

Zombie Serial Killer Incident Help

●Setting Up

Thank you very much for purchasing Zombie Serial Killer Incident.

This game is simply about shooting zombies.
Yes, for the sake of those damsels in distress, it's time to whip out the ol' shotgun and make sure not a single zombie gets away!

●Operating Environment

OS: Windows XP/Vista/7
CPU: Athton64 3500+ or better (Pentium4-3.8GHz or better)
VGA : GeForce6600 / RadeonX1600 or better
(Direct3D compatible, VRAM64 or better) * not compatible with on-board
SOUND: DirectSound compatible
Other: Mouse or device with similar function

Please note that the game may not function well with certain operating systems.

●Story

On my travels I enter a small town.
This place...it's crawling with zombies!

They have me surrounded.
I'll take 'em all out with my shotgun - wait!!
Some damsels in distress are among them!

I've discovered several tricks.
Zombies lined up will cause a chain explosion with one shot!
That'll finish off annoying zombies who hide under buckets.
It's almost like a game...I can see myself getting a high score!

●System

★System outline

The game includes a challenge mode and campaign mode.
In challenge mode, you must earn hearts by beating each of the 50 stages.
Campaign mode is unlocked after obtaining a certain number of hearts.

Up to 3 hearts can be obtained from one stage, depending on your score.

Also, your life is represented by heart icons. If you run out of life...you lose!

★Title screen ⋯ This screen is displayed upon starting up the game.



1... Select "Menu" at the title screen.

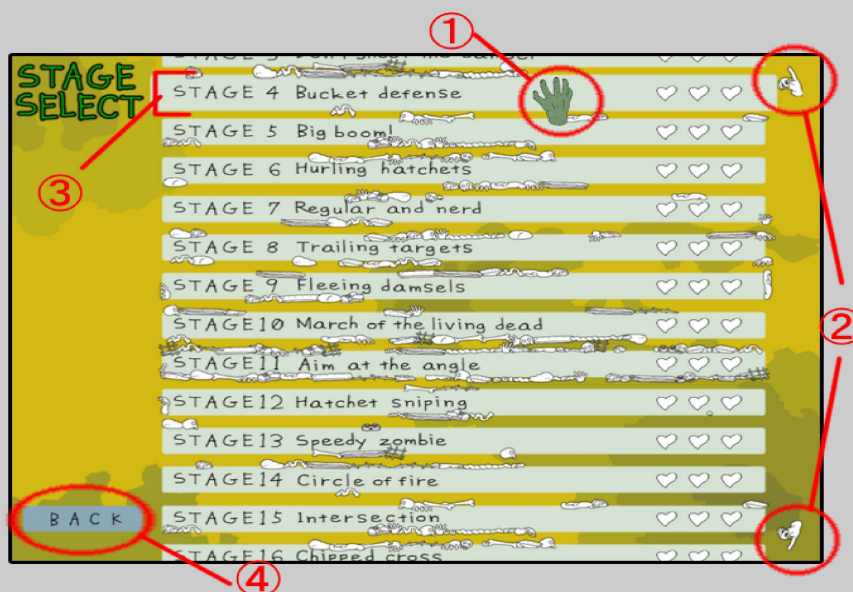
START... Starts the game.

HELP... Displays helpful hints.

CREDIT... Introduces the game's creators.

EXIT... Ends the game and returns to your desktop.

★Stage selection screen ... Choose the mode and stage you wish to challenge.



1... The mouse/cursor.

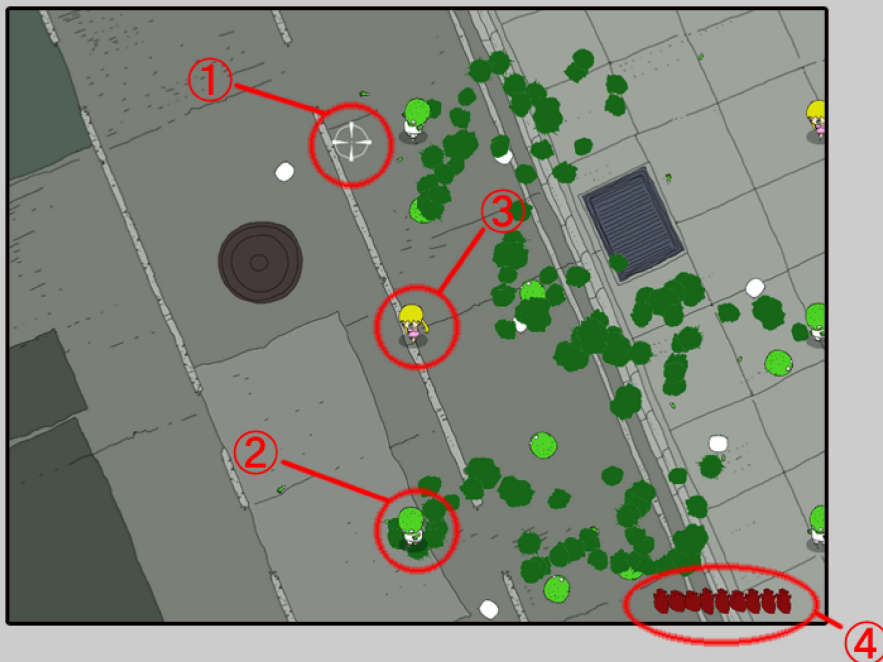
2... An arrow appears when it is possible to scroll. Move the mouse up/down to scroll and select a stage. Challenge mode has 50 stages to choose from. Beat a stage to obtain hearts.

Campaign mode has 3 stages, and can only be accessed with a certain number of hearts. Beat all 3 to see the game's ending.

3... Currently selected stage.

4... Return to the title screen.

★Main game screen



1... Click to shoot zombies. Don't hesitate; you have unlimited ammunition!

2... Zombies. Shoot them and they will explode, destroying other zombies near them. Kill zombies to increase your life, but if they escape your life will decrease.

3... Damsel in distress. They will explode if you shoot them, but you will lose three hearts' worth of life.

4... Hearts (life). If these run out, it's Game Over.

Please right-click when you wish to pause the game. Right-clicking again will un-pause the game, or you can left-click to return to the stage select menu.

Press ESC to exit out of the game entirely.

★Regarding explosions

Shooting zombies causes them to explode. You can use this feature to set off a chain reaction. A well timed click can sometimes end 1,000 zombies.

Please see the "Character" section for further details on zombie explosions and properties.

★Regarding life

Increase your life by shooting zombies. Life will decrease when zombies escape, or you shoot a Damsel in distress.

You can increase your life up to 100 hearts.

★Regarding hearts

The number of hearts you receive after beating a stage depends on your score.

Hit all zombies, did not hit any Damsels in distress = 3 Hearts

Missed only one zombie, hit only one Damsel in distress = 2 Hearts

Missed several zombies/hit several Damsels, but survived the round = 1 Heart

Lost all your life and failed to beat the stage = 0 Hearts

● Characters

Appearance	features
	Green zombies explode and splatter green blood everywhere when you defeat them. This type is common and appears in great numbers, but they are the weakest type. Sometimes they don't even target the damsels, just wandering around aimlessly.
	Purple zombies explode and splatter purple blood everywhere when you defeat them. Their explosions cover a large area and will destroy other zombies nearby. Why are they wearing glasses? One theory is they are scientists who became zombified as a result of a failed experiment, but another argues they are simply weapon loving nerds.
	Blue zombies explode and splatter blue blood everywhere when you defeat them. They will also send a hatchet flying forwards, which can be used to your advantage. You may notice they have big heads, something they have been proud of since their pre-zombie days.
	Bucket zombie. They explode and splatter grey blood everywhere when you defeat them. Amazingly, your shotgun can't pierce through their protective bucket, so you will have to try other methods to defeat them. We are still unsure how they manage to see where they are going.
	Damsels in distress. Don't shoot! For whatever reason, they have found themselves lost among a swarm of zombies. There is a penalty for taking them out, so please be sure to see them safely off the edge of the screen.

● Techniques

Killing zombies isn't just about relentlessly shooting over and over again.
To get a high score, you'll want to make use of a few techniques.

■ How to Kill Zombies: part 1

Shooting a zombie causes it to explode, which you can use to create a chain reaction.
Observe the patterns in which they move, in order to find exactly the right place to take out as many zombies as possible with one shot.

■ How to Kill Zombies: part 2

Often there is a rhythmic pattern to the waves of zombies that appear on-screen.
Try to follow the rhythm with your shots, and it may help you kill more zombies.
It is best to avoid moving the mouse too much. Just relax, and keep in time.

● Q&A

Q&A

- **Q** : My game is running slowly. Why?
- **A** : There may be a compatibility issue with your computer's specs. This is often related to efficiency of the CPU and/or graphics card.

- **Q** : The mouse keeps flying off-screen!
- **A** : We recommend playing the game in full-screen mode. Please try change the settings through the configuration file.

- **Q** : The game doesn't even start. Help me out here.
- **A** : Please gather the data for your computer's OS, memory, graphic board etc. and send them in a mail to the SHINDENKEN contact address.

- **Q** : Why isn't blood red? I want more realistic blood!!
- **A** : Yes, well, I thought you'd say that! So I added a "blood-red" mode to the game. While holding left click at the title screen, use the right click to press START. This will start the game in "blood-red" mode.

Recommended for players of 18 years and above ♪

● Staff

- Programming - isao ([SHINDENKEN](#))
- Graphics & Package design - 2g ([2g](#))
- Director NOCHI ([SHINDENKEN](#))
- Technical support - edge
- BGM ep+_deluxe
- Debug Gojo
- Voice data Vita-chi-Sozaikan [びたち一素材感](#)

● Contact

If you experience any problems with the game, please feel free to contact us at this mail address.

info@shindenken.org

● Miscellaneous

We must ask that the user handle the installation of the game onto their personal computer themselves. Our group cannot be held responsible for any damage that occurs as a result of this game or its use. Thank you for your understanding.