

Zenji™

Instructions for the
Commodore 64™

SEEK THE SOURCE.

Connect all maze elements, creating an unbroken, green path to the pulsating source. Avoid desires and illusions, and carefully watch the time.

BASICS

- Turn on equipment. Follow manufacturer's instructions.
- If using disk, type: Load "Z", 8, 1. Press RETURN. Wait for onscreen instructions.
- Press F3 for game selection. There are 8 variations. Levels 1, 3, 5 and 7 are for one player; 2, 4, 6 and 8 are for two players. The higher the level, the greater the challenge.
- Press F1 to begin.
- Press RUNSTOP to pause.
- You begin with one active life and four reserves. The game ends when you have lived out all your lives.
- Enter your initials beside your final score by moving the Joystick left or right. When desired initial appears, press the red button.

POINTS

Points are awarded whenever complete connection (ZENJI) is achieved. The less time you've taken, the more points you'll receive. Touch a numbered square and receive a bonus of 100 points x the number. Also, a bonus life will be awarded with every other increase of 10,000 points.

This Commodore version
skillfully designed
by Adam Bellin.



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