

Zombie Incident



ROM

16K RAM
NFZ003



NEFEFANZ

0. INTRODUCTION

Hamartia, the great citadel, was became symbol of human sin: Pride, envy, anger, sloth, greed, gluttony and lust. After centuries of excesses its penance was to come. In the dark of night chaos invaded everything. Beasts just stood there screaming. Nothing was as before! No one sane would go to that place! and the fools who dared ... never returned! Nobody's able to explain what happens there but whatever may cause it ... should remain there!!

1. SYSTEM REQUERIMENTS

A MSX1 Computer with 16KB of RAM

2. CONTROLS

Zombie Incident is a game for only one player. You can use cursor keys o joystick #1 to move player.

KEY	FUNCTION
Left	Move to left.
Right	Move to right.
Up / Space / Trigger	Jump & Wall-jump (don't release key).
Down	Thrown to the ground / Enter the door.
F1	Pause (press again to continue game).
F5	Show Map (press again to exit).

3. HOW TO PLAY

What should I do?

The ancient wisdom is guarded in the form of stars in Hamartia, but after the incident it is unreachable. Someone must recover it to humanity. Join to our heroine to explore the citadel and find the eight

golden stars, and run away from there. She starts at the entrance of the citadel, and after she has recovered the eight stars has to come to this place to exit. The golden stars are hidden in sealed rooms.



To enter, She has to eliminate all zombies near the closed door. No all closed rooms have stars, so she must explore all citadel.

What's on the screen?

Almost all screen is occupied by the game, at there you can see the heroin and the zombies. At the bottom of the screen you can see the stats (from left to right): Player energy, Power indicator, Golden stars counter and Crushed zombies counter.

Player energy

When runs out the player dies.

Power indicator

It shows power of player. You can't beat zombies with superior power. So try to power up by crushing any zombie you see!!

Golden stars counter

Indicates how close you are to accomplish your goal. You have to recover eight stars.

Counter crushed zombies

Indicates the number of zombies that you removed from the citadel.



1. Energy bar.
2. Power indicator.
3. Golden Stars recovered.
4. Counter crushed zombies.
5. The heroin.
6. An enemy (a zombie spider?!).

How to eliminate zombies?

Our heroin does not carry any weapon. So her awesome hability of jumping is her only attack and defense. She must jump over zombies to eliminate them. Some zombies are more hard to crush, so more jumps will be needed. Their color show how much jumps are needed to destroy them. When they arrive to their skeleton-form is the sign that they are near to be beated.

No weapons!! What's Wall-jumping?

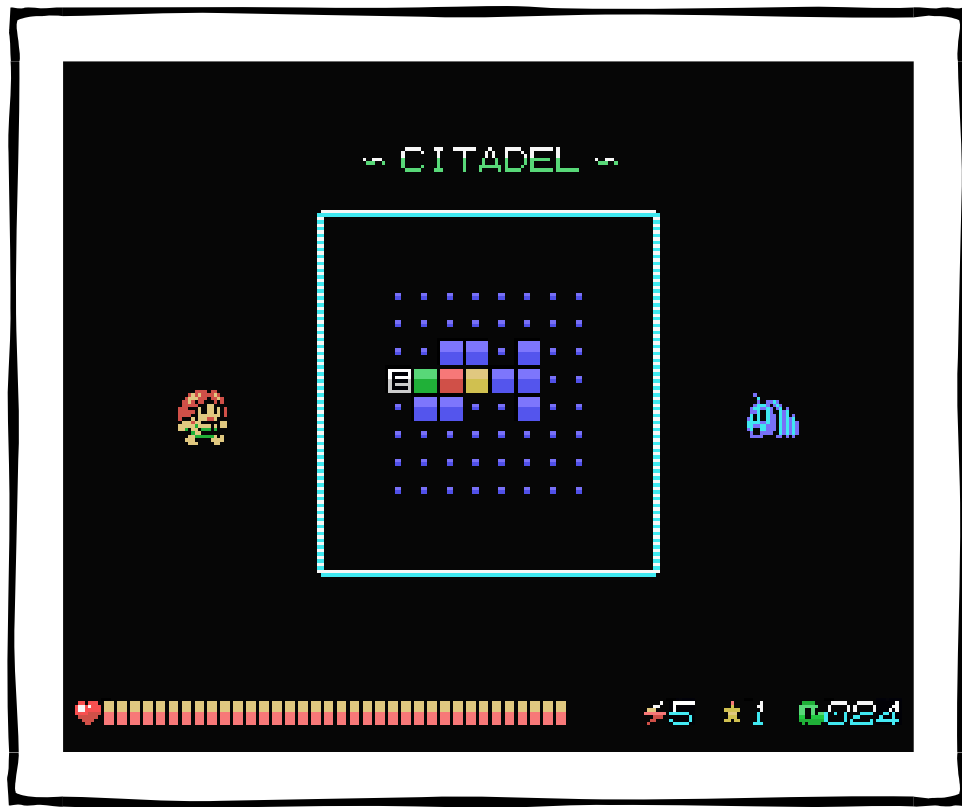
With her hability of jumping is not only capable of eliminate zombies, she can jump between walls too. This way she can reach places that with simple jumps can't. In her mind there is only one word: JUMPING!!



1. Start jumping from platform.
2. Without release jumping key, rebound on wall and face to right.
3. Again, without release jump key, rebound on wall and face to left.
4. Heroin lands on the roof without effort.

I'm lost, What I do?

Press F5 key to open the map of citadel, with it you never will be lost (press again F5 to close). Rooms will be show in different colors:



YELLOW

Current position of our heroin.

GREEN

In this room remain zombies that can be beat.

RED

In this room remain zombies that still can't be beat.

BLUE

Safe place, there aren't zombies.

WHITE

The exit room, after she has found the eight stars.

4. ORIGINAL SOUND TRACK

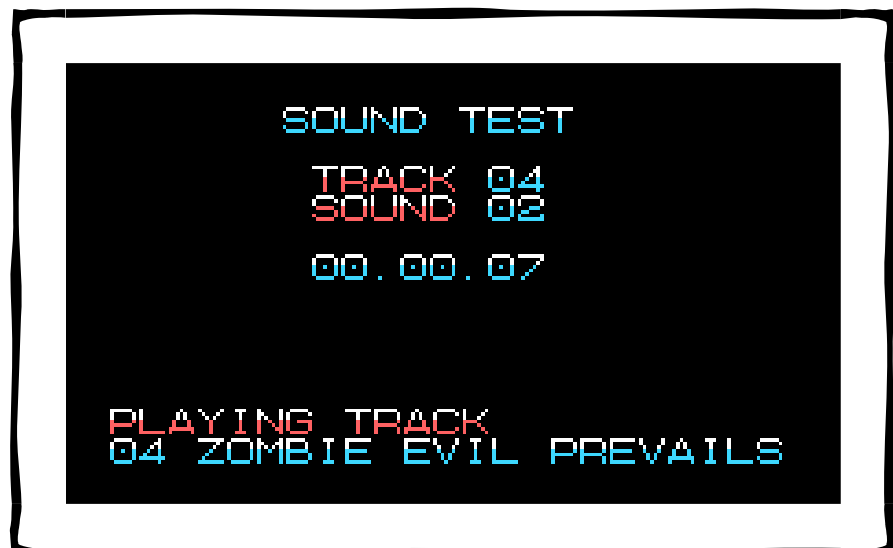
Great music, Can I hear it without playing?

We like too!! and in order to enjoy it without playing we have added a replaying music option.

When title screen is showing press F5 key, you will enter in replaying mode. Press F5 again to exit.

Keys to control the replaying mode

KEY	FUNCTION
Left / Right	Change tune to replay.
Space	Start tune.
Up / Down	Change fx to replay.
Ctrl	Play fx.
F5	Exit to title screen.



5 LICENSE



is freeware and it should always be distributed together with this user's manual and game sticker.

6 CREDITS

Main Code / GFX / FX	nenefranz	
Music & FX	John Hassink	
Cheeleader, testing & media	SUN	
Inspired by	CHERIL PERILS a game of The Mojon Twins	
FXMusic RePlayer	PT3 REPLAYER Sapphire MsxKun Dionisio	http://z80st.auic.es/ http://paxangasoft.cjb.net/
Compressor code	PLETTER 0.5B XL2S Entertainment	http://www.xl2s.tk/
Compiler ASMSX	Eduardo Robsy Petrus	
Vortex Tracker	S.V.Bulba	http://bulba.untergrund.net/
AY Sound FX Editor	Shiru	http://shiru.untergrund.net/ software.shtml
BlueMSX	BlueMSX Team	http://www.bluemsx.com/
Meisei	hap	http://tsk-tsk.net/
OpenMSX	OpenMSX Team	http://openmsx.sourceforge.net/

Thanks to

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<http://www.telefonica.net/web2/msxpage/>

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<http://www.relevovideogames.com/>

ARTRAG

MSX Assembly Page

<http://map.grauw.nl/>

Home of the Z80 CPU

<http://www.z80.info>

z80 Heaven

<http://z80-heaven.wikidot.com/instructions-set>

Z80 Number Cruncher

People of Karoshi's Forum

<http://karoshi.auic.es/>

All MSX community
and you for playing



Zombie Incident



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