

Who are you?? We'd love to know!! Fill out the reverse side, and mail it, in a stamped envelope to the address below. Feel free to include a letter describing your software interests as well. In either case, we'll keep you informed of upcoming innovations from the Activision designers.

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URK-006  
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### LOADING INSTRUCTIONS

1. Be sure that the EAR socket of the Spectrum is connected to the EAR socket of the tape recorder.
2. Place the cassette in the recorder and rewind to the beginning.
3. TYPE LOAD "" (using the [J] key for LOAD, and the [P] key and [SYMBOL SHIFT] for the " quotes).
4. Press the [ENTER] key.
5. Press PLAY on the recorder.
6. After several seconds, the program title should appear. After a minute or so, a full title screen will appear, surrounded by a moving, static-like background, and lasting approximately 4 minutes. If this loading sequence does not occur, adjust the volume on the recorder and repeat this entire procedure.

### MATERIAL REWARDS

For those of you still attached to such things, here is an explanation of the scoring system:

Points are awarded whenever complete connection (Zenji) is achieved. The less time you've taken, the more points you'll receive.

Whenever contact is made with a numbered square, you'll receive a bonus of (100 points × the number).

A bonus life is awarded with every other increase of 10,000 points (i.e. 10,000...30,000...50,000).

### TIPS FROM MATT HUBBARD

#### *Designer of Zenji*

*"Zenji creates a unique interaction between player and game. It is a new kind of experience, whose strategy lies not in sharp-shooting or elaborate game plans but in sensing the right move and trusting your intuition."*

*"The object of Zenji is to connect all Elements to the Source. But, in playing the game, it becomes clear that the approach required is a kind of 'letting go', rather than planning ahead, wherein connections simply happen. Players can 'feel' their way through the maze and use tactics that combine intuition with technical skill."*

*"As an old Master once said 'There is no conquest. There is no planning. Use the mind differently'."*

*"And go in peace."*

# ZENJI™

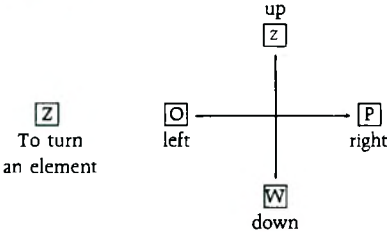
**ACTIVISION®**

**Zenji is like life.** The object is to connect all elements of the maze, creating an unbroken yellow path to the pulsating Spource. Complete connection is called "Zenji". Avoid desires and illusions, and don't run out of time.

**BASICS**

- 1. **Load Zenji** into your system (see instructions on reverse).
- 2. When loading is complete, the menu will appear. **Select desired controller** by pressing its corresponding numerical key. Instruction 'prompts' will now appear, one at a time. Each prompt will pause until you press key **[C]** to move to the next one.
- 3. While the prompts are on-screen, **select your game level**. There are eight variations: Levels 1, 3, 5 and 7 are for one player; 2, 4, 6 and 8 are for two. The higher the number, the greater the challenge. Select game by pressing the corresponding numerical key.

- 4. **The keyboard function screen** will now appear, displaying all controls.
- 5. **Begin the action by pressing [ENTER]** on the keyboard.
- 6. You are represented by the rotating head. It follows your Joystick movements. When using the keyboard, the **[O]** key is left, **[P]** is right, **[Z]** is up and **[W]** is down.  
To turn an element, bring the head to its center. Now, press the Joystick button while moving the central stick left or right. On the keyboard, hold down key **[Z]** while pressing **[O]** or **[P]**.



- 7. **The timer** continually counts down at the bottom of the screen.
- 8. **To reset the game** you have just played, press **[CAPS SHIFT]** and **[ENTER]**. **To reset back to controller menus**, press **[SYMBOL SHIFT]** and **[ENTER]**.
- 9. **When the game ends**, the score table will appear. Enter your initials beside your final score using the letters on the keyboard.

**WORDS TO THE WISE**

**In Zenji, as in life,** you'll turn about with your head spinning, trying to put all the pieces together. Further complications come in the form of Flames of Desire. Later on, these desires create equally fatal Illusions. The sting of desire or illusion will surely cause you to lose your head and leave the maze...unconnected.

**If you have departed** from an unconnected maze, you will be doomed to repeat it...hopefully having learned something. You begin with one active head and four incarnations on reserve. The experience ends when you have ceased to be reborn.



Please print in BLOCK CAPITALS

NAME

ADDRESS

POSTCODE

AGE

Zenji

Spectrum