

Gloom III Director's Cut Guide

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Chapter 1

Gloom III Director's Cut Guide

1.1 Zombie Massacre

Zombie Massacre [Aminet Release]
Alpha Software)

(Developed by ↵

"5th best game of 1998" - As voted by Amiga Flame readers

How to Install ZM.....

.....What spec does ZM need?
Making ZM run faster!.....

.....The Story so far...
Playing ZM.....

.....Questions & Answers
Credits.....

.....About Alpha
Same old engine?.....

.....Is this a pirate copy?

<http://www.alpha-software.co.uk>

Send to : iBrowse Voyager AWeb

1.2 Gloom3

Zombie Massacre / The sequel to Gloom 3 Ultimate Gloom

G3 - Gloom3. The game before Zombie Massacre which sold very well and got 80% in CU Amiga magazine, the worlds best selling Amiga magazine at the time. G3 also got 96% in 'World of Amiga magazine' which is a quality disk magazine. See the contributions directory on this CD for a preview of it.

The reason I'm quoting G3 review comments is because this game is basically just a MUCH improved version of G3.

1.3 Installation

Zombie Massacre / Installation to hard drive

Installing ZM is very easy because included is an install script which will do everything for you. All you have to do is choose a pathway for the installation files. These files allow ZM to run from the CD-ROM. Please make sure the pathway you choose has about 5k of free space.

Once the installer has been run follow the on screen instructions and ZM will install perfectly. You will be entertained with sounds and music while you wait, and 'Tiegan' the install helper will give you tips along the way.

If you abort the installer half way through and the music is still playing then click on the 'quit_music!' icon, and it will stop.

1.4 System Requirements

Zombie Massacre / System requirements

ZM Requires (Minimum) : 020 AGA 3 Meg
ZM Introduction : 2x IDE

ZM Requires (Recommended) : 060 AGA 5 Meg
ZM Introduction : 6x SCSI

ZM is optimised for all 68k CPU's and for GFX Cards too. This means if you have an 060 + GFX Card & 5 meg ZM will play ideally. But it will still work if you have 020 + AGA & 3 Meg.

However there are ways of speeding ZM up on slow systems. For instance you can change the Pixel sizes so that they are larger, and the game runs alot faster. This will reduce the quality of the graphics however. You can also change the screen size, so that the game runs faster. Although the graphics will not be reduced in quality they obviously will in size.

It is also possible to make ZM run ALOT faster on an Amiga with alot of RAM by playing ZM in Multitasking mode on a NTSC:Low Res screen.

Also see :

- Making ZM run faster!

1.5 Making ZM run Faster!

Zombie Massacre / Making it run faster

Making ZM run Faster on :

A Slow Amiga

A Low Memory Amiga

A Fast Amiga

A High Memory Amiga

Also see :

- ZM requirements

1.6 Making ZM faster on a slow system

Getting ZM to run faster on :

A Slow System :

Setup	In Game

- Use the Optimised CPU Routine		- Reduce the Pixel sizes
- in 'Play Mode' select 'ZM (No OS)'		- Reduce Screen Size
- Tick 'Close AmigaOS?'		
+-----+	+-----+	+-----+

1.7 Making ZM faster on a slow system

Getting ZM to run faster on :

A Low Memory System:

	Setup	In Game
+-----+	+-----+	+-----+
- Use the Optimised CPU Routine		- Reduce the Pixel sizes
- in 'Play Mode' select 'ZM (No OS)'		- Reduce Screen Size
- Tick 'Close AmigaOS?'		
+-----+	+-----+	+-----+

1.8 Making ZM faster on a slow system

Getting ZM to run faster on :

A Fast System :

	Setup	In Game
+-----+	+-----+	+-----+
- Use the Optimised CPU Routine		
- in 'Play Mode' select 'ZM:Multitasking'		
- In 'Screenmode' Select NTSC:Low Res		
+-----+	+-----+	+-----+

1.9 Making ZM faster on a slow system

Getting ZM to run faster on :

A High Memory System:

+-----+	+-----+	+-----+
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Setup	In Game
<ul style="list-style-type: none"> - Use the Optimised CPU Routine - in 'Play Mode' select 'ZM:Multitasking' - In 'Screenmode' Select NTSC:Low Res - Untick 'Close AmigaOS?' 	

1.10 The story so far.....

Zombie Massacre / The story so far

Full 'talkie' version of story Stop talking

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Briefing Notes: Security Level : Top Secret/Magic.
January 2010,

By the year 2003 the battle for bio technological advances became the new arena for scientific development, in the way that computers had dominated the eighties and nineties. Genetics, particularly the field of industrial bio technology looked set to dominate the first decade of the new millennium.

Several companies from many different countries warred for the marketplace, each more desperate than the next to create a new innovation that would catch the imagination of the public and cause their company to become the world leader in this new area of profiteering.

In their battle to create the ultimate product many of the companies turned to chemical methods of synthesising enhanced "Super Steroids" by combining various plant, animal and human pheromones into a course of injections. Too impatient to await permission to move the new chemicals to a stage where they would be able to release them into the market they opened up the programs to those that wished enhancement at any cost, such as failed athletes, or those too old to compete at a professional level any longer. There was much discussion about the validity of these tests by governments world wide but under new stricter laws, they were allowed to continue, a measure of how strong these corporations had become in the failing economies of the European trading block.

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Shortly after the experiments began it transpired that the affected individuals once injected became stronger and more long lived as their cell tissue appeared not to degrade, historically it is now known that the flesh of the victim though it no longer seemed to age in the

ordinary way, still died. Clinging in a state of advanced necrosis to the bones of the subject. Over time the victim lost most higher cognitive powers and the Id (the part of the mind most directly related to the instincts of humans) took control. Within hours those infected by the genetically enhanced super virus (as it was identified most closely as) were transformed into shambling behemoths with many times the muscle mass and a fraction of the reasoning power that they originally had.

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In the year 2002 one of these altered victims broke free from the lab where it was held, and it was discovered several miles away, the nature of the biotech virus that it carried caused the creature to begin releasing spores to propagate its new species, a small town in Germany was wiped out, the local authorities were largely able to keep control of the situation and the press were never apprised.

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The governments acted swiftly and soon the projects were shelved in country after country finally the only country left in the world where experiments were legal was America. In 2009 the last bio tech corporation closed its doors, as the new age began, the age of silicon organics. The failed experiment had allowed new fields of study to open and advance but at the cost of many lives, the scientific community vowed that it would never again use human subjects in its experiments.

We believe we have discovered one organisation in America that has not halted its experimentation into this field, and we as part of the Anglo American trading block and allies of the United States of America feel we must deal with this problem in such a way so that they are not implicated. Your brief is to enter the base destroy all traces of the mutated creatures, and plant documentation that another European power has backed the further experimentation into this forbidden field so that the American government nor our own government is linked with this contentious issue.

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In order to keep its experiments secret from surrounding authorities the corporation has worked under the auspices of a new religious cult that it has created, the grounds are extensive and they have brought a mansion from Europe stone for stone, and much architecture from India. The leader of the organisation is called Hultra Thran (a name drawn from the mythology of his created religious pantheon. His real name is unknown to us). Eliminate Thran, and make sure that there are no witnesses to identify you at a later date.

You will be equipped with several bursts of silicon adrenal boosts that will allow you to bio regenerate large quantities of tissue damage if you are severely injured

when you are on your mission, use them wisely. Around the organisation there may be other items that could help you, take everything you can. The building can be destroyed from one of the inner most chambers as once they are reached we believe that Hultra has a form of small suitcase nuclear device bought from the disintegrating Soviet republics during the nineties, he will try to hold off using this device as long as possible. However the American authorities have authorised you to detonate the device when the time comes, just make sure you are out of there before the device goes off, we want you back in one piece....

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This text is (c) Chris Murfin All rights reserved 1998-99
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1.11 Zombie Massacre Instructions

Zombie Massacre / Instructions

With your trusty plasma cannon you or you and a friend must battle your way through over 30 huge levels packed full of hordes flesh eating zombies. Each level has an exit which you must get to in order to proceed to the next. If you can get to the exit without killing all the zombies then good luck to you, but most of the time you will only make it to the exit by blasting the undead into tiny pieces! Throughout the game various gun and health powerups are there for your collection and of course other powerups which will assist you in your mission. You are granted 3 lives with which to complete ZM with, if you lose these lives then you are dead and you must start from the beginning of the stage reached.

- Game Configuration

 - Controls

 - The Menu's

 - The Gun
-

- 2 Player ZM

- New Engine?

1.12 New 3d Engine for Zombie Massacre?

Zombie Massacre / The 3D engine

New Engine?

The short answer is No, the engine is fundamentally the same as Gloom3, BUT optimised routines have enabled us to get ZM running much faster than all the previous Glooms, providing you have enough RAM Memory and a Monitor capable of NTSC. Even though we have enhanced certain parts of the ZM engine and GFX it still clearly runs faster in 'ZM : Multitasking' Mode on an NTSC screen. In normal mode the game runs on average around 3% faster, in NTSC mode its %23 faster.

Below is a table of results comparing the old Gloom c2p routines against the new.

All times measured in Microseconds using Timec2p. The setups of each Amiga vary greatly which means that these results may not be 100% accurate in all cases because of various differences in preferences such as screenmodes and additional patches.

. . . T i m e t o o k f o r . . .

Cpu	Gloom3	Gloom Deluxe	ZM (in Low -Res NTSC)	% speed increase over Gloom3
020	20160	25494	16568	21%
030	17511	20112	13611	28%
040	11580	18543	9679	19%
060	16612	17223	13438	23%

IMPORTANT: The routine 'Default-Ze_1' is marginally slower than the rest but is designed to work on all Amiga's. If you experience any strange crashes during the game then I suggest you use this routine instead of the one optimised for your CPU. If in doubt use this c2p routine.

1.13 Configuration

Zombie Massacre / Configuration

To set ZM up for your particular setup you must click on the 'Setup' icon before playing ZM. Here is a list of options and what they mean :-

'How to play?' - This decides how ZM will be played on your Amiga, select one of the following :-

Zombie Massacre - plugin X - Don't attempt this mode as it will crash your Amiga, this may be updated via a patch from the Alpha Software website soon! (The URL is at the start of the manual)

Zombie Massacre - Ze - This is the option most users should select. It will let you run Zombie Massacre Ze at a fast, colourful resolution and at full screen too! Unless you have a Graphics card then this is the best option for you!

Zombie Massacre on Screen - This lets you decide what screenmode you would like to play ZM in. This mode is slow and useless without a graphics card or very fast Amiga! Click on it and then the 'select screenmode' button is unghosted. Now click on this and select what screen mode you would like. The screen modes are only limited by what monitors you have in your devs/dosdrivers drawer. This means it should play ok on VGA and SVGA monitors if you have them setup. This option will also leave the OS running to a degree.

Zombie Massacre in window - Providing you have your WB in 256 colours and enough free Chip ram (Graphics cards on stand-by) this option allows you to play Gloom in a window. Although don't be disappointed because it has been known not to work on even A4000's with 2 meg Gfx cards.

Zombie Massacre - iGlasses! - If you are partially insane and purchased the iGlasses for huge wads of cash then this mode is for you! This allows you to play 3D ZM in all its glory. Clicking on this option will unghost the 'Enable tracking?' button. Clicking on this button enables head tracking meaning that you can look in one direction and fire in another!

STOP THE PRESS the iGlasses support has now been updated to support 'virtual reality glasses' like those supported by the BVisionPPC & CyberVisionPPC

'Other Settings' - This strangely allows you to setup other things about Zombie Massacre, the options are as follows :-

Select Modem Type - This lets you select the make and speed of your modem for playing against another player via a direct link. Find your modem and select 'ok'. For players whose modem isn't there I suggest using the Hayes or Generic modems. The Hayes Optima 14.4 seems to work fine on all Hayes compatible modems.

Select Screenmode - This option is only available if you are playing 'ZM on Screen'. If you are doing this then I suggest you look at the 'ZM on Screen' options above.

Select CPU present - This option is essential if you have a processor other than the standard 68020 which comes in the A1200. Select the name of your processor and the correct c2p routine will be used to take advantage of your CPU. There are options for 020/030/040/060/ and Akiko. If there are more than one then you can try both and see which one performs the best on your system. The Akiko c2p routine requires an Akiko chip, like the one inside a CD32.

IMPORTANT: The routine 'Default-Ze_1' is marginally slower than the rest but is designed to work on all Amiga's. If you experience any strange crashes during the game then I suggest you use this routine instead of the one optimised for your CPU. If in doubt use this c2p routine.

Close WB - This option will close Workbench whilst playing ZM. Anyone without a Graphics card should select this option because otherwise ZM may not have the Chip Ram it requires. (unless you want to multitask)

Enable Tracking - To do this you need the iGlasses. If you have these then I suggest you look at the 'Zombie Massacre - iGlasses' option above.

There! Those are the options available and the little window below will give you details of each option as you select it. To save these options click 'That's Good', or to cancel them click 'Forget It!!'.

1.14 ZM Controls

Zombie Massacre / Controls

ZM on the keyboard

Forward	Press 'up arrow' key
Backward	Press 'down arrow' key
Rotate Left	Press 'left arrow' key
Rotate Right	Press 'right arrow' key
Sidestep Left	Hold 'Alt' key down and press 'left arrow' key
Sidestep Right	Hold 'Alt' key down and press 'right arrow' key
Fire Plasma Gun	Press 'Amiga' key

ZM a joystick/standard joypad

Forward	Push joystick up
Backward	Push joystick back
Rotate Left	Push joystick left
Rotate Right	Push Joystick right
Sidestep Left	Hold down button 2 and push joystick left
Sidestep Right	Hold down button 2 and push joystick right
Fire Plasma Gun	Push joystick button one

ZM on a CD32 joypad - recommended

Forward	Push joypad up
Backward	Push joypad down
Rotate Left	Push joypad left
Rotate Right	Push joypad right

Sidestep Left	Push top left button of joypad
Sidestep Right	Push top right button of joypad
Fire Plasma Gun	Push red joypad button

1.15 The Menus

Zombie Massacre / Menu's

The Game Menu

Once ZM has loaded push return or a joystick button to bring up the game menu. Here are the options you will be presented with :-

One Player game - Begin a one player game of Zombie Massacre

Two Player Game - Begin a two player game of Zombie Massacre. This option allows the players to play together and share lives, they cannot hurt each other.

Two Player Combat - Begin a two player combat game of Zombie Massacre. This option puts you and the second player in a random arena with a handful of weapons and a few hungry zombies. The aim is to kill the other player before they kill you!

Player 1 - This changes the control method for player one.

Player 2 - This changes the control method for player two.

Remote Link Options - This allows you to play Zombie Massacre with a friend and another Amiga, also see 'ZM for two'.

Blood Options! - Lets you select whether or not the pieces of blasted off zombie stay on the floor or not! 'Nasty' mode will make the disembodied parts of the zombies disappear once they hit the ground, whereas 'Dirty' mode will cause the bits to bounce off the walls and remain on the floor. (Dirty mode might slow things down a bit) About - brings up a screen of Zombie Massacre Ze credits Back To WB - Will quit Gloom and return you to Workbench (Useless on normal CD32).

The Ingame menu

Whilst playing ZM pressing the 'ESC' key, or the CD32 'Play/Pause' button will pause the game and bring up the ingame menu. These options allow you to customise various aspects of the display - useful for those with slower (standard) Amigas, as many if these options affect how smoothly ZM runs.

Continue - Returns you to the game

Pixel Width - Changes the width of the pixels, the wider they are the worse they look and the faster they are.

Pixel Height - Changes the height of the pixels, the higher

they are the worse they look and the faster they are.

Window size - Increases the size of the window to play Zombie Massacre in.

Full Screen Window - Wow!! This option makes Zombie Massacre full screen! On slow Amiga's its unplayable at this size but on 040/060 this will really enhance your Zombie Massacre experience!

Floor - This will disable the floor graphics to increase the speed of Zombie Massacre.

Ceiling - This will disable the ceiling graphics to increase the speed of Zombie Massacre.

Quit Game - Strangely this option quits Zombie Massacre and returns you to the title page.

1.16 About that gun....

Zombie Massacre / The plasma gun

This trusty old gun can be boosted beyond belief. It is capable of five degree's of fire power, and can be boosted by collecting weapon powerups.

Fire Ball (Red) - Feeble weak blaster upgrade which will require many hits to kill even the weakest of zombies because their moist, decaying bodies are quite resistant to flames. It is small and has a very little surface area.

Laser Ball (Green) - Average upgrade which will inflict large amounts of damage to most zombies. It has good surface area meaning it will rip through limbs of zombies quite well.

Super Laser Ball (Bright Green) - Larger more powerful version of the laser Ball upgrade. This weapon can kill some zombies in one hit and its surface area means it will rip the zombies to shreds with very few blasts.

Lighting Bolt (Blue) - This electrified ball of power will send a large voltage rocketing through the zombies body usually causing them to jolt backwards. Its huge surface area and high power mean that it can destroy even tough zombies within a few blasts.

Super Lightning Bolt (Bright Blue) - This huge, steaming ball of power tears its way through zombies as if they were tissue paper! Its massive amount of current and gigantic surface area means that it can wipe out entire rooms full of zombies in seconds! It is designed to transmit electricity through the remaining bodily fluids of the zombie so its impact is spread out over the entire body.

Collecting a weapon powerup of the same type as you are using will increase the firing rate of your Plasma gun. Once the maximum firing rate is reached then the Plasma Guns special Buffer cartridge will store the extra power and release it as double strength blasts and even double or triple shots simultaneously.

Once the buffer cartridge is full you will reach 'Ultra Power' level and be

capable of mass destruction not unlike that of typical Earth Atomic Weapons! Luckily this power is focused on the enemy and if you try firing at anything else the blasts will quickly disintegrate so as not to kill the user.

You are also equipped with a special suit of armour with built in gas mask and blood purifier. The reason for this is that the entire complex is filled with a lethal gas which will transform a human into a zombie in seconds. The blood purifier keeps your blood clean because if the zombies do manage to get through your tough armour and graze your skin you will be infected. This infection, if left untreated would almost definitely turn you into a zombie within a few hours.

1.17 ZM with a friend

Zombie Massacre / Two player simultaneous

It is possible to play Zombie Massacre with a friend over a NULL modem cable or ↔
over

the modem - just setup your modem in the 'SetUp' utility and then select 'remote link options' from the Game menu. Player controls should be setup before this, as only the 'host' of the linkup game will have control of the game options once both Amigas have linked. Also, both Amigas must have the Gloom title up before attempting to link-up.

To start a NULL modem game, both players should select 'NULL link' from the 'remote link option' menu.

To start a modem game, one player should select 'dial up', while the other should select 'answer'.

If you have problems here see the frequently asked questions section of this guide.

1.18 The zombies lurking within

Here is a brief description of some of the zombies you are likely ↔
to meet
in your quest for glory.

- Zombies in part 1

- Zombies in part 2

1.19 The Zombies in Part 1

1.20 The Zombies

Citizen Zombie

You will meet these zombies in the early stages of the game, they were previously citizens of the planet splinn who lived peacefully in the village of Cramlington unaware of the hideous testing which was taking place 50 miles beneath them in the Beta Quadrant Science labs B. One day they were accidentally exposed to a form of biological anti-personnel weapon which takes the form of a green gas . This gas seeped through the paved streets of Cramlington and quickly contaminated the entire populous because it was breathed in and allowed to enter the blood stream. The scientists who allowed this huge blunder to happen decided to cover up their mistake by rounding the zombies up and storing them in the underground storage units. They then planned to blow up the village of Cramlington in a 'freak accident' which was unfortunately unstoppable. However when the enemy from the outer planets sabotaged the containment fields these living dead were freed from their storage fields and now roam the storage units searching for warm human flesh. They are very persistent and hard to kill but luckily had never wielded weapons in their previous life so have no skills with such things. Instead they will give in to their primitive instincts and use their teeth and hands to rip bite size chunks form your body.

Floating X zombie

Amongst the thousands of citizen zombies rounded up from Cramlington many of these strange floating disembodied head zombies were discovered. The scientists had no evidence for why this horrific transformation had occurred and what they previously were, so they named them 'species X' because they didn't know what else to call them. Some scientists carried out individual tests on the X zombies and found that they were more intelligent than the other types and possessed a self taught skill which enabled them to 'suck' their victims towards them using a green substance which is presumed to be their blood with excessive amounts of haemoglobin. This zombie is very hard to kill purely because of its tough skin and high intelligence.

Zombie Spirit

This twisted soul was brought back from the dead from the Cramlington graveyard when the green gas resurrected the soul of every person in the vast burial site. He possesses an unexplained ability which enables him to throw poisonous balls of gas. His ghostly state means that he can travel through physical objects. Do not be taken in by his cries for help because although in his mind he is good, the zombie instinct which he possesses will not rest until you are dead.

Zombie Scientist

The zombie scientist is a tough foe, his anger and aggression make him difficult to kill or run from. These strong emotions were caused by the immense fear that he will become the next guinea pig for the disgusting tests which all curious scientists think of. The scientist is still dressed in his lab clothes and has a craving for brains rather than human flesh. His arrival is heralded by an unearthly cry of 'Brains!!'. These scientists still retain some of their vast knowledge and therefore still have the sense to hide and wait for you to walk past, this means that the scientist is a very tricky zombie which you should beware!

Zombie Guard

These horrific creatures used to be hired to protect the entire complex from unwanted visitors. Because of this the zombie guards can be found quite often anywhere within the 50 decks. Their knowledge of using guns is still intact and therefore they can shoot you from a long distance using their flame thrower. Although flames do not have a large effect on zombies they do on you! The zombie guards have light blue, metal armour which surprisingly does very little to protect them. The reason for this is that the metal armour has not allowed their putrid flesh to 'breathe' and has instead increased the rate of decay.

Punk Zombie

These zombies can be found in the underground tunnels. The reason for this is that they used to hang around here before they became zombies, they used the tunnels which link the labs together as a hideout for their illegal activities. Their drug taking and graffiti was known about by the guards who frequently patrolled the tunnels looking for them. Although the labyrinth of tunnels provided vast caverns for them to hide in. Once the chemical was leaked and got into the ventilation system these tunnels were flooded with the gas which promptly turned all the punks into the living dead. These punks are tough and quite resistant to ordinary guns, although a few blasts from a Laser Ball should be enough to rip through their tough skin. Their hyper activity is still present from their 'rebel punk' days so watch out for them sneaking up on you and grabbing you.

Mutant Guard Zombie

This horrific creature of death was formed when an ordinary zombie guard walked into one of the X-Ray chambers. The X-rays combined with the gas to produce unexplainable effect on the undead and had the result of creating a much larger and tougher zombie. This zombie is very slow and dense due to the fact that he was exposed to uncontrolled amounts of X-Rays aswell as the green gas which has the ability to kill and then revive humans! Various limbs were weakened and blasted off in the transformation although somehow this creature can now fire bolts of energy and withstand huge amounts of fire power. His twisted cries of anguish and pain can be heard all around the complex once he sees a human who he thinks can help him. But beware his senses have also been heightened and he will normally attack anything which he suspects is of danger to him.

Officer Zombie

This poor soul used to be an officer brought down to the planet splinn to fight against the enemy. When the gas was leaked into the living quarters of these officers they were quickly transformed into vicious zombies with the ability to throw laser balls. In their last days before they were transformed into zombies they were developing a strategy to escape from the complex. They planned this by drawing maps of the vents chambers which they planned to escape in. They also produced graphs to work out the percentage of civilians who had been infected by the contagious disease. Whilst these plans were going on hundreds of zombies were gathering outside the entrance to the living quarters. Enough of them managed to push the doors open and the base was over run with the undead. In their dieing moments many of the officers managed to scrape warnings on the walls with their own blood to warn people not to enter that area. Unfortunately there was no one to warn because they were the last survivors...

Commando Zombie

These zombies are very tough, their knowledge of guns and weapons means that they can fire 5 different types of bolts at you simultaneously! They seem to have retained their accuracy also because they can fire bolts from over 100 foot away and still hit you with pin point accuracy. Because of this the commando zombie is the toughest of the lot and can be found in the later levels such as the large indoor car parks. They pride themselves on always winning and so will try anyway they can to kill you, even if it involves following you for miles through the labyrinth of tunnels in the car parks. A few blasts from your plasma gun with the lightning bolt upgrade isn't enough to kill them, you'll have to keep hiding around corners and rapid firing to kill these nightmarish enemies.

Final Boss Zombie

There is little known about this fabled zombie other than it has been exposed to all of the chemicals in the science labs during horrific tests. Its vast size enabled it to easily break free from the chains which bound it and escape from the labs. It is rumoured that this zombie has a considerably higher IQ than the others and is hiding somewhere near the shopping Mall. Its blood curdling screams have been heard coming from the Gallery on the 50th deck where the reactors are stored....

1.21 The different stages...

The Stages

Here is a brief description of the stages in ZM.

- Stages in part 1

- Stages in part 2

1.22 The Stages of **ZM** in part 1

1.23 The Stages of **ZM** in Part 2

The Underground storage units

These are big and dark, and full of citizen zombies. The zombies are spread out quite well and there is enough plasma gun powerups for you to battle your way through quite easily. However don't underestimate how hungry these zombies are....

The Science Labs

This was the original testing grounds for the zombies, the chemicals contained within here are mostly responsible for the tougher zombies hiding in the later

levels of the game. These once safe labs are now crawling with ex-scientists who have an unsatisfiable urge to eat human flesh....

The Underground Tunnels

These tunnels were used by the staff of the Labs to link parts of the complex together. However many 'rebel punks' used to use them as a place to hang out and plan crimes and take drugs. The punks are now stumbling round the tunnels which various limbs missing looking for their next feast of warm human flesh...

The Living Quarters

This is where the Officers and scientists used to live, now over run by zombies there is no safe havens within here. In fact there are hundreds of zombies searching for their next meal....

The Civilian Car park

This indoor multi storey car park was where the citizens of Cramlington used to store their cars. The building is vast and very dark. Lurking in the shadows are many of the commando zombies who were originally assigned to wipe out the infection....

The Mall

This indoor shopping complex was an important place for all the people on planet Splinn. It was the only place where they could buy their food and luxuries. It is now deserted of human life and the corridors are blood stained, all the shops were left opened, shop window displays still rotate and TV's still display flickery pictures which were once public broadcasts. Hundreds of citizens zombies can be found in here staring with dulled fascination at department store dummies and trying to eat perfume bottles...

The Military Base

This is the military base setup to fight off the enemy's in outer space. Now over run by zombies the base is a potential time bomb because all the zombies wield guns and every store room is full of highly explosive dynamite.....

The Gallery

This is the final stage of the game, it is rumoured that a zombie of enormous power lurks within here and you have been told by the council of the new world order that this is also where you will find the reactors which you must destroy in order to fulfil your mission....

1.24 Trouble Shooting

Zombie Massacre / Trouble Shooting

Although ZM is mostly bug free (honest!) you may encounter troubles from time to time. Normally they are to do with your Amiga setup in general.

Here are a few common problems and how to solve them.

- The Setup program crashes.
- It flashes blue and crashes between levels.
- Horrible colours flash up during play.
- Crashes on the title screen.
- Requests a 'data disk'
- Introduction crashes.
- 2 Player Mode crashes.
- Bottom of the screen is 'Cut off'
- The Introduction is bust!
- Modem play wont work!

1.25 Modem problems in ZM

Basically a bug in the routine's here means that you must supply an extra 'dummy' number in the phonenumber because it crops the last one. Its as simple as that!.. then hopefully it should work..

1.26 ZM problems..

Problem: ZM setup crashes!

Solution: Thats a shame try and re-run the SetUP and see if it works now.
Or Reboot and try again.

1.27 ZM problems..

Problem: Gloom flashes Blue between levels and crashes!

Solution: This is a weird one and indeed the most common crash, although it is more common in 2 player than one player. It is caused because the c2p routine you are using isn't fully compatible with your CPU. To solve this problem goto 'SetUp' and in 'CPU present' select 'Default-Ze_1'. Then save this and retry. What you have done here is slow down the 'engine' slightly (you may notice some slow down in the game, then again you may not!) by making it fully compatible with all processors. The optimised routines such as the 030_1 are optimised for specific CPU's (ie, Apollo or Blizzard etc..). If your CPU doesnt agree with these routines you will experience weird crashes in the game...for this reason we decided to include the 'Default-Ze_1' c2p routine which will work with most/all cpus.

The Default-Ze_1 routine was created by Mark Sibly of BlackMagic.

1.28 ZM problems..

Problem: When I try to play Zombie Massacre loads of horrific colours pop up on my screen and it looks like a Jackson Pollock!

Solution: Well this is usually related to how much free Chip Ram you have. Once this has happened it will usually stay resident in the Amigas memory. To solve this problem make sure in 'setup' you have clicked on 'Close WB' and also make sure you have selected the right CPU in 'CPU present'. Then reboot your Amiga and regain some chip ram by getting rid of the Workbench backdrops or reducing your Screenmode to 4 colours. To do this goto your Workbench directory and open 'Prefs'. Then change the screenmode using the aptly named 'Screenmode' icon and click on 'WBpattern' to get rid of any backdrops you might have. There is no need to save these prefs, just click on 'Use'. Do not attempt to 'boot without startup' because Zombie Massacre will not work without its assigns being setup from the user-startup. ←

1.29 ZM problems..

Problem: Gloom goes funny colours on the title screen and reboots my Amiga!

Solution: This means Gloom has not found the desired files it needs. Make sure the Zombie Massacre assigns which were made during the installation procedure are still in your user-startup. Also make sure that the files 'c' and 'sg' are in the Gloom3: assign. If they are not get them from the CD root directory and copy them across, once you have done this you must use 'Setup' to configure Zombie Massacre again.

1.30 ZM problems..

Problem: Gloom says 'Please insert Gloom Data Disk'!!!

Solution: See above..

1.31 ZM problems..

Problem: After running the excellent Zombie Massacre introduction the screen goes black and workbench never returns! OR the Introduction crashes and the sound goes really weird and lots of marks appear on the screen.

Solution: This is a rare crash so don't let it put you off running the introduction, unfortunately you will have to reboot your Amiga now. It is sometimes caused by an NTSC resolution, so you may have to swap to PAL to see the introduction properly. Also check and see if you have 11 meg Fast RAM and 1 Meg Chip Ram.

1.32 ZM problems..

Problem: In two player my game keeps crashing in and between levels!! Its so annoying!

Solution: This is usually caused by the c2p routine you are using not being compatible with your machine. Try going to 'SetUp' and selecting the 'Default-Ze_1' c2p routine in the 'CPU present' section. This routine is designed to work on all Amiga's. This can also be caused by players rapidly pushing fire buttons whilst the game is loading, to avoid crashes dont do this, and make sure 'autofire' is turned off too.

1.33 ZM problems..

Problem: I can't see how much health I have or what guns I have!? Help!!

Solution: You are probably running in NTSC which stretches the screen and cuts off the display at the bottom of the screen. To solve this switch your wb to PAL or select a PAL screen mode in the 'SetUP' option which says 'Play Gloom on a screen'.

1.34 ZM problems..

Problem: The introduction wont play properly!

Solution: Take a look at the Making.Guide in the 'Making' directory. Then goto the 'problems' section.

Its more user friendly to have a seperate Introduction guide, thats why! :-)

1.35 Zombie Massacre was brought to you by the following;

Zombie Massacre / Credits

-> A.l.p.h.a. S.o.f.t.w.a.r.e <-
-----~-----

Zombie Massacre
credits...

ZOMBIE MASSACRE
By Gareth Murfin of Alpha Software

SPRITES AND GAME GFX
James Caygill

IN GAME STILL GFX
Jason Jordache

ADDITIONAL SPRITES AND TEXTURES
Liam Weford

MUSIC & SFX
William Morton

ZOMBIE MASSACRE UTILITIES
Dave Newton

ANIMATION SOFTWARE
Marco Vigelius

ZOMBIE MASSACRE LOGO'S
Slawomir Stascheck

ACTORS
Andrew Hebron
Martin Taylor
Richard Murfin
Chris Burns
Gareth Murfin

CONCEPT
Mark Sibly

STORY & BOOKLET
Chris Murfin

TEXT SCROLLER
Dave Boaz

ICON ARTIST
Liam Weford

PUBLISHING & DISTRIBUTION
Vince Pike of Epic Marketing

SOUND EDITOR
Stuart Tuck

C2P ROUTINES
Peter McGavin
Iain Barclay
Frank Wille
Mark Sibly

MORAL SUPPORT
Graham Murfin
Pauline Murfin

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1.36 About Alpha Software

Zombie Massacre / About Alpha Software

Alpha - Symbol : α (definition) : An Alpha particle consists of two protons and two neutrons, i.e. it is identical to a helium nucleus. The velocity with which an Alpha-particle is emitted depends on the species of nucleus which has produced it and is typically 6% of the velocity of light. This corresponds to a Kinetic Energy of 6 MeV, and the Alpha-particles are the most energetic form of 'radiation' produced by radioactive decay.

- Take a look at an Alpha particle

1.37 Software Piraters please read...

Zombie Massacre / Piracy warning

Pirate Copy?

If this version of ZM which you are using is a pirate copy then you're a hypocrit. Since you bothered to load this game then you must be an Amiga fan and you must be bothered about the future of Amiga. So why the Hell have you pirated this game? You've just ruined the Amiga Market a little bit more!

Anyway, get the original because it comes with a 70 Meg FMV introduction and 70 Megs of FMV outtakes! Not to mention hundreds of megabytes of Gloom related data and a massive archive of Alpha Software releases.

So dump your pirate copy and go buy the original, if not for the game for the lovely shiny new coaster you can rest your favorite mug on...

Keep the Amiga alive....DONT pirate the games.....
