ZOOM

PAPARAZZI IN ACTION

RTL PLAYTAINMENT

ZOOM PAPARAZZI IN ACTION

Epilepsy Warning

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such persons could risk a seizure while watching televised images or playing videogames. This can occur even if there have been no previous medical problems or history of epilepsy.
The following symptoms are characteristic of epileptic seizures: blurred vision, eye or face twitches, trembling arms or legs, disorientation, confusion or a temporary loss of bearings.
During an epileptic seizure, the loss of consciousness or convulsions can lead to serious accidents in the case of a fall. Stop playing immediately if you recognise any of these symptoms. We strongly recommend that parents watch over their children while they are playing with a videogame, as children and adolescents tend to be more prone to epileptic seizures than adults.
If these symptoms appear, STOP PLAYING IMMEDIATELY AND CONSULT YOUR DOCTOR. Parents and tutors should keep an eye on the children and ask them if they are experiencing some or all of the above mentioned symptoms. Children and adolescents are more prone to experience these effects related to the use of videogames than adults.

CONTENTS

INTRODUCTION **4**
SYSTEM REQUIREMENTS **5**
INSTALLING "Zoom - Paparazzi in Action" **6**
STARTING "Zoom - Paparazzi in Action" **6**
STORY & PRINCIPLES OF PLAY **6**
PLAYING - How to play "Zoom - Paparazzi in Action" **10**
MAIN MENU **10**
- Continue game 10
- New game 11
- Shoot Outs 11
- Photo Album 11
- Loading 11
- Saving 12
- Options – First configure your game! 12
- Credits 12
- Exit 12

CONTROLS **13**
- Controlling your character 13
- Movement 13
- Using the camera 13
- Other controls 13

CREDITS **14**

INTRODUCTION

Tony, young man, you are bound for an interesting future. Glamour, the jet set, the lime light ... and flashing cameras galore!

And you, you are right in the middle... just, well, on the other side of the camera. But if you are in the right place at the right time, and always keep your finger square on the trigger, you can earn quite a lot that way.

If you want to go far, like I did in my time, you will have to compete with the best of us. There is some serious competition. The Phantom, for example, a mysterious stranger, has been shooting the best photographs for quite some time, now. This guy is incredible! But maybe you, too, have something to offer!

HINT:

Oh, and Tony - use your zoom to find out which star will bring you the most credits without being noticed! It is especially suited for hidden observation! ... and then, when a star springs into action, you just run right into the fun and get the picture! But watch out for the bodyguards!

Former paparazzo "Fernando"

Welcome to the PC game "ZOOM - PAPARAZZI IN ACTION"

Gamers - always on the look-out for sensational pictures - play in different locations, using a lot of skill and tactics while trying to become the number one among the world's best paparazzi over the course of 15 missions.

Gamers see the game from a 1st person perspective and move through each location using keyboard and mouse controls. The controls were deliberately kept simple and limited to few functions, like "walk", "run", "use camera". The camera perspective offers zoom functions as well as a few special displays.

Different possible solutions during missions, increasing difficulty and the extra feature "Shoot Outs" offer a high level of fun and replayability.

Enjoy **Zoom – Paparazzi in Action!**

SYSTEM REQUIREMENTS

To run "Zoom – Paparazzi in Action" you need at least:

- **Minimum requirements:**

Windows® 2000, XP
1800 MHz or faster
650 MB hard drive space
512 MB RAM
128 MB video card with 3D support
24x CD ROM drive
3D sound card
Mouse
Keyboard

- **Recommended :**

Windows® 2000, XP
3000 MHz or faster
1 GB hard drive space
1024 MB RAM
256 MB video card with 3D support
24x CD ROM drive
3D sound card
Mouse
Keyboard

INSTALLING "Zoom - Paparazzi in Action"

"Zoom – Paparazzi in Action" supports Autoplay. This means that when you first place the CD in your CD ROM (or DVD ROM) drive, a menu instantly appears on your desktop, where you can select the type of installation you want. If your computer does not support Autoplay, follow the following steps:

1. Double-click the icon 'My Computer'.
2. Double-click the CD ROM drive icon (in the directory you just opened). Then look for the file ZoomSetup or ZoomSetup.exe and double-click this file.

This starts the automatic installation. Follow the installation instructions on the screen. You can either adhere to the suggested standard installation directory, or choose on which drive and in which directory the program files are to be installed on your system. If you are an inexperienced user, we recommend adhering to the preset options, which guarantee smooth running without errors. As soon as the installation is complete, you will find the program in the Windows Start menu under **"Programs/RTL-Playtainment/Zoom-Paparazzi in Action".**

STARTING *"Zoom - Paparazzi in Action"*

If the program was correctly installed, you can run it by clicking on it in the Windows Start menu under **Programs/RTL-Playtainment/Zoom-Paparazzi in Action"**. After a short video, the main menu of **"Zoom - Paparazzi in Action"** will appear on your screen.

STORY & PRINCIPLES OF PLAY

The player character, called "Tony", is a young star hunter taking part in a success training for paparazzi with veteran "Fernando", a formerly very successful paparazzo, and earning lots of credits and gaining recognition in the scene. Following a small story about stars, vanity and parties, Tony ventures through many different locations during his missions.

Gaming structure

The entire game – all 15 missions – can be played in a linear fashion (campaign mode). Evaluation of a successful mission is directly incorporated into the briefing before the follow-up mission. Gamers can however cancel the game after each mission to replay it from here another time, or start directly with the follow-up mission. On reentering the game, you can either continue the game, load an old saved game or start a new game. After completing the campaign (all 15 missions), the various locations are open for a "free" skill contest with increasing difficulty (Shoot Outs).

Missions

Receiving a mission
Each mission is explained to you during the mission briefing (see mission tasks). To be successful, you must always take pictures to get at least the required number of credits (see Balance), several assignment photos and the highlight of each party.

Mission briefing in Fernando's Bar

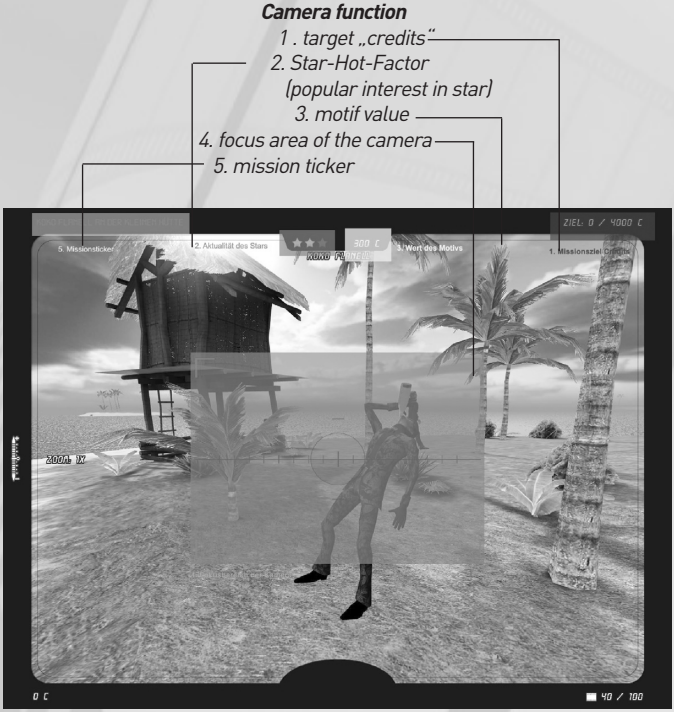
2. balance

1. mission tasks

The Mission
Observe all the stars who cross your path and pass in front of your lens. Should stars behave conspicuously by acting out alone or with a partner in a way that is of high journalistic value, it is time to bring out the camera. You must reach the necessary amount of credits during your mission. A display on your screen shows you how many credits you already have (see Mission goal credits).

The Camera

The camera shows you whether the star in question is in high demand with your customers – the editors of "exclusive" – or not. The number of "stars" (see Star-Hot-Factor) in the camera also reveals whether you will get fewer or more credits for a valid action-shot of this star (see motif value). Make sure the motif is not obstructed and that you are close enough, but not too close, otherwise you won't get credits for the picture, as it will not follow the editors' guidelines. In any case, you need a definite picture. Some actions also make it necessary to shoot your motif from the front. The camera always shows you when you have targeted a motif and whether it is valid, by turning the camera's focus area green or red (see focus area of the camera). But that is not all your camera can do, as it also gives a warning sound when something interesting is happening in your vicinity. Stars repeat their actions



several times. So take your time to find the right position for taking your photograph - but not with your camera active (Note: This could cause you to be discovered). If you are too slow, your rivals might take this motif away from you, and you will no longer get any credits for it.

You can also use your camera's zoom to enlarge the motif. However, this will deduct some of your credits, as photographs of this type are of lower quality. Rather, use your zoom to observe stars and their bodyguards from a distance and to find out which stars earn you the most money.

Assignment photos

From time to time your mentor, former paparazzo Fernando, will have a request. Remember that you also have to take a number of assignment photos, and not only shoot for credits. The goals/tasks of your current mission and your mission success are visible on your PDA (see PDA), which opens in front of you at each new message from Fernando. During a mission you will be forwarded the location you have to go to through your mission ticker (see mission ticker). If you want to directly see your success rate during a mission, you can also open your PDA using the keyboard (see menu "controls").

Your PDA
(with current mission and mission tasks)

Bodyguards

Getting close to the action to get the necessary high amounts of credits for your photographs also means danger, as stars do not want to be "bothered". At first, no one will know you are a

paparazzo, as you look like a guest at the party. You will, however, be discovered as soon as you bring out your camera and if you fail to hide it again fast enough. In such a case, you should get out as fast as you can, because bodyguards and some stars will be after you! But don't worry, you have excellent stamina and can run faster. A display shows you if and from which direction danger threatens you (see alarm display).

The alarm display
1. alarm display

Should your pursuer come too close, you can turn around and "flash" the person with your camera for a few seconds...

PLAYING - How to play "Zoom - Paparazzi in Action"

The following pages contain all information on functions and controls relevant to the game. Please read each paragraph carefully before starting the game.

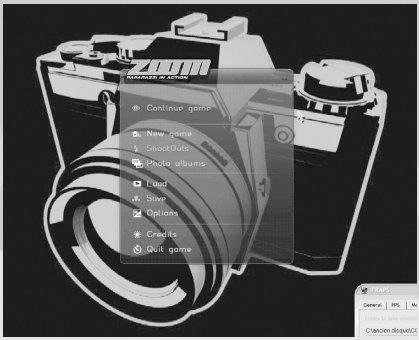
MAIN MENU

Continue game

If there are already saved games present, this additional selection will be available in the main menu. If you choose this selection, the last saved game will load.

New game

By clicking on 'New game', you will start **"Zoom - Paparazzi in Action"** and be transported to your very first mission briefing in Fernando's bar. With this selection, you begin a new campaign, which means that a previously started campaign is aborted.



The main menu

Shoot Outs

Opens the selection menu 'Shoot Outs'. From this menu you can play unlocked missions over again without having to follow the story. The Shoot Outs cover the locations of missions 1 through 5.

Photo Album

The album contains all the pictures you have ever taken, sorted by the missions involved, including those with no sell value. They are shown in a small preview and you can click on them to go to the full-size view. Each mission can include a total amount of 100 pictures. Any surplus pictures you take are not saved. The game will tell you when your album is full, so you will be able to "clean it up" and delete individual pictures to make room. Pictures from all missions are stored on your hard drive under **"C:\My Files\ExozetGames\Zoom\MyPhotos\"**.

Loading

PClick on 'Load' to open another menu. With the help of this menu you can resume a game you have already started.

The load menu lists all saved games in the order of gaming time. Both automatic and manual saves by gamers are listed.

The Quick Save saved game (Quick Save with F5 during a mission) can also be selected for loading in the load menu. The Quick Load function is activated with F9 during a mission.

If you want to load a previously saved game, the game will ask you whether you want to save the current mission.

Saving

To save a mission, you must first switch to the main menu using the Esc key, and then to the save menu.

There you can save your current game or overwrite old saved games.

Options – First configure your game!

You can access the options menu from the main menu. The options menu offers you the opportunity to adjust the game to your needs. You can also adjust other relevant settings for the game, for example by setting the sound volume or deciding whether you prefer music in the background, and more.
Should you notice that your chosen settings do not lead to the desired visual quality or impair control, please adjust the game accordingly. Some adjustments will only be effective once you reload the game.

Credits

If you click on 'Credits', you can view a list of the people involved in the creation of the PC game **"Zoom – Paparazzi in Action"**.

Exit

If you click on 'Exit', you can exit the game and return to Windows. A small dialog will appear asking you to confirm your action. This is to give you the opportunity to make sure you have really saved your game before exiting.

CONTROLS

Clicking on 'Options' will open the options menu. In the options menu you will find out how to control the game. This image shows the control configuration of the game.

The game is controlled using the keyboard and mouse.

Controlling your character

Your character is controlled using both the keyboard and mouse. The settings shown under main menu - 'Options' - 'Controls' always apply.

Movement

The preset controls allow your character to walk left (left arrow or A key), right (right arrow or D key), forwards (up arrow or W key) and backwards (down arrow or S key). You need a mouse to change the direction your character is looking. This influences the direction in which you walk.

Using the camera

• Bring out the camera:
Bring out the camera by right-clicking your mouse.

• Take a photograph:
You can take a photograph by left-clicking your mouse.

• Zooming:
Zoom your camera by turning the mouse wheel. Alternatively, you can control the zoom with the R and F keys or the keys 0 and 1 on the numpad of your keyboard.

Other controls

You can also make your character run (Shift key). This applies as long as the preset settings remain unchanged.

Credits

RTL Enterprises GmbH

Managing Director
Holger Strecker

Product Management
Ronald Kaulbach
Nicole Paierhuber
Oliver Henneken

Art Director
Anke Gehlen

Special thanks to
Jalil Abdallaoui
Kerstin Busch
Barbara Dörr
Christian Eckart
Christian Gaul
Gabriel Hacker
Andree Kauschke
Stephan Kassung
Sabine Moormann
Tobias Zur Weihen

thepixelz.com
Oliver Funke
Alessandro Riggio

RTL Television GmbH

Head of Magazines:
Hans Demmel

Head Editor and Presenter:
Frauke Ludowig

Exozet Games GmbH

Producer:
Bartol Ruzic

Concept & Game Design:
Steffen Sklebitz

Art Director:
Carsten Kuhoff

Technical Art Director:
Olaf Sacher

Lead Artist:
Sinisa Ilakovac

Artist:
Ozren Fürst

Additional Artists:
Damir Simovski,
Sebastian Skowronek

Development Director:
Tomasz Szestowicki

Programming:
Enrico Falk
Timo Wälisch

Additional Programming:
Martin Knauf

QA:
Tarik Goetzke
Marek Szestowicki
Jonas Sörensen

Motion Capturing:
Centroid Animation

Actors:
Tarik Saglam,
Julia Holland

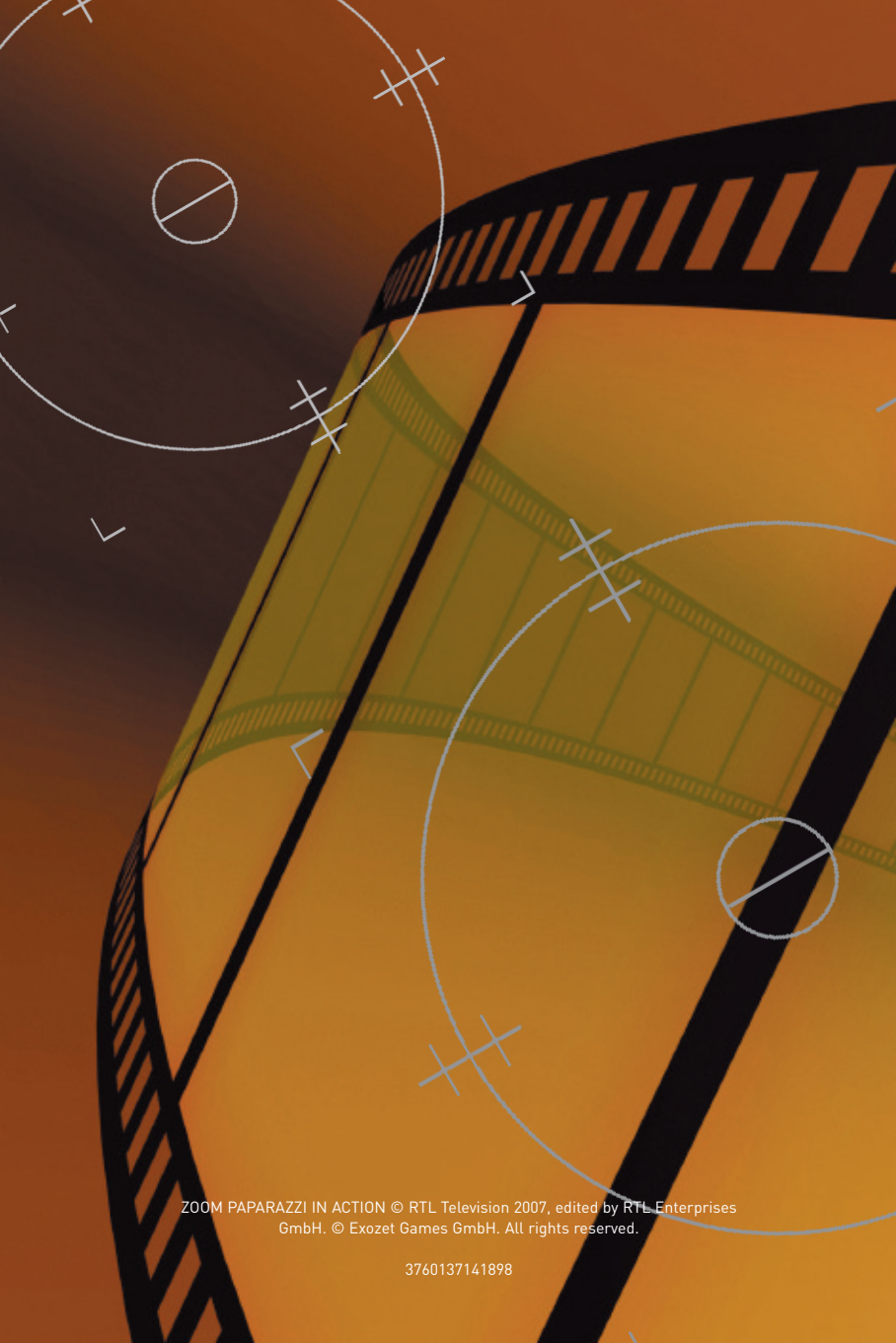
Music:
Carsten Kuhoff

Voice Recordings:
Edit House

Voice Actors:
Gabriele Becker,
Christian Gaul,
Gerd Grasse,
Harald Effenberg,
Robert Louis Griesbach,
Björn Schalla,
Ute Noack,
Regine Zellmer,
Katrin Zimmermann

Trinigy

Vision Engine



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