

**COLECO
VISION™**

CARTRIDGE INSTRUCTIONS

ZOMBIE NEAR

by **CollectorVision**



***Fight for your life against living dead
in this horror game.***

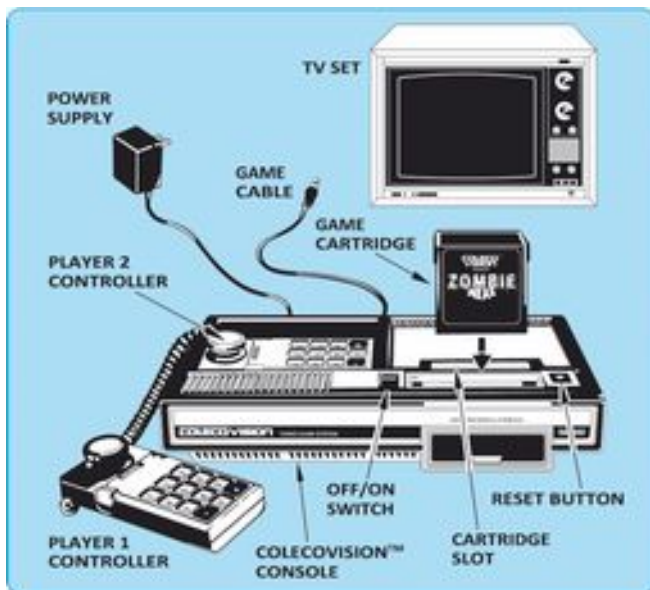
COLECO

GAME DESCRIPTION

You are a Code Delta Agent from the Special Delta Team. Delta Team's operator has just received a message from the Government labs. Something weird has happened. Something about zombies. But before the operator could receive more information, the message suddenly stopped.

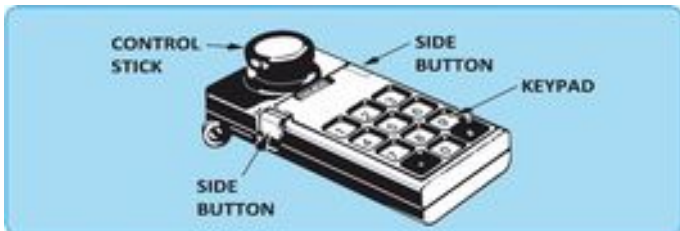
Delta Agents are given the mission to discover what's going on. Will you survive?

GETTING READY TO PLAY



- Make sure the COLECOVISION™ 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 to same channel as the Channel Select switch on the console.
- To play Zombie Near™, use the controller in Port 1 (the rear jack). Player 2 uses the controller in Port 2.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



1. **Control Stick:** Push the Control Stick in the direction you want your character to go.
2. **Side Buttons:** Press any button to fire.

HERE'S HOW TO PLAY

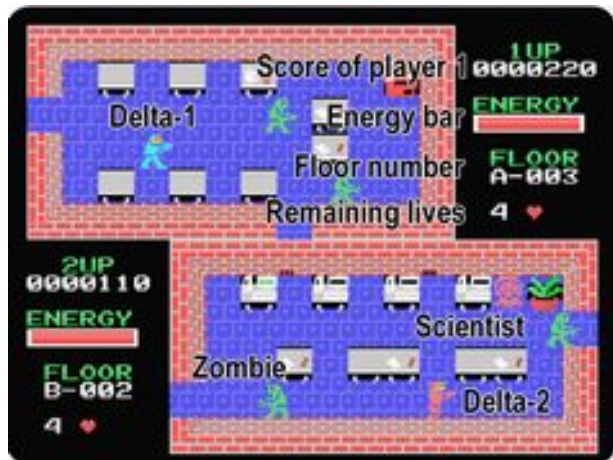
In *Zombie Near*, you fight for your life through laboratories full of zombies running after you eager to taste your flesh.

Armed with your handgun, find the keys to open access to the other laboratory floors.

Pick up life packs to recover your energy and save all the scientists you find on your way for extra points. Watch out! There are rumors about zombie bosses waiting to crush you!

One player game: you can choose your character, Delta-1 or Delta-2. Note that Delta-1's playfield is displayed on top of the screen while Delta-2 is in the lower part of screen.

Two player game: screen is split in two, player one's playfield is on the upper part while player two is in the lower part. Each Delta Agent is in a different building and must clear his/her area.



Each time an Agent is bite by a living dead, he/she loses energy. When his/her energy bar is empty, he/she loses a life. You can recover energy by picking up life packs.

Try to find the keys that open doors to get to the other floors.



Some Zombies can walk faster than the others, some can run after you and, beware, a wounded Zombie gets even faster!

Keep also in mind that you will need several shots to get rid of them. Indeed, it's difficult to kill a living dead!

NOTE: The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

Enemy	Shots & points	Last shot Bonus
Green Zombie	1 x 10	2nd shot 100
Skeleton	1 x 10	2nd shot 100
Yellow Zombie	2 x 10	3rd shot 200
Black Zombie	3 x 10	4th shot 500
Zombie Boss	24 x 10	25th shot 10000

For example, to kill a a Yellow Zombie, you need to hit him three times. You get 20 points for the two first shots and 200 points for the third shot.

Moreover, you get 1000 points for saving a scientist.

THE FUN OF DISCOVERY

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

HOW TO REACH US

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CollectorVision

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CREDITS

Program, GFX and SFX by Óscar Toledo Gutiérrez

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Package ©2011 CollectorVision

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