



NTSC U/C

PlayStation™



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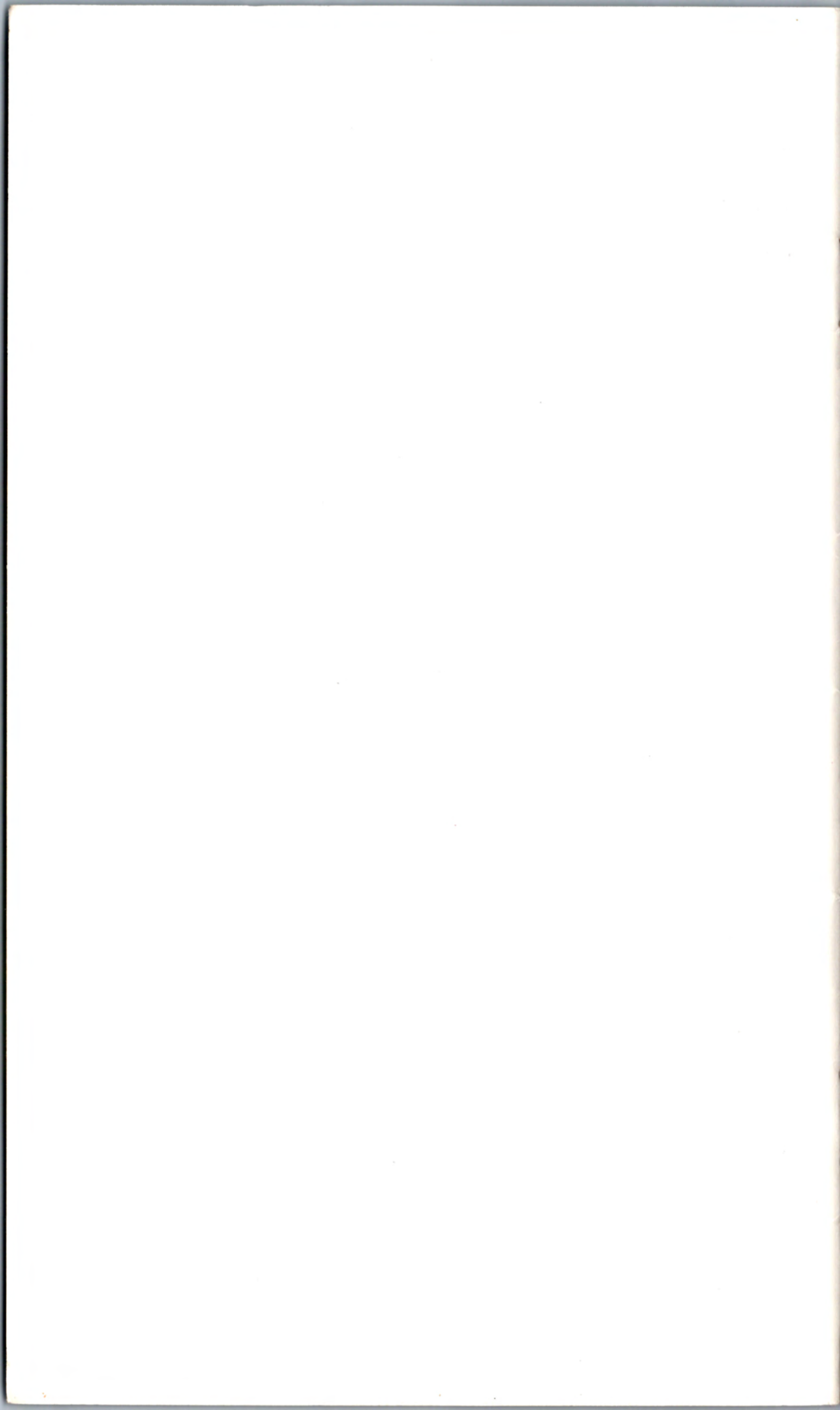


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WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE

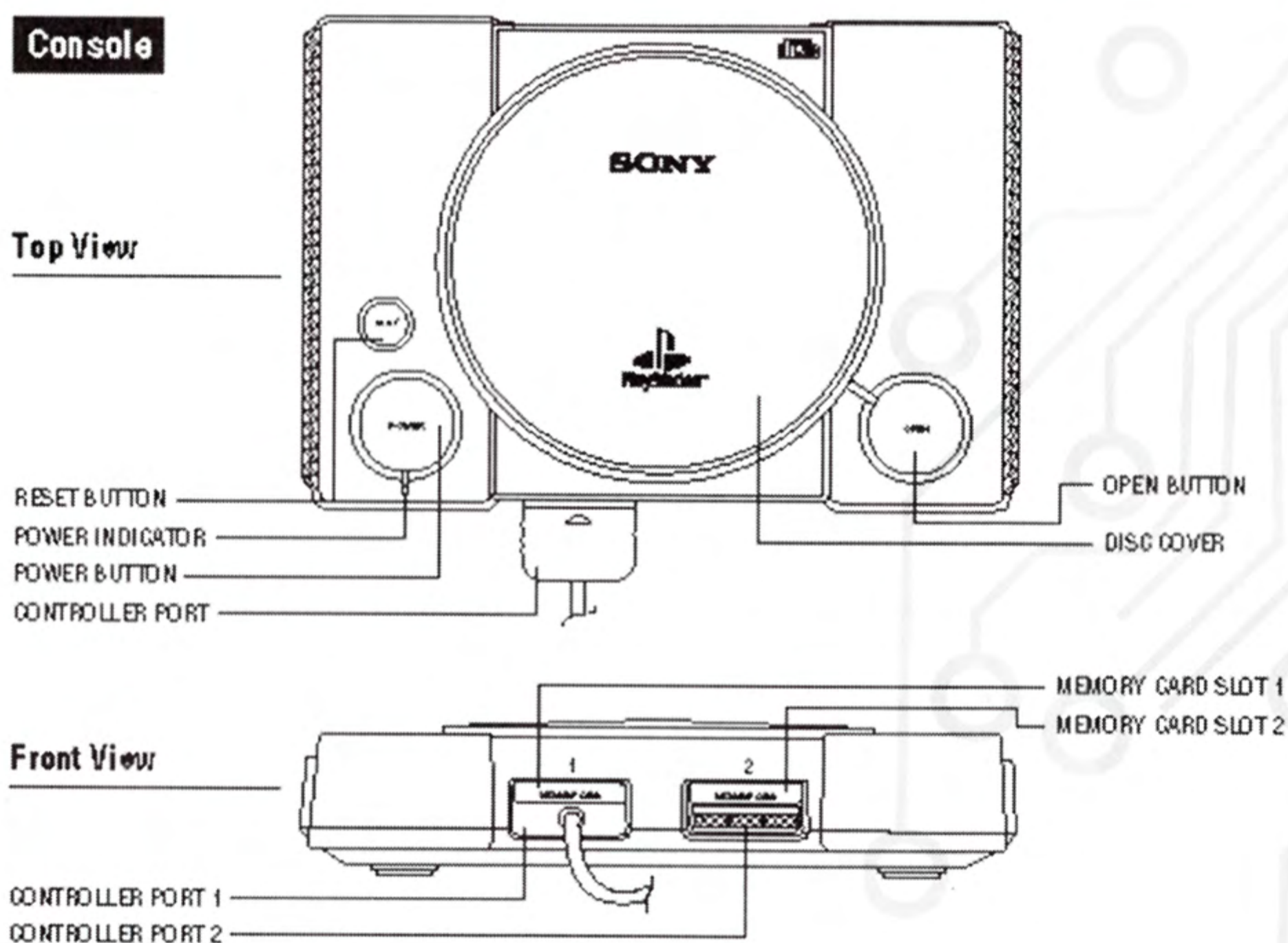
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic 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:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more detail.

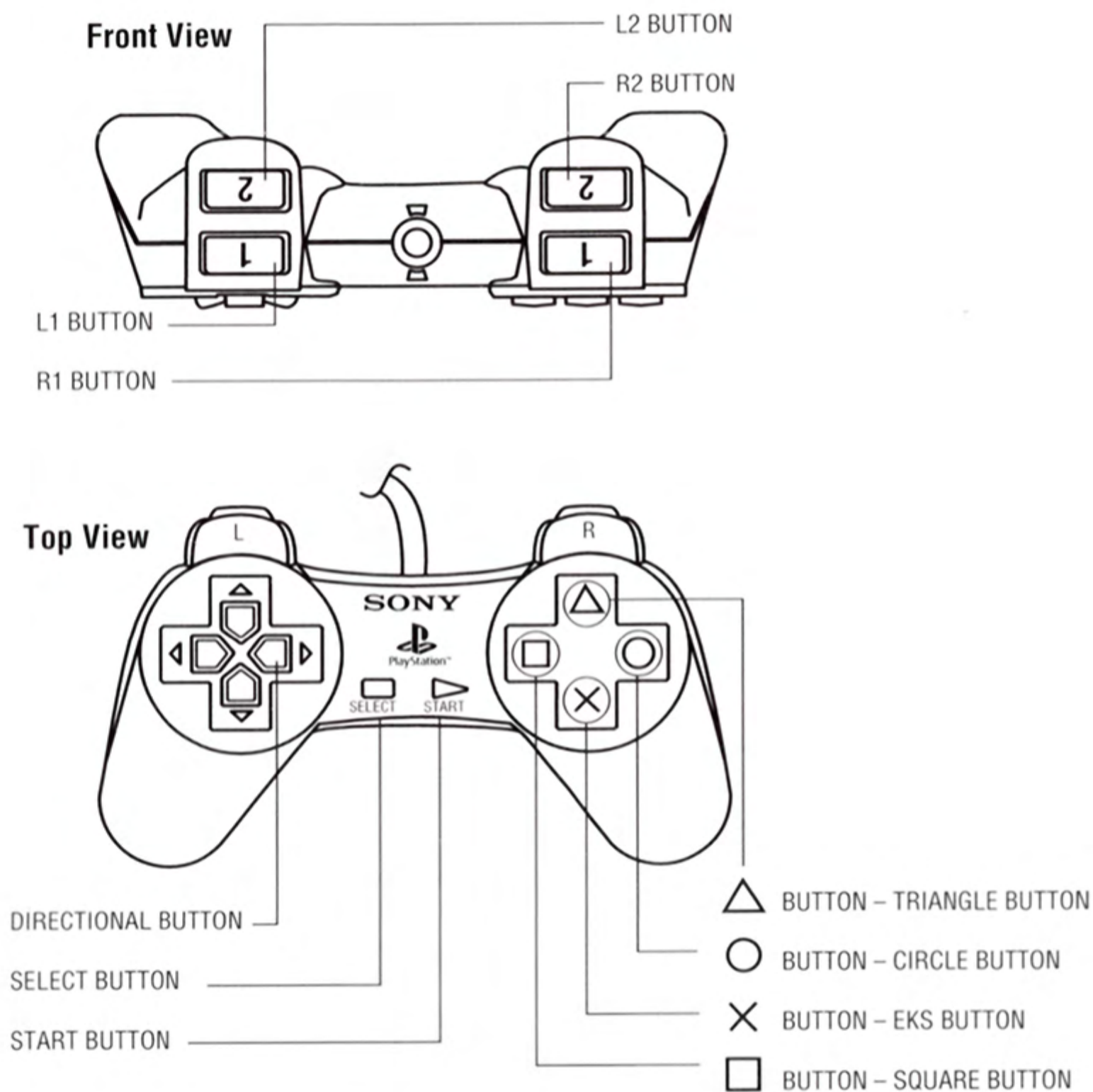
HANDLING YOUR PLAYSTATION DISC:

- 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 the center to the outer edge. Never use solvents or abrasive cleaners.



Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation power is off before inserting or removing a compact disc. Insert the ZERO DIVIDE disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

THE CONTROLLER



The controller setting can be changed in the OPTION Mode. The current operation buttons will be displayed by the control options screen.

CONTROLS

The following control references are default settings.

Direction Pad (D-Pad)

In the actual game play, the direction pad is used to move the characters. Outside the game play, it is used to browse through the options prior to selection.

Directional Pad References

- | | |
|-------------|----------------------|
| F (Forward) | = Toward opponent |
| B (Back) | = Away from opponent |
| D (Down) | = Down |
| U (Up) | = Up |

DF = Down and toward opponent
DB = Down and away from opponent
UF = Up and toward opponent
UB = Up and away from opponent

Select Key

Brings up REPLAY SAVE menu between rounds

Start Key

To select the various commands or to pause during a game.

Triangle and Square Buttons

Used as Guard (G) buttons in the initial setting.

X Button

Used as a punch (P) button in the initial setting.

O Button

Used as a kick (K) button in the initial setting.

Note: L1, L2, R1 and R2 Buttons are not used in the initial setting.



System Data requires 1 block (Limited to one per memory card)
Each replay save requires 1 block (Multiple replay saves can be made on a memory card)

ACKNOWLEDGMENT

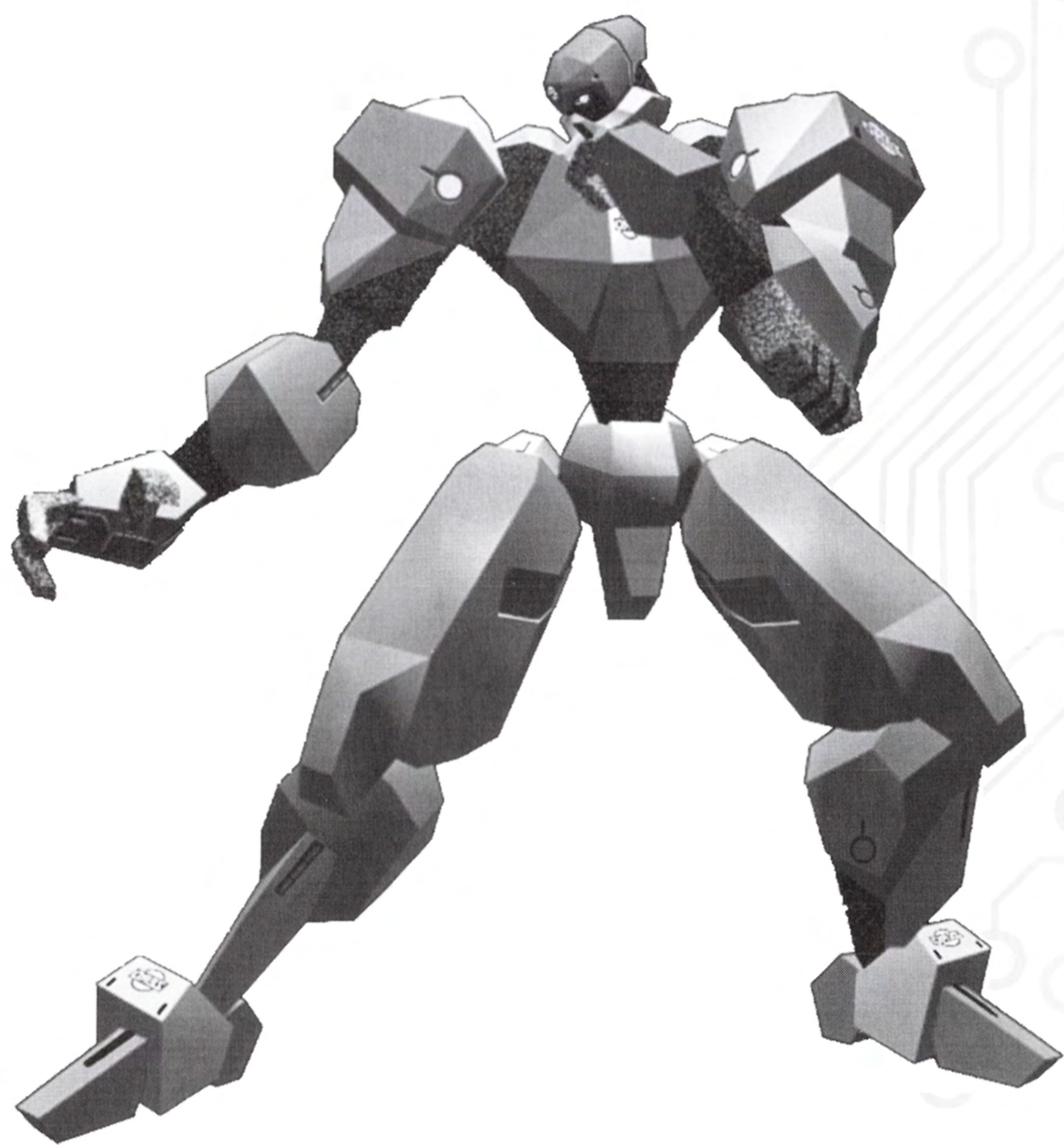
Thank you very much for purchasing our Playstation software "ZERO DIVIDE".

The development of this game began from a seemingly simplistic wish to create a polygon-based game that can be operated in real-time. As we progressed, game features were added and improved, adding to the development time. We at ZOOM hope you will embrace our efforts and fully enjoy our product. Our goal is to continuously supply you with quality software products that maximizes the Sony Playstation capabilities.

Taking this opportunity, we would also like to thank those of you who have extended us invaluable assistance and support throughout the development of this product.

With much appreciation,

ZOOM Development Group



THE ZERO DIVIDE STORY

Zero Divide: An unrecoverable program error, causing a potential system crash.

It was the end of the 20th century. A new age of technology had begun. A vast digital networking system had penetrated into the lives of people as phone lines once did. The world's communication pathways became dependent upon this system. The so-called "Network Environment" was just beginning to develop its own public order, when an announcement of a mysterious data library called the "XTAL TOWER" was suddenly made. The library consisted of classified information from various countries around the world. According to sources, all information was about to be released to the public in a matter of days.

The information bureaus around the world were appalled to learn that these hackers were able to tap into their most valuable and protected data libraries. The information they planned to unveil would threaten the international military and economic balance currently sustained...

Shortly thereafter, each head of state received an invitation letter signed by an entity known as "XTAL". "We would like to invite you to a little game as a prelude to our public exhibition" the letter read. "We have created several offensive program units for you to tackle. If you can defeat these units and access us directly within the time limit set for you, we are willing to cancel our exhibition."

Within the virtual walls of the XTAL TOWER, an international cyberspace battle is about to begin...

Welcome to Operation Zero Divide. As a last ditch effort to save the integrity of society as we know it, several world powers have agreed to cooperate. The most experienced cyberspace warriors and hackers have been called upon to infiltrate the XTAL Tower domain and somehow initiate its destruction from the inside. Within the system are special program units capable of travelling in and interfacing with virtual space. Designed to perform specialty functions within the system, they have a variety of extraordinary combative styles.

These units were originally under the control of XTAL, however the first stage of the operation has successfully allowed us to take control of a select few. Now the second, final stage is at hand. One of these units must make it's way through the virtual rooms of the XTAL Tower system to find XTAL himself. Your mission is to assume the virtual identity of the unit of your choice. Delete other units who may stand in your way. Finally, you must crash... wipe... erase... XTAL.EXE. before time runs out!

MAIN MENU



Browse through the game modes using the direction pad. Select your option by pressing the X and START Buttons. Cancel using the O Button.

1 Player Mode

In this mode, you will face computer-controlled opponents. Highlight the characters using the D-Pad, then press

the START Button to select the character you want. Select your opponent in the same manner. As the game proceeds, the difficulty level will increase, so strategically, it may be a good idea to deal with the tougher opponents at an early stage (see Player Select, pg. 14).

VS Play Mode

This mode will let two human players fight against each other separate from the one player mode. Both players highlight the characters using the D-Pad, then press the START Button to select the character they want (see Player Select, pg. 14).

VS Play Post Match Options

- **Continue**

This option let you have a rematch of the last fight with no character changes.

- **Unit Change**

Select this option to change characters at the Selection Screen.

- **Reset**

Returns you to the Main Menu.

2 Player Join in Game

A second player can join the game during a 1 PLAYER game by simply pushing the start button on the controller that is not in use. This causes the original 1 PLAYER game to halt and a character selection screen will pop up for the second player. The winner of the following two player game chooses whether or not to continue the one player game mode.

This selection screen will appear when the match is over. Highlight the characters using the D-Pad, then press the START Button to select the character you want.

2 Player Post Match Options

- **Continue**

Select this option to have a rematch of the last fight with no character changes.

- **Unit Change**

Change characters and go at it again.

- **Give Up**

The winning player returns to 1 PLAYER mode and continues play.

OPTIONS



These screens allow you to customize your game options. Highlight the items by pressing the D-Pad Up or Down. Browse through your options by pressing the D-Pad Left or Right. Some options lead to sub menus. These can be accessed by pressing the X Button. The O Button will take you back to the title screen.

Com Level (Easy / Normal / Hard)

Set the difficulty level of the computer-operated opponents.

Match Point (2 / 3 / 4 / 5)

Set the number of rounds required for a character to win a match.

Time Limit (30 / 45 / 60 / 75)

This option sets the time limit per round.

View Mode

This option sets the view during game play.

Normal - The default view; generally a camera angle from the side.

Switch: - Switch between views. Different angles for throw moves.

Rolling: - A continuously rotating view around the ring.

Player: - View from the back of the character operated by Player 1.

VS Handi(cap) (25 / 50 / 75 / 100%)

Set the handicap setting for each player in the 2 PLAYER VS mode. Each player can set their handicap using their individual controllers.

DJ (On/ Off)

Turns the announcer's voice commentary during game play on or off.

Unit Break (On / Off)

This option selects whether or not graphical changes will be shown on the character units as they receive damage during battle.

Record (Time / Score / Unit)

This is for viewing performance records and rankings. Browse by pressing the D-Pad Left or Right and select by pressing the X Button.

Best Time Rankings

Press the X Button to switch screens.

Press the O Button to return to the options screen.

The top 16 rankings are displayed.

Highest Score Rankings

Press the X Button to switch screens.

Press the O Button to return to the options screen.

The top 16 rankings are displayed.

Unit Performance Records

Select the unit performance records of which you want to see, by pressing the D-Pad the Up or Down. Press the X Button to see the unit performance records, or press the O Button to return to the options screen.

The performance records will show:

1. How many times each unit has been used in VS (2-player and 2-player join in) combat.
2. Total number of victories.
3. A history of all combats against opponent units.

Card (Save / Load)

The memory card option saves your settings, combat and time records, secrets, etc. Be sure to save your data prior to turning the power off on your Playstation machine. **The game saves only one set of options configurations.**

Saving overwrites any previously saved options. All data saved will be read automatically the next time you play the game. The Zero Divide system data uses one block on the memory card. Select "save" or "load" by pressing the D-Pad left and right and the START Button. When you press the button, a YES/NO window will appear. Highlight your choice by pressing the D-Pad the Up or Down, and make your selection by pressing the START Button. If the memory card is not initialized, a formatting window will appear.

Note: The memory card must be inserted into Slot 1. If the card is full, you'll get an error message. Use the System Manager Software, described in Sony's documentation, to make room.

Key Settings

This option allows customization of the controller attack buttons. Each player must enter this option individually to set their controller. Move the highlighting cursor up and down to select a function, then press the appropriate button(s) you would like to use for it. Multiple buttons can be assigned for the same function, and single buttons can be assigned to perform multiple functions. To confirm the key setting and exit, press the START Button.

P: Punch

K: Kick

G: Guard

P+K: Punch+Kick at the same time

P+G: Punch+Guard at the same time

K+G: Kick+Guard at the same time

P+K+G: Punch, Kick, and Guard at the same time

Unuse: Assign a button to perform no function during game play

Reset: Resets the key setting to default configuration.

Replay

If the replay save feature has been enabled, saved replays can be viewed using these menus. Highlight the item by pressing Up or Down on your D-Pad, and make your selection by pressing the X Button. Press the START Button to view the replay.

Data Select

Select the replay data items here. You can also select multiple data items to be replayed in sequence.

Press the X Button to move the cursor to the right column on the screen.

Browse through the data by pressing Up or Down on your D-Pad.

Turn a data selection on by pressing the X Button. Turn off the selection by pressing the button again. The O Button will take you out of the Data Select menu.

Mark Reverse

Press the X Button to cause all data items to reverse on/off positions.

Mark Clear

Press the X Button to turn all data items off.

Camera

Use this option to select which view you would like to watch your replays from.

Normal - The replay is viewed from a regular angle.

Auto - The replay is viewed from various angles at random.

Player - The replay is viewed from the back of the player character.

Free - The player can manually control his or her view using the controller.

D-Pad Right and Left = Rotates camera around the ring

D-Pad Up and Down on the direction pad = High or low angle

L1, L2 Buttons = Zoom in and out

Replay Save (On / Off)

This option selects whether or not the Replay Save option window is displayed after each round. The window will appear regardless of your selection if the select button is held down after a round. When a replay is saved, it is stored on the memory card. Each replay that is saved uses one block on the memory card.

Data Copy

This option copies the selected data from Card Slot 1 onto Card Slot 2.

If the card in Slot 2 is not initialized, a formatting window will appear.

Certain replay data in this game cannot be copied using the Playstation internal memory card screen. Please make sure to always copy your replay data using this Data Copy menu .

Data Delete

Deletes the data selected.

Data Lock

Protects ("locks") the selected data so that you cannot delete it unless it is unlocked. Use this to protect data that you especially wish to keep. All locked data will be marked with a "key" icon. Please note that the lock feature works only in the Zero Divide software. Therefore, all data can still be deleted if you use the Playstation internal card utility program.

Data Unlock

This option unlocks the data selected.

THE REPLAY SCREEN



Press the START Button to view the replay data selected.

X Button - Skip to the next data selected. If there is no further data, this button will end the replay.

O Button - Stop / End REPLAY

Square Button - Slow motion ON/OFF

Start Button - Pause ON/OFF

1. The sequence number of the replay program currently displayed.
2. The number of replay programs displayed so far.
3. The total number of replay programs selected.

PLAYER SELECT

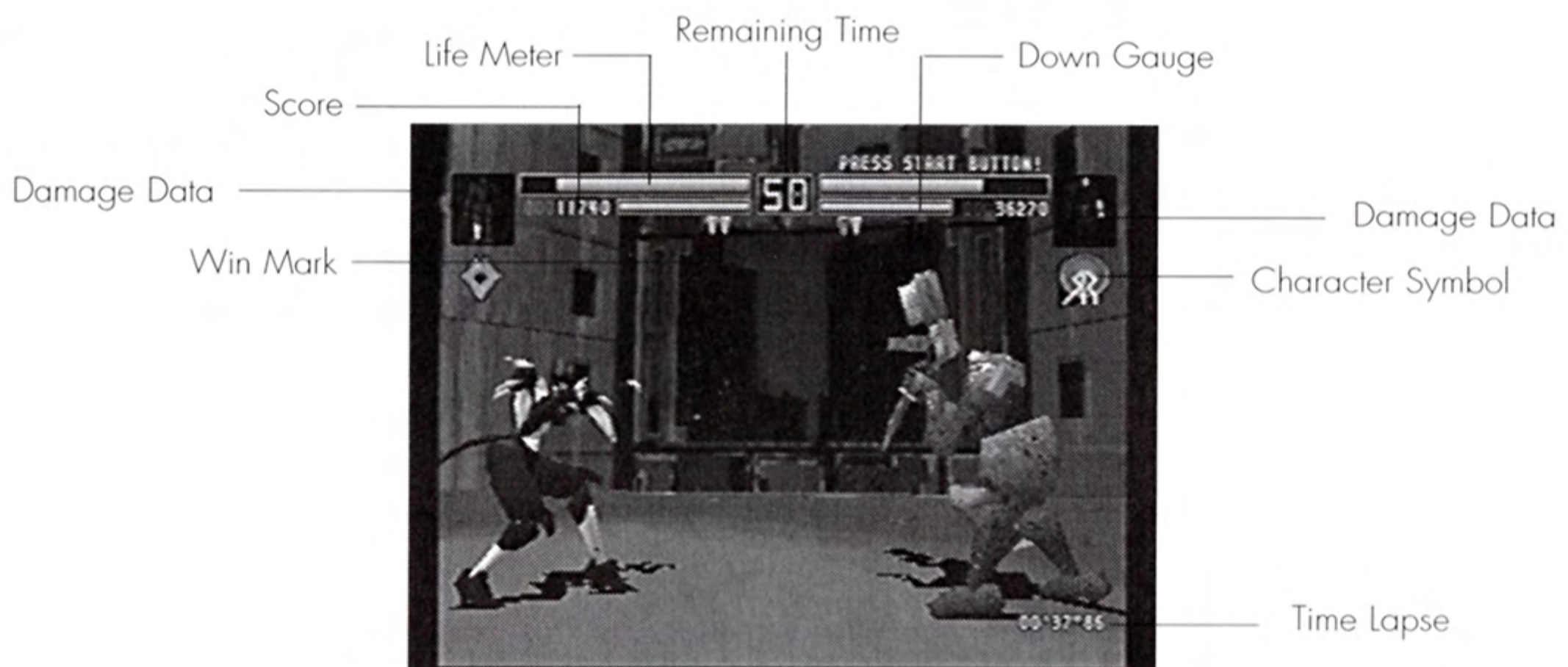


Prior to each bout, you'll need to pick the character you want to fight with (see Character Profiles, pg. 19, for descriptions). Highlight the character using the D-Pad, then press the START Button to select the character you want. Player 2 selects in the same manner, or you select your opponent for a one player game.

This selection screen will appear when you lose to a computer-operated opponent. Select "Continue" to rematch your last opponent. "Reset" returns the game back to the main Menu/Title Screen. Highlight the desired selection using the D-Pad, then press the START Button to confirm.

This selection screen will appear when the match is over as well. Repeat the selection process to start another round.

SCREEN DISPLAY



Energy Meter

Each time a character receives damage, the meter falls. You lose the round when you run out of energy

Down Gauge

Every time you receive a blow, the meter falls. When the meter hits zero, your character will fall to the ground. Press the D-Pad and button repeatedly to get back on your feet.

Remaining Time

Displays the time remaining for the round.

Win Mark

A mark lights up every time you win a round.

Score

Displays the character unit's current score.

Damage Data

The character's damaged areas are indicated by color. Green-Light,, Blue-Medium, Yellow-Heavy, Red-Destroyed.

Character Symbol

Symbol marks that are unique to each character are displayed.

Time Lapse

The game clock is displayed.

GAME RULES

How to Win a Game:

Each offensive unit exists in virtual space as a being that can attack, defend, jump, and perform other fighting maneuvers. Defeat opposing units by depleting their energy with your attacks, and successfully defending against theirs. A unit is defeated when its energy is reduced to zero. If the timer reaches zero, the unit with more energy remaining is declared the winner. If a unit exits the combat ring before the round is over, it is instantly destroyed. If both units fall out of the ring, the first unit to fall will be destroyed. The unit that wins the required number of rounds first will win the match, and will be able to advance through the system.

Draw

Both parties will be awarded a win in the event of a draw. However, should the draw occur in the final round of a 1 PLAYER or a 2 PLAYER VS game, the game will end in a draw (Game Over). If the draw occurs in a 2 PLAYER join-in game, the player who was playing first will be deemed winner.

Game Over

The game ends when your opponent beats you to winning the required amount of rounds in a 1 PLAYER game, or when the game ends in a draw as indicated above.

Continue

After each game mode, a menu window will open with CONTINUE as one of its options. By selecting CONTINUE, you can return to the game and continue play.

Time Limit

The default time limit is 60 seconds. However, you may change this in the OPTION mode.

Hanging from the Ring

The ring on which the game takes place is floating in mid-air. If you are thrown off the ring or jump out on your own, you will fall out and lose the round. However, if you gradually step out towards the edge, your character will automatically grab the edge of the ring instead of falling out.

CONTROLLING YOUR UNIT IN BATTLE

Attack Function Legend

The controller commands in this manual will be described using the following terms. All directional commands will be described for a character facing right.

Up =	Jump up
Down =	Crouch
Forward =	Advance toward opponent
Back =	Move away from opponent
P =	Punch
K =	Kick
G =	Guard

Manual Abbreviations

, =	Followed by the next move (e.g. B,F = Press the the direction pad back, then press the direction pad forward)
+ =	Press the D-Pad and/or buttons simultaneously (e.g. P+G = Press the P button and G button simultaneously)
(Hold) =	Press and hold the directional pad towards the indicated direction.

For instance "F, F+P, K, G" is Forward, then press Forward and the Punch button simultaneously, then press Kick button, finally press the Guard button.

COMMON CHARACTER OPERATIONS

(Initial setting, facing right)

Moving the Characters

Standing

B, B or F, F	Hop step back or forward.
F, (Hold F)	Run towards the opponent until collision.
D, D ,G or U, U, G	Side steps to line up with the opponent.

When Hanging from the Edge of the Ring

Nothing pressed	Jump back into ring.
U	Mid-level attack upon returning to ring.
D	Return to ring without jumping.

Rising from the Ground

Nothing pressed	Simply rise from the ground.
B	Rise from the ground with a back flip.
D+G	Rise from the ground with a side flip.
U+K	Mid-level attack upon rising from the ground.
D+K	Low-level attack upon rising from the ground.
K during a back flip	Back flip attack upon rising from the ground.
K during a side flip	Side flip attack upon rising from the ground.

FIGHTING

Attacks

Use the Punch and Kick buttons to attack the opponent. Successful hits will score damage, and the opponent unit's energy will decrease. Blocked hits will not inflict damage. Each unit has attacks that hit high and low. Also, certain moves have the ability to hit an opponent lying on the ground.

Guard

The Guard button allows your unit to block incoming attacks. To block high attacks, simply press and hold the G button. To block low attacks, crouch and then press and hold the G Button. Some attacks must be blocked low, some high, but most can be blocked either high or low. Throw type moves cannot be blocked. Some character unit's special attacks can disable a block. Also, character units cannot block when they are in certain situations. Units cannot guard when they are in the air, lying on the ground, or in an attack.

Special Moves

Besides the common character commands listed above, each program unit is able to perform special maneuvers. These moves are performed by using certain combinations of Buttons and control pad inputs. Some are challenging to perform and can be risky, but are well worth the effort to learn, as they are very powerful! Special commands are listed in the individual character sections of this manual.

Combos

Combos are sequences of attacks that cannot be blocked once a move has hit the opponent. Learn how to string together attacks and special attacks to

create devastating combos. Like special moves, they require multiple combinations of button and directional inputs.

Interrupt (cancel) Combos

Some attacks can be interrupted in mid-action with a special move. These can lead to particularly devastating and unpredictable combos. Find them and use them to your advantage.

Air Juggle Combos

An opponent falling through the air is defenseless. Use this opportunity to unleash a sequence of attacks that damages them as much as possible before they land on the ground!

CHARACTER PROFILES

ZERO

Unit Type: Fighter
Data Transfer Speed: 254704GB/Sec
Unit Count: 21
Programmer: KURISU. CRT



A impressive looking humanoid unit that radiates the programmer's pride. Once used in the system as a multipurpose intelligent attack/defense program. Also the first unit introduced into the XTAL system that was developed by a party other than XTAL's creator. This unit rapidly achieved a high status and access level within the XTAL system because of his exceptional performance. Well balanced, with excellent speed and mobility. Zero is capable of a variety of rapid, devastating combination attacks, which are his specialty.

Zero's Commands

Attack Techniques:

Raid Elbow F, F, P
Raid Slice Kick F, F, K
Raid Knee Kick F+K

Raid Sole Butt	F+P+K
Rising Palm	F+P (while rising from a crouch)
Middle Kick	K (while rising from a crouch)
Spinning Back Kick	B+K (while rising from a crouch)
Toe Cutter	UB+K
Hammer Kick	B, F, K
EXE Breaker	D, F, P
Double Spin Kick	K, K

Throwing/grappling techniques:

One Hand Throw	G+P
Brain Buster	B, F, F, G+P
R.N.B.	G+P (when behind an opponent)

Techniques for attacking a fallen opponent

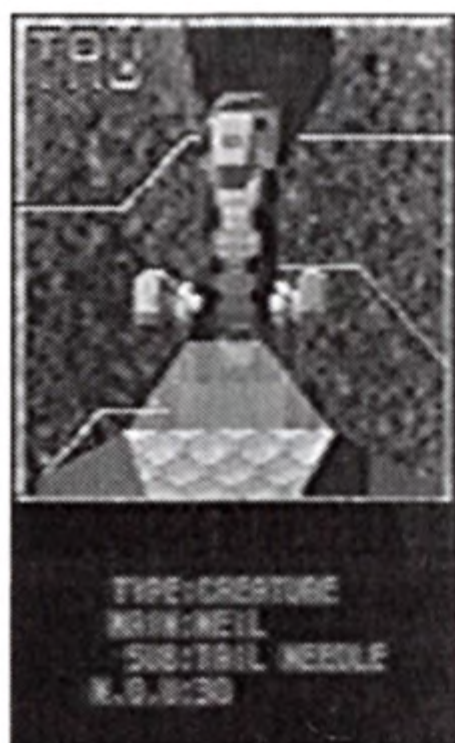
Heel Press	D+K
Body Press	U+P
Megaton Body Press	(Hold) U+P

Combos

Rising Palm Combo	P, P, P, F+P
Basic Pattern Combo	P, P, K
Spin Kick Combo	P, P, P, P+K

TAU

Unit Type:	Creature
Data Transfer Speed:	290780GB/Sec
Unit Count:	30
Programmer:	NO-OB. XUS



A non-humanoid unit with a most unusual shape. Once a master debugging unit. Now his extraordinary talents can be used to delete entire program units. Large size hinders his speed, but a powerful, deadly tail makes up for his lack of mobility. Its developer seems to be responsible for all other non-humanoid units. Tau's interface is among the easiest to learn of all units within the XTAL Tower.

Tau's Commands

Attack Techniques:

Straight Claw	F+P
Side Claw	DF+P
Tail Upper	B, DF+K
Four Feet Kick	F, F, P
Slide Chop	D, D, F+K
One Side Kick	F, F, K
Buggy Roll	F, D, B, K

Throwing/grappling techniques:

Needle Throw	G+P
T. Swing	B, DB, D, DF, F, P+K

Techniques for attacking a fallen opponent:

Four Feet Press	D+K
Screw Press (small)	U+P
Screw Press (large)	(hold) U+P

Combo

Shredder Combo	P, P, F+P, F+P
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WILD 3

Unit Type:	Soldier
Data Transfer Speed:	297800GB/Sec
Unit Count:	24
Programmer:	ECS. EXE



A humanoid unit boasting a radical outfit and a selection of dangerous weapons. Wild 3 was XTAL's main tactical attack program unit, and the first sub-program unit to exist in the XTAL Tower. His combat style is rough particularly violent. Although equipped with a gun, he often uses it just to smack the opponent. This gun also gives him a great range advantage and devastating offensive power. The programmer responsible for the XTAL TOWER main system is also said to have created Wild 3.

Wild 3's Commands

Attack Techniques:

Spin Punch	F+P
Jack Knife	DF+P
Middle Gun	F, F, P
Break Gun	P+K
Drop Kick	D, F, K
High Shot	D, F, P
Low Shot	B, D, P
Swing Gun	B, F, P
Low Kick	DF+K
Knee Kick	F+K
Tackle	B, B, F+P
Elbow	F, B+P

Throwing/grappling techniques:

W Impact	G+P
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Techniques for attacking a fallen opponent:

Finishing Shot	D+K
Hip Dive (small)	U+P
Hip Dive (large)	(hold) U+P

Techniques for disabling an opponent's guard:

Unlock Bash (defeats high guard)	B, G+P
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Combos

Wild A Combo	P, P, K, K
Wild B Combo	F+P, P, P

IO

Unit Type: Bizarre
Data Transfer Speed: 262856GB/Sec
Unit Count: 27
Programmer: EPURILU. CRT



A female-type humanoid unit programmed by the same developer who created ZERO. A combination offense/defense unit based upon an entertainment program engine. As expected from her feline appearance, she attacks fiercely with her claws and possesses unmatched agility. IO specializes in speedy consecutive attacks. Also in her arsenal are special movements that take advantage of her maneuverability, and can serve to confuse an unwary opponent.

IO's Commands

Attack Techniques:

Killer Chop	D, F, P
Nail Smash	F, F, P
Priss Kick	F, F, K
Heel Kick	P+K
High Kick	DF+K
Rewind Kick	B+K
Straight Nail	F+P
Replacer	UF+G
Knee Kick	F+K
Middle Kick	K (while rising from a crouch)
Heel Cutter	B, F+K
Cross Nail	B, D, F+P

Throwing/grappling techniques:

Escort Throw	G+P
Priss Strangler	F, F, G+K
Bloody Back	G+P (when behind an opponent)

Techniques for attacking a fallen opponent:

Nail Chop	D+P
Heel Press (small)	U+P
Heel Press (large)	(hold) U+P

Reversal techniques:

Kick Compiler B+G

EOS

Unit Type: Judo Wrestler
Data Transfer Speed: 290480GB/Sec
Unit Count: 25
Programmer: CHIHARU. MYK



Created by a programmer with a twisted understanding of eastern culture, this humanoid unit fights in a style influenced by jujitsu and karate. A intelligent program with skilled coding, resulting in a unit that boasts awesome counterattacking and guard disrupting abilities. He is equipped with a wide variety of powerful throws. He has kanji characters written on his shoulder and back, symbolizing his programmer's appreciation of detail and authenticity. In the hands of a pro, Eos is most fearsome.

EO'S Commands

Attack techniques:

Rikidou	F,F, P
Oogoma	F,F, K
Tatamisukui	D, DF, P
Ashizuri	DF+ K
Tataminui	F,F,F, P
Tatamikuzushi	F, F, P+K
Uwa Uradatami	F+P
Naka Uradatami	B+P
Shita Uradatami	DF+P
Tatamigaeshi	B+P,F+P

Throwing/grappling techniques:

Seoinage	G+P
Tomoenage	B+G+K
Sunearai	F,F,DF+K
Kumagoroshi	G+P (when behind an opponent)
Onigoroshi	D+P+K (when opponent is crouching)

Techniques for attacking a fallen opponent:

Acho	D+P
Kawarawari	U+P
Oogawarawari	(Hold) U+P

Techniques for disabling an opponent's guard:

Morotebari (defeats low guard)	D, DF, G+P
Karetebari (defeats high guard)	B, G+P

Reversal techniques:

Yawaragatame (reverses high punches)	B+G
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CYGNUS

Unit Type:	Ninja
Data Transfer Speed:	253316GB/Sec
Unit Count:	28
Programmer:	YASUI.MYK



Created by the same developer as EOS, this humanoid unit resembles a ninja character. Originally a high level system control program. He wields a powerful sword of pure virtual energy. Although many of his attacks are swift, they can be risky if used under the wrong conditions. His agility is good, and he's also capable of unexpected movements. Beware of his ability to easily demolish an opponents defense!

Cygnus' Commands

Attack Techniques:

laigiri	B+P
laizuki	F, F, P
Shitaoozatou	DF+P
Shitahayate	DF+K
Nakahayate	F+K
Ganseki	B, B, K
Nagarezuki	P (while dashing)
Jump Stab	U+P
Ninpo Yashichi	UF+G

Seibai	B, F, P+K
Shinkuugiri	D, B, P+K
Ninpo Tokeimawari	D, D, D, P+K

Throwing/grappling techniques:

Ninpo Ookanazuchi	G+P
Ninpo Taruotoshi	G+P (when behind an opponent)

Techniques for attacking a fallen opponent:

Joubutsu	D+P
Hayanie (small)	U+P
Hayanie (large)	(hold) U+P

Techniques for disabling an opponent's guard:

Ninpo Gozagaeshi (defeats high and low guards)	D, DF, G+P
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DRACO

Unit Type:	Dragon
Data Transfer Speed:	252660GB/Sec
Unit Count:	22
Programmer:	D - DOG.XUS



A non-humanoid unit shaped like a dragon, created by the same developer who created TAU. An entertainment program that doubles as a powerful system defense unit. He moves quickly and breathes fire. Watch out for his extremely powerful tail! Draco can devastate a downed opponent.

Draco's Commands

Attack Techniques:

Head Butt	F+P
Tail Back	F,F,K
Middle Kick	F+K
Low Kick	DF+K
Tail Dive	U+K
High Breath	F,F,P

Upper Breath	U+P
Low Breath	B, DF+P
Mongolian Punch	B, F+P
Shoulder Tail	B, D, F, K

Throwing/grappling techniques:

Dragon Nip	G+P
Hyper Headbutt	DF+P
Barbecue	B, F, G+P+K

Techniques for attacking a fallen opponent:

Chain Tail	D+K, K, K
Tail Bomb	D+P+K

Combos

Tail Back Combo	F, F, K, K
Rapid Nail Combo	P, F, P, P, P, D, K

NEREID

Unit Type:	Monster
Data Transfer Speed:	263080GB/Sec
Unit Count:	31
Programmer:	B - BOL.XUS



This non-humanoid unit may look somewhat humanoid, but he possesses animal instincts. Nereid was an experimental hybrid unit, whose design was influenced by powerful virus type programs. He was programmed to operate in an abnormal, unexpected manner, and his crazed appearance further accentuates his madness. There are drills extending from his chest and back. He can attack effectively facing either way, making him the most unpredictable unit of all!

Nereid's Commands

Attack Techniques:

Low Stab	DF+P
Killer Nail	F+P
Drill King	F, F, P

Backward Kick	B+K
Heel Hammer	D+K
Bloody Chop	F+P+K
Bad Slide	P+K
Gaddem Drill	F, D, P+K
Cool Kick	B, DF+K
Dirty Upper	P (while rising from a crouch)
Step Back	(hold) G, B, B (when opponent is behind you)
Unfair Punch	B+P (penetrates low guard)

Throwing/grappling techniques:

Crazy Drill	G+P
Super Bad Throw	G+P (when opponent is behind you)

Techniques for attacking a fallen opponent:

Drill Press	D+K
Hell Press (small)	U+P
Hell Press (large)	(hold) U+P

Techniques for disabling an opponent's guard:

Guard Crusher (defeats high guard)	P+K+G
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Combos

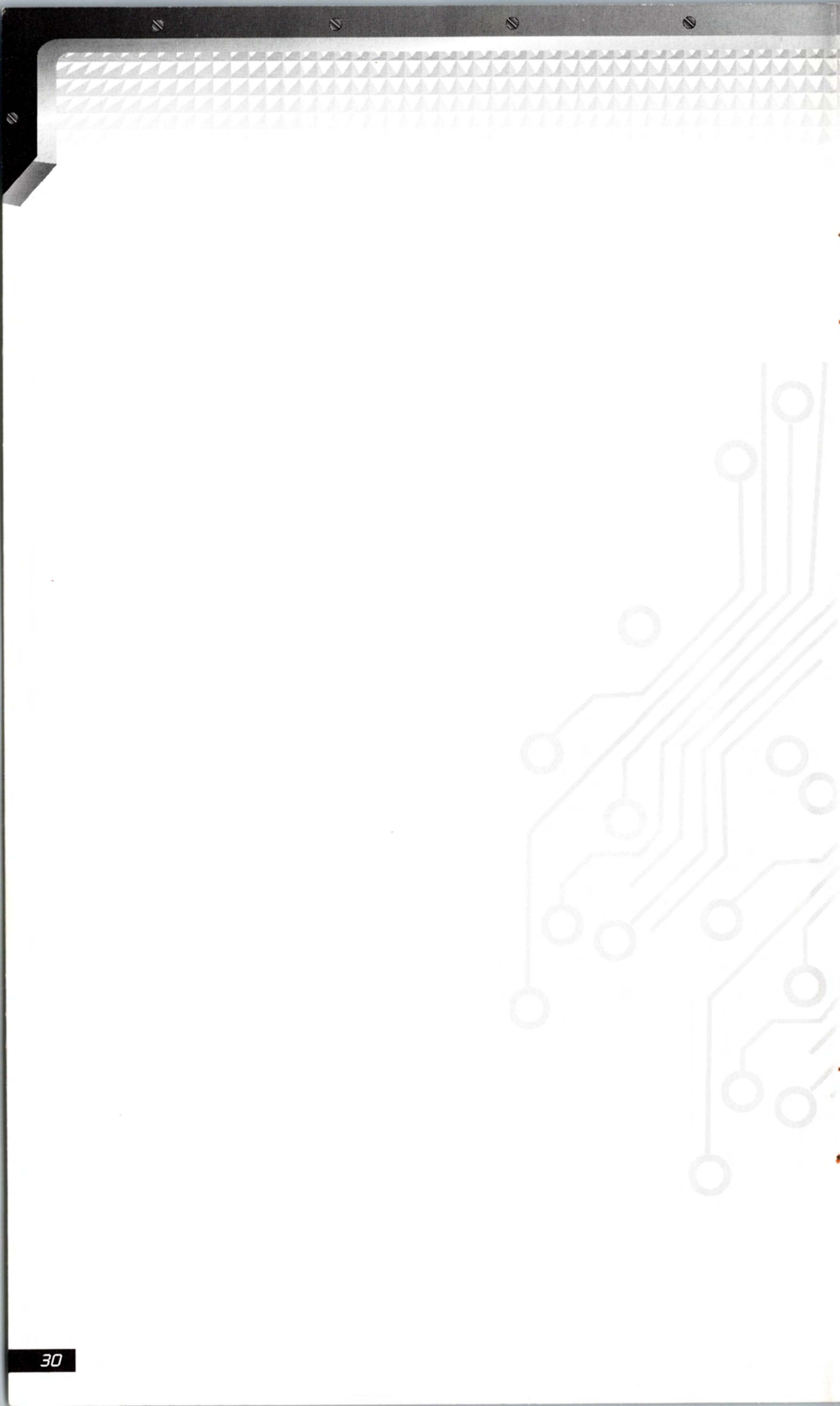
Happy Nail Combo	P, P, F+P, P
Abnormal Combo	B+K, F+K, P, P
Crazy Machine Combo	F+P, B+P, P, P

THE FINAL OPPONENT

At this time, we know nothing about this enemy is unknown except for the fact that he calls himself by a name other than XTAL. What is this unit, and who is XTAL? Will we ever find out?

HINTS AND SECRETS

- Each character unit has their own strengths, weaknesses, and optimal fighting style. Learn to exploit these differences.
- There are several ways around a unit's defense. Find your unit's special moves that must be blocked high or low only. Some characters specialize in techniques that can defeat or disable an opponent's guard!
- Combos do big damage! Skillfully string together attacks, special attacks, and even air attacks to inflict maximum damage upon rival units. Find ways to hit your opponents up off the ground- air juggle combos are particularly effective as units are defenseless when falling.
- Learn to use your unit's special techniques to throw your opponent off guard. Sometimes what may appear to be a risky or vulnerable position can in fact, be a deadly trap to spring on an unwary foe.
- Player 1 and Player 2 have their own set of character texture maps. To select the other player-side's texture-maps, hold UP while selecting your character.
- After beating the game, you can choose from 16 alternate color palettes per character. To choose a different color, hold SELECT then press one of the 8 attack buttons. Player 1 and Player 2 have their own set of palettes.
- XTAL is hidden somewhere in the system, but he only challenges worthy opponents! Play on Normal and Hard level, and never lose if you want a chance to challenge the master of the XTAL Tower!
- Many secrets and surprises are imbedded in the "system"? Some keys to unlocking secrets involve beating the game several times, beating the game under special conditions, and accumulating a huge total playing time. Be sure to update your memory card save files after every playing session!
- By holding down the select key after a round, you'll prompt the Memory Save menu. This is very useful for players who don't like to keep the Replay Save option on.
- A hidden alternate "game universe" exists somewhere in the system. Can you find it?



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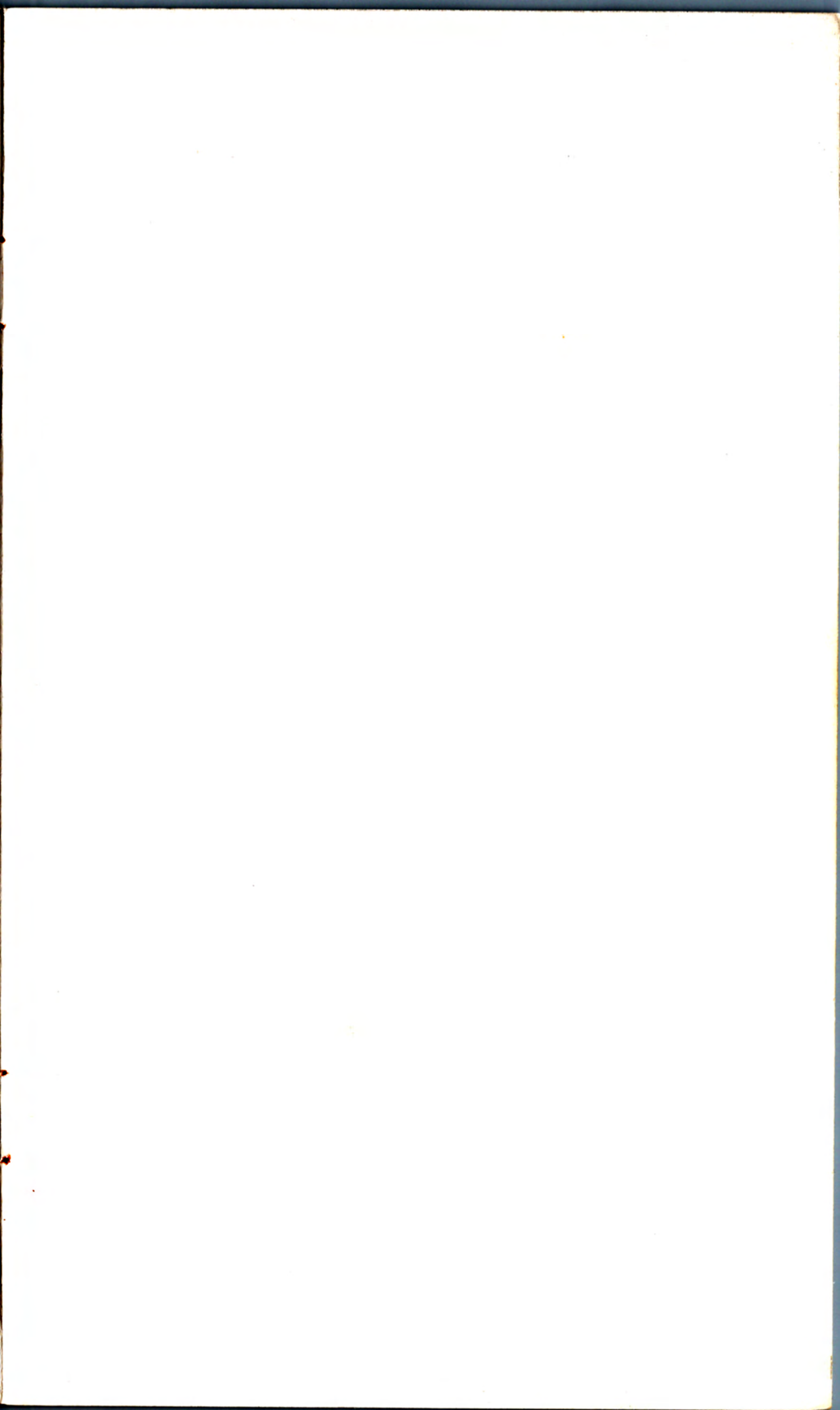
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master the operation of this game.
Should you have any further problems
or questions about playing this game,
please call a game counselor at

408-433-3999

Monday through Friday from
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