


**COLLECTOR
VISION
Games**

Guide No. 099250

CARTRIDGE
INSTRUCTIONS

Zombie Incident

A character with long, flowing red hair and a green leafy outfit stands on a pile of colorful zombie heads. The background features a night sky with a crescent moon and several large yellow stars. The character has a confident expression and is surrounded by various zombie heads in shades of blue, green, red, and purple.

As the heroine of this story, you've set out to recover the eight Golden Stars and bring back the ancient wisdom. Be careful as you explore the citadel, because if you get lost, no one will come to rescue you!!

Thank you for selecting the Zombie Incident game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game..

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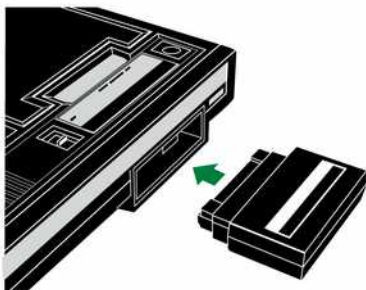
GAME SETUP

Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

Before you can play with the Zombie Incident game cartridge, you must first insert the Coleco Super Game Module into the front expansion port, as described by the image below.

This is a game for one player only, so plug a compatible hand controller into joystick port #1. Any compatible controller should normally function with Zombie Incident, as the controller keypad is not used during the game.

Insert the Zombie Incident game cartridge firmly into the cartridge port, with the label facing you. Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. **(Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)**



USING THE CONTROLLER

At the title screen, press the left trigger button to see the game's introduction sequence. You can skip this sequence by pressing the left trigger button again.

During the game, move the heroine left or right by moving the joystick in either direction.

Press the left trigger button to jump straight up. If you move the joystick left or right as you jump, you will leap forward in the direction you are facing.

While you are in mid-air (during a jump or while falling down from higher ground) you can perform a fast stomp by tapping the joystick down.

To explore the citadel fully, you'll need to master the art of wall-jumping: Simply hold down the jump button, and as you jump upward, move the joystick so that you touch a wall or the edge of any platform. You will perform the wall-jumping move automatically. You can perform a wall-jump only once per wall surface.

When you see an unlocked door, move in front of the doorway and tap down on the joystick to go through the door.

NOTE: Moving the joystick up has no effect in this game.

Press the right trigger button to see the map of the citadel. To return to the game, press the right trigger button again. You can also use this feature whenever you want to pause the game.

NOTE: At the title screen, you can access a sound test feature by pressing [★] on the keypad. Move the joystick left or right to change the music track number, and move the joystick up or down to change the sound effect number. Press the left trigger button to play the selected track, and press the right trigger button to play the selected sound effect. Press [★] to exit the sound test.

HOW TO PLAY

As the heroine of the story, you have been drawn by mystical forces to the cursed citadel of Hamartia. The citadel has been overrun by zombies (some human, some animal) and it falls to you to restore the natural balance by finding the eight Golden Stars hidden within the old fortress.



You will begin your mission at the entrance of the citadel, where you will meet your first zombies. You can kill zombies by jumping on top of them, or by stomping them as you fall from above.

Each time you stomp a zombie, it blows smoke and changes color. Keep stomping it until it turns into a white skeleton, and then, one last stomp will kill it for good. If you stomp a zombie but fail to kill it, it will slowly regenerate back to its original color, which means you'll have to stomp it several more times to defeat it.

HOW TO PLAY (continued)

Each time you kill a zombie, the zombie counter at the bottom of the screen will be increased by one. Defeat several zombies, and your power level will increase. A higher power level will allow you to defeat stronger zombies which were previously invulnerable to your attacks.

If you touch a zombie from the sides or from under, you will take damage. The meter at the bottom of the screen indicates your health level, and you will die if this meter falls to zero. Note that you can earn a few health points when you kill a zombie.

When you see openings in the ceiling, floor, or on either sides of the screen, you can walk or jump through these openings to enter adjacent areas of the citadel. Explore the entire citadel carefully using your wall-jumping ability (see page 4 for more details about wall-jumping) and avoid damage from zombies and terrain hazards along the way.

The Golden Stars are hidden within rooms sealed behind locked doors. When you see such a locked door, defeat all the zombies on the screen to unlock it. Enter the room by standing in front of the open door and tapping down on the joystick. Not all sealed rooms contain a Golden Star, so you'll need to explore every area of the citadel in order to find them all.

MAPPING OUT THE CITADEL

If you get somewhat lost (or if you need to pause the game) you can press the right trigger at any time to see the map. This map describes the citadel as a group of dots (which represent areas you haven't seen yet) and colored squares which describe areas you have already visited:

Yellow square: Indicates your current position in the citadel.

Green squares: Indicate areas with zombies that you can defeat.

Red squares: Areas with zombies that are still too strong for you.

Blue squares: Areas that are free of zombies, thanks to you!

TIPS AND HINTS

Don't waste time on invulnerable zombies. Defeat weaker zombies elsewhere and come back later, once your power level has increased.

You can actually make multiple wall-jumps in some spots where vertical walls are close to one another: Wall-jump off a wall once, and then move the joystick in the opposite direction to make contact with the opposite wall and initiate another wall-jump. This will likely require some practice.

Some rumors indicate that the eight Golden Stars are not the only things you can find within the cursed walls of the citadel of Hamartia. Can you uncover the cause of the zombie outbreak?

TEAM PARTICIPANTS

- Nene Franz: Original programming, and ColecoVision port
- John Hassink: Music and sound effects
- Michael Markowski: Software beta-testing
- Luc Miron: Game manual, software beta-testing
- Vincent Godefroy: Box and label
- Sandra María Garzón Hernández: Box art (<http://alexysgh.tumblr.com>)
- Dale Crum / Doc4: Manual layout (<http://doc4design.com>)
- Toby Saint-Aubin: Electronic sourcing and assemblies

SPECIAL THANKS: Armando Pérez Abad, Óscar Toledo Gutiérrez,
Tobie St-Aubin, Albert Yarusso and all
AtariAge forum members.



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