

Halloween Harry in **ZOMBIE** **WARS**

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Look Alive!



At ease soldiers.

I've been asked by some snotty nosed pen pusher from the General Secretary's Office to address you new recruits.

Give some sort of rallying speech about what it's like to be a special agent in the UEA Marine Corps.

Well I'm not a man of many words. I believe a well placed plasma discharge speaks volumes in any language.

By joining the corps and pledging your allegiance to the UEA you've made the greatest commitment any man, woman or fish-like mammal could ever make. You've made a commitment to serve and protect our mother Earth and it's fair people. And your allegiance is going to be tested to it's very limits as this war continues to grow.

But remember, you are not alone. All of Earth is rooting for you. We're behind you one hundred and ten percent and don't you forget it.

It's a hell of a job you've got to do, but damn it, you're a marine now!

So go out there and give 'em hell.

General H. A. Highwater,
United Earth Alliance Headquarters,
Space Station Victory.

Special Orders

Important Message From UEA Central Command

+++ENCODED+TRANSMISSION+++ENCODED+TRANSMISSION++
+ENCODED+TRANSMISSION+++

FILE#: VIC005/UEA991
REFERENCE: OPERATION ZOMBIE WARS
TIME: 1830 G.M.T.
DATE: 30th OCTOBER, 2033 A.D.
MISSION SECTOR: LOS ANGELES

IT HAS BEEN THREE YEARS SINCE WE SUCCESSFULLY DEFENDED OUR PLANET FROM ATTACK BY THE ALIEN FORCE THAT WE NOW KNOW AS THE NON-HUMAN ALLIANCE (NHA).

IN THE TIME SINCE THAT ATTACK UNITED EARTH ALLIANCE (UEA) DELEGATES HAVE WORKED HARD TO TRY AND FORMALIZE A PEACE TREATY BETWEEN OURSELVES AND THE NHA.

IN THE LAST TWENTY FOUR HOURS THREE YEARS OF HARD WORK HAS BEEN UNDONE BY ANOTHER UNPROVOKED ATTACK ON EARTH SOIL. THIS TIME THEIR TARGET HAS BEEN THE CITY OF LOS ANGELES.

TO MAKE MATTERS WORSE ONE OF EARTH'S LEADING GENETICISTS, PROFESSOR LAZLOW BRAINSCAN, WAS REPORTED MISSING LESS THAN A WEEK AGO. IT HAS NOW BEEN CONFIRMED THAT HE WAS KIDNAPPED BY THE NHA AND FORCED TO USE HIS KNOWLEDGE TO HELP DEVELOP A NEWER MORE DEVASTATING ZOMBIE TRANSFORMATION MACHINE.

THE FATE OF HUMANITY HANGS IN THE BALANCE. THE NHA MUST BE STOPPED AT ANY COST.

CHIEF UEA CONTROLLER JENNIFFER WILL HANDLE ALL FURTHER MISSION BRIEFINGS FROM SPACE STATION VICTORY.

SEMPER FIDELIS.

PRESIDENT J. GOODMAN.

+++ENCODED+TRANSMISSION+++ENCODED+TRANSMISSION++
+ENCODED+TRANSMISSION+++

Starting A New Game

There are three difficulty levels to choose from.



Easy

Recommended for people who die a lot. Your deflector shield recharges much faster than Normal mode.

Normal

This is the suggested playing level.

Insane

Strictly for hard core marines only! In the insane level Harry and Diane can take a maximum of only two hits from any bad guy before cashing in their dog tags. So, do you think you're marine enough to handle it?

Use the arrow keys to highlight the Difficulty Level and press Fire (CTRL).

Choosing Your Marine

Use the arrow keys to highlight either Harry or Diane. Press Fire (CTRL) to choose your selection.



Code Name: Halloween Harry
First Name: Harry
Last Name: CLASSIFIED
DoB: 13th July, 2001
Height: 6' 2"
Weight: 220 pounds
Blood type: O
Hobbies:
Scuba diving and smoking
hand-rolled Cuban cigars.
Dislikes:
Shaving and Alien invasions
Notable Achievements:
Single handedly saved Earth from
the previous Alien attack



Code Name: Deadeye
First Name: Diane
Last Name: CLASSIFIED
DoB: 15th March, 2008
Height: 5' 9"
Weight: CLASSIFIED BY REQUEST
Blood type: AB-
Hobbies:
Volunteer life-guarding, Amateur paleontology, and surfing the internet
Dislikes:
Zombie slime and waiting in line at the drive-through
Notable Achievements:
One of the first Controllers to graduate as a Field Agent



NOTE: The UEA Marine Corps is an equal opportunity employer.

Mission Objectives

PRIMARY MISSION OBJECTIVE

You will be given a primary objective from Jennifer at the beginning of each mission. Each mission objective is different and ranges from hostage rescue to seek and destroy missions.

SECONDARY MISSION OBJECTIVE

During each mission you have the secondary objective of rescuing as many human captives as you can.

Your primary objective is the most important one and in fact you do not have to rescue any captives at all.

However, each hostage rescued restores your energy to full and increases your score. Not to mention you'll feel warm and fuzzy having saved civilian lives.

NOTE: Each Mission may consist of three or more Areas representing different parts of Los Angeles.

These consist of Beaches, Outdoor Parklands, Factories, Sewers, Office Blocks and Alien Ships.

At the end of each Area a team of UEA marines will be waiting to ensure that you make a safe exit.

Their presence is usually marked by a canister emitting blue smoke.

Touching the canister will warp the marines in and activate the escape warp.

Enter the escape warp to leave the Area.

ZOMBIE APOCALYPSE

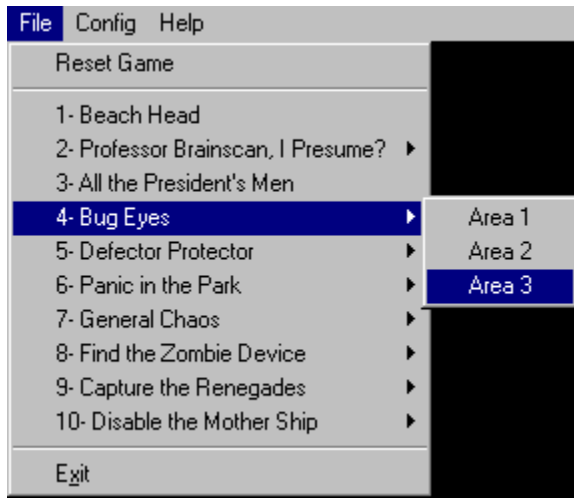
If you manage to rescue all the hostages during a mission you will be treated to a special bonus level called Zombie Apocalypse.

In this level you have unlimited firepower and thirty seconds with which to destroy as many zombies as possible.

Rack up those points soldier - more points means extra lives!

Continuing Your Mission

All the missions in *Zombie Wars* are displayed under the File menu and each mission may consist of one or more Areas.



An Area generally represents a different part of Los Angeles.

Each mission is grayed out until all the Areas of the previous mission have been successfully completed.

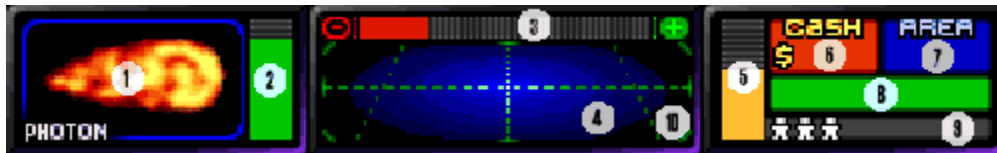
Once an Area has been completed it can be replayed again by selecting File then selecting the appropriate Mission. This is handy if you want to go back and replay a mission in order to find any hidden bonuses and secret levels that you may have missed.

Boot Camp



With the UEA's finest, Halloween Harry.

Last time we kicked their sorry alien butts all the way back to Mars or wherever they came from, and we're not afraid to do it again.



Understanding The Status Panel

1. Weapon

Your current weapon (such as Photon Cannon or Thermo-Grenades)

2. Ammo Meter

Displays how much ammunition is left in your current weapon.

3. Shield Energy

How much energy is available to sustain an Ion Shield. The energy is self regenerating.

4. Pulse Radar

Shows the position of captives. The captives appear as flashing dots on the radar screen with your position on the map in the centre of the display.

5. Life Energy

How healthy you are. When this hits zero you're a dead marine!

6. Cash

How much money you have to buy ammunition from the Powerup machines.

7. Area Number

Indicates which Area of the Mission you are currently in.

8. Score

Your current score. Every time you rack up an extra 250,000 points you get an extra life.

9. Lives

The number of lives you have left (indicated by the little white people icons). If you have more than six lives a small circle appears after the sixth icon.

10. Captives

The number of captives left to rescue.

Movement And Fire Keys

JOYSTICK

- Stick** Makes Harry or Diane move left, right, up or duck
- Button 1** Fires current weapon
- Button 2** Cycles through weapons

GAME PAD

- Pad** Makes Harry or Diane move left, right, up or duck
- Button 1** Fires current weapon
- Button 2** Cycles through weapons
- Button 3** Activates Ion Shield. WARNING: The Shield lasts for only a few seconds
- Button 4** Look up or down while pressing up or down on the Pad

KEYBOARD

- Arrow Keys** Makes Harry or Diane move left, right, up or duck
- Ctrl** Fires current weapon
- Space Bar** Cycles through weapons
- Shift** Activates Ion Shield. WARNING: The Shield lasts for only a few seconds

Other Keys

- 1** selects Photon Cannon
- 2** selects Thermo-Grenades
- 3** selects Missiles
- 4** selects Micro-Nukes

NOTE: If you select a weapon that is empty and press Fire, the Photon Cannon will automatically be selected.

- , or <** Shrink radar range
- . or >** Expand radar range

- Page Up** Look up
- Page Down** Look down
- P** Pause the game. Hit any key to resume game play.
- Esc** Returns to Windows mode from full screen mode
- F11** Save hi-score and exit game
- F12** Toggles between full screen 320x200 and full screen 320x240 modes
- Shift Q** Quits the game

While Talking To UEA Chief Controller Jennifer

- Keypad +** Speeds up dialog
- Keypad -** Slows down dialog
- Ctrl** Skips through dialog

Configuration Screen



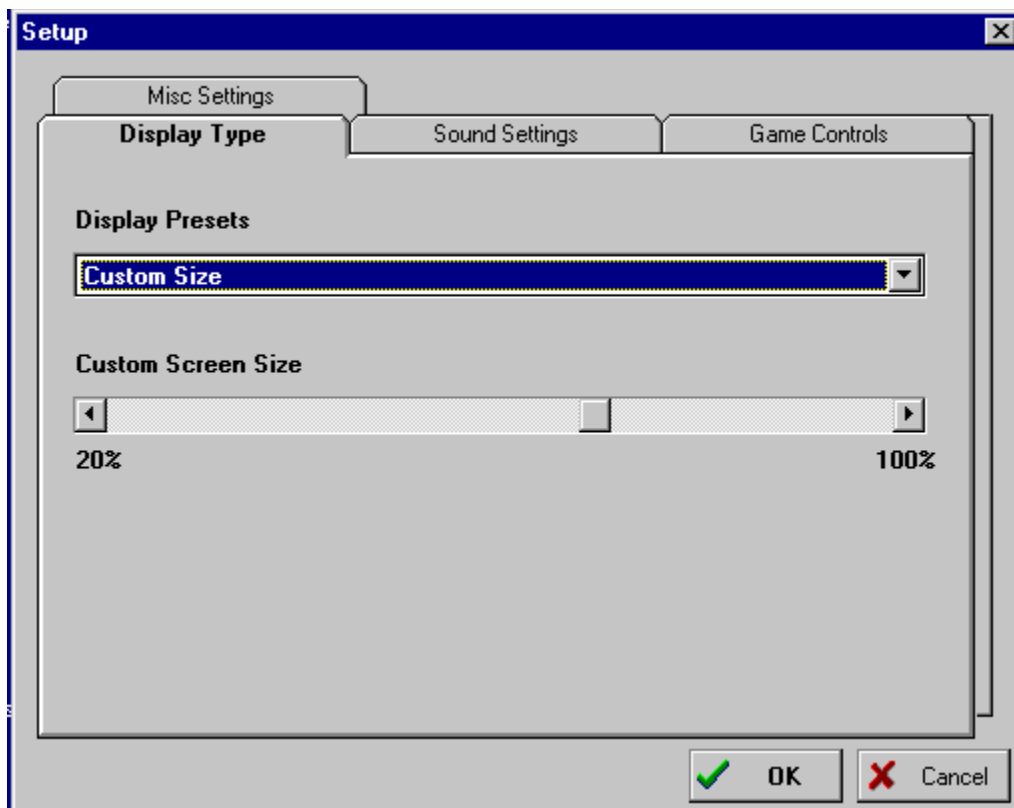
With Space Station Victory's finest controller, Jennifer.

Hi, I'm Jennifer, the UEA's Chief Controller.

Throughout this war I'll be giving you your mission briefings. But right now I'm going to give you some pointers on how to get the most out of what you've got. Namely, how to use the Setup interface.

To enter the Setup screen select Config from the menu bar (if you're in full screen mode, press ESC to get back into Windows mode first).

You'll be presented with a tabbed screen like this:



To go to a particular page simply click on the tab. Here's a run down on what each page does:

Display Type

From here you can control the screen mode by selecting one of the Display Presets from the combo box (that's the white box with a pull down arrow at the right - click on the arrow to display the options).

NOTE: Full Screen 320x240 differs from Full Screen 320X200 in that the game will appear in "letterbox" with black bars at the top and bottom of the screen.

On some computers this mode may look better than Full Screen 320x200 mode. When in full screen mode press the ESC key to return to Windows mode.

Sound Settings

Allows you to adjust the volume of the sound effects and music.

Game Controls

Sets the control method for controlling Diane or Harry.

Misc. Settings

This screen allows you to adjust what effects you have on while playing.

This is useful for players who have a machine that is a lower specification than a Pentium.

You can custom select what graphic effects you want on or off, or you can select a preset from the Detail Settings box.

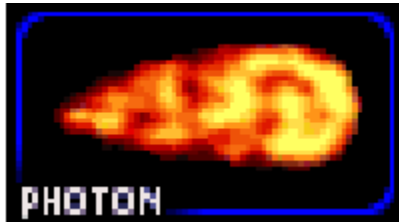
Weapons Guide



With Field Agent Diane.

One of the first things you learn when you join the UEA Marine Corps is to respect your weapons.

At Your Disposal



Photon Cannon

FREE



Zombie Seeking Missiles

15 COINS



Micro-Nukes

15 COINS



Thermo-Grenades

10 COINS

How To Buy More Ammunition



To stock up on ammunition for your weapons, stand in front of a Powerup machine select the weapon you want to restock then press Up and Fire at the same time.

NOTE: If you currently have your Photon Cannon selected and your Ion Shield is low then the Powerup machine will recharge your Ion Shield to full capacity but at a cost of 30 coins.

Getting The Most From Your Weapon



Use your Photon Cannon where possible, it has an unlimited energy source so you can save your more powerful weapons for when you really need them.



Because the Missiles are calibrated to seek zombies, there are some enemies that they won't track.



For tricky to reach ground enemies, try dropping Micro Nukes on them from the air.

Ion Shields

The Ion Shield comes in very handy when you're under heavy fire. When activated the shield will protect you from almost anything. But it doesn't last forever - it only takes a few seconds for the shield energy to be completely drained.

However the shield will slowly recharge to full energy within one minute, ready for use again.

Fast Charging The Ion Shields



Because the Ion Shield takes a little while to recharge, you can fast charge it by using the Powerup machine. Simply select the Photon Cannon as your current weapon and use the machine.

You are charged 30 coins for a full capacity Ion Shield recharge.

War Souvenirs



With Beagle, the UEA's first non-human marine.

When you're out in the field it's good to know that there are a number of goodies tucked away that can help you complete your mission. Most of these "war souvenirs" are usually hidden away - so you'll have to use your smarts to find them. Just remember, keep your eyes peeled!



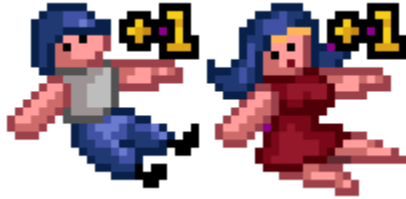
Coins You'll find coins on zombies as they tend to be kleptomaniacs. However a number of other bad guys also carry money so keep an eye out for that precious cash.



Present Increases the amount of ammunition for all your weapons by 5 units. Very useful if you can't find a Powerup machine.



Clock Gives you extra time for your time bonus.
NOTE: If you complete the mission in a short amount of time you are awarded a time bonus - which is then translated directly into extra points. And remember, every time you rack up an extra 250,000 points you get an extra life.



Extra Life Increases your lives by one



Food Increases your energy by 25%. I still think there should be more fish.



Money Bag Contains 30 coins

Know Your Enemy

A guide to some alien life-forms. Text supplied by Dr. Chuck Googelheimer, the corps. leading Xeno-biologist.

Greetings and salutations my dear comrade in arms.

Over the period of the war I've had the express pleasure of dissecting many numerous and interesting alien species, many of them delivered fresh to my labs, squealing and kicking, by marines much like ourself!

Over time I have performed a vast number of scientific experiments designed to test the tolerance levels of these strange creatures.

The facts and figures that I have uncovered have been nothing short of amazing. For example, did you know that many of the alien beasts spontaneously combust when heated to temperatures above 1200 degrees Kelvin!

Fascinating stuff.

However there is little point in performing such experimentation unless it serves a useful purpose and nothing gives me greater pleasure (except for performing a vivisection of course!) than sharing my knowledge.

So here now are some fascinating facts about a number of the more interesting creatures that I have studied.



Common Zombies

Romeros Zombyus

These are a most interesting creature. The NHA has developed an extraordinary process to reanimate the dead!

They're fairly slow moving and it doesn't take too many shots from a Photon Cannon to incinerate them - however the remarkable thing is that they seem to have the ability to regenerate!



Shooting Zombie

Shootus Zombyus

The shooting zombie appears to be a direct descendent from the common zombie - having evolved a level of extra intelligence.

These creatures are capable of handling fire arms and appear to be more resilient to Photon blasts. They also congregate near human captives so as to prevent them from possible escape.



Slugs

Slimus Acidus

Don't be fooled by the slugs small size - get too close and they instantly extend large razor sharp spikes.

One interesting observation that I have made about these creatures is that they seem to have a taste for precious metals, particularly gold. Groups of two or more are often found near such precious metals.



Gremlins

Gasseus Flatulus

As far as I can ascertain, these "gremlins" appear to be a native animal from the NHA homeworld.

They have the disgusting (and rather deadly) habit of emitting a cloud of poisonous gas. It's interesting to note that whilst they are emitting this gas they seem impervious to attack.

Survival Hints



Veteran marine Doc M. F. shares some of his valuable field knowledge.

I've been a marine for going on eight years now. And in that time I've learnt a thing or two about survival in the field. Here are a few pointers.



Levers - These can open doors or walls to other parts of the location that you are in.

Warps



Close Range Warps - will transport you to another part of the landscape. This could be a secret level or just a shortcut.



One Way Warps - will transport you to another part of the Area. You'll need to find and enter these to progress through the Mission. However, once you go

through a one way warp there's no way back, so make sure you find all the bonuses, secret levels and captives that you can!

Secret Areas - Throughout a lot of locations are hidden secret areas. Some of these secret areas may contain captives, while others contain money or bonuses.

There's other stuff to look out for, but part of being a marine is learning for yourself. Good luck soldier.

Easter Eggs and Cheat Codes

Are there any Easter Eggs and Cheat Codes in Zombie Wars?

You betcha there is!

Are we gonna tell you what they are?

No way!

Part of the fun is trying to find them out for yourself (or surfing the net to find out who has!).

Needless to say, if you want to get the low down first, pay a visit to our web page at **<http://www.geewhiz.com.au>** for some hints.

Who knows, you may be the first to find the BFG!!!

By the way, that last bit was just a joke.

Credits

Programming/Design	Robert Crane
Graphics/Design	Steve Stamatiadis
Maps/Design	John Passfield
Graphic Engine/Maps	Tony Ball
Music	Steven Baker
Sound Effects	George Stamatiadis
Cover Art	Steve Stamatiadis
Online Manual Design	John Passfield, Steve Stamatiadis and Robert Crane
Voice Talent	Elizabeth Pickering Hugh "Star Wars" Fleming Robert Crane John Passfield George Stamatiadis Steve Stamatiadis Tony Ball
Special Thanks	John Barry Toni Cannard Conrad T. Kozawa G.A.M, Inc. for beta testing. David Pevreal Darren Baker

This Has Been A Gee Whiz! Entertainment Game.
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