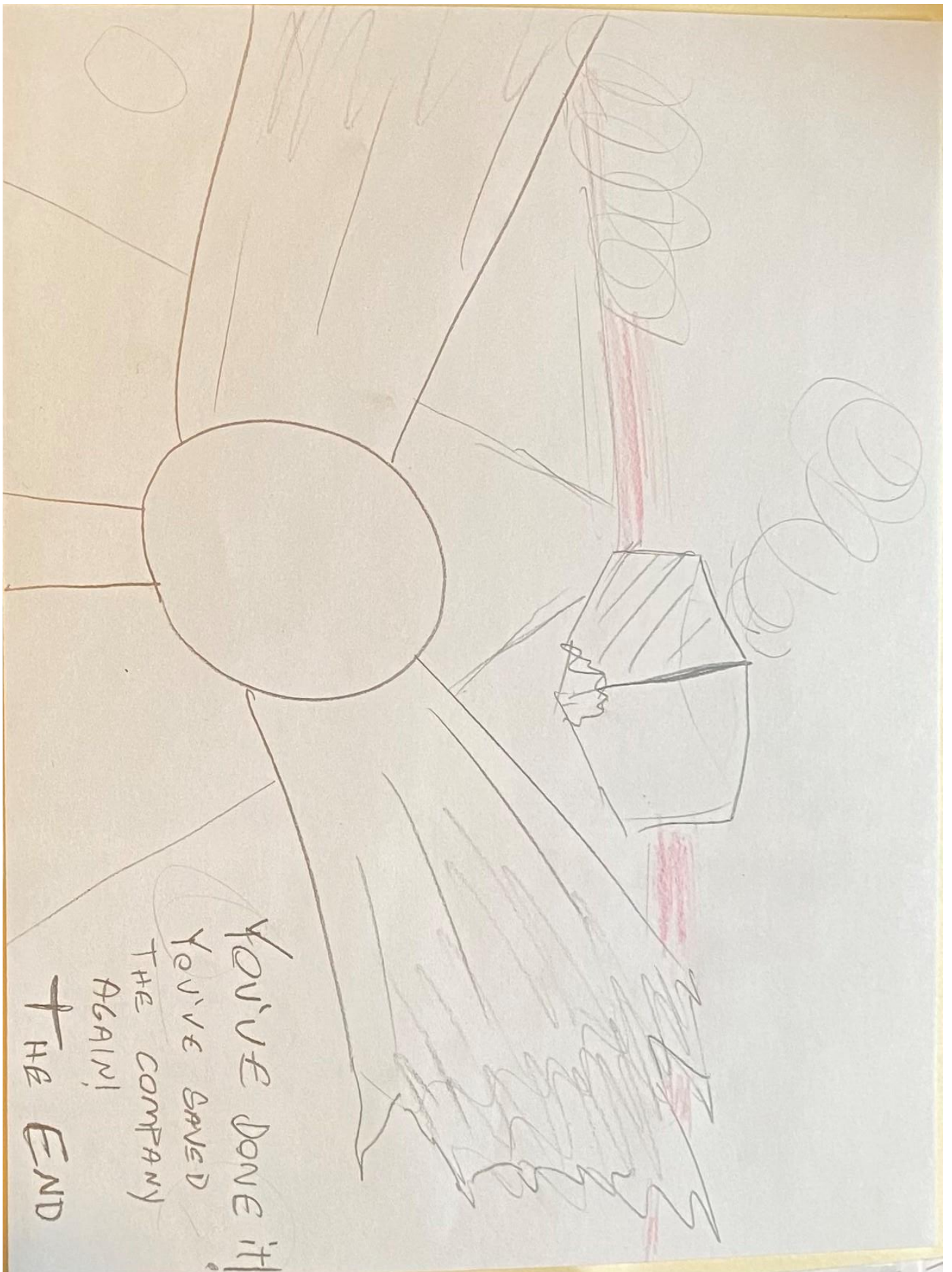


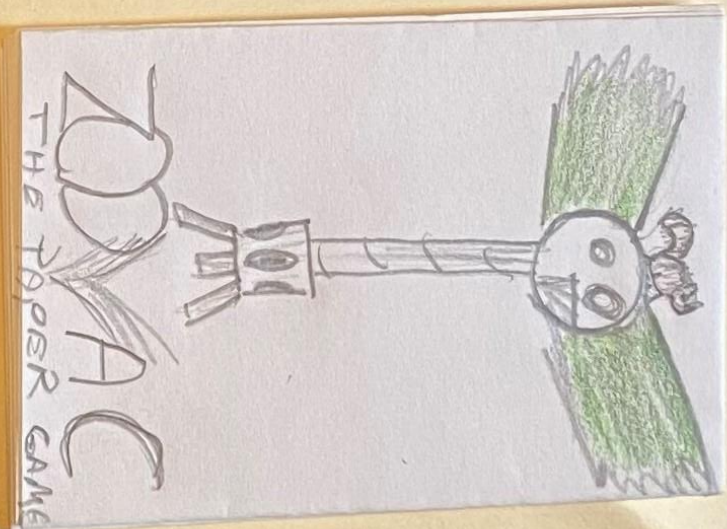
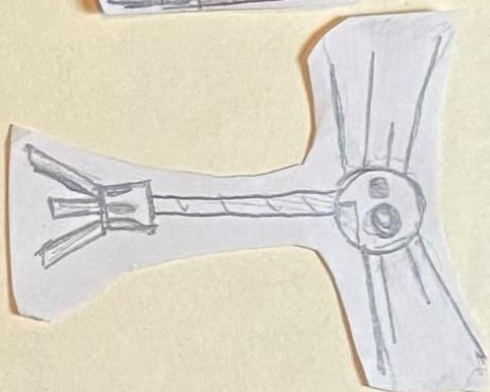
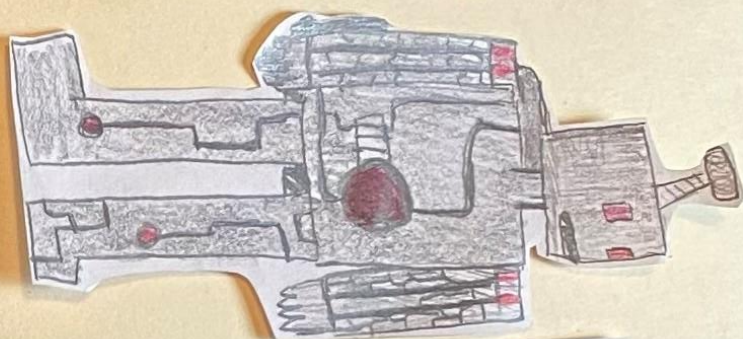
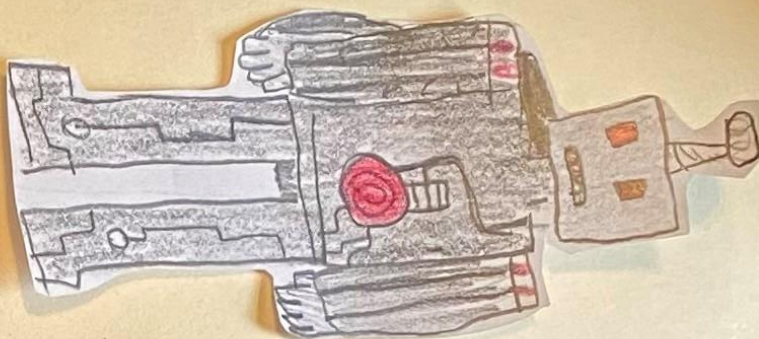


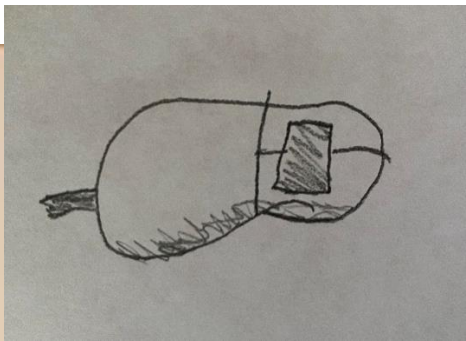
TAKE THIS.

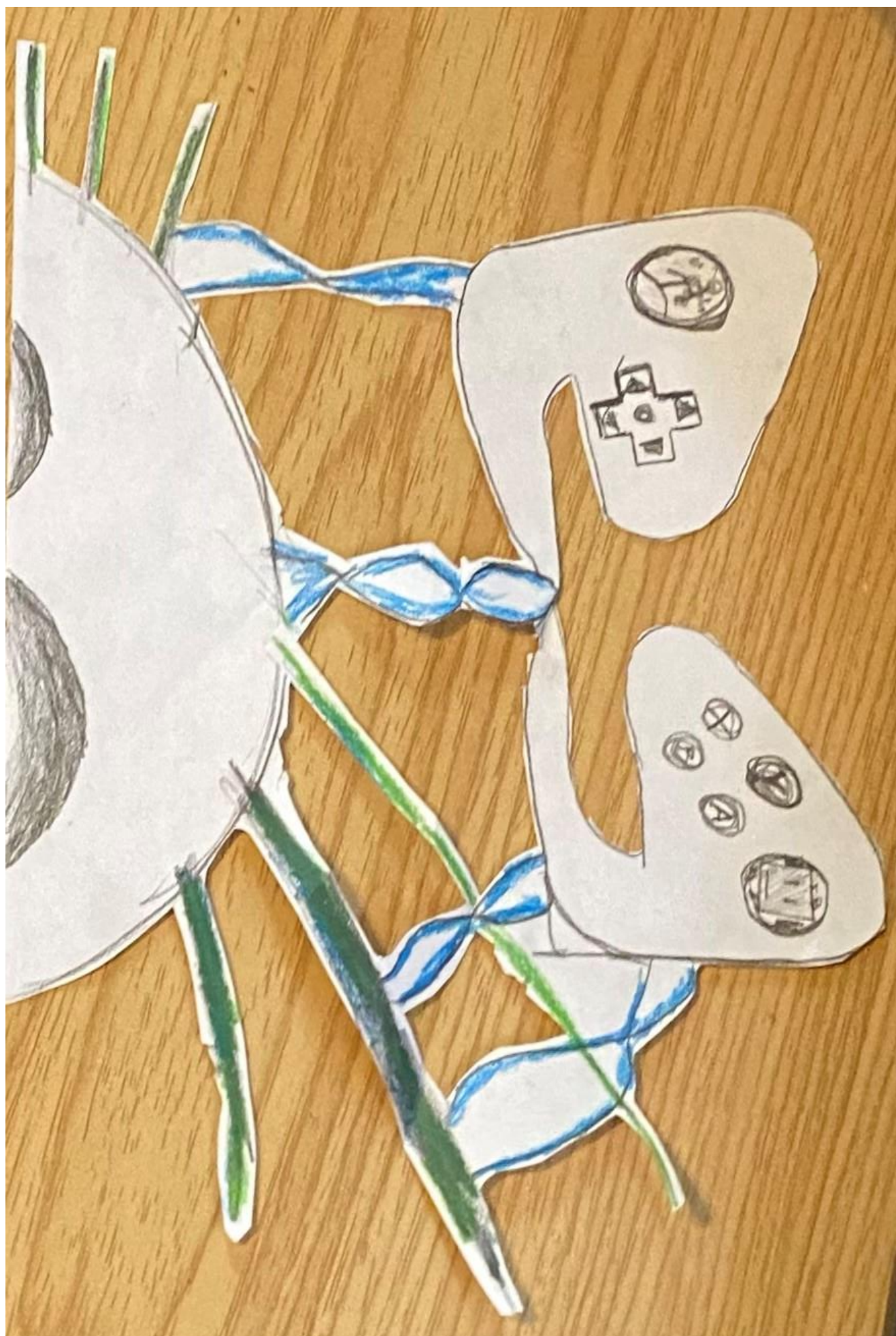


PROTECTOR BOT
ACTIVATED!









INSTRUCTIONS

Controls

A=Open/Talk/Interact

Y=Take control of any tech

X=Jump (while on the Robo Dolly)

B=Hold to roll fast

Ginkus Button=Save Game

Tutorial Bot Button=Hint

Page 1 – Cover

Click start and turn to the next page.

Page 2 – Game Select

Click “New Game” to begin the game.

Click “Old Game” to continue where you left off.

Pages 3-6 – Intro Cinematic

Read each page, then click (A) when done, to move to the next page.

Page 7 – 9 – Cleaner Bot Mission

Match up these three screens so that their exits lead into one another.

Place the Cleaner Bot cutout on the maze, coming from the passage at the bottom of Page 7. Control him with a controller.

Cleaner Bot's goal is to access the cabinet, in the locked room in the middle of Page 7.

To do this, he must first press the two large buttons on Page 9.

However, there's a Food Delivery Bot, carrying soup, going through these passages. It occasionally drops soup and if it does, Cleaner Bot is compelled to clean it.

Page 10 – Zoovac's Room

This is where Zoovac starts. The passage to the Cleaner Bot mission is at bottom left. Once it emerges from that passage – after you complete pages 7-9 – Zoovac gets the Robo Dolly, and then he can exit the screen to the left.

The rooms to the top right are not accessible.

Page 11 – Hallway

There's a deactivated Company robot in the hall. It must have lost power when the power went out.

Press (X) to jump over it.

Page 12 – The Fat Guy

The Fat Guy is blocking your way. He's hired by the Company to block intruders, not you, but he really doesn't care – he just loves the satisfaction of people not getting past him.

Press (Y) to take control of the trap door he's standing on, and open it. He'll fall. Then close it again, and go across.

Page 13 – Breach

Looks like the intruders have torn open the outer wall to get in! To the right, you can see the outside air – seeing outside the building for the first time with your own eyes!

Place two IPGS Robots here – these are the intruders – they're blocking Zoovac's way out of the facility. They'll attack him.

Zoovac can press (Y) to take control of one, but it'll deal damage to Zoovac's software. The bots' AI are fighting back! Zoovac can only take 10 hits like this.

While controlling one, you can use it to attack the other, and then rip its own head off.

Zoovac can then roll outside on the Robo Dolly.

Page 14 – Outside

Zoovac rolls out into Company Town to see what's going on.

If you approach the shack at the bottom, you need to defeat the robot guarding it first.

You can either do that by taking control of it, or once you get the golf ball canon, by blasting it.

Once you do, enter the shack by going to Page 17.

The police station at top right can be accessed by going to it and pressing (A). The inside is on Page 15.

The “Rough Terrain” to the left of the Police Station can only be accessed once you have the Lawn Mower. Once you do, go to Page 18.

Page 15 – Police Station

This is the police station, being invaded by robots. You have to defeat the robot before you can talk to Officer Quiddle.

There’s also a tennis ball shooting robot in here, but it has no balls in it so it’s useless.

Once the robot’s defeated, you can talk to Quiddle by pressing (A). That takes you to Page 16.

Page 16 – Talking to Quiddle

Read, then press (A) to continue.

Quiddle loads tennis balls into the tennis ball shooting robot, so Zoovac can take control of it and make it follow him.

Page 17 – The Shack

Inside the shack, Zoovac finds the Lawn Mower!

The Lawn Mower is basically an upgraded replacement for the Robo Dolly. Zoovac rides it, but it can also

Page 18 – Back Woods

The woods behind the Company building. There's a back door here. Zoovac can take control of the security lock by pressing (Y), and can get inside that way.

There's a squirrel on the ground. Zoovac can befriend it by pressing (A). Then it will ride on his head & come with him.

Page 19 – Corridor

There's a lone Company robot, facing off against two IPGS Bots. Zoovac can easily control the Company Bot, and can use it to shoot one of the IPGS Bot.

The corridor that goes into the page, leads to Page 20.

The corridor that continues to the right, leads to Page 21.

Page 20 – Power Room

A cinematic page. Read it, then press (A), and go back to Page 19.

Page 21 – Boss Fight

A giant robot is draining energy from the cable overhead!
Defeat it!

Before the fight starts, go to Page 22.

To defeat the boss, hit all three of the red lights in its belly.
Protector Bot can hit one of them.

The Tennis Ball Cannon can hit another.

The Squirrel can hit the third.

Alternatively, Zoovac can take control of one of the robot for one turn to hit itself, but only once, and it deals two damage to Zoovac.

Once all three are down, the boss is defeated! Go to Page 23.

Page 22 – A Friend...?

Zoovac barely catches a glimpse of someone, or something, as they whisper “Take This!” and throw a robot into the air. Then they’re gone.

(To find out who this mysterious invisible figure is, play *Zoovac: The Life and Times of a Clown of a Stick*).

The robot is Protector Bot, and it hovers and fires guns.
Zoovac can take control of it.

Press (A) to go back to Page 21.

Page 23 – The End!

You've done it! You've saved the company...

THE END

Page 24-26 – Cutouts

Cut out the characters on these pages to play.