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STUDIO 3DO

ZHADNOST

THE
PEOPLE'S
PARTY



MINIMUM TWO PLAYERS
AND TWO CONTROLLERS
REQUIRED.
FOR USE WITH
3DO NTSC OR
PAL SYSTEMS.

2-4
PLAYERS



ZHADNOST

THE
PEOPLE'S
PARTY™

**Official State-Authorized
User's Manual**



Before Using Your 3DO[®] System

(Capitalist lawyers wrote this stuff.)



Exposure to certain light patterns, flashing lights, or backgrounds on a television screen or while playing video games may induce an epileptic seizure in a very small percentage of 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.

Setting Up

1. Turn ON the power switch on your 3DO system. The READY light indicates that the unit is on.

2. Check to see that the first of at least two control pads is connected to the control port. If it is not, turn the system OFF and plug it in, and then turn the power on again.

3. Press the OPEN/CLOSE button and insert your CD (label facing up) in the disc tray. Press OPEN/CLOSE again to retract the tray. Or open the pop-top lid on your top loading 3DO system, insert the CD with the label facing up and close the lid.

You should see the 3DO logo on your screen within a few seconds. If the symbol does not appear, turn the system off and repeat the process from step 1.



Quick Start for Lazy Party Functionaries

This game is for 2 to 4 players. Two control pads are required at a minimum. This game works best with one control pad per player, but three or four players may share two control pads if desired. Simply pass the control pads back and forth between players whose characters are in action.

At the contestant selection screen, pick a character for each player from among the five contestants. To select a character, move the directional pad up and down to scroll through the five options. When you see a character you like, press the A button. When every player has selected a character (and no two players can select the same character) press the C button to begin the game. Remember who you are—you will be called by that name for the rest of the game.

At the podium the first character will be announced. Press A to lock in a control pad and begin play. Your character will be pneumatically shunted to the Quotatron to select a random number. Press A at any time to stop the Quotatron and get your number. This number will be the number of seconds of time on the Money-Go-Round for which you will be competing this turn. The more time you have, the more money you can win. The character will then be moved with this number to the Trial Grid to await an opponent.

Back at the podium, your host Bob will announce an opponent. This player will then press A to lock in a control pad and bring his or her character to the Trial Grid. At the Trial Grid, contestants will negotiate the outcome of the trial on the grid of blocks. A clock counts down ten seconds in the top-right corner of the screen as the two contestants move the selection bars across the Grid. Move the bars with the directional pad. The contestant on the left of the screen controls up and down movement while the contestant on the top of the screen controls right to left movement. Where the bars intersect when time runs out determines which competition the characters will play. Each competition is self-explanatory. You can begin immediately, or read this manual to get a briefing on each challenge.

At the end of each round, play then moves to the Money-Go-Round. Each character then gets to spend their hard-won seconds moving around the Money-Go-Round. Change the color of a square by stepping on it. Step on a neutral square to make it your color and earn prize money. Step on an opponent's square to deduct prize money from his or her total and return the square to a neutral color. Step on the center space to bank the rest of your time and move back to the Podium. The winner is the character with the most prize money earned on three trips to the Money-Go-Round.

Introducing the Characters

Today you have lucks. You play game show with fabulous group of characters.

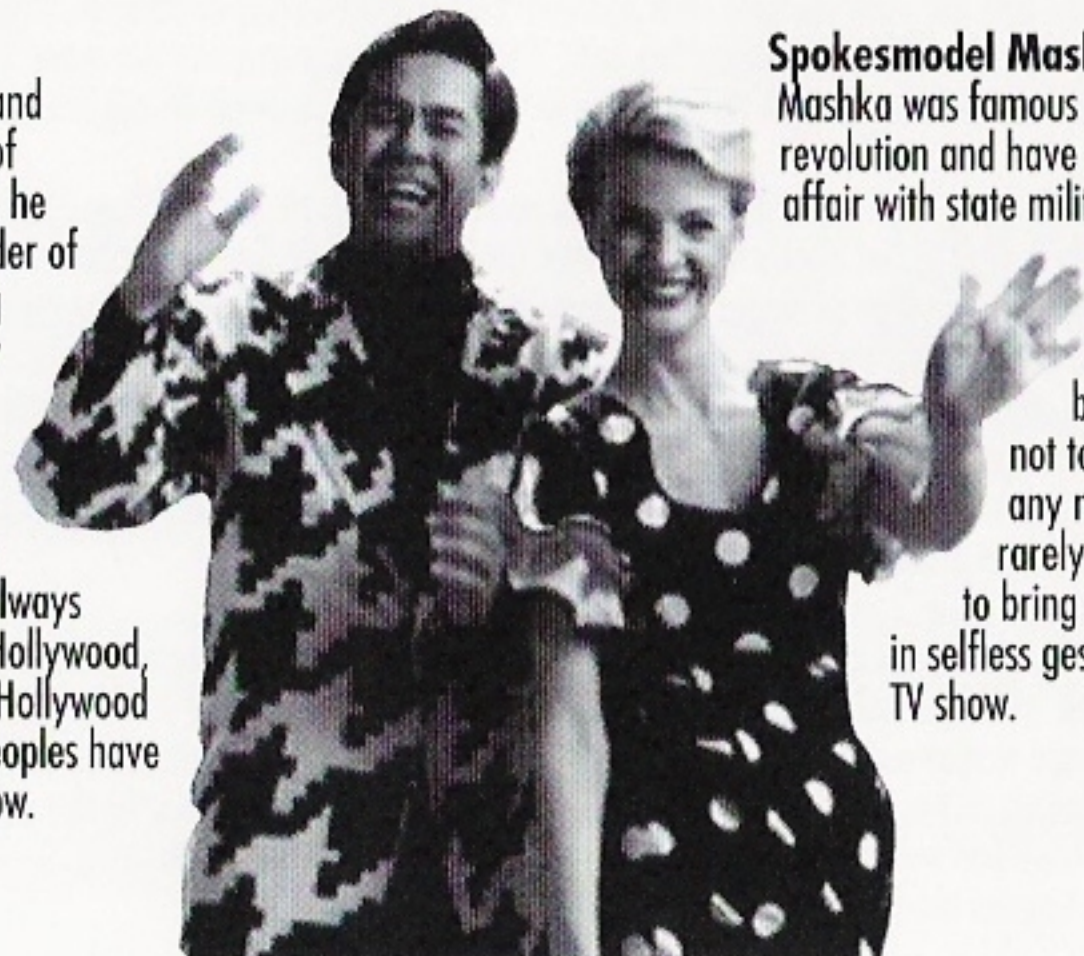
**SURVEILLANCE
PHOTO
NOT
AVAILABLE**

Announcer Ray Tolstoy

Ray Tolstoy (not real name) is retired head of secret police. After 10 years in job, Ray retired as millionaire. Now is back from retirement as announcer for TV show. Little known fact is Ray donate all prize money and arrange exit visas for winners of show. Let's have round applause for Ray Tolstoy.

Host Bob Blini

Bob is flamboyant and charismatic leader of revolution. Actually, he was only minor leader of small team handing out leaflets but now he has television show so he can say what he wants about previous role in revolution. Bob always dream of going to Hollywood, but is now to bring Hollywood to Bizzarnia. The peoples have joy to see his TV show.



Spokesmodel Mashka

Mashka was famous model before revolution and have famous love affair with state military general.

Now is revolution and Mashka is broken-hearted not to see general any more. Now she rarely talks but tries to bring cheer to others in selfless gesture through TV show.



Vladimir "Zygi" Nada

Born in off-duty taxicab on a Saturday night, he is nicknamed "Zygi" for way taxi driver drove on way to hospital. We ask Zygi about occupation in interview and he tell us he is "independently wealthy." He says this is important if you want become president of the United States of Amerika. Zygi wants.

Dr. Grushenka Ruble

She is too shy write this biography so we ask Ray Tolstoy to help us. Ray says that Grushenka is nationally-recognized rocket scientist, but, is much more fun when she drinks vodka. Usually only three or four glasses of vodka and she becomes wild fashion designer and party girl. Her best fashions are designed when she is drunk. Her best rockets are designed when she is have hangover.



Ludmilla Pectoralvitch

Born in small village in Caucasus mountains, Ludmilla grew up with nine brothers and no sisters. Seven of brothers on state rugby team but Ludmilla was individual and prefer track & field. She win her first competition at age four. Today she is world leader in "women's" shot-put and javelin throw.



Ivana Borchnik

Ivana asked us not to print her age (23 years) and not to mention her nervous breakdown, drug habit, or brother in jail. Instead she wanted us to list her "influences:" Stone Temple Pilots, Skinny Puppy, and Sade. If she wins, the first place she is going to visit in Amerika is New York offices of MTV.



Colonel Ivan Kropotkin

Colonel Kropotkin has taken time from busy schedule to come win this game show. Do not call him Ivan. Also, do not attend his comedy performances—even if your unit leader give you free tickets. If you must attend, do not sit near front. Drink as much as possible and laugh loudly. When Colonel Kropotkin wins—and he will keep coming back to show until he wins—he will visit MGM Grand Hotel in Las Vegas.

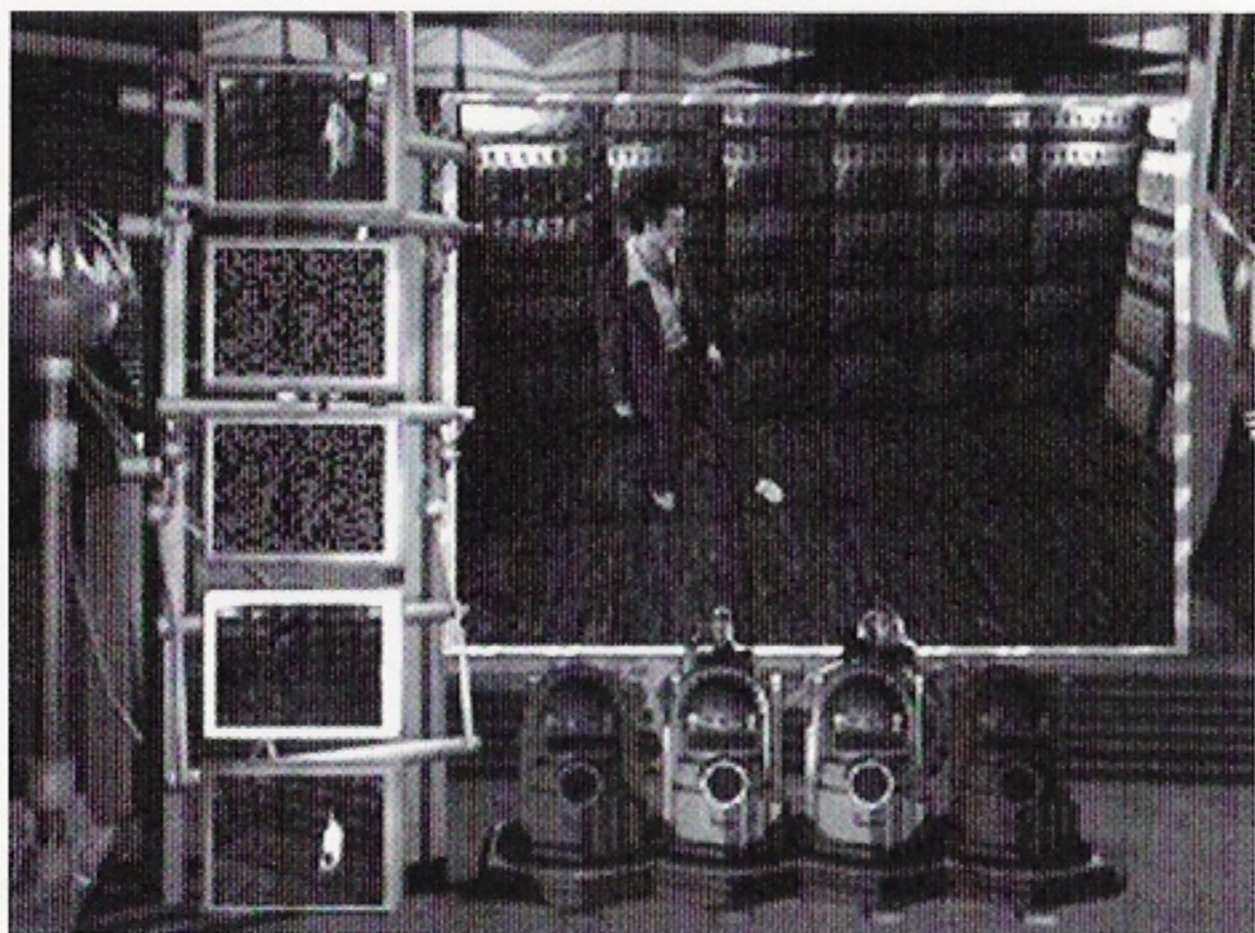


Instructions —

The Full Tolstoy Version

Connect a minimum of two control pads to your system, turn on your system, and insert disc. The story of Bizzarnia will begin playing. To skip this video, press the A button. This will bring you immediately to the character selection screen.

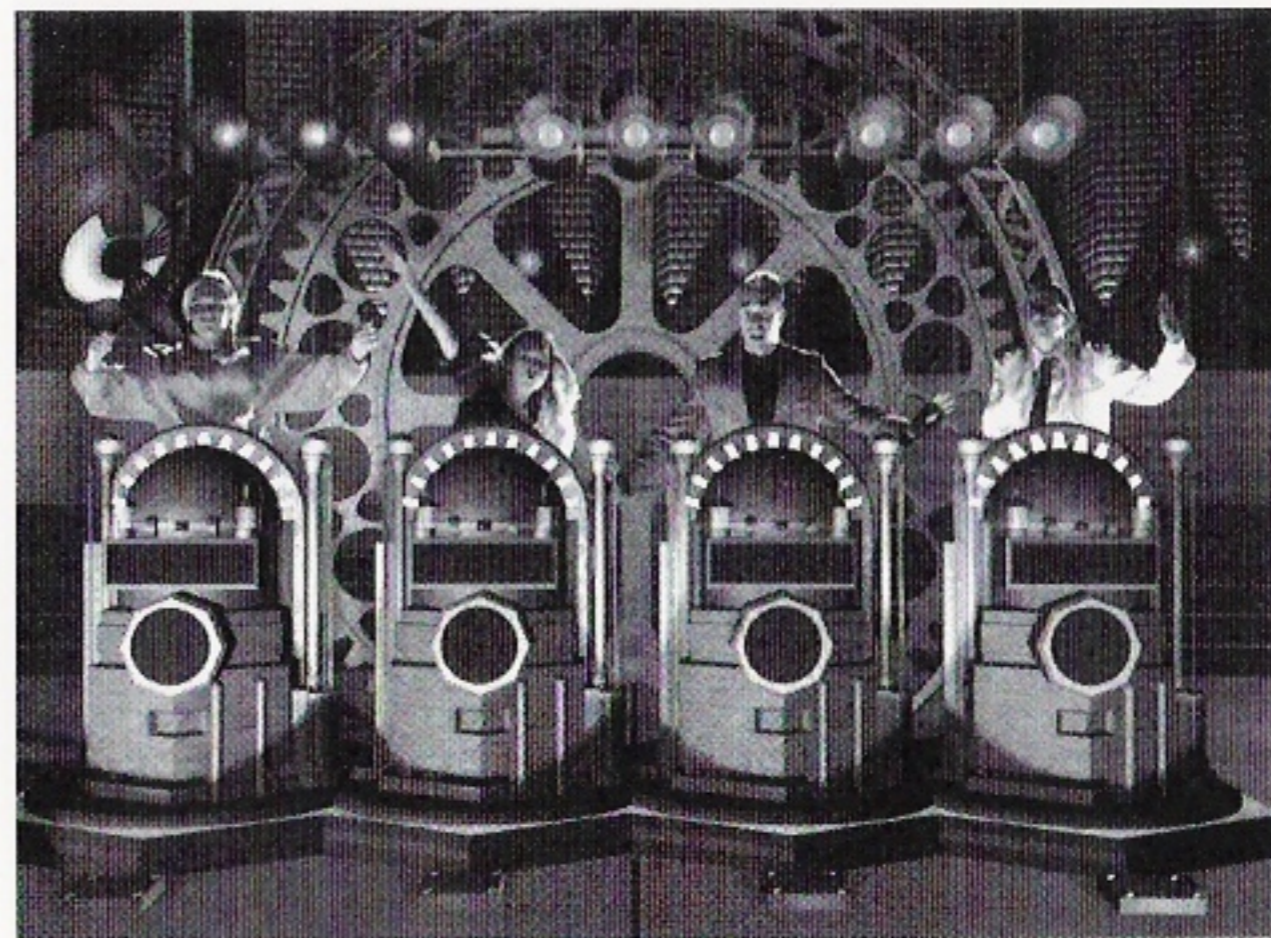
Move between characters with the D-pad and press the A button to select a character. When all players have selected a character, press the C button to begin the game. A maximum of four players can play at the same time.



Selecting a Character

Play moves now to the Podium where the characters are shown with their respective scores throughout the game. The first character will be called and his or her player should press the A button to lock a control pad to that character for this round of play. If you accidentally press the A button on a different control pad, that pad will be locked in to that character for this round—simply switch control pads for that round of play.

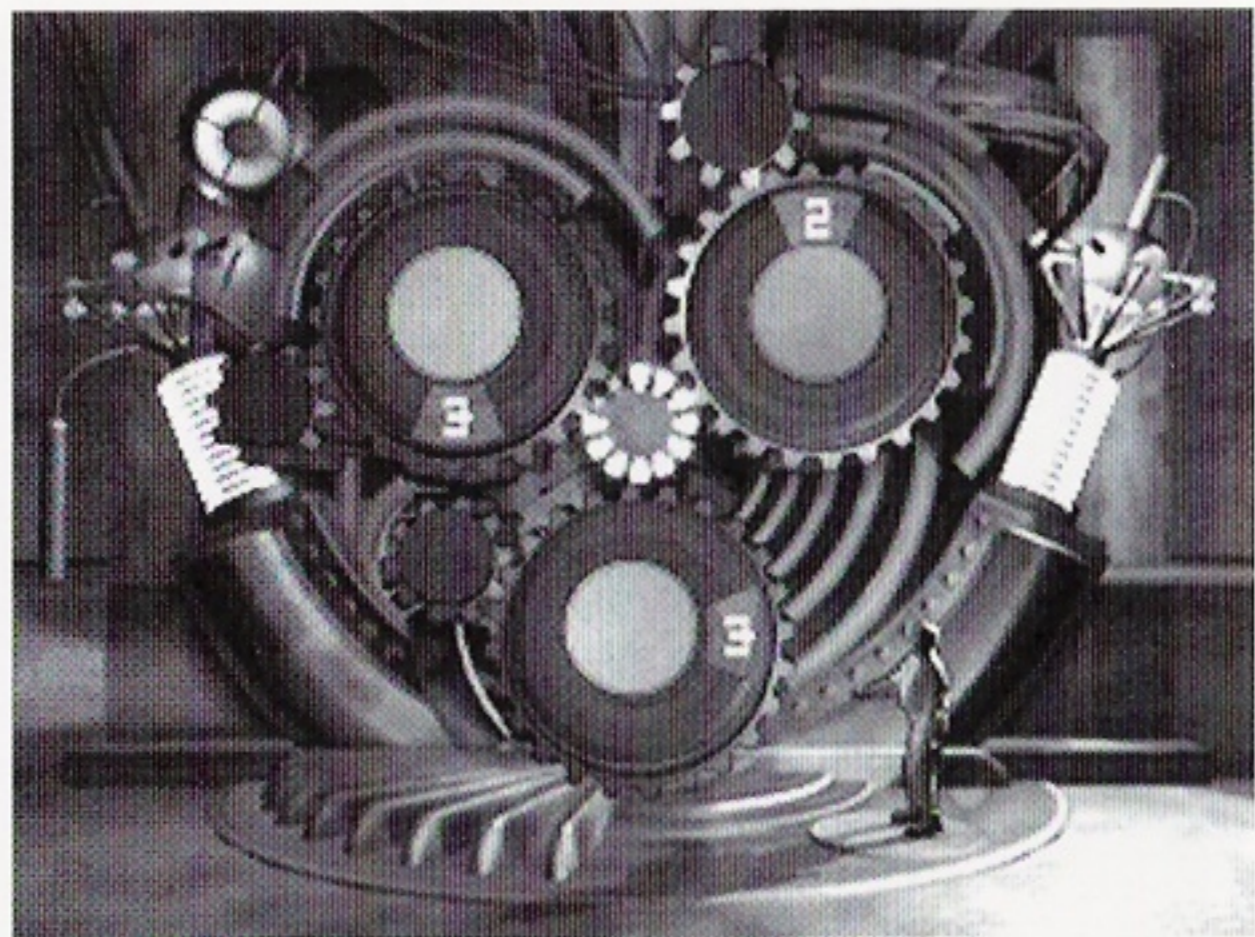
HINT: If there are enough control pads for every player to have their own pad, Zhadnost will automatically lock each character to its respective control pad at the first visit to the Podium. After that happens, if someone attempts to use any other control pad, a buzzer will sound.



The Podium

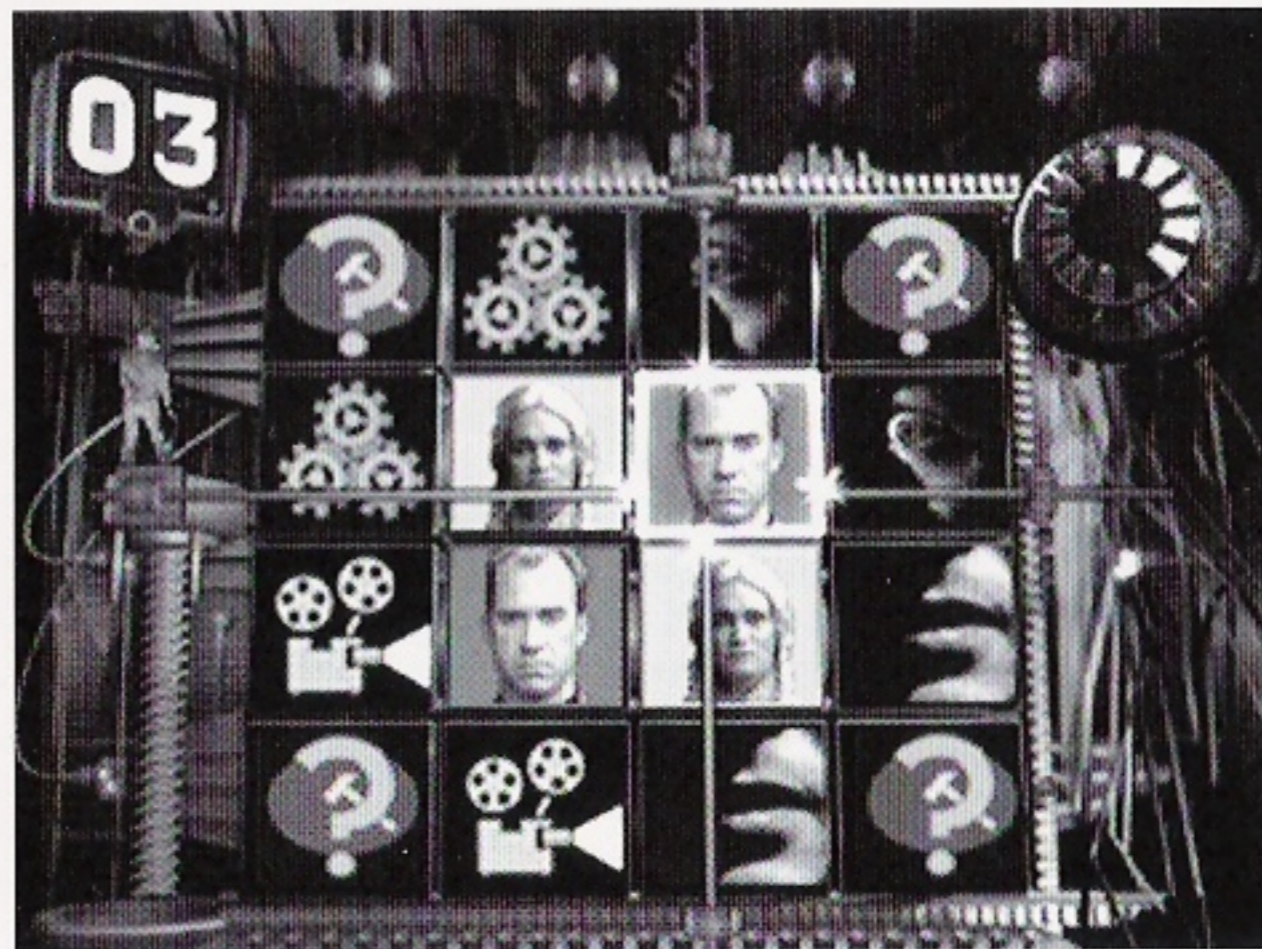
When the first character begins, he or she will be transported via pneumatic tube launch system to the Quotatron. This device will generate a random number for the contestant and that value becomes the number of seconds on the clock for which players will compete. Press A to stop the gears and get a value or a value will be assigned after 10 seconds. The character then moves to the Trial Grid and awaits a challenger.

Back at the Podium, a challenger will be announced. That character's player should then take a control pad and press the A Button to lock in that control pad for this round of play. This launches the challenger through the pneumatic tube system to join the first character at the Trial Grid.



The Quotatron

The two characters will now have 10 seconds to contend with each other in the selection of a challenge upon the Grid. The first contestant, standing on the left, will control a horizontal grid line. The challenger, standing above the Grid, will control a vertical grid line. Each character moves his or her grid line independently throughout the 10 seconds in an attempt to locate the intersection of the two lines over an advantageous challenge at the expiration of the clock. The challenge over which the grid lines intersect when the clock runs out will be the competition for these two contestants. The winner of this competition will receive the value of seconds from the Quotatron as their prize.



The Trial Grid



The Trial Grid Challenges Are:

Instant Winner



Landing on your own character makes you the Instant Winner!

Yankee Stooze Cinema



This challenge is a simultaneous race to unscramble the motion picture. Select pieces with the A button and move them with the D-pad. The first player to unscramble the film wins. If no one successfully unscrambles the film before time runs out, the winner is the one who puts the most pieces in their correct locations. A tied game ends in a draw—no one wins.

If the film is unscrambled before time runs out, the film will continue to play after the challenge is won until the clock runs out. If you prefer not to view the film, simply press the A button to return to the Podium.

HINT: Use the frame to correctly position the pieces.

Eye Spy



Take turns matching pairs of pictures. First one player will attempt a match, then control passes to the challenger to match two pictures. Each player has a separate timeclock so the faster you move, the more sets you can potentially build. Delaying will not affect time available to your opponent. **HINT:** Move fast—think later!

Propaganda



Be the first to correctly answer the trivia question as the count-down clock times the round. More points are awarded for each question the faster they are correctly answered. An incorrect answer does not affect your score, but the wrong answer is then removed so your opponent has a better chance and guessing correctly. The winner of this challenge is the contestant with the most points (not necessarily the most correct answers) when time runs out.

Lip Service



Take turns matching pairs of sounds. First one player will attempt a match, then control passes to the challenger to match two sounds. Each player has a separate timeclock so the faster you move, the more matches you can potentially build. Delaying will not affect time available to your opponent.

Troika



Match three of a kind among the pieces available. You can match pieces by shape, color, or quantity—or a combination of factors. The more factors your set has in common, the more points you will receive for this match.

First one player will build a set, then control passes to the challenger to build a matched set. Each player has a separate timeclock so the faster you move, the more sets you can potentially build. Delaying will not affect time available to your opponent. The contestant with the most points when time runs out wins this challenge.

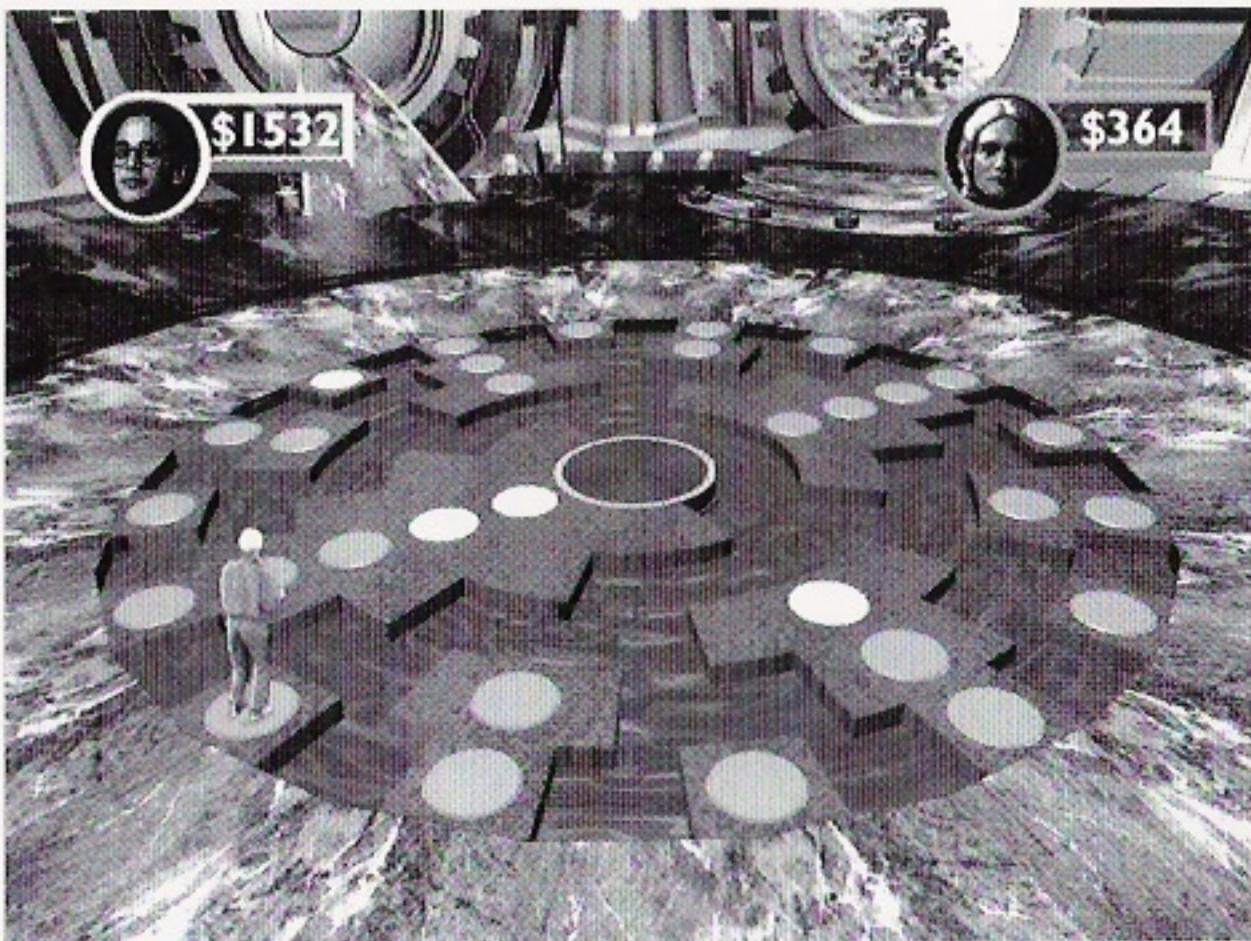
The winner of the competition will collect the seconds at risk, and then the turn passes to the next contestant. After all contestants have had a turn at the Quotatron and competition, contestants will be given the opportunity to take a walk on the Money-Go-Round. Each character then gets to spend their hard-won seconds. (For more information on the Money-Go-Round, see next page)

HINT: Between rounds, press A to skip channel surfing segments. Are you crazy? Those are best part.



Money-Go-Round

Change the color of a circle by stepping on it. Step on a neutral circle to make it your color and earn prize money. Step on an opponent's circle to deduct prize money from his or her total and return the circle to a neutral color. Step on the center space to bank the rest of your time and move back to the Podium. Contestants will then return to the Money-go-Round until time is gone.



The Money-Go-Round

HINT: The last player with time left on the Money-Go-Round can step on the center to bank their time until the next round. Only one player per round may bank their time between rounds. It is a good idea to bank your time so you can go last. The last player on the Money-Go-Round has a distinct advantage.

Step by pressing Up or Down on the D-pad to signify a forward or backward step. Only one step per move is possible. Remember that when your character is on the far side of the Money-Go-Round, you will still need to press Down to have your character jump backward, which is away from you. Don't let the circular movement of the Money-Go-Round get you turned around.

- Round 1: each spot is worth \$1000
- Round 2: each spot is worth \$1000
- Round 3: each spot is worth \$1500

The winner is the character with the most prize money earned at the end of three trips to the Money-Go-Round.

HINT: *Zhadnost* is Russian word for *greed*.



The Department of Memory is Occupied

It is possible that your 3DO system's internal storage is completely full. This can prevent you from selecting a new name. This is like when you go to State

Banquet and eat too much, then go to mother-in-law's house and she offers you big dinner.

If this happens, your system will not be able to remember which commercials you have seen and which trivia questions you have answered. Some repeating may occur.

Is better you can erase some items from internal storage place, no? To do this, use your system's built-in storage manager utility or use one of the utilities on a 3DO Interactive Sampler CD. For more help with this, please call 3DO Customer Service (see next page.)

3DO Customer Service

Contact our Customer Service Center
Monday through Friday
9:00 a.m. — 5:00 p.m. PST
(415) 261-3454

Or via email at: customer-service@3do.com

If still no one answers for to you, try old Party dacha at coastal village on Black Sea. Sometimes whole staff have "off-site" for purposes discussing work. Very important work.

Or you can write us at:
The 3DO Company
Customer Service
600 Galveston Drive
Redwood City, CA 94063-4746

Bureau of 3DO Direct

Now you can buy all 3DO capitalist goods from one good back-door. Zygi Nada has opened special source for all 3DO hardware, software, and peripherals. Very easy to buy and keeps Zygi away from vulnerable nuclear arsenals.

Just to place your order by phone, fax, or Bizzarnian postal service or come to small cafe on Tolstoy Street between 2 and 4 p.m. and ask for Ivan. We will send products by airmail or pack beasts directly to your home or office. No, Zygi does not make deliveries personally. (don't know why everyone asks that)

With many new capitalist products invented every week, this is good way to buy them all. Also, you can now to visit new World Wide Web home page. Zygi have fancy thing here. He is very proud of it. His page have address www.3do.com.

Operators are standing by Monday through Friday, 9:00 a.m. — 5:00 p.m. PST.
Phones working good lately.



Read this Capitalist Propaganda

Other Great Titles from Studio 3DO

Killing Time™

You are trapped in a horrifying first-person passage through unspeakable evils in a 3D world. Surrounded by a host of long dead but restless beings, you must use your wits and weapons to make your way through the heart of this terrible mystery. Step through dark hallways into dim rooms, speak to the video-real shades of past residents, and kill or be killed until you solve the mystery of Matinicus Isle.



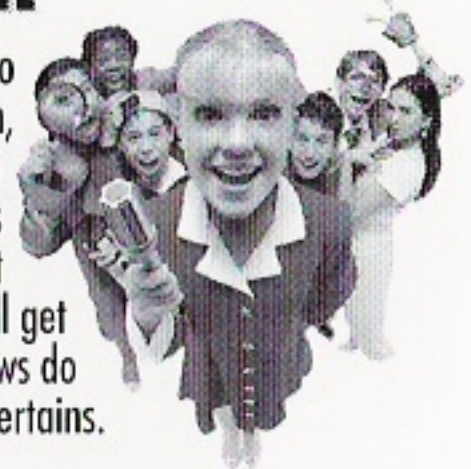
BladeForce™

The year is 2110 and crime is rampant. Into a world of gritty 3D cities you come wearing a prototype helicopter flight suit. Fly freely through real-time texture-mapped buildings and streets. Match your 3D flying skills, weapon proficiency, and cunning against the entrenched defenses of evil crime lords.



Club 3DO: Station Invasion™

Kids have taken over a local TV station and you have been hired to produce a TV show! We've got five hit shows to pick from—a hilarious sitcom, a great game show, a lively talk show, a steamy soap opera, and a madcap mystery adventure series. As producer, you will come face to face with the stars of these shows—real, live video characters who need your help. Work things out through braintickling puzzles and skill-boosting challenges. A hot show will get higher and higher ratings. We'll even hire your friends and see whose shows do better. The first truly interactive kid's TV show that enriches and entertains.



State Propaganda Ministry **OFFICIAL MEMO**

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Surveillance Photo of Capitalist Agitators



top: Jay London, Keith Peterson, Jennifer Hubbart, Lisa Lo, Al Chang
middle: Heather McDonald, Peter Carlson, Jim Eisenstein, Kurt Kaufman
bottom: Jeff Sutherland, Chris Downend, Diana McKenzie, Rachel Mayeri, Dana Beard