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# GETTING STARTED

SETTING UP THE GAME / INSTALLATION

1. Insert the *Stubbs the Zombie* DVD into your DVD-ROM drive.
2. Double-click the DVD icon that appears on your desktop.
3. Drag the *Stubbs the Zombie* folder from the DVD to the location on your hard drive you would like to install the game.
4. To start the game, double-click the *Stubbs the Zombie* application on your hard drive.
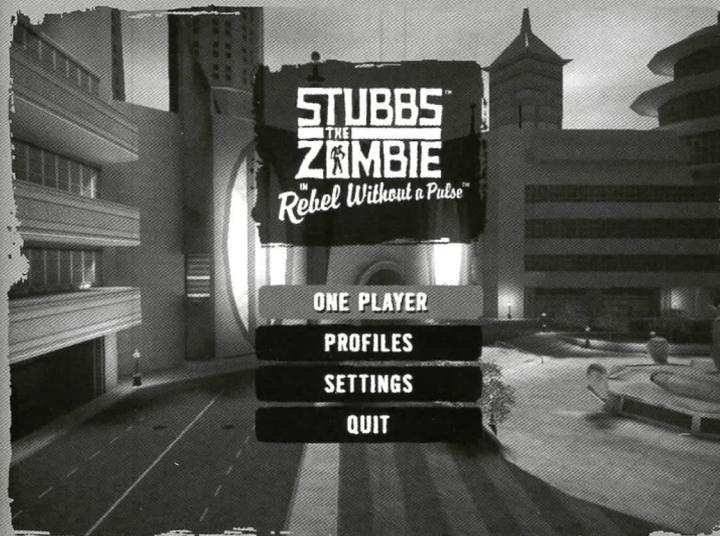
MAIN MENU

One player - This option allows you to start or continue a single player game.

Profiles - Edit you profile.

Settings - In this menu you can edit or delete profiles and change your game settings.

Quit -This options allows you to quit the game and return to your desktop.

THE STORY SO FAR...
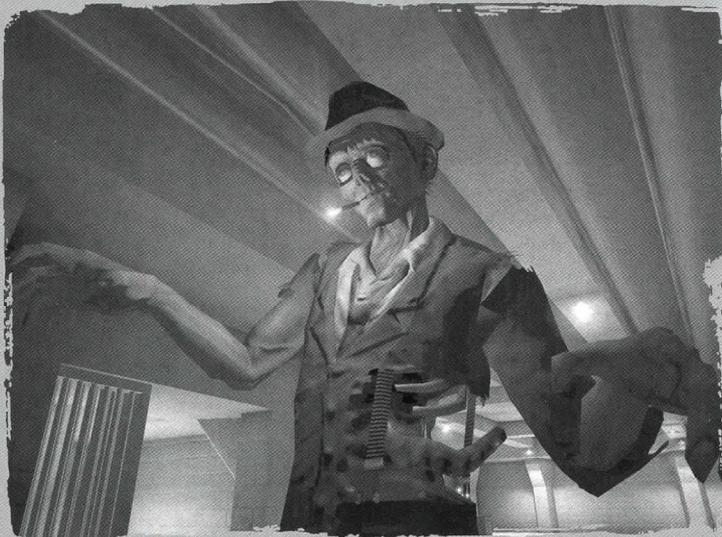
In 1933, Edward "Stubbs" Stubblefield was just another traveling salesman trying to eke out a living. Only one thing stood between him and success: an unbroken streak of bad luck dating back to his birth. Stubbs couldn't sell ice cream in the Sahara – and he sure couldn't sell life insurance during the darkest days of the Great Depression. Speaking of depression, Stubbs' miserable life came to its logical conclusion one hot summer night when a prospective customer unloaded a shotgun into Stubbs' belly and buried him in an unmarked grave in the remote Pennsylvania countryside.

Now it's 1959 and that same countryside is covered by the steel and plastic wonderland that is Punchbowl, Pennsylvania. Punchbowl is the brainchild of billionaire playboy industrialist Andrew Monday, whose rise from poor orphan to World's

Richest Man has captivated the globe. Using experimental technology developed by an army of scientists and engineers, Monday has created a fully-functional City of the Future, complete with hovering cars and robot labor. The gates of Punchbowl have been thrown open as Andrew Monday invites the world to see his vision of the future.

At the same time, something stirs beneath Punchbowl...an ex-traveling salesman about to embark on a new career as a brain-eating zombie. At last, Stubbs has found his calling.

PLAYING THE GAME

Stubbs begins his new life in the heart of Punchbowl, Pennsylvania. He doesn't know where he is. He doesn't remember who killed him, or why. Only one thing is certain: Stubbs is a changed man, with new abilities... and appetites. As he roams the streets of Punchbowl, searching for answers and brains, Stubbs can do many things mere mortals cannot.

ZOMBIE STRENGTH:
For a man buried in soft peat for almost thirty years, Stubbs has remarkable muscle tone. As you progress through the game, you will find that Stubbs' brute strength can allow access to areas that might otherwise be closed to you. Simply walk up to a door, window, or other barrier; if Stubbs can smash through it, an indicator will appear onscreen.

Your zombie strength also allows you to tear an arm off an enemy and use it like a baseball bat. This strength can only be used on people with helmets, after you have worn them down, or from behind on someone you've stunned with unholy flatulence. Approach the enemy and press the "E" key to tear his arm off.

ZOMBIE SPRINT:
Rigor mortis set in long ago, so Stubbs usually moves at an easy, shambling pace. Run in one direction long enough, though, and he'll break into a zombie sprint. It's no four-minute mile, but it's faster than walking.

THE HAND:
Stubbs can detach his left hand, throw it, and move it as a wholly independent character. The hand is fast, maneuverable, and expendable; if it is lost or destroyed, Stubbs can grow a new one. The arm is extremely fragile and vulnerable to attack, so stealth is required to use it successfully. Also, while controlling the hand you have no control of Stubbs, so it's important to hide in some out-of-the-way corner before sending the hand out into the world. Apart from the cheap thrill of self-amputation, and the possibilities for exploration, you can also use it to possess other characters in the game.

POSSESSION:
If you can sneak the hand up on another person and clamp it onto the back of his or her skull, you will possess that person - giving you access to their weapons and other abilities. Because possessed characters are not always recognized as such by their friends, they are perfect for launching sneak attacks. A posse of angry militiamen hunting for Stubbs can disappear in an instant if Stubbs uses the Hand to possess one of them and turn his weapon on his friends.

GUT GRENADE:
Appendages aren't the only body part Stubbs can regenerate. With enough brain juice, Stubbs can also regrow his internal organs, which are remarkably explosive. The gut grenade explodes after a few seconds, or can be remotely detonated by pulling the trigger a second time. The grenade sticks to enemies on impact.

UNHOLY FLATULENCE:
With a diet consisting entirely of human brains, it's not surprising that Stubbs will occasionally need to let one fly. Apart from peeling paint off walls and sterilizing farm animals, it will leave others caught in its area of effect incapacitated as they gasp for breath. The flatulence attack will also cause some damage to enemies close to Stubbs.

SPUTUM HEAD:
Stubbs can pull his head off his body and roll it like a bowling ball. It is less than perfectly spherical, so controlling it requires care and effort. Why risk losing your head at all? Because it can knock people down, and spit deadly zombie sputum at people while rolling past them, infecting them and turning them into zombies. At the end of the head's timed run, it explodes with a stronger effect than the gut grenade. The head can also be detonated remotely before the end of its run by pressing the "X" key a second time.

PLAYING THE GAME, CONTINUED

AN APPETITE FOR DESTRUCTION:

Being a zombie, Stubbs has a strict dietary regimen: brains, and lots of 'em. Many of Stubbs' other abilities – the hand, the head, unholy flatulence and gut grenades – are dependent on Stubbs getting his recommended daily allowance of delicious brain juice. Generally speaking, civilians are weak; Stubbs can run right up to them and press the "E" key to eat their brains. Other characters may put up more of a fight; Stubbs will first have to pummel them into submission before he can nibble on their noggins. When they start swaying and groaning, it's time to strike. If you don't want to go to all that trouble, it's often possible to sneak up behind a victim while they're distracted and press the "E" key for a one-button Stealth Brain Gobble. It's also possible to jump up above your prey (using your Zombie Strength) and press the "E" key on the way down to perform an Airborne Brain Eat.
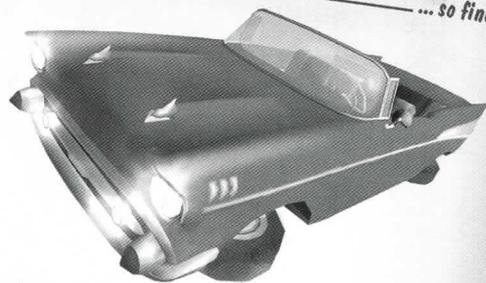
ZOMBIFICATION:
Eating brains isn't just a quick route to a cheap meal. When you kill your opponents (whether by eating their brains, blasting them with toxic flatulence and sputum or simply beating them to death), they rise again as fellow zombies. They're not quite as smart or charming as Stubbs, but they have the same primal hunger for human brains, so you do have something in common. Because each converted human is one fewer enemy and one more ally, building and maintaining a zombie horde is crucial to beating the game's biggest encounters. One zombie may not be enough to stop certain enemies, but twenty zombies will definitely make a dent. Zombies also make excellent meat shields, providing moving cover for Stubbs and allowing him to close the gap on large groups of armed enemies. If your zombie horde is big enough, anything is possible.

ZOMBIE GUIDANCE:
Although the zombies you create will attack other humans when possible and generally attempt to follow Stubbs, there are times when you will want to give them some guidance. If you'd like to call a group of zombies over to you, stand still while looking at them and press the "E" key. Conversely, if a zombie is in your way, walk up to him and press the "E" key to shove him in the direction Stubbs is facing. Please note that some zombies may not respond when Stubbs whistles; remember we're talking about the mindless undead here.

MOTOR SKILLS

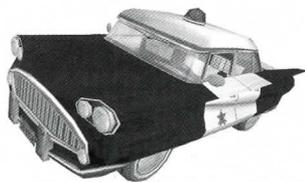Stubbs never got his driver's license, but he doesn't let that stop him. Stubbs has a natural affinity for cars, trucks and motorized vehicles of just about any stripe. Approach any vehicle; if you can drive it, an icon will appear over that vehicle. Press the "E" key to enter that vehicle and start the engine. You can press the "E" key again to exit the vehicle. Don't forget that possessed humans can also drive vehicles.

MOTOR SKILLS, CONTINUED

ARMY JEEP: While the basic army jeep isn't a technological marvel, it's sturdy, reliable, and carries soldiers in style with a minimum of potential motion sickness.

PERSHING TANK: The classic wanton-destruction-grade army tank. Is there anything it can't blow up or crush?

IMPALA: The Quaker State Irregulars modified this tractor with a set of hastily mounted, yet effective pitchforks on the front end. It fertilizes the earth with the blood of their enemies – or, if there are no enemies around, the blood of anyone who happens to get in its way.

HUD

HEALTH METER

HEAD
HAND
GUT GRENADE
UNHOLY FLATULENCE

The information in the HUD will tell you if you're a healthy zombie ready to kick ass and take brains, or if you're about to make the transition from undead to just plain dead.

HEALTH: If your health decreases, brain juice drains out of the Stubbs icon at the lower left corner of your screen. Try snacking on some locals for a quick pick-me-up. Stubbs' body will regain health on its own as long as he's not in the middle of a fight, so if you're close to death you may want to find a hiding place and wait for your second wind. This indicator will change if your hand is detached or possessing someone. Possessed people do not regain health.

WEAPONS: Your four basic weapons are your head, gut grenades, hand and flatulence. Eating brains will help keep these weapons fully charged. When the head indicator is full and has a yellow halo, you can roll Stubbs' head. The number beside the stomach shows your available gut grenades (maximum of 3). When you possess a person who has a weapon, the weapon indicators will change to show that weapon's remaining ammo. If you possess an enemy armed with a laser, the indicator on the right will fill up to show how close the laser is to overheating. When the laser overheats, it won't fire; you'll need to wait until it cools before you can use it again.

Who's Who In Punchbowl

Andrew Monday

Everyone in America knows the story of the old farmer and his young daughter who found baby Andrew in a picnic basket by the side of the road, how his boyish curiosity propelled him to the forefront of technological innovation and the enviable position of world's richest man. Now he wants to give something back to the world. Punchbowl is his greatest triumph and a beacon guiding the rest of the world toward a better future. Mr. Monday will be available all day at various functions all around the city.

Punchbowl visionary and all-around good guy, Andrew Monday.

Maggie Monday

Mrs. Monday has made a transformation almost as amazing as that of her son; from poor white trash to glamorous fashion model. You know her as the face - and voice - of countless Monday Industries products. She'll be making a special public appearance today at the Fertile Crescent greenhouse, introducing her signature line of designer fruit.

Dr. Wye

The best German export since Albert Einstein, Dr. Hermann Wye is responsible for many of the innovative technologies that make Punchbowl work. As head of R&D at Monday Industries, Dr. Wye was instrumental in bringing Andrew Monday's vision to life - right down to the Aggro-Gro fertilizer that keeps Punchbowl's grass so lush and green. Dr. Wye is not scheduled for any personal appearances, but keep your eyes on the skies and you may see him flying about on his personal jet pack!

Police Chief T.S. Masters

Punchbowl has many automated safeguards against crime, but a modern police force still needs a human touch. That's why Andrew Monday hired famed crimefighter T.S. Masters to serve as Punchbowl's top cop. Chief Masters prefers to work behind the scenes, but he'll make a rare personal appearance as Supreme Chaperone at the Punchbowl High Sock Hop later this week !

I WANT YOU
TO JOIN MY MILITIA

CAN YOU OPEN YOUR EYES TO SEE THE CONSPIRACY AT WORK IN THIS CITY?

DO YOU FEAR THE RISE OF COMMIE TECHNO-FASCISTS LIKE MY IDIOT GRANDSON ANDREW?

ARE YOU WILLING TO STOP THE SOCIALIST MENACE AT HOME, AND FIGHT THEIR PENGUIN MASTERS ON VENUS?

THEN OTIS MONDAY AND THE QUAKER STATE IRREGULARS NEED YOUR HELP!

VISIT KNOBB CHEESE FARM, FIVE MILES SOUTH BY SOUTHWEST AS THE CROW FLIES.

THE PASSWORD IS "CORNHOLE."

PUNCHBOWL, PENN. POLICE DEPT.
ATTN: Chief Masters
RE: Opening Day Security Risks

CIVILIANS

MEN - We expect a mixture of tourists and locals, all dressed for the occasion - we expect to issue very few Improper Dress tickets. Men like these are generally unarmed and a threat to no one, though as the day goes on we may have a few instances where one or two of them grab some kind of blunt object after hitting the sauce a little too hard. Generally, however, we expect the men of Punchbowl to behave sensibly and create few disturbances.

WOMEN - Our public service messages seem to have had the desired effect; polls show 98% of adult females coming to Punchbowl's opening day plan to spend it at the Punchbowl 24-hour beauty salon. Apparently there's a tremendous interest in the vibro-bot manicure. Don't think we'll have any trouble here.

TEENAGERS

The traditional enemy of the police. Classes at Punchbowl High don't start for another few weeks, so the streets will be clogged with them. We're taking the appropriate precautions, to wit:

BOYS - We know they like fast cars, mary jane, goofballs, girls named Judy, and rebellion. The rowdiest of the bunch have been known to pick up crowbars and the like and smash a window or two, but that's nothing a few thousand volts can't fix. Bots have been programmed to watch out for these young punks shoplifting and necking in the Punchbowl Mall.

GIRLS - The entire force has watched the instructional filmstrip "Estrus: Hormones of Death" and are fully aware of the dangers presented by these youngsters. Should any teenage girl in Punchbowl begin sobbing uncontrollably or otherwise carrying on, all officers are fully prepared to slap them back to their senses. It's possible that these wayward flowers may take up arms to protect the young buck they're dating, but this is regarded as a negligible threat.

THE QUAKER STATE IRREGULARS

These throwbacks haven't embraced any cultural changes in the last fifty years; rumor has it they still refuse to acknowledge Alaska and Hawaii as US states. Easily recognized by their mismatched wardrobe of farm gear and army/navy surplus. They carry a variety of aging weapons that only an idiot would actually try to fire; unfortunately, they're all idiots. Ranks in the militia seem to be assigned by weight.

THIN MILITIAMAN - These are usually the oldest and weakest members of the militia, but they're spry for their age and usually carrying some kind of musket.

MEDIUM MILITIAMAN - Slightly younger and thicker, some of these men have actually seen combat in Korea. As with all members of the militia, they're armed and dangerous.

JUMBO MILITIAMAN - No one's actually seen one of these, but there's a story going around the office that Otis Monday has some sort of giant mountain-men lumberjack types staying at his farm. Big enough to eat a side of bacon in a sitting, they say. Who knows if it's true?

That's the threat roundup in a nutshell. Here's how we're preparing to deal with it:

BEAT COPS - All beat officers will be on duty during opening day; in addition, we'll have roving officers in squad cars patrolling all areas of the city at all times. Every beat cop will be equipped with revolvers; some will be using the first batch of Dr. Wye's wrist communicators, which have a lovely taser built in. It's usually not fatal and therefore it should be a great way to keep teenagers in line.

HIGHER RANKS - The "desk jockeys" will man the station all day to make sure any perps are processed and imprisoned in a pinch. They'll be wearing their revolvers as well but I think we can safely say they won't have any occasion to use them.

RIOT COPS - Our freshly trained riot squad will be standing by for the first day just in case. Originally we thought we would need them for crowd control at Punchbowl Stadium tonight, but the cancellation of the Freddy Feeley "Rock and Roll" concert has left them with nothing to do. Nevertheless, they will be fully equipped and suited up -

bulletproof vests, helmets, shields and nightsticks - just in case.

MR. MONDAY'S PRIVATE SECURITY TEAM - Mr. Skegness and his men operate outside police control, but we can safely assume they'll help us keep things in line. Mr. Monday apparently doesn't like having a team of bodyguards following him around Punchbowl; he feels it creates an impression that Punchbowl is unsafe. Consequently, Mr. Skegness has advised us that he and his team will be disguised in order to blend in with the surroundings.

ARMY - It's worth noting that Fort Gripweed is just up the road. Should something go horribly wrong, we could surely count on the support of the armed forces. They have tanks!
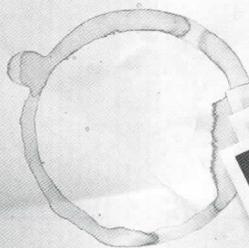
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MUSIC

"Lollipop"
Written by J. Dixon & B. Ross
Published by Edward B. Marks Music Company – Performed & Produced by Ben Kweller – Engineered by David Rolfe – Recorded at Bruce's Garage – Vocals & Guitar by Ben Kweller – Vocals & Bass Guitar by Josh Lattanzi – Bass Vocals & Drums by John David Kent – Sugar by Jason Roberts – Lollipop Pops by Bruce Witkin – Courtesy of ATO Records / RCA Music Group

"Earth Angel"
Written by J. Belvin / G. Hodge / C. Williams – Published by Embassy Music Corporate – Performed & Produced by Death Cab for Cutie – Recorded at Robert Lang Studios, Seattle – Engineered & Mixed by Chris Walla – Assistant Engineer: Justin Armstrong – Courtesy of Barsuk

"Mr. Sandman"
Written by P. Ballard – Published by Edwin Morris & Co. – Performed by Oranger – Matt Harris: Drums, Theremin, Vocals, Bass – Mike Drake: Guitars, Vocals, Vibes – Recorded & mixed by Matt & Mike at Plymouth Sounds, San Francisco – Theremin appears courtesy of Reiko

"Lonesome Town"
Written by T. Baker-Knight – Published by EMI – Performed & Produced by Milton Mapes – Recorded at Ramble Creek Studios, Austin, TX by Britton Beisenherz

"My Boyfriend's Back"
Written by B. Feldman / J. Goldstein / R. Gottehrer – Published by EMI – Performed by The Raveonettes – Courtesy of Columbia Records by arrangement with Sony Music Licensing

"There Goes My Baby"
Written by J. Leiber/ M. Stoller / L. Patterson / G. Treadwell/ B. King – Published by Leiber & Stoller Songs Inc. – Performed & Produced by The Walkmen – Recorded at Marcata Recording – Courtesy of Record Collection

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TECHNICAL SUPPORT

If you are having problems installing or using this software, we want to help. You should read through the manual and the Read Me file on the CD before contacting Aspyr Technical Support. Please ensure that your computer meets the minimum system requirements that are listed on the bottom of the box. Our Technical Support representatives will not be able to help customers whose computers do not meet these requirements. So that we can better help you, please have the following information ready:

- Complete product title
- Exact error message reported (*if any*)
- A brief description of the problem
- Your computer's processor type and speed (*iMac 700 MHz, PowerBook 1 GHz, etc.*)
- Amount of RAM (*MB, GB*)
- Make and model of your video card (*ATI, Nvidia*)
- Speed of your CD-ROM or DVD-ROM (*16x, 4x, etc.*)
- Operating System (*10.2.8, 10.3.4, etc.*)

Contact us over the Internet:

If, after reviewing all the known issues in the Read Me file, you are still having difficulties, please visit our online technical support page at www.aspyr.com/support. If your problem is not currently listed, then please gather all information regarding the problem, including attempts to resolve the problem, error messages, and computer specifications and fill out the detailed support form located at www.aspyr.com/contact. This form will then be sent to Aspyr Media Technical Support.

Contact us by Phone:

You can also contact us by phone by calling (512) 708-8100. Note that this number is for technical assistance only. No hints and tips will be given out over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and prepared to provide all necessary information about your computer.

You can also contact Aspyr Technical Support using one of the following options:

Aspyr Media, Inc., P.O. Box 5861, Austin, TX 78763-5861

Fax: (512) 708-9595

Notes:

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