

# Zipil Divvil™



*And you thought you had a bad day!*

**ZOO Digital Publishing  
Presents...  
Liti! Divi!**

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## **So You Think You've Had A Bad Day?**

Mutt's been selected to enter the Labyrinth of Chaos and embark on the greatest adventure of his uneventful life. He's not happy about it. Why should he have to go and get the pizza?

Like most of us he just can't be bothered going himself. He'll have some if you're making it anyway, or indeed, if there's some going spare; he'll even go if someone goes with him, but don't ask him to do it by himself he just can't be bothered and anyway it's just not fair!

The world is against him as well!

It's like you've parked your car in the same space in the office car park for the last five years. You've had the same car all that time and you're on first name terms with the attendant 'George' who always salutes you with a 'Morning sir' as you pass through the gate 8.48 am sharp day in, day out. Then one day you forget your pass. George won't let you in, claiming you could be anyone and that, of course it's 'morethanmyjobsworth!'

You get the picture?

## OBJECT OF THE GAME

You must take Mutt through the five levels of the Labyrinth to the Overworld. Work your way through troublesome tunnels and over forty rooms of conundrums and challenges. Watch out for The Entity, he's watching your every move, waiting for an opportunity to whisk you off to the torture chamber. So, keep an eye on your health bar and don't take too long!

Oh yeah, I nearly forgot, he's going to get a pizza. Strange that really, but never mind. (As the game unfolds you'll see just what a great simulation of take-away food acquisition this game really is - not!)

On your way to the Overworld you'll have to release the lost souls of unfortunate Divils (who have no doubt been unsuccessful on previous pizza missions) which will also allow you to progress to the next level. You'll need three artefacts to help you do this that you can find ... somewhere in the game!

Good luck and enjoy that pizza when you get it. To be honest, I'd have just had one delivered.

## PLAYING LITIL DIVIL

Use a joystick or keyboard to play the game. You can configure the keyboard at the start of each game, but the defaults are: **2, 4, 6** and **8** on the numeric keypad for the directions and the **X** and **Z** keys for the fire buttons. **F3** will allow you to bring up the '**Quit/Play Again/Load Options Screen**', when you are in the tunnels. **F4** will allow you to turn the music on/off. **F5** will allow you to turn the Sound FX on/off.

## Please note

During the game while Mutt is standing still in the tunnels you may re-calibrate your joystick by pressing **CTRL** and **J** together or change to keyboard by pressing **CTRL** and **K**

Litil Divil is made up of two main playing areas:

**Tunnels and Rooms**

## **TUNNELS**

Operating Mutt in the tunnels is straightforward, using the joystick to go forwards, backwards, left and right and the Fire button to jump. You will find a number of items scattered throughout the tunnels that will be of assistance to you, as well as a number of pits and traps that won't!

When you come to a door, push the joystick towards it and press the fire button to enable Mutt to kick it open. Each part of the Labyrinth you have visited will appear on the automapping display in the top left hand corner of the screen.

To see an inventory of all the items you are currently carrying, press both the fire buttons at once, whilst standing still, in the tunnels. When you have completed your inspection, double click again to return to the game.

## **ROOMS**

This is where the real game play takes place. Upon opening a door Mutt will find himself in a room faced with either a puzzle to solve or some terrifying adversary to overcome.

In each room every joystick option will activate a different movement or action. You must work out for yourself what the objective is in each room and how to achieve this. The key word here is experiment.

You may find some rooms impossible. Could it be that Mutt needs some item to help him complete the challenge, or are you just hopeless? If you have an item, Mutt will instinctively know when to use it!

It may be a good idea to work out what all the moves on the joystick are as soon as you enter the room, but some may not work until Mutt has completed a task.

All rooms, except the Goodies and Save rooms, will magically disappear upon their completion.

## **THE SPIDER ROOM**

## MORE GOODIES ROOMS

These are situated near the beginning of each level. When you enter, a selection of goodies on offer will appear. Toggle between them using the joystick, or keyboard and press fire when the item you wish to buy is highlighted. When you have finished shopping, toggle onto the '**Door**' icon and press fire to return to the corridor.

## SAVE ROOMS

### GOODIES ROOM & SAVE ROOMS

Again, there is one situated on each level. If you wish to save the game at this point, move Mutt onto the bed using '**Down**' on the joystick or keyboard. He will now take a well-earned nap and you will be taken to the Load/Save screen (see later). If you do not wish to save a game, press up on the joystick and Mutt will leave the room.

## QUIT / PLAY AGAIN / LOAD OPTIONS SCREEN

This screen will provide you with three options, which are explained below. The screen can be accessed in a number of ways:

Firstly, if you press **F3** when you are in the tunnels, you will be taken to this screen.

Secondly, should you be unsuccessful in your quest (perish the thought!) or should you be nabbed by the entity, you will be taken to this screen.

Finally, once you actually have '**Saved Games**', this screen will appear immediately after you have successfully completed the protection screen, allowing you the option to load a saved game. The options are

**1. Play again** - selecting this will allow you to return to the game from the point you left it (unless you have been dragged off by the entity then, I'm afraid, it's back to the start).

Please note, this is not a '**Save Game**' option, if you have quit, your last game will not be saved here. You can only save games in the Save Room.

**2. Load a saved game** - This will take you to the Load/Save Options screen.

**3. Quit** - Will allow you to quit the game.

Select an option by using the joystick to toggle between them and then press fire

## **LOAD/SAVE SCREEN**

Click on one of the four slots to save the game at that point (there are four for each level).

To change levels, use the arrows on the right hand side of the screen to toggle through them.

To load a game select the '**LOAD**' icon and select one of the saved games from its appropriate slot.

You will now wake up in the Save Room. Walk out of the exit to resume the game.

If you wish to begin the game at the start of a particular level, select the first icon in the line and, using the arrows on the right of the screen toggle up and down between the available levels.

You can only begin the game from a level you have already started. For example if you have saved a game in the Save Room on Level 2 you can choose to either start the game from the beginning, start the game from the beginning of Level 2 or start the game from the save room. You cannot start the game from level 3, 4, or 5.

To Exit at any time, click the **X** below the slots.

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