



NO FLESH SHALL BE SPARED



TM



CUSTOMER SUPPORT

Assistance Via World Wide Web

Get up-to-the-minute technical information at the GT Interactive Software web-site, at <http://www.gtinteractive.com>, 24 hours a day, seven days a week. In the Support section you'll have access to our FAQ documents, (Frequently Asked Questions) which contains our latest troubleshooting information, our Forums area where discussions with other gamers and strategy occurs via e-mail, our FTP area (File Transfer Protocol) where you can download patches and new enhancements as soon as they become available, a Hints/Cheat Codes area where these will be supplied, if applicable, and other areas where you may be able to get valuable information on GT Interactive Software products.

Help Via Telephone

For phone assistance, call GT Interactive Software's Tech Support at 716-871-6646. We have an Interactive Voice Response and Faxback system that is available 24 hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 8 AM until Midnight (EST). Please note that live Tech Support may be closed on all major holidays. We ask that you do the following when calling: be at your computer; have your system information ready for our technicians including system make and model; RAM; video and sound card data and drivers; and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly.

Help Via The Mail

In the event our technicians determine that you must forward materials directly to us, please include a brief letter explaining what is enclosed and why, and be sure to supply your telephone number in all correspondences in case we must call you. Your mail should be sent to the following address:

GT Interactive Software
Attn: TS/QA
1 Nixon Lane
Edison, NJ 08817

Need a hint?

1-900-CALL-2GT

1-900-225-5248

(95¢ per minute. \$1.95 for fax back maps.)
must be 18 years or older, or have parent's permission
to call. touch tone phones only.

Contacting Zombie

web: www.zombie.com

e-mail: dttrouble@zombie.com

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"Master, you've come at last!"

"Shh! Quiet fool! The long sleep has robbed him of his memories, we must start at the beginning."

"Very well then, who shall tell it to him?"

"I will take that honor. This, my Lord, is your history:

"From the earliest days of humankind, a royal line of God-Kings has watched over us, guiding the actions of kings, priests and generals of all nations, leading us and planting the first seeds of civilization. Said to have sprung from the loins of an alien god, this Royal line is possessed of incredible Psionic powers, capable of acts of creation and destruction far beyond the reach of mortal men. The Psionic line of Kings was exalted and loved by all, but none were so revered as those born every fourth generation. These were the Warrior Messiahs, endowed with concentrated Psionics, capable of transforming deserts into Edens and of unleashing destructive forces unimagined even during the Atomic Age.

"To protect this Royal line, a society of warrior monks known as the Templars was formed from the purest branches of the bloodline to ensure that they too would bear Psionic powers. And the world prospered under their reign of peace.

"But like so many children who are spoiled and protected, some men grew jealous of the royal line and thirsted for their own power. From these malcontented ranks emerged the Black Brethren. Originally they posed no threat to the crown, as they were mere mortals incapable of challenging the rule of the Psionic line. But the king grew old, and his heir, the young Arman, was still but a child, unready to assume the throne. Then, aided by some unknown force, the Black Brethren stormed the Sky Palace atop Mt. Psion and killed the king. Holding the boy, Arman, hostage, they demanded that the Templars forswear vengeance or the Black Brethren would kill the child-king.

"Sworn to protect the royal line, the Templars had no choice but to surrender their mystic



secrets to the usurpers. Confined to a sanctuary deep within the bowels of Mt. Psion, the Templars were forced to take an oath of loyalty unto the Brethren and in exchange, Arman, the last of the Warrior Messiahs, was exiled into space to spend an eternity in cryogenic sleep. For the Templars knew that though Arman could not avenge his father's death, neither could the Black Brethren threaten the royal line. And so the Age of Despair began.

"Having thus rid themselves of any threat to power, the Black Brethren began to herd the peoples of our world into camps, separating us into castes and slaughtering us for their own foul means. The sky grew streaked and mottled, banishing the sun, turning the fertile regions of the planet to arid, toxic places where no food would grow. Starving, we were forced to consume what meager scraps of human flesh they permitted us—while they feasted on the souls of those that perished in their massive human processing plants. No one seems to know how the Brethren learned to extract the life essence, or Nectar as they call it, but there are rumors of an evil even greater than the Brethren itself that moves them in unseen ways.

"For four hundred years we have suffered thus, standing by as we are raised for slaughter; only the sick and the insane are spared. The rest are crushed and boxed into Permasheds or brainwashed by propaganda machines and conscripted into the Brethren's service.

"But we elders keep and pass on the stories of this world's glorious past, the coming of darkness and how the last Warrior Messiah was banished to space. One such man, Arguy, rebelled against the Brethren and formed the underground. For a hundred years we have engaged in guerilla warfare against the Brethren, hiding supplies for the revolution, stockpiling weapons and building a vessel that could rescue you from your exile. And despite countless massacres, though hunted by elite assassins, and being portrayed as enemies of the people, we have persevered in our struggle, dreaming of the day when our king, the last of the Warrior Messiahs, would be returned to us, destroying the war machines of four hundred years and restoring this tattered world to its former glory. Let peace reign once again, for the Age of Ascension is at hand!

GETTING STARTED

Please register your copy of ZPC!

Minimum System requirements:

ZPC requires a Power Mac or 68040 or better Macintosh or Macintosh compatible processor, 13" 256 color monitor, system 7 or higher, 8 MB total RAM. Advanced features like ambient sound and music and 16-bit graphics require more memory. But you already knew that...

Recommended:

A Power Mac 8100 with 16 MB RAM, 4X CD-ROM and some great speakers or headphones.

INSTALLATION

ZPC can be played either directly off the CD (recommended only if you have a 4X CD-ROM or faster), or installed to your hard drive. (Installing will result in faster load times and smoother game play).

To install ZPC, click on the "ZPC Installer" icon on the CD. Installation requires approximately 88MB of disk space.



ZPC Installer

To run directly from the CD, click on the "ZPC" icon on the CD.



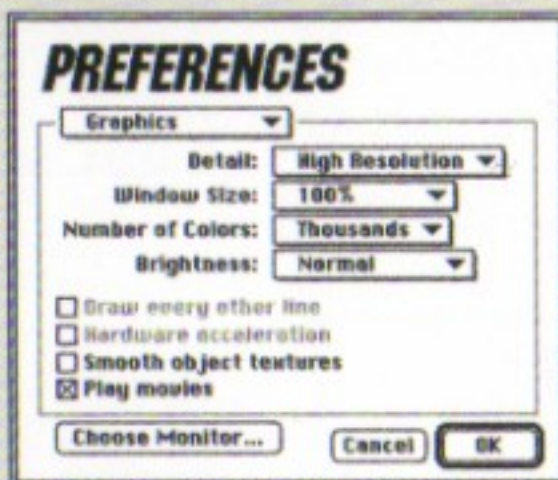
ZPC f

Either way, you need the ZPC CD in your CD drive to play a single player game, or to gather a net game of up to eight players.

PREFERENCES

PREFERENCES

This is accessed from the main menu under 'Preferences' and there are 5 customizable areas:



Graphics

This is where you can alter your ZPC experience by customizing how you actually view the game. We recommend the default settings.

Detail

High res is very nice. Choose low res to speed things up. Press F5 to switch resolution during game play.

Window size

You have the option of running as large as Full Screen (640 X 480) or as small as 50% (320 X 160). We like 100% - if you like the speed. F1 - F4 changes window size during game play and the game interface is hidden if you play full screen.

Number of Colors

256 is good (displays graphics in 8-bit), thousands are better (displays graphics in 16-bit).

Brightness

This allows you to adjust the game's brightness level without actually having to adjust your monitor. Brightness can also be adjusted during game play by hitting F11 and F12.

Draw Every Other Line

This option tells the engine to draw every other horizontal scan line and adds speed only to those machines with slow VRAM. This can

MAIN MENU

To jump right in, launch the ZPC application, then click on the 'New Game' button on the main menu.



New Game: Launches new game

Saved Game: Opens a previously saved game

Gather Net Game: Starts a network game

Join Net Game: Allows additional players to join a net game (gathered by someone else)

Replay Saved Film: Plays back a saved game film

Save Last Film: Saves a film of the last game played

Preferences: Allows player to customize ZPC features and settings—see 'Preferences' section for details.

Quit: Self explanatory, friends

Credits: Click on Arman to view credits

also be toggled by hitting F6 during game play.

Hardware Acceleration

This option works with Macintosh models (Quadra 630, Performa 5200, 6200) that have built in video acceleration and only operates in 16-bit, low res mode.

Smooth Object Textures

This option smoothes characters and scenery

PREFERENCES

to eliminate the 'pixels in yer face' phenomenon. It is only available on Power PC Macs.

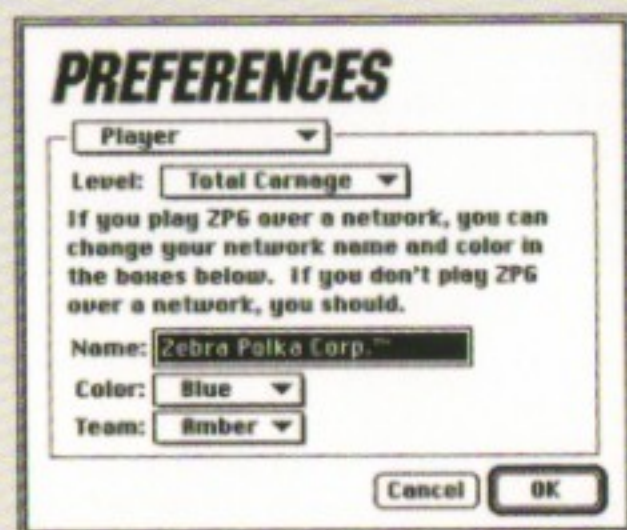
Play Movies

To turn off the 2D animation between levels, turn this off. Turning movies off will not affect game play, but if you like to see yourself die, watch yourself move between chapters or witness your own victories, leave them on!

Choose Monitor

If you have more than one monitor, click this to choose which monitor you want to run ZPC on.

PLAYER



Level of Difficulty

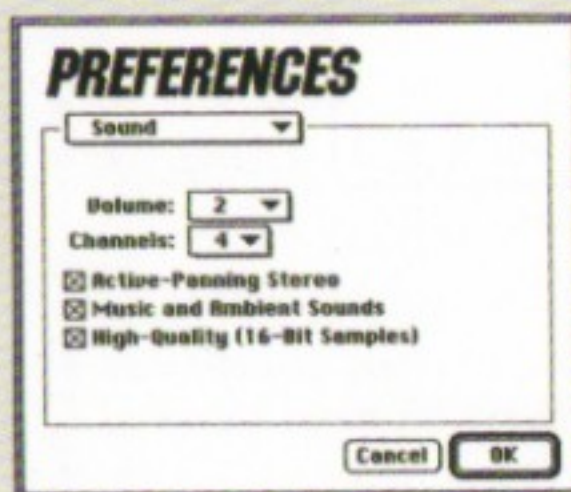
Lets the player determine the difficulty level of the game. Mix is good for first timers (but don't let anyone catch you), Blend is socially acceptable and Liquefy is only for the insane.

Name/Color/Team

This info is used for net play only. Give yourself a title, pick your favorite color, then hunt down and kill your friends, it's fun!

SOUND

This is what makes ZPC great, so turn everything on – and up! We definitely recommend headphones or external speakers with a sub-woofer to get the full effect. But be warned, when the Pod Hunters sneak up on you and the only thing you can hear is that creepy sound in the back of your head, don't blame us if you jump right out of your seat.



Volume

From the elegant, understated Off to the eardrum-pulping 7, there's a setting for everyone. To adjust sound volume during game play use '<' and '>'.

Channels

This allows you to determine the number of sounds that can be played at the same time. For example, if you choose 2 channels, two sound effects can be played at the same time. A third sound will preempt one of the original 2 sounds. Four is full-on and will give you the recommended ZPC experience. For those of you only interested in speed, lower the number of channels.

Active-Panning Stereo

This feature moves stereo sounds from left to right so if you really want to dive in and get the full experience, turn this on.

PREFERENCES

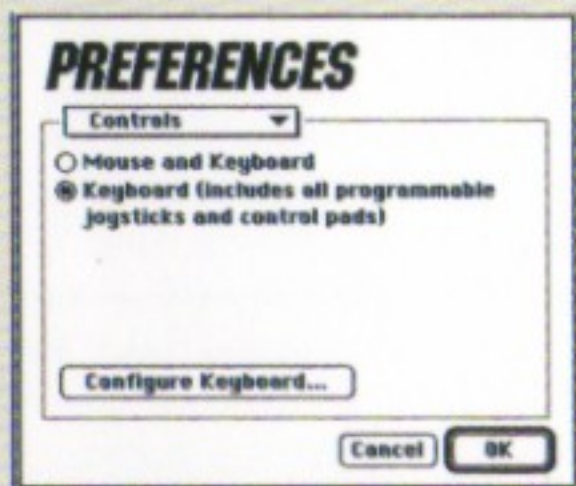
Music and Ambient Sounds

If you've got the power, turn on all the sounds. The music is composed by our very own Roland Barker (with help from his equally talented brother Paul) and adds a crucial touch of evil to the action. So, if you turn these off, don't come crying to us if you miss out.

High-Quality (16-bit samples)

yes, yes, yes! Unless of course you don't have enough RAM...

CONTROLS



Mouse and Keyboard

This allows the player to control turning and looking up and down with the mouse. All other actions like side-stepping and glancing right or left are accessed via the keyboard.

Keyboard

This option allows the player to use the keyboard and the keyboard only for game play.

Hardwired Commands

- To save the game, press Command-S or `` (back quote). (But you gotta have at least one Memory Orb for this to work - see below).
- To switch your inventory display between items, weapons, ammo and network stats, use '[' and ']' keys.
- To pause the game, press Command-P (not available for network games)
- To quit the game, press Command-Q

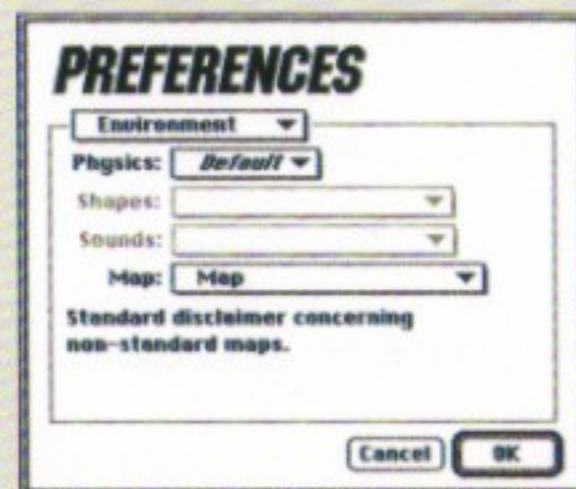
Configure Button

Sends you to the 'Configure Keyboard' menu. See corresponding section.

ENVIRONMENT

You may want to play your own ZPC maps, or find some online (who knows? maybe even <http://www.zombie.com> has some...). Just put the new shapes, physics, maps, or sound files in your ZPC folder and then select them in Preferences/Environment.

No messy clean-up!



CONFIGURE KEYBOARD MENU

ZPC can be played with both mouse and keyboard, or just the keyboard – most functions are assignable.

Movement

Forward: Player walks forward

Backward: Player walks backward

Turn Left: Rotates view to the left

Turn right: Rotates view to the right

Sidestep Left: Sidesteps view to the left

Sidestep Right: Sidesteps view to the right

Looking

Glance Left: Rotates view to the left momentarily

Glance Right: Rotates view to the right momentarily

Look Up: Especially handy when you need to fire up at something or someone

Look Down: Very useful for firing down on your enemies or when using your Chi punch for moving yourself around

Look Ahead: Centers your view to the default. If you move around, this happens automatically

Weapons

Previous: Allows you to switch to the previous weapon used

Next: Allows you to switch to the next weapon available

Trigger: Fires the current chosen weapon

CONFIGURE KEYBOARD

Movement

Forward: Command
 Backward: Shift
 Turn Left: S
 Turn Right: Keypad 6
 Sidestep Left: Z
 Sidestep Right: R

Weapons

Previous: Keypad 7
 Next: Keypad 9
 Trigger: Space
 2nd Trigger: Option

Looking

Glance Left: R
 Glance Right: S
 Look Up: D
 Look Down: C
 Look Ahead: U

Modifiers

Sidestep: Command
 Run/Swim: Control
 Look: Shift

Miscellaneous

Action: Tab
 Auto Map: M
 Microphone: ☐

There are certain keys which cannot be attached to controls because they are used for other purposes: "<" and ">" adjust the sound volume. "+" and "-" zoom the overhead map. "[" and "]" scroll the inventory area. DELETE changes player views during replays. The function keys are used as shortcuts to the preferences dialog.

Layout: Custom
 Cancel OK

Modifiers

Sidestep: If you hold down this key and the turn left or right keys, this will function as sidestep left or right keys

Run/Swim: Holding down this key allows you to either run or swim when holding down the forward or backward key

Look: While holding down this key, the forward or backward keys function as look up or down keys

Miscellaneous

Action: This is your 'use' key and will open doors, trip switches, reincarnate you in net games, etc.

Auto Map: Automatically switches player's view to the overhead map. If you're lost, this will be your best friend

Microphone: Activates a player's built in microphone (if applicable) and allows the player to broadcast speech in net play

Layout: There is one customizable setting and three default ones – choose whichever one that works best for you

HOW TO PLAY



INTERFACE

Health: To get health, run over the Nectar of the Vanquished (the dead you leave in your wake). But be careful, if you kill the worthy (yet annoying) Survivors, they leave a foul-tasting nectar which will harm you.

Oxygen: Once you have the Aqua-lung, pick-up Oxygen canisters to replenish your supply.

Kills Per Minute: Quantify your death dealing ability with the only statistic that truly matters...

Inventory: Use your left and right bracket keys ([or]) to scroll through weapons, ammunition and other items. Also handy for a quick score update in net-play. When you begin a game level, this will be reset to your weapons display.

Weapon in Use: Your current lethal weapon

Ammo Count: Ammo-left-in-weapon meter.

Getting Around

You can navigate your environment with customizable or default (uses the numeric keypad) keyboard or mouse and keyboard commands (See 'Configure Keyboard' above). Default side step left or right is 'z' and 'x' and default look up and down is 'd' or 'c'.

We also suggest you get VERY familiar with how to use the Chi punch - not only for moving your enemies out of the way - but also to move yourself into, onto and out of some interesting places.

Picking up stuff

To get health, kill an enemy, then walk over the body to get a health boost ('cept for Survivors). To get ammo, find, open and go into a weapons cache, then pick up items off the ledges.

Health

Your health can be boosted to 3x its capacity. One variety of nectar = 1x, another = 2x, and the super nectar = 3x your hearts capacity. As you get stronger, your heart gets darker. The darker your blood, the healthier you are - and you can only achieve a dark burgandy. So don't go running around picking up health when you're already at maximum - save Nectar for when you really need it.



Switches

Toggle switches with either your action key (Tab is the default) or your Chi-punch. Some open doors, some turn on lights, some activate booby traps....

Doors

To open a door, walk up to it and hit the action key. If it doesn't open, you probably need to go back and hit a switch somewhere.

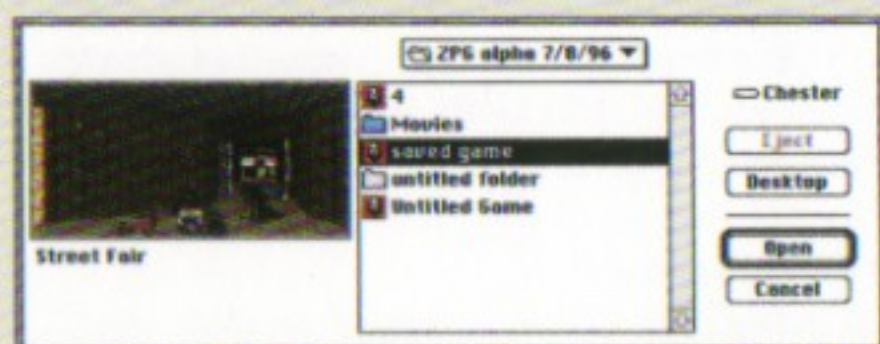
HOW TO PLAY

Firing Weapons

All weapons can be fired by pressing the space bar - or if you customized your commands, by whatever you chose.

Overhead Map

If you get lost or just want to see what's around the next corner, hit Command-M any time during game play to get an overview of where you are. Use the '+' or '-' keys to zoom in or out.



Saving the Game

To save your game, you must pick up Memory Orbs. Once you have one (or more) hit Command-S or ''' (back quote) to save. Each time you save, you use one Orb - so use them wisely!

Pausing and/or Quitting the Game

To pause ZPC, hit Command-P. To quit, hit Command-Q.



Mission Objectives

I am the Watcher. I have seen your arrival and will provide guidance as requested by the Elders. Before you begin each quest, I will counsel you and attempt to make your trek easier. However, I am powerless to assist you in any other way. Listen to my words and heed my warnings. Perhaps you will survive...

Chapters/Levels

There are Eight Realms you must traverse to regain your throne and within each realm are three levels.

Survivor Processing Plant: The Black Brethren pulverize Survivors for their Nectar here and then feed their remains to the rest of the population. This is also where you will find your Sceptre, and if successful, put an end to the slaughter of the innocents.

Marketplace: This outer-city area's streets are filled with soldiers and degenerates bent on stopping you from achieving your goal - which is to regain your Amulet - and continue your quest to Mt. Psion.

Sewer: Far below the Marketplace lies the old city and it's temples dedicated to your ancestors. This is also where your loyal supporters have hidden the Blessed Breastplate of your forefathers. But retrieving it will not be easy for the old city has been flooded with vile sewage and genetic experiments gone horribly awry.

Septic Ice Lake: To separate the outer-city from where the Brethren's forces favored people live, the Brethren have created a giant septic ice lake that stays unnaturally cold due to the bizarre combinations of chemicals and toxins. It is through this wasteland that you must travel to reach the city itself.

Apartment Complex: Home to Jack Boots and other Brethren scum, these buildings mark the beginning of the Brethren's stronghold. In an old church the Cloak of the Those Who Came Before awaits...

HOW TO PLAY

Sleaze City: These streets are literally paved with blood. Juggernauts prowl the street level, while Gargoyles and Pod Hunters fire down upon anyone out past curfew. They know you are coming - expect reinforcements by the time you arrive.

Propaganda Stadium: From this vile complex spews the stream of propaganda that infects the eyes and ears of our people. Here Jack Boots and others are brainwashed into serving the Black Brethren. Also, deep within it's confines, your Psionic Gauntlets await.

Mount Psion: Your ancestral home has been taken over by the Black Brethren, but before you can get to the Sky Palace and regain your throne, you will have to make your way through the Lamia infested caves, the deadly Fire Lake and the Templar Sanctum. None of which will be easy.

Weapons/Pick Ups

The Underground has done what it can to provide you with munitions for your trek. Throughout the sewers, alleyways and even in the Propaganda Stadium itself, various items have been stashed for you in weapons depots, both obvious and hidden, throughout.



Memory Orbs (save game): Use these wisely and choose your location well, for in the unfortunate event of your death, you will be returned to the same time and place as when you last used the Orb.



This is your Johnny-Seven. It has been secretly constructed for you over the years and is very versatile.

It holds six types of ammunition and in a pinch can be used to bludgeon opponents to death.



Machine Pistol: Though it is one of the weakest of your J7 functions, it can destroy many of the Brethren's most esteemed assassins.



Grenade Launcher: Handy for thinning a crowd, but not for close range!



Electro Magnetic Railgun: Nails and other bits of scrap metal melted down and fired at extreme velocity can be quite piercing.

HOW TO PLAY



Shotgun: Not very effective at long range, but see what happens when you unload one of these into a foot-soldier.



Tesla Gun: Many members of the underground perished to steal this prototype from the Brethren's Laboratories, avenge them!



Vaporizer: Made from the Fire Lake that surrounds Mt. Psion, its devastation is topped only by the powers of the mind. Aim up.



Aqua-lung and O2 canisters: An underwater breathing apparatus and air tanks for your journey through the underground sewer systems.



Spear-Gun and Spears: Though your J7 is a mighty weapon, it is rather ineffective underwater. Realizing this limitation, a spear gun has been left for you in an abandoned temple and spears for the gun are hidden throughout the sewers.



In addition to these weapons, and like your father before you, you can concentrate your mental powers in the form of a **Chi punch**. Use this to hit switches from afar and experiment with it's capabilities. For though it causes little damage, it has many uses.



Good luck on your quest and remember, you hold the mightiest weapon of all, though you know it not yet. (HINT: your Chi punch is but a mere sampling of things to come...) And when the time comes, it will be unmistakable and your true powers will come to bear.

CHARACTERS

Here's a description of the myriad of people and genetic oddities you will meet on your journey:

Survivors

Your loyal subjects. Diseased and crippled by poverty and famine they can do little but crawl and beg. The Nectar they produce is poison, so the Brethren have spared them.



Survivors

Crazies

Though not part of the Empire, you should be wary of these men. Four hundred years of abuse has driven them mad and they think only of fresh human meat.



Crazies

Bureaucrats

Though unarmed, these rank-and-file members of the Brethren's bureaucracy direct the day-to-day operations of the Empire. Use them wisely...



Bureaucrats

Foot Soldiers

Armed with handguns and a hatred for their fellow man, their lives are devoted to debauchery and cruelty.



Foot Soldiers

Jack Boots

Brutal authoritarians with little regard for you or the masses they slay.



Jack Boots

The Black Brethren

Usurpers of your throne and murderers of your father, do not rest until all have been destroyed.



The Black Brethren

CHARACTERS

Dominators

Short nasty beasts used by the Brethren to intimidate their own soldiers and to quash any rebellion.

Aqua-Dominators

An early genetic attempt at creating Dominators, these mutant offspring were sent to rule the Sewers beneath the city.



Dominators



Aqua Dominators

Aqua Monsters

Polluted waters and icy Septic sludge mutated these aqua creatures from their terrestrial cousins, the War Monsters, and turned them into these spine shooting monstrosities.

War Monsters

Brutes sent out to literally crush any opposition to the Black Brethren. Their thick skin is impervious to bullets.

Rock War Monsters

Specially bred and camouflaged for duty in the caves of Mount Psion, little is known about them, except that conventional weapons seem to have no effect.



Aqua Monsters



War Monsters



Rock War Monsters

CHARACTERS

Hunters

A class of elite assassins ordered to seek out members of the underground and destroy them. Their right hands have been amputated to make way for small, but accurate, cannons mounted on their wrists.

Pod-Hunters

The sound of these flying cyborgs strike fear into all those who have witnessed the devastation caused by their twin rocket launchers.

Lamias

Raised in the toxins of the Septic Ice Lake for service on Mount Psion, these blood-sucking, venom-spitting She-snakes are one of the more successful genetic experiments of the Black Brethren.

Dominatrices

Friends to no man, the Black Brethren like to keep them around to entertain their minions' sick fantasies. Be warned however, they may look lovely, but they're handy with that whip...

Society of Templars

To save your life, their ancestors swore loyalty to the Black Brethren. Held captive by their honor, they will seek to destroy you should you try to retake the Sky Palace and upset the delicate balance they have worked so hard to achieve.

Juggernauts

Automated killing machines that whirl about the streets pulverizing pedestrians until they eventually explode in a cloud of shrapnel.

Gargoyles

Bolted in place, these inhuman weapons routinely open fire with machine guns and exploding shells on any who dare threaten the Black Brethren, as well as some who don't.

Hunters



Pod-Hunters



Lamias



Dominatrices



Society of Templars



Juggernauts



Gargoyles

FRESCOES / OBJECTS OF DESIRE

Frescoes

These depict the deeds and exploits of your forebears, and will help guide you along your path. The Templars hid them from the Brethren and marked them with this special symbol so when you returned, you could use them to find your way and help regain your Psionic powers. Activate them to bring forth a vision from the symbol...



Object's of Desire

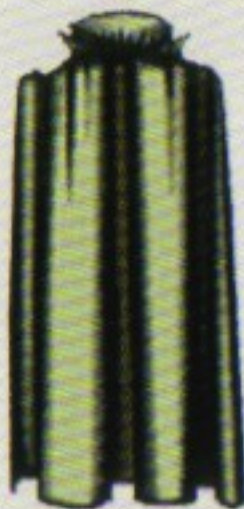
The Ancients had five relics from which, it is said, their powers flowed. When the Black Brethren usurped the throne and cast us into darkness, the Relics were scattered so that ultimate power would be denied them. Some were stolen, others were hidden and secreted away during the chaos of the Great Upheaval. The Powers of Psion are contained within these and only he who can reunite them may claim the Sword of Psionicus Rex and return the world to Peace.

The Royal Sceptre: The Black Brethren pried this out of your dead father's hand and hid it deep within a heavily guarded human processing plant. This is the first of the Relics you must reclaim.



The Amulet: The Black Brethren have employed a Bureaucrat (in disguise) to smuggle this jewel to Mt. Psion. Seek out this traitor and retrieve it from him at all costs.

Blessed Breastplate: While the Black Brethren were gloating over your capture they failed to notice that two of your loyal servants were carting the Breastplate away. These loyalists managed to hide it in the Sewers before they were tracked down and killed by a hunter.

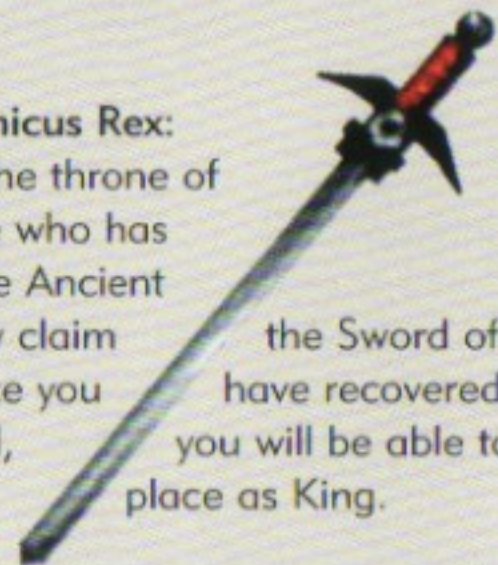


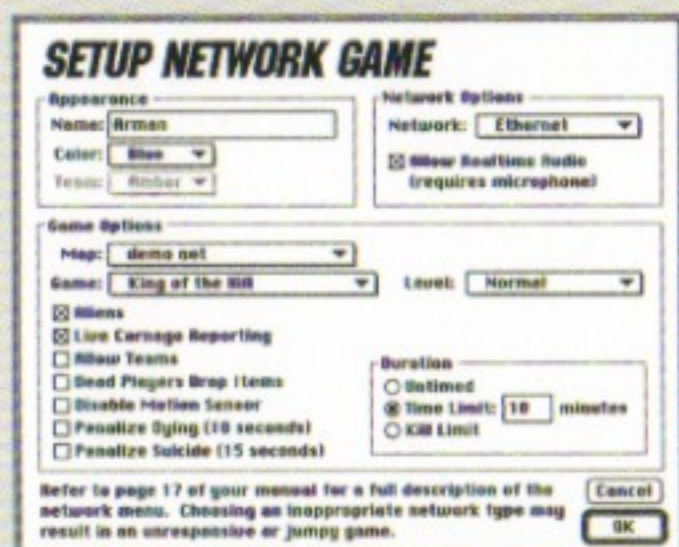
The Cloak of Those Who Came Before: This was worn by all the Warrior Messiahs before you and is still where it has lain since the death of your Great-Great Grandfather.

The Gauntlets of Psion: The Black Brethren have been trying to unlock the extraordinary powers of these Gauntlets, hidden in a guarded tower within the Propaganda Stadium, for centuries. Once you have reclaimed this, the Fifth of the Ancient Relics, your transformation will begin.



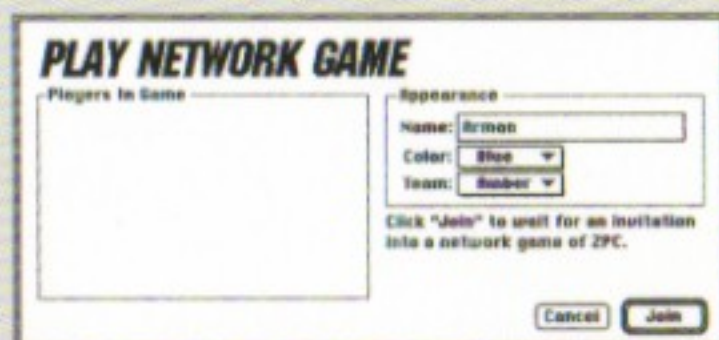
The Sword of Psionicus Rex: Synonymous with the throne of Psion, only the one who has the five relics of the Ancient Kings can rightfully claim the Sword of Psionicus Rex. Once you have recovered your father's sword, you will be able to take your rightful place as King.





Starting A Network Game

To play ZPC over a LAN, you need at least two Macs (meeting minimum system requirements) connected with Ethernet, LocalTalk or their equivalent. Up to 8 players can play at once.



One player must be the gatherer, have the ZPC CD loaded and choose 'Gather Network Game' from the main menu. All other players must choose 'Join Network Game'. The player who gathers the game selects the joining players from the Gather Dialog box and can then start the game by selecting 'Begin Game' in that same window.

Net play options

Select the type of network you want from the network pop-up menu. Wrong settings will cause poor performance and slow Ethernet networks may play faster if you set this menu to Local Talk.

Game Options

Choose the level of difficulty from the 'Level' pop-up menu.

Map Selection

Go to the map pop-up menu and pick your favorite. There are 10 to choose from. Each offers a unique way to kill your friends for hours on end.

NET GAMES AVAILABLE

Every Man for himself: Your basic bloodfest, so try to stay alive and kill as many others as possible. (Vaporizers can give you a quick boost up the charts if you can get a couple of suckers close enough together).

Kill the Guy with the Ball: Try to hold onto the ball for as long as possible. No problem, except that you can't run or use your weapons and everybody else is hunting you down. To drop the ball and fire on your pursuers, hit the fire key, and back away.

King of the Hill: Just like you used to play at grandma's! Stay on top of the hill as long as possible. If the hill isn't totally obvious check your map. The true warrior relies on his Chi-punch...

NET GAME STATS

At the end of a net game, a graph will show the stats for each game type i.e. total time carrying the ball (for kill the guy with the ball games) or total time on the hill (for King of the Hill games), etc.

Replays

You can record and play back your games very easily. Just press the 'save last film' button on the main menu after game play and there you go. To playback a saved film, just press 'play saved film' on the main menu, make your choice and enjoy.

Saved films can be fast-forwarded, slo-moed, saved to disk, or viewed from any player's point of view (for net play).

Replay Options

Fast forward: During replay, press the right bracket (]) key on the keyboard.

Slo-mo: Press the left bracket ([) key on the keyboard during replay.

POV change: (for replays of network games) Press the delete key on the keyboard.

Q: I've fallen and I can't get up - or - I can't get out of this @#%*&\$ pit! Why didn't you give Arman jumping capabilities?

A: Ah, but we did - we were just sneaky about it... Try pointing the Chi-punch at the ground - better yet, run while you do it - hit the fire key and hang onto your hat! Don't forget that you can toggle switches with the Chi-punch too.

Q: I can't get stereo sound... Why!?

A: You need Sound Manager 3.0 or higher. You may also need to give ZPC more memory, refer to Getting Started for more info.

Q: I got a message that says ZPC can't allocate enough sound channels...what's up?

A: Your system software isn't getting enough memory. Quit any other applications, close all windows, and (if you really have to) give ZPC just a wee bit less memory.

Q: Some of the options in the Preferences dialog are grayed out, what's the problem?

A: Some stuff like Ambient sounds and 16-bit graphics require more memory. Quit ZPC and select it's icon in the finder, select Get Info from the File menu, then type in a higher number into the preferred size box.

Q: The network microphone ain't working!

A: Check to make sure the mic is connected properly by opening the sound control panel and try to record a sound.

Q: I'm running over Nectar, but it's not making me any stronger.

A: You have reached your maximum potential from the Nectar. The Nectar only nourishes you, it doesn't make you into a god or anything - you need a cheat for that!

CREDITS

Zombie

Executive Producers – Joanna Alexander, Janet Galore, Mark Long
Producer – Linley Storm
Director – Aidan Hughes
Art Director/3D Animator – Louise Smith
Programming Team – Anna Farr, Randy Jones
Story – Aidan Hughes
Original Concept – Brad Bond
Artist – Aidan Hughes
Game Design – Aidan Hughes, Noah Tannen, Edward Galore, Conan Gale, Linley Storm
Graphic Artist – Douglas Wilcox
Level Design – Noah Tannen, Conan Gale
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Music – Roland Barker and Paul Barker
Sound Effects – Christopher MacRae
Sound Design Assistant – Eric Church
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Christine McGavran, Shawn Goodner,
Guitar, voice effects – Ed Petry
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Jon Schnepf
Cell Animators – Pete Moriarty, Jon Schnepf,
Jim Abrams
Ink & Paint – Mike Signorino, Dan Bigelow,
Ariel Martin, Jon Schnepf, Pete Moriarty
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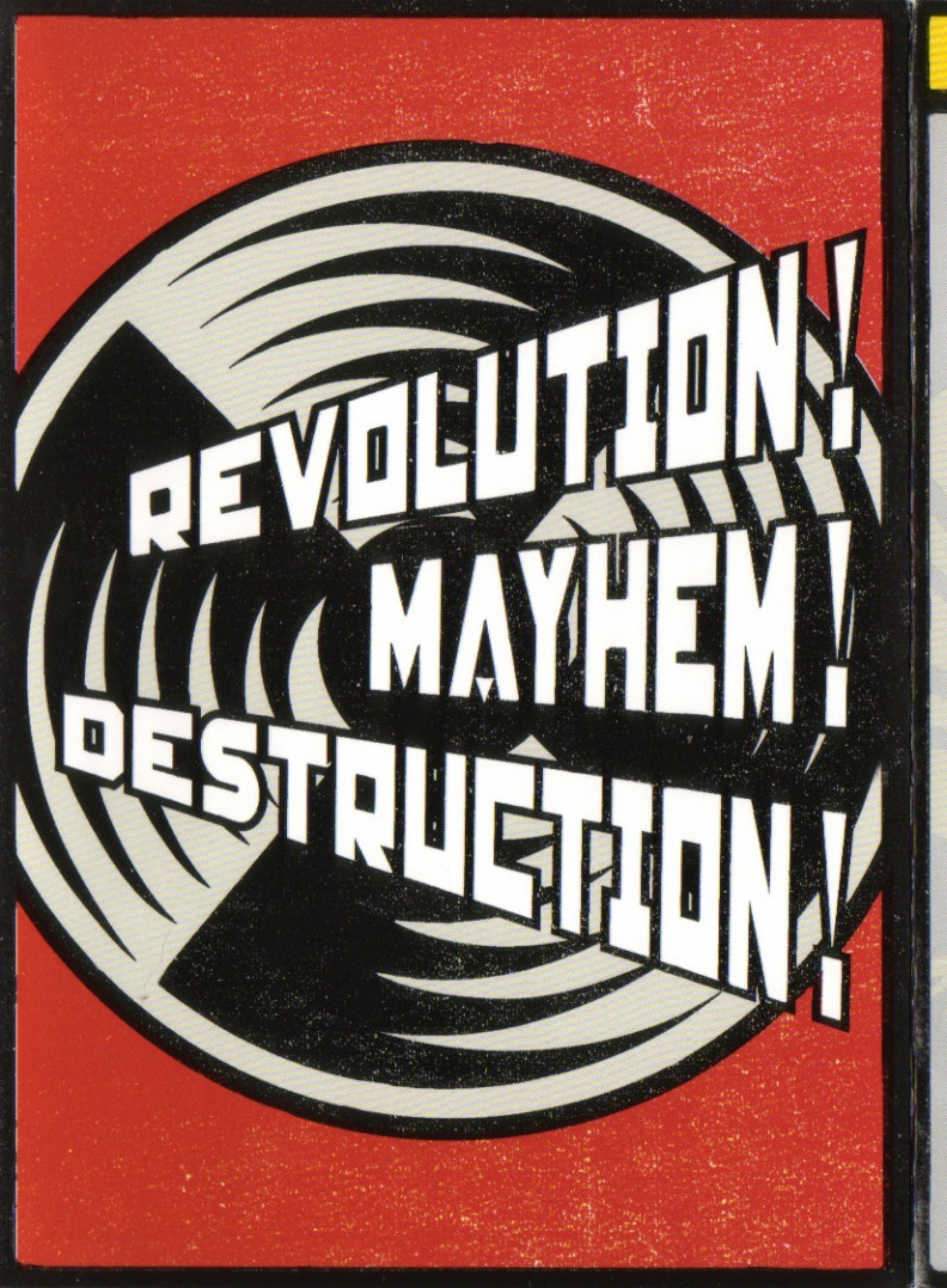


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