

KONAMI®

900 Deerfield Parkway
Buffalo Grove, IL 60089-4510



LICENSED BY SEGA ENTERPRISES LTD.
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

SEGA AND GENESIS ARE TRADEMARKS
OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.

Zombies Ate My Neighbors™ & ©1993 LucasArts
Entertainment Company. LucasArts™ is a trademark of
LucasArts Entertainment Company. All rights reserved.
Konami® is a registered trademark of Konami Co., Ltd.
©1993 Konami (America) Inc. All rights reserved.

<http://www.replacementdocs.com>

Printed in Japan.

KONAMI®

ZOMBIES ATE MY NEIGHBORS™

INSTRUCTION MANUAL



SEGA
GENESIS
16-BIT CARTRIDGE





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

Epilepsy Warning

PLEASE READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE THE SYSTEM.

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen while playing games. Please take the following precautions to minimize any risk:

Prior to use

- If you or anyone in your family has ever had an epileptic condition or has experienced altered consciousness when exposed to flickering lights, consult your doctor prior to playing.
- Sit at least 2.5 m (8 ft.) away from the television screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.
- Use the game on as small a television screen as possible (preferably 14" or smaller).

During use

- Rest at least 10 minutes per hour while playing a video game.
- Parents should supervise their children's use of video games. If you or your child experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions IMMEDIATELY discontinue use and consult your doctor.

Handling your cartridge

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Welcome!

You are about to have a very unusual gaming experience. This Konami game is loaded with ghouls, monsters, and zombies. Conquer 48 levels of giant ants, mad scientists and big babies. Find the 7 bonus levels and earn points and stockpile your water pistols and other weapons! To get the most frightening enjoyment from this Sega™ Genesis™ game, we recommend that you read this instruction manual completely before playing.

Table of contents

- 4 Introduction
- 5 How to save the world
- 7 Getting started
- 8 The Password screen
- 9 The game screen
- 9 The Options screen
- 10 Control your destiny!
- 11 The 6-button control pad
- 12 Know your neighbors
- 13 Weapons
- 15 Special items
- 17 Dr. Tongue, I presume!
- 18 Warranty information

See...

zombies hunting humans!

See...

aliens kidnapping cheerleaders!

See...

mummies maiming tourists!

And see it all right on your television screen in *Zombies Ate My Neighbors!*

There are monsters, werewolves, slimy blobs and a bushel of other hideous creatures out to capture innocent people. They're attacking your neighbors, your neighbors' kids, their dog, and any other human they can find. It is up to you to use any means possible to save the victims before the bad guys get them.

You'll start with just a squirt gun and a first aid kit, but there are lots of weapons lying around that can help you win this battle. You'll find bazookas, "weed-eaters," Martian bubble guns, and the dreaded, powerful, blob-destroying ice pops!

But wait, there's more! There are secret potions that can transmogrify you! Become a super beast and give the zombies a taste of their own medicine. Find the mystical Pandora's Box that releases smart-bomb energy blasts. Take inflatable clowns to use as decoys and collect keys to open doors to discover more valuable items.

How to save the world

You will play the game as one of two brave kids: Zeke or Julie. If you're playing the two player game, one player can pick each kid, but you can't have two Zekes or two Julies! If you don't like the names Zeke and Julie, you can call them by other names: Nick and Beth, Spike and Sarah, Pat and Pat, whatever. We won't tell you what to do, but *we* know their names are really Zeke and Julie.

There are ten victims at the start of the game. You must rescue them before the monsters destroy them. Once all the victims are gone (either rescued by you or caught by the monsters), an "exit" door appears to let you leave that level—unless the monsters got them all, then the game is over. You can then leave the level right away or continue to search for treasures and weapons.

When you exit a level, your points are displayed, and bonus points are added for the victims you have saved. Saving all ten victims earns an extra bonus. There are other ways to earn bonus points as well—for example, you get a weed-eating bonus on level 11 if you chop all of the killer weeds.

You will continue to progress through the game as long as you have victims remaining and "lives" for yourself.

The victims

You start with ten victims. The body count goes down every time the monsters claim one of the victims. The game will continue only as long as you have at least one victim remaining (and "lives" as described below). You can earn bonus victims by earning points, but you may never have more than ten victims at one time. If you have ten victims at bonus time, you will earn an extra life instead.

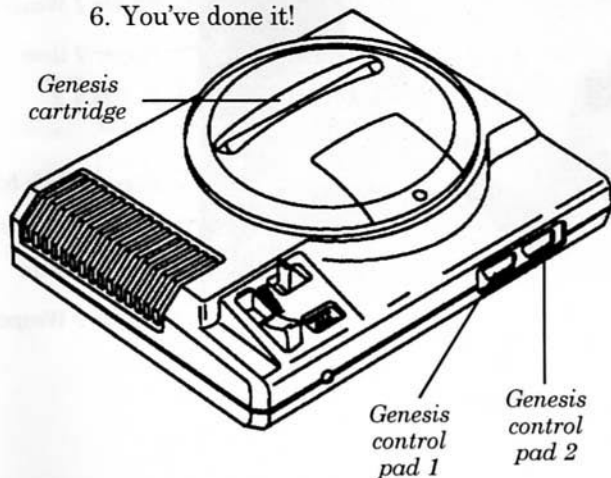
Your lives

Each player starts with three "lives." When your "life bar" runs out you lose a life. There are hidden "1-up" bonuses in the game. You may also earn bonus lives if you earn points as mentioned above in **The victims**.

Getting started

Follow these directions to play **Zombies...**:

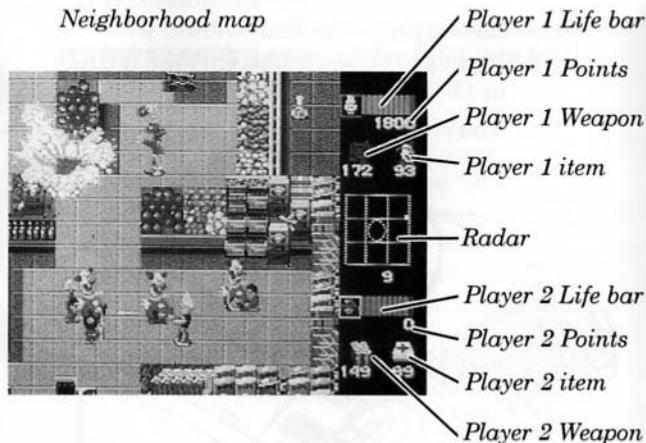
1. With the Power switch off, place the game into your Sega Genesis.
2. Make sure your television is turned on.
3. Press the Start button. Did anything happen?
4. Turn on the Power switch on the Sega Genesis and repeat step 3. See, it's a challenge and we haven't even begun playing the game yet!
5. When you get to the **Zombies...** title screen press the Start button to highlight either START, PASSWORD or OPTIONS.
6. You've done it!



The Password screen

You can use the Password screen to start from a different level. As you play the game you will earn a Password after every fourth level. Highlight the correct letters and press the A, B or C buttons to enter them. When you have all four letters entered, press Start or choose [end] to continue to the appropriate level.

Neighborhood map



The game screen

The screen is divided into two parts. On the left part of the screen is the neighborhood map. This is where all of the action takes place. The right side is the information area. It displays the life bar, points, weapons and special items for both players. Player 1 is on the top and Player 2 is on the bottom. In the middle is the radar. It will tell you how many victims are left for you to save and where they are located. If you picture your character in the middle of the radar, then the little white blips that you see represent the victims. Move toward the blips to save them, and they will soon appear on the big area map on the left.

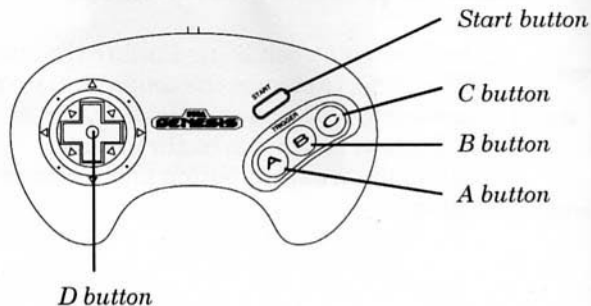
The Options screen

The Options screen is used before the start of the game to change the configuration of the control pad. You can decide which of the buttons is going to be the **change** button, the **weapon** button and the **item** button.

Control your destiny!

The control pad is used to walk and aim your weapons. Press it in the direction you want to throw, shoot or walk. The default settings for a 3-button control pad are:

- Press and hold the A button and tap the C button to change your special item.
- Press the C button to use the special item.
- Press and hold the A button and tap the B button to change your weapon.
- Press the B button to use your readied weapon.
- Press the Start button to pause the game during play. You cannot pause on the scoring screens between levels.



Six-button power!

If you have a 6-button control pad plugged in, then the 6-button configuration options are available through the OPTION screen. Use the D button to change the selections, then press START to accept your choice and return to the title screen. There are several pre-set button arrangements from which to pick.

The default settings are:

A button—use the selected weapon

B button—use the selected special item

X button—change the weapon

Y button—changes the special item

Know your neighbors

These are the nice folks you'll be trying to save throughout the game.

Cheerleaders—worth 1000 points. Try to save all the cheerleaders at the football game for big points!

Baby—worth 700 points, but can turn into *big* trouble at certain times!

Dog—worth 500 points.

Trampoline girl—worth 300 points.

Tourists—worth 200 points, but be careful around them after dark!

Barbecue guy—this obnoxious neighbor is only worth 5 points, but his BBQ feast is worth 100 points. (Hint: For an energy boost look for extra burgers lying around!)

Inner-tuber—look for this guy in the water and get 100 points.

Soldier—worth 100 points. Usually has weapons around.

Explorer—worth 500 points.

Evil school teacher—she gives you a bad grade and 10 points. Maybe you're not spending enough time on your homework!

The elusive **Son of Dr. Tongue**—find him and you'll learn what he's worth.

Weapons

Your readied weapon will be displayed below the life bar. Press and hold the A button and tap the B button to switch weapons. Below the weapon is a number which shows how many shots/uses of that weapon you have remaining. When you run out of shots or uses, the weapon will be dropped from your inventory.

• **Squirt gun**—Your starting weapon is good for beating the average ghoul. Refills are easy to find.



• **Soda pop cans**—These work like hand grenades; they explode on impact and eliminate most low-powered monsters in one shot. Great against Evil Dolls!



• **Bazooka**—Very powerful! Use it to blow holes through cracked walls and weak spots in hedges. Good against Chainsaw Maniacs.



• **Fire extinguisher**—Freeze monsters. A long blast for a long freeze or a short blast for a quick freeze. This is one of only two weapons that are effective against the Jelly Blobs (ice pops also work).



• **Weed-eater**—Cuts through weeds... and monsters!



- Ancient artifact—This talisman will produce a spinning fire that protects you and destroys the monsters it touches.



- Silverware—An excellent weapon when you come across a werewolf or two!



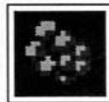
- Plates—Effective if you have nothing else to use.



- Martian bubble gun—Captures the target in a temporary bubble. Try it on ants!



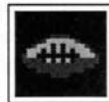
- Tomatoes—Not as good as plates, but Martians hate them.



- Ice pops—These can kill the Jelly Blobs when you toss them from a short distance.



- Football—Throw it deep to get the football players off your back.



Special items

Scroll through these items by pressing and holding the A button and tapping the C button. Some items destroy monsters, some give you special powers, and some are unpredictable!

- Keys—You need them to open doors.



- Skeleton keys—Opens the skull doors.



- Monster Potion (red bottle)—Become a purple beast with an attitude and bash through walls, doors and monsters. You are invincible until the potion wears off.



- Ghost Kid Potion (blue bottle)—Turn into a spectre and roam freely. You can't be hurt, but you can't shoot any monsters, either!



- Random Potion (question mark bottle)—There is no way to know what effect the potion will have. It could restore your health, give you a speed boost, cause damage or turn you into the purple beast. There are other effects that you will have to discover on your own, but we'll warn you that if you turn green, you turn mean!



- Speed Shoes—The T.K. (Transylvania Knights) 3000 Cross-Trainers are great for sprinting around the 'hood. The effect is temporary, but cool!



- Decoys—These inflatable punching clowns attract monsters and draw the attention away from you.



- Pandora's box—The golden chest releases energy blasts when used. They seek and destroy those nocturnal terrors chasing you.



- First aid kit—Use it to restore your life bar to full force.



Dr. Tongue, I presume?

To win the game, you will have to beat the elusive Dr. Tongue in one final battle. He has created most of these creatures in his laboratory, and once you defeat him, the world will be safe again.

Or will it?



Werewolves



*Vlad Belmont
the Vampire*



*Mummy
Dearest*



*Stanley Decker, the
Chainsaw Maniac*



*Tommy the
Evil Doll*



*Gillman of the
Blue Lagoon*



The Pod plant



Basic Zombie

Konami (America) Inc. Limited Warranty

Konami (America) Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Konami® is a registered trademark of Konami Co., Ltd.

Consumer support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint and Tip Line for help on this game and all the fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

- ▣ 70¢ per minute charge
- ▣ Touch tone phone required
- ▣ Minors must have parental permission before calling

If you experience technical problems with your **Zombies Ate My Neighbors™** game cartridge, try our Warranty Services number (708) 215-5111.

Patents: U.S. Nos 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)