

Zombies

INTRODUCTION

Welcome to Zombies, a turn-based game where the only goal is to outlast and destroy the zombies before they do the same to you. Can you save humanity from being overrun?

BRAINS! (Installation Requirements)

Hardware requirements are modest: An Intel-based Mac with just 256 MB of free memory will suffice.

DRAWN OF THE DEAD (Starting the Game)

Once the game is launched, you are presented with the main menu. Click on the New Game tombstone to start a game, then select the difficulty level you want to play at. The game will start shortly thereafter.

Each turn consists of a player move/attack phase followed by the zombie move/attack phase. Once you are done, remember to press the RETURN key to end your turn.



New Game

Starts a new game and brings up the difficulty selection menu (middle screenshot)

Options

Brings up options menu (bottom screenshot)

Quit

Exits game (or simply close the game window)



Difficulty Selection

Affects unit strength and speed. Easy gives you more stronger and faster units while hard has more weaker and slower units.



Gore Level

How much gore effects to show. Reducing gore can also help with framerate on slower machines.

Animated Zombie Turns

If yes, animates zombie movement during their turn. Useful for observing where zombies are going but will slow gameplay down.

PLAY DEAD (Game Screen)

Hit escape to return to the main menu, or quit the game entirely by simply closing the game screen window.



1 Game Board

Where all the action takes place. Use the scroll controls (see page 3) to navigate. Click on an Aware to select it. All units are constrained to the board.

2 Selected Unit

An animated red arrow is displayed underneath the selected unit.

3 Selected Unit's Stats

The unit's name, hit points (HP) and number of moves left is shown below the playing field.

4 Humans

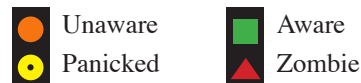
The number of humans left.

5 Zombies

The number of zombies left.

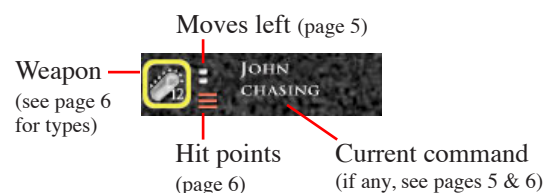
6 Minimap

Entire field at a glance. Click on the map to move to that location. Hovering the mouse over an icon displays that unit's name below the minimap. There's also an indicator showing the Game Board's viewpoint to help you keep your bearings.



7 Aware List

Click an Aware to select it. If needed, click the scroll arrows or use your mouse wheel (if you have one and the mouse is hovering over this area) to navigate.



LAND OF THE DEAD (Camera Navigation)

There are two ways to navigate the Game Board — via a combination of keyboard commands and mouse usage or by clicking on the Minimap.

Of the two, the Minimap is the simplest. Clicking on a spot on the Minimap will move the Game Board viewpoint (or camera) to that specific location.

When using the mouse to navigate the Game Board, click once with the left mouse button on the Board to move the camera to that spot. Click-drag to scroll the Board in the direction of the drag. Finally, click-drag using the right mouse button (or hold the CONTROL key if you have no right button) to simultaneously rotate and/or pitch the camera: a horizontal mouse movement rotates the camera around 360° while vertical moves pitches the camera and raises it, as if it were on a crane arm.

While the Minimap is great for hopping around, the more detailed view belongs to the Game Board view. From this view, one can orbit the camera around a specific location and even adjust the vantage point (or camera pitch). You may also click on a unit to move the camera to its location.

Another way to navigate the Game Board is by hitting the tab, space, or plus key to jump to the next moveable Aware. Note that this only jumps to Aware that still has movement points left (see page 5 for more info).

LET SLEEPING CORPSES LIE (Exiting the Game)

Simply hit the ESCAPE key to go back to the main menu and select Quit or close the game screen window.

W Move camera forward

A Camera strafe left
Viewpoint slides to the left

D Camera strafe right
Viewpoint slides to the right

S Move camera backward

shift + **D** Orbit camera left
Viewpoint rotates to left

shift + **S** Orbit camera right
Viewpoint rotates to right

shift + **W** Pitch camera up
Viewpoint will rise until camera is looking straight down at board.

shift + **S** Pitch camera down
Viewpoint will lower until camera is horizontal with game board.

tab Move camera to next Aware
Jumps only to Aware with some movement points left.

space

+

MUSEUM OF THE DEAD (Unit Types)

There are several types of units. While one type is obviously “Zombie,” humans come in a few varieties. Only one type is player-controllable — an Aware — and you only start out with one of those.

To recruit more Aware, you must “Inform” them of the impending threat by walking into them (see Movement, page 5). It’s up to chance that they won’t believe you (remain Unaware), panic, or become an Aware. Each Inform will use one movement point and can be applied multiple times to an Unaware or Panicked until they become Aware.

Helpful icons depict the state each unit is in. You can hold down the “?” key on the keyboard to have icons flash above the heads of every unit on the Game Board or view the icons on the Minimap (see page 2).



Show unit icons



Displays unit state icons above the heads of every unit on the Game Board. Icons will disappear once the key is released.



Inform

Run into an Unaware or Panicked unit to try and make them Aware.

Zombie

The shambling horror. You must use your humans to eliminate all zombies, lest they infect the entire Board.



Unaware

Nearly all humans start out as clueless individuals, aimlessly wandering about the game board at a slow pace.



Panicked

Frightened humans will run about the board. They can enter this state from either being attacked by a zombie or informed by an Aware. Panicked humans can either be informed or simply calm themselves down to become Aware — so long as the zombies don’t get to them first...



Aware

The preferred state you want a human to be in. Aware can fight back (page X) or inform other Unaware or Panicked. If you pick up a weapon, the unit and its icon will change to reflect this. Aware can fall into a Panicked state, but can never revert to Unaware.



THE WALKING DEAD (Movement)

An Aware unit may face one of four cardinal directions by turning: up, down, left, and right. Each forward movement advances the unit one square and takes up one movement point (**MP**, also called “Moves” in-game). Turning does not use any movement points.

Use the keyboard arrow keys to control unit movement. The arrow keys affect not only movement but also Informing (page 4) and Attacking (page 5). Note that an Aware unit which has been Panicked cannot be controlled until it calms down and reverts back to an Aware state.


To recruit more Aware, you must “Inform” them of the impending threat by walking into them (see Unit Types, page 4).


You can automate things by “Ordering” Aware to move to a square or chase a unit. Simply command-click the target and the selected Aware will move to and perform the appropriate action upon arrival. The Aware List (page 2) will display the action it will take below the Aware’s name. Cancel a command by Command-clicking the ordered Aware. Orders will not be executed until you hit RETURN to end your turn, so try not to burn up that Aware’s MP before then!


Once you’re done moving/attacking/ordering, hit the RETURN key to end your turn. You do not have to use up all movement points during your turn.


DEAD MEAT (Obstacles)


Any unit, whether human or zombie, will be blocked by obstacles which are randomly placed on the board. These obstacles include tombstones and trees, both of which take up only one square. These obstacles are permanent and cannot be destroyed.


 **Move Forward** Uses 1 MP
Advances selected Aware forward one square each keypress or executes action.


 **Rotate Left** 0 MP
Turns unit 90 degrees to the left.


 **Rotate Right** 0 MP
Turns unit 90 degrees to the right.

 **About Face** 1 MP
Turns unit 180 degrees and steps forward one step.

 + **ARROW KEY** **Move as Far as Possible**
Move forward until all move points are expended.

 + **ARROW KEY** **Move All Forward** 1 MP
Apply move forward for every Aware, moving them in whichever direction they’re facing.

 + **Square** **Give Order**
Cmd-click on a square or unit to auto-move Aware to location and take action.

 **End turn**
Hit this to end your turn and allow the zombies to take a turn.



WHEN ZOMBIES ATTACK (Weapons)

Zombies have only one weapon: an infectious bite. Each bite reduces a human's hit points (HP) by one point. When a human's HP reaches zero, that human will turn into a zombie. Zombies are fast enough to keep up with or outpace humans but they can be outmaneuvered.

To defend against attack, every Aware knows how to fight. They can use their fists or employ weapons. Some weapons require going right up to a zombie while others can be used a few squares away. To pick up a weapon, move an Aware onto a square containing one.

Weapons may also be passed to other Aware by simply walking the wielder into another Aware. Weapon transfers use no movement points (MP).

An attack happens automatically by moving forward towards the intended zombie and uses up one MP. Note that certain weapons have a set number of uses before being discarded (see right column).

An attack also has an effectiveness rating. Attacks are most effective when attacking a zombie from behind and are weakest when attacking a zombie face-to-face, so plan your attacks accordingly!

Remember: You can always command-click a Zombie to have the selected Aware automatically head towards and attack it. Remember also to hit the RETURN key once you're done moving/attacking/ordering to end your turn.



Attack

Attack a zombie.

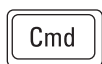
Uses 1 MP



Give Weapon

Hand off a weapon to an adjacent aware.

Uses 0 MP



+ Zombie

Give Order

Cmd-click on a zombie to have selected Aware automatically attack.



Unarmed

Default state. Will use fists to attack.



Axe

A fireman's axe. Good for chopping through doors or performing frontal lobotomies.



Pitchfork

The preferred weapon of choice for villagers everywhere.



Chainsaw

A hack and slash favorite. Can be used 12 times.

12 uses



Holy water

A single-use item that can kill zombies instantly. Can also be used to douse fires on other Aware.

one use



Torch

Zombie flambé! Careful: torched zombies can potentially set other adjacent units ablaze, friend or foe!



Handgun

Ranged weapon. Works much like a melee weapon but from afar. Carries 6 rounds.

6 uses



Shotgun

Ranged weapon. Can potentially take out a zombie in one shot. Carries 2 rounds.

2 uses



Cross

Zombies will run away if they come face-to-face with a wielder.

NIGHT OF THE LIVING DEAD (Game Over)

Whether your zombie-fu wins out or zombies overrun, in the end one side will have made the graveyard a safer place for their kind(?). A game is only truly over when only zombies or humans remain. The upshot to all this is that even if there are no more Aware on the board,

The game will still continue as long as there are any humans left alive!

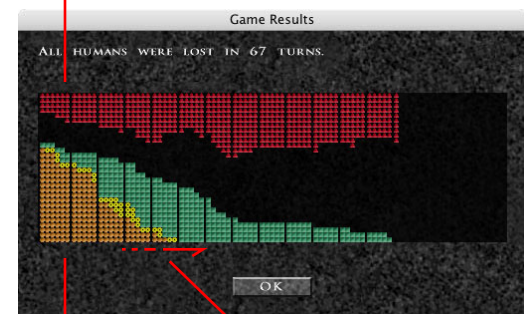
Recall that on page 4 a Panicked unit can become Aware. If you're fortunate, a zombie will cause a unit to become Aware. Until this happens, you're forced to take the role of hapless spectator, hitting the RETURN key to end each turn and hoping for someone to come to their senses...

In either event, clicking anywhere once the game is over will bring up a stats window showing you a turn-by-turn analysis of how the battle raged. Humans are shown growing up from below and zombies raining down from above. Naturally, you'll want to see tall green bars by the end of the game.

Dismissing the stats window will return you to the main menu where you can start the zombie fest all over again. Come get some (more, that is)!

Stats Window

Number of zombies left above



Number of humans left below

History of turns read from left to right



DEAD LIFE (About Us)

ZGuys Games came about when Joe asked Jeff if he'd provide game art for a magazine article. After proving you can make an FPS game using Realbasic, it all went downhill from there. While it would be pithy to say Joe does programming and Jeff does art, things frequently get mixed up as they play Hot Potato with each new project.

HIGH TENSION (Software License)

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DEAD RINGERS (Kudos)

Resources

Frank Condello's Quesa Wrappers for wrangling particles:
<http://developer.chaoticbox.com/>

Testers

All the people on the Realbasic Games NUG — you know who you are!

Research

Web sites (in no particular order) which helped to inspire this game:

<http://www.allthingszombie.com>
<http://kevan.org/proce55ing/zombies/>
<http://www.undeadfilms.com>
<http://en.wikipedia.org/wiki/Zombie>
<http://www.zombiehunters.org>
<http://www.haunteddimensions.raykeim.com/>
<http://www.doombuggies.com/>