

**COLLECTOR
VISION**
Games

Guide No. 099201

CARTRIDGE
INSTRUCTIONS

Z O M B I E C A L A V E R A

P R E L U D E



Santos Gimenez just lived for revenge. He had spent six years developing his skills to begin his crusade by entering the purgatory and searching for his beloved wife. It was the only way to calm down his rage.

Z O M B I E C A L A V E R A P R O L O G U E

GAME DESCRIPTION

For years, Santos Gimenez, who used to work as a guard in the graveyard near Atualtepec, a small village located in Mexico, next to the north border, just lived for revenge. He had spent six years developing his skills to begin his crusade by entering the purgatory and searching for his beloved wife. It was the only way to calm down his rage.

Six years in the past, his village was calm and peaceful... until rumours about Pellejo Martinez, a terrible narco who had recently moved to a ranch in the outskirts of Atualtepec began to arrive. Since then, villagers noticed how plants stopped growing around the ranch, and that traces of obscure ceremonies were found here and there. It was rumoured that Pellejo was in fact the reincarnation of an old Aztec priest and that he celebrated dark rituals in order to bring back from among the dead his ancient guard.

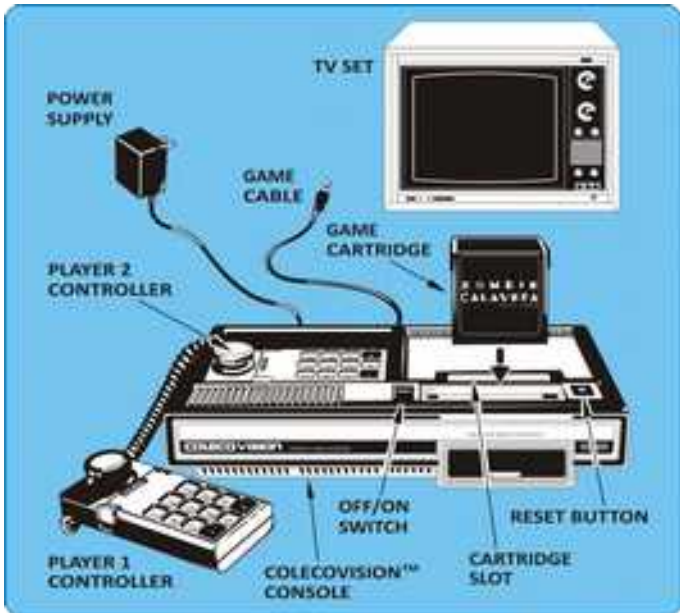
A dark day of January, while Santos was alone in the graveyard burying a poor drunkard who had died in a corner, he felt a deep tremor and witnessed how the land cracked and opened in front of him. Horrified, he saw how huge fragments of land rose in the air revealing an evil, bottomless darkness beneath. In the sky, static, dead, the lone full moon glared greenishly. In the far, Ataualtepec burned to its foundations.

As fast as he could, Santos ran to his house, terribly worried about María Fernanda, his young and beautiful wife, who was waiting for him to have a late dinner. When he arrived to the village, he was horrified: Pellejo and his minions, surrounded in shadows which rendered them invincible, had slaughtered everybody using long knives. Over their shredded corpses, black spirits floated, bound to Pellejo.

Before he could be seen, Santos hid behind a bush, near his home, and he could see how María Fernanda was saved from being killed: Pellejo had different plans for her. He got his five hundred souls. He got the magical skills needed. He just needed a woman of good heart to be the bearer. The beautiful and kind María was perfect.

Santos, blind with fury, ran in their direction, but there was little for him to do: with a simple gesture, Pellejo, his minions, the black spirits, and his beloved María disappeared from this world. They moved to the purgatory in order to complete Pellejo's evil plans. Desperated, Santos fell on his knees cursing the heavens. The events drove him to insanity. The flesh which covered his bones ended up falling out and a red light glared inside his skull. He wasn't human any more. Now he was just a creature driven by rage. He knew all about his fate: go to the purgatory, find Pellejo, and bring back his wife.

GETTING READY TO PLAY



- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



Use Control Stick to move left and right.

Press the left Side Button to shoot, and the right Side Button to jump.

While in game, press # to enable/disable sound.

HERE'S HOW TO PLAY



To be able to move to the purgatory, Santos must open a door and, for that, he needs spiritual energy. The only way to get enough spiritual energy is gathering up to sixteen crucifixes in the graveyard. The problem is that it won't be an easy task.

The graveyard is infested of monsters. Santos, carrying a powerful shotgun, should be able to eliminate them without much of a hassle, although this won't be always a good idea, because dead monsters will come back in the shape of winged spirits which will pursue you relentlessly and which are much more difficult to dodge. Luckily, they are almost blind so if you hide in the background and don't move they will stop seeing you and they'll go away.

Usually you can hide behind pinnacles, big trees and the weeds growing in the corners or next to a wall. You will soon discover which places are good hideouts and which aren't. If you think you are hidden but spirits keep approaching... Look for a better place!

Finding the best hideouts, being patient and shooting only when needed are the keys of success in your mission.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing **Zombie Calavera™**, but it is only the beginning! You will find that this cartridge is full of special features that make **Zombie Calavera™** exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

Colecovision port ©2021 by Óscar Toledo Gutiérrez

Original game ©2010 Mojon Twins

Concept and Story: Anjuel & na_th_an

Design, code, graphics and music: na_th_an

Loading Screen & cover art: Anjuel

Ingame sound effects: Shiru, port redesigned by Óscar Toledo G.

Background music: Adan Toledo Gutiérrez

Box and manual by Vincent Godefroy.

Link to original Spectrum game:

mojontwins.com/juegos_mojonos/zombie-calavera-prologue

Package ©2021 Collectorvision

Made in Canada by Collectorvision, Inc., Montreal, Quebec

Box and manual by Crapahute

Printed in Canada.



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