The time is the present.
A city has been suddenly filled
with the souls of the dead.

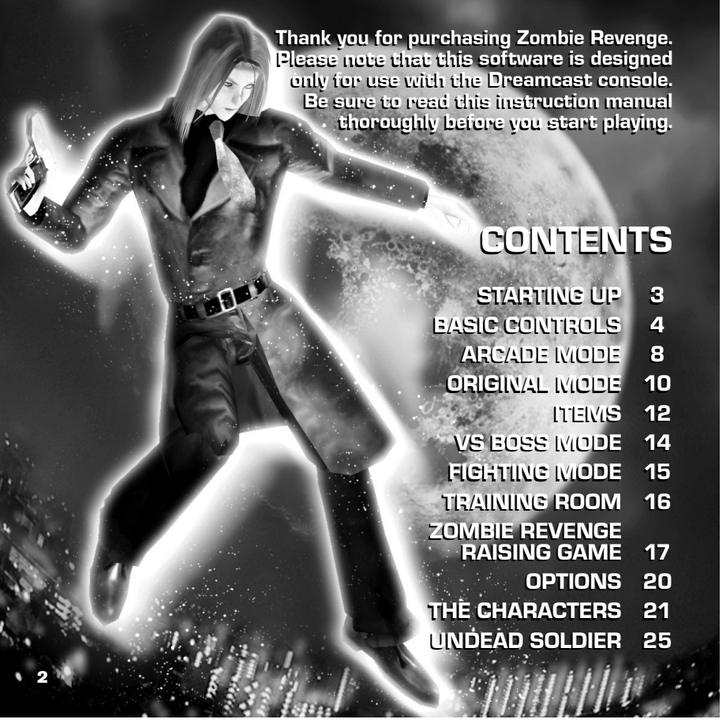
A GOVERNMENT TOP SECRET PLAN
U.D.S. Undead Soldier

It was a top-secret plan to utilize the dead
for military purposes. Just before it
was ready for operation all was thrown
into darkness by someone unknown.

A year later the city had become
the home of the dead.

Who?
Why?

The only thing certain is that the world's fate
is in the hands of 3 agents.



Thank you for purchasing Zombie Revenge. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing.

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STARTING UP

TITLE SCREEN/MODE SELECT

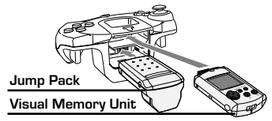
Once the Title Screen appears, press the Start Button to display the Main Menu. Use ⬆⬇ to select a game mode and press the Ⓐ Button to enter.

ARCADE MODE	A recreation of the arcade version
ORIGINAL MODE	An exclusive version for Dreamcast
VS BOSS MODE	Go head to head against the game bosses
FIGHTING MODE	Go one on one against a friend or computer opponent
TRAINING ROOM	Download the Zombie Revenge Raising Game to the VMU
OPTIONS	Adjust the game settings

●SAVE FILES

Zombie Revenge is a memory card compatible game [Visual Memory Unit (VMU) sold separately]. Refer to the diagram below for information regarding the number of blocks required to save game files.

GAME FILE	4 BLOCKS
VMU GAME FILE	110 BLOCKS
CHARACTER FILE	2 BLOCKS/CHARACTER
ORIGINAL MODE ITEM FILE	2 BLOCKS x4

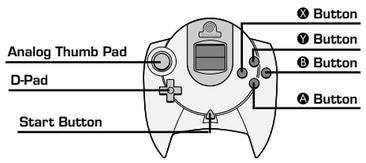


Using your Dreamcast Browser, connect to the Dreamcast Network site for helpful hints and downloads for Zombie Revenge!

BASIC CONTROLS

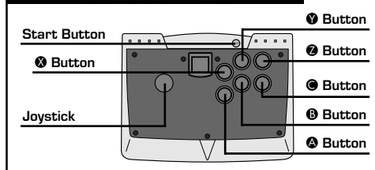
Zombie Revenge is a 1 to 2 Player game. For a 1 Player game, use Control Port A. For a 2 Player game, use Control Ports A and B.
To return to the Title Screen at any point during game play, simultaneously press and hold the Ⓐ, Ⓑ, Ⓧ, Ⓨ and Start Buttons of the Dreamcast Controller or Arcade Stick.

DREAMCAST CONTROLLER



Ⓐ BUTTON	Enter
Ⓑ BUTTON	Cancel
START BUTTON	Game Start/Pause/ 2 Player Entry/Continue
ANALOG THUMB PAD/D-PAD	Select

ARCADE STICK



Ⓐ BUTTON	Enter
Ⓑ BUTTON	Cancel
START BUTTON	Game Start/Pause/ 2 Player Entry/Continue
JOYSTICK	Select

★ Never touch the Analog Thumb Pad or Triggers L/R while turning the Dreamcast power ON. Doing so may interrupt the controller initialization process and result in malfunction.

MOVE

Move in the direction entered.

Analog Thumb Pad D-Pad	controller
Joystick	arcade stick

SHOOT

Use the handgun. Face the direction of the enemy and shoot. The weapon will lock on automatically.

Ⓑ	controller
Ⓒ	arcade stick

HAND TO HAND COMBAT

Fight the enemy using punches, kicks, etc. Press repeatedly to perform continuous attacks.

Ⓨ	controller
Ⓑ	arcade stick

CHARGE SHOT

Hold down on the shoot button and release to perform a charged shot.

hold Ⓑ then release	controller
hold Ⓒ then release	arcade stick

CHARGE ATTACK

Hold down the hand to hand combat button and release to perform a charged attack.

hold Ⓨ then release	controller
hold Ⓑ then release	arcade stick

VARIABLE SHOT

When locked onto an enemy using the handgun, wait until the targeting display turns red to perform a powerful shot.

continue to aim, then Ⓑ	controller
continue to aim, then Ⓒ	arcade stick

GUARD

Protect yourself against attacks while holding the button down. You cannot guard against weapon or special attacks.

X	controller
A	arcade stick

ESCAPE

Press 3 buttons simultaneously to attack in all directions. This attack will use up part of the character's life gauge.

X+Y+B	controller
A+B+C	arcade stick

GUARD ATTACK

Attack immediately after guarding to land a strong hit on the enemy.

X→Y	controller
A→B	arcade stick

DASH

Press guard and hold while moving to dash.

while moving X	controller
while moving A	arcade stick

BACKWARDS ATTACK

Press the two buttons simultaneously to perform a backwards attack.

X+B	controller
A+C	arcade stick

DASH ATTACK

Press the button while dashing. This will push the enemy down and cause them to drop any weapons they are holding.

X→Y	controller
A→B	arcade stick

OBTAIN/USE WEAPON

Press either button to obtain, then use a weapon. The type of attack may change depending on which button is pressed.

Y or B
controller

B or C
arcade stick

COMBO/HOLD ATTACKS

Each character has their own combo attacks. Hold down the hand to hand combat button after an attack to perform a hold attack. For information on each character's attacks, see p. 21-23.

ROLLING ATTACK

Press the two buttons simultaneously to perform a rolling attack.

X+Y
controller

A+B
arcade stick

SHAKE FREE

Press any button repeatedly to pull free from the enemy's holds.

X or Y or B repeatedly
controller

A or B or C repeatedly
arcade stick

RECOVERY ATTACK

Press either button to perform a recovery attack when knocked down.

Y or B repeatedly
controller

B or C repeatedly
arcade stick

OPEN DOORS, ETC

Press any button while facing the appropriate direction to open doors, shutters, etc.

X or Y or B
controller

A or B or C
arcade stick

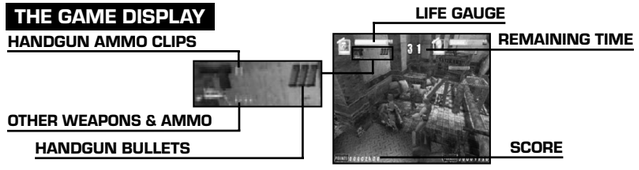
ARCADE MODE

A recreation of the arcade version. As one of the three characters, Stick Breitling, Linda Rotta or Rikiya Busujima, journey into the city of the dead and cleanse it of evil.

CHARACTER SELECT SCREEN

Select the character you wish to use. Before the counter reaches zero, use ⬅➡ to select a character and press the Ⓐ Button to enter. Press the Ⓑ Button to return to the Main Menu. For a 2 Player game, Player 2 must press the Start Button for them to select a character. If Player 1 selects a character while pressing the Start Button, it is possible for them to use the 2 Player costume.

THE GAME DISPLAY



THE HANDGUN

The player's handgun has a limited amount of ammunition. Replenish ammunition by picking up the "BULLETS" item after defeating an enemy.
If the player runs out of bullets and is not using another weapon, the player will only be able to use hand to hand combat. Keep an eye on the amount of bullets remaining.

TIME REMAINING

Each "Episode" in the game is divided into a number of areas, which in turn are divided into stages. Each stage has a time limit for it to be cleared — failure to do so will result with the message "TIME OVER" being displayed. In this case the player will lose one credit.

LIFE GAUGE/POISON GAUGE

When a player is attacked by an enemy the poison gauge will appear on the life gauge. If the poison gauge exceeds 50% of the life gauge, the player will become vulnerable to combo attacks. Over 80% will result in the reduction of the speed of the player's movement. Acquire the "ANTIDOTE" item to return the life gauge to normal.

ITEMS

The player's character will automatically retrieve the "BULLETS" and "ANTIDOTE" items. Other items (weapons, etc.) can be retrieved by pressing either the hand to hand combat or shoot buttons. Extra weapons can be used until the displayed ammunition runs out. Break boxes that appear in the game to reveal items. Boxes contain both weapons and "LIFE UP" items, so smash them and retrieve the items.

CONTINUE & GAME OVER

Once the player has lost all their lives or the "TIME OVER" message appears, the Continue Screen will be displayed. To continue press the Start Button before the time counter reaches zero. If the player has no remaining credits (5 credits is the default setting) the game is over!

ORIGINAL MODE

A version exclusive for the Sega Dreamcast. Zombie Revenge: Original Mode is a 1 Player game. There are 3 different modes: Normal Mode, Gun Mode, and Bare Knuckle Mode.

MODE SELECT MENU

Select "ORIGINAL MODE" from the Main Menu to display the Mode Select Menu. Use ⬅➡ to select a mode and press the Ⓐ Button to enter.

Normal Mode	This mode has the same game balance as Arcade Mode. Original Mode contains items that do not appear in Arcade Mode and also food items for the Zombie Revenge Raising Game.
Gun Mode	Damage from the handgun is increased, however damage from kicks, punches and throws are decreased. The number of bullets available is also decreased.
Bare Knuckle Mode	The power of kicks, punches and throws are increased however the handgun cannot be used. It is possible to use weapon items although their power is decreased.

CHEAT ITEM SELECT SCREEN

This screen will appear once special items have been collected by playing the Zombie Revenge Raising Game.
Select the item you wish to use in Original Mode.
Use ⬅➡ to select an item and press the Ⓐ Button to enter.
Items appear in Original Mode once they have been collected.

CHARACTER SELECT SCREEN

Before the counter reaches zero, use ⬅➡ to select a character and press the Ⓐ Button to enter.
In Original Mode, to select a 3rd costume, hold down the Start Button and press the Ⓨ Button to enter.

ZOMBIE REVENGE RAISING GAME FOOD ITEMS

There are items within Original Mode which do not appear in Arcade Mode. Amongst these are food items which are for feeding characters raised in the Zombie Revenge Raising Game.

The Store Room Screen will appear after the game has been cleared or the game is over. Use ⬆⬇ to select a food item and press the Ⓐ Button to move items to the Store Room. To return items use ➡ to change the cursor from the Items List to the Store Room. Then use ⬆⬇ to select a food item and press the Ⓐ Button to return the item.

Press the Start Button once the process is complete. Following this the Confirmation Screen will appear. Use ⬅➡ to select either "YES" or "NO" and press the Ⓐ Button to enter.

Note: If you select "No" you will forfeit any items that you have earned, so make sure that you have all of the correct items before going to the Confirmation Screen.

ITEMS

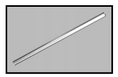
Below are items which appear in Arcade and Original Modes.

- ● **Normal Item (all modes)**
- ◆ **Weapon Item (all modes)**
- ★ **Item for Zombie Revenge Raising Game**

●ANTIDOTE
Use when poisoned by enemies.

●BULLET
Ammunition clips used by the handgun.

◆MACHINE GUN
Comes with a fixed amount of bullets.



◆PIPE
Use to swing at the enemies. Can be used with the handgun.

◆DRILL
Crush the enemies to pieces.

◆AXE
Swing to land a heavy blow.

●LIFE UP
Recovers life by a fixed amount.

●ELIXIR
After losing a life, the player will be brought back to life at full health.

◆SHOTGUN
A strong blast which can affect a number of enemies.

◆GRENADE
Throw to blast a wide area.

◆GASOLINE
Pour, then ignite with a weapon. Can also be used to strike enemies.

◆FLAMETHROWER
Turn the enemies into toast.

◆HATCHET
Used to throw at the enemy.

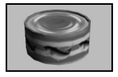
◆STUNGUN
Delivers a strong shock to the Zombies.

◆GUITAR
Two guitar cases containing machine guns.

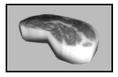
◆CHAINGUN
A large barrel gun firing a barrage of shots.

◆LANDMINE
Activate to trigger an explosion.

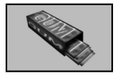
★VEGETABLES



★TUNA



★MEAT



★GUM

◆DUEL HANDGUNS
Use two handguns for a double barrage.

◆CANNON SHOT
A guitar case carrying a cannon.

◆LASERGUN
Slice the enemies with a laser.

★TOMATO

★SPINACH

★MONEY

★JUICE

★FRESHMIN A

VS BOSS MODE

Go head to head against the game bosses found in Arcade and Original Mode.

BOSS SELECT SCREEN

Select which boss character to fight.
The player is able to select those bosses they have encountered in Arcade or Original Mode. Use ⬅➡ to select a boss and press the Ⓐ Button to enter. Boss characters not available for selection will be displayed with the "?" mark.

RECORD SCREEN

Once a boss has been selected, the Record Screen is displayed. The following items are shown: "LEVEL," "CHARACTER" and "BEST TIME." Press the Ⓐ Button to begin the fight.

RESULT MENU

After defeating a boss character, both the time it took to defeat the boss, and the Result Menu will be displayed.
Use ⬆⬇ to select an item and press the Ⓐ Button to enter.

RETRY	Fight the same boss character
BOSS SELECT	Return to the Boss Select Screen
PLAYER SELECT	Return to the Character Select Screen
EXIT	Exit the mode

FIGHTING MODE

Use characters in the Zombie Revenge Raising Game (within the VMU) to go one on one against a human opponent or the CPU.

PLAY AND CHARACTER SELECT SCREEN

Select a versus mode.
Select between "1P vs CPU," "1P vs 2P" or "CPU vs CPU" using ⬆⬇ to select and press the Ⓐ Button to enter.
Following this, use ⬅➡ to select a character and then press the Ⓐ Button to enter.

MATCH RULES

Each match is made up of 3 rounds. The first player to win 2 rounds is the winner. Attack the opposing character and try to reduce their life gauge to zero. The first player to do so wins the round.
If either player's life gauge is not reduced to zero at the end of match (60 seconds), the player with the most life remaining is the winner.
It is possible to modify the match rules, see Options on p.20.

●ZOMBIE ASSIST
If there is a difference in the level of raised characters, the weaker character will be assisted by Zombies who will attack the stronger character.

MATCH END MENU

After the match is complete the Match End Menu will appear.
Use ⬆⬇ to select an item and press the Ⓐ Button to enter.

RETRY	Fight one more match under the same conditions
PLAY SELECT	Return to the Play Select Screen
CHARACTER SELECT	Return to the Character Select Screen
EXIT	Exit the mode

TRAINING ROOM

Download the Zombie Revenge Raising Game to the VMU. Reared characters can then be used in Fighting Mode.

TRAINING ROOM MENU

Use ⬆⬇ to select an item and press the Ⓐ Button to enter.

The Zombie Revenge Raising Game requires 110 blocks of free memory to download.

CHARACTER SELECT SCREEN

Select the character you wish to raise.
Use ⬅➡ to select a character and press the Ⓐ Button to enter.
Following this, enter the character's name. Use ⬅➡⬆⬇ to select a letter and press the Ⓐ Button to enter. Return to the Training Room Menu upon entering the character name.

PARAMETER

View the parameters of a character currently being raised.

ENERGY	Level of character's energy
STRESS	Has a negative effect on enthusiasm
ATTACK	Level of the character's attack in Fighting Mode
DEFENSE	Level of the character's defense in Fighting Mode

ZOMBIE REVENGE RAISING GAME

This game requires the use of a VMU.
Character raising contains three elements: “MEAL,” “GAME (2 types)” and “PARAMETER.”

●CHARACTER RAISING

If the raised character’s energy becomes zero, training is finished and the player will be able to use their character in Fighting Mode. Go to the Parameter Screen in the Training Room, select “SAVE FILE” and press the Ⓐ Button to enter. (Continue to feed the character for about a week for this to occur.)

MODE SELECT

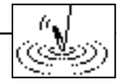
Once the Title Screen appears on the VMU, press the Ⓐ and Ⓑ Buttons simultaneously to display the Mode Select Menu. Use ⬆⬇ to select a mode and press the Ⓐ Button to enter.

MEAL

Use food items acquired in Original Mode to feed your character. Different types of food have different effects on the character’s parameters. The character’s level of attack and defense in Fighting Mode will gradually increase.

Use ⬅➡ to select a type of food and press the Ⓐ Button to enter. Whether or not the character will eat the food depends on their level of hunger.

MINI GAME 1 — ZOMBIE FISHING



Fish for Zombies!
Depending on the player's performance the attack parameter will increase.
Select a level before starting. Use ⬆⬇ to select and press the Ⓐ Button to enter.

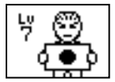
❶ Casting
Use ⬆⬇⬅➡ to select a casting point and press the Ⓐ Button to cast. When there is a Zombie in the area you have cast, the message "Fish!" will appear. If not, the message "No Zombie" will appear and the player will return to the Casting Screen.
Press the Ⓑ Button before casting to end the game.

❷ Reel In
Once a Zombie has been hooked, it will try to escape. To avoid this, press the D-Pad in the appropriate direction as ⬅➡⬇⬆ indicators are displayed. Press either the Ⓐ or Ⓑ Button appropriately when the messages "Beat A," "Beat B" appear.
Repeated failure to press the correct button will result in the message "Line Break" appearing and the player will return to the Casting Screen.
The time it takes to reel in the Zombie varies depending on the Zombie's size.

❸ Result
The size of the Zombie will be displayed after it has been successfully been reeled in. The different sizes are "Small One," "Medium One" and "Big One."

MINI GAME 2 — ZOMBIE DOUBT

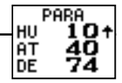
Find the difference in the displayed combination of symbols.
Depending on the player's performance the defense parameter will increase.
Select a level before starting. Use ⬆⬇ to select a level and press the Ⓐ Button to enter.



❶ The Problem
On the screen the player's character will display a variety of symbols in succession. Make sure to remember the type of symbols and the order they are shown.
The variety of symbols displayed increases depending on the level.

❷ The Answer
On this screen the same symbols will be displayed in the same order, however one symbol will be different. Before the counter reaches zero, use ⬅➡ to select the odd symbol and press the Ⓐ Button to enter.
Failure to select the symbol after three attempts will result in game over.

PARAMETER



View the parameters of the raised character.
Check the condition of the raised character by pressing the Ⓐ Button while the Parameter Screen is displayed.

EX (Experience)	Measures the character's level of experience.
EG (Energy)	Measures the character's energy. Training is finished when the counter reaches zero.
HU (Hunger)	Used to maintain the character's level of enthusiasm. If the level drops below 50, the player will be unable to play mini games.
AT (Attack)	Measures the character's strength of attack in Fighting Mode. Can be improved by playing mini games.
DE (Defence)	Measures the character's level of defense in Fighting Mode. Can be improved by playing mini games.

OPTIONS

Adjust the various game settings, the controller configuration and listen to the game's soundtrack, effects, etc.

OPTION MENU

Use ⬆⬇ to select an item and press the Ⓐ Button to enter. For the Sound Test, use ⬅➡ to select a sound and press the Ⓐ Button to enter.

DIFFICULTY	Select between 5 levels of difficulty [Very Easy/Easy/Normal/Hard/Very Hard]
CONTINUE	Select the number of continues in Arcade Mode [1 - 15]
AUDIO	Select Stereo or Monaural sound [Stereo/Mono]
SOUND TEST	Listen to the game's sound effects, voice and background music [MUSIC/VOICE/EFFECT]
KEY CONFIGURATION	Re-assign the controller configuration
VIBRATION	Switch the Jump Pack ON or OFF [On/Off] (You will need to connect Jump Pack to the controller)
MATCHES	Adjust the number of rounds in Fighting Mode [1/3/5]
BATTLE TIME	Adjust the time limit in Fighting Mode [30/45/60/90/∞]
ZOMBIE ASSIST	Disable assisting Zombies in Fighting Mode [On/Off]
EXIT	Exit the Option Menu

The 3 characters whose job is to cleanse the city of the evil scourge.

STICK BREITLING

Age: 27
Height: 181cm
Weight: 71kg

Both of Stick's parents were scientists, members of GOD — the team involved with the UDS project. Stick's mother died when he was 6 and his father disappeared shortly after. He has not heard from his father since. Stick is as good with a gun as he is with hand to hand combat.

COMBO ATTACKS

STRAIGHT FLASH	HEEL THRASH
YYYYY controller	YYB controller
BBBBB arcade stick	BBC arcade stick

HOLD ATTACKS

CHEST CRUSHER	BOOMERANG KICK	SHOULDER ATTACK
YYY controller	BBB controller	➡ towards enemy + Y repeatedly controller
BBB arcade stick	CCC arcade stick	➡ towards enemy + B repeatedly arcade stick

LINDA ROTTA

Age: 22
Height: 169cm
Weight: 48kg

The youngest female special agent of the American agency, the "AMS." Linda's expertise with a gun is second to none. Her speed and shooting prowess compensate for her lack of physical strength.

	SUNRISE UPPERCUT	HEARTBREAKING UPPER	STEPPING KICK
COMBO ATTACKS	Ⓨ Ⓨ Ⓨ controller	➡ towards enemy + Ⓨ Ⓨ Ⓨ controller	Ⓨ Ⓑ Ⓨ Ⓨ controller
	Ⓑ Ⓑ Ⓑ arcade stick	➡ towards enemy + Ⓑ Ⓑ Ⓑ arcade stick	Ⓑ Ⓒ Ⓑ Ⓑ arcade stick

	HIGH-PRESSURE BOMB	NECK DRIVE	JUMPING STAMP KICK
HOLD ATTACKS	Ⓨ Ⓨ controller	Ⓑ Ⓑ controller	➡ towards enemy + Ⓑ controller
	Ⓑ Ⓑ arcade stick	Ⓒ Ⓒ arcade stick	➡ towards enemy + Ⓒ arcade stick

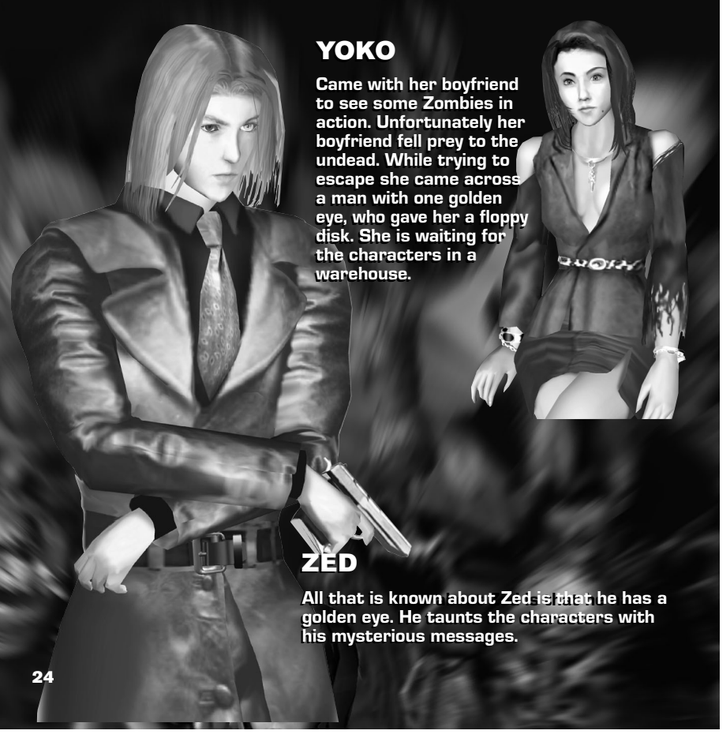
RIKIYA BUSUJIMA

Age: 32
Height: 185cm
Weight: 68kg

Rikiya is a Japanese member of the "AMS." He met up with the other two whilst investigating the source of a mysterious evil. Rikiya's mastery of hand to hand combat is so great that he is more dangerous with his fists than with a gun. Stick and Linda both understand Japanese, so they can communicate together.

	BUSUJIMA SONIC BOOM	BUSUJIMA COMBO
COMBO ATTACKS	Y Y Y Y controller	Y B B B controller
	B B B B arcade stick	B C C C arcade stick

	BUSUJIMA THROW	BUSUJIMA HOLD	BUSUJIMA FIREWORKS
HOLD ATTACKS	Y controller	B repeatedly controller	➡ towards enemy + B repeatedly controller
	B arcade stick	C repeatedly arcade stick	➡ towards enemy + C repeatedly arcade stick



YOKO

Came with her boyfriend to see some Zombies in action. Unfortunately her boyfriend fell prey to the undead. While trying to escape she came across a man with one golden eye, who gave her a floppy disk. She is waiting for the characters in a warehouse.

ZED

All that is known about Zed is that he has a golden eye. He taunts the characters with his mysterious messages.

GOD

40 years before the current incident....

An organization funded by the government was created to conduct unofficial research and develop tactical weapons.

The name of this organization was GOD.

Scientists worked day and night on the development of what can be best described as "unknown weapons." The existence of such organizations is not rare, the defense of the nation is of high priority in any country.

However....

There was one crucial difference with this organization – it was not developing weapons but soldiers.

Its aim was to develop a recyclable soldier, one that could not be killed....

The scientists worked in a laboratory constructed 4000m below the earth. The only people allowed above ground were the Reconnaissance Team*, all other staff were required to live out the rest of their lives underground.

Seeing as though the majority of staff were of the "mad scientist" variety, they considered this as a blessing.

*This was the group whose responsibility was to go above ground to carry out experiments.
They also brought back living specimens to be used for research.
Large amounts of residents went missing in unexplained explosions or fires.
This group were indeed on a mission from hell.
Naturally all evidence of the deeds described above were destroyed by the organization.

UDS (Undead Soldier)

A recyclable soldier, one that so long as it retained its physical form would attempt to complete its mission.

This aim however exceeded the sphere of human knowledge and it was 10 years before scientists would stumble upon the right line of research.

The first experimental model was completed one year later.

Its internal organs and part of its brain were created artificially and a large battery was attached to its back. Its appearance and form was hideous.

A vacant stare communicated a silent anger and sadness...

Through its artificial brain it was allowed to move only as much as needed to accomplish its task. The aim was to create a human tank, something that could take damage and keep fighting while its muscles and skeleton remained intact.

The machine depended on a large source of power to be operational and used a large quantity of parts. To mass produce it was necessary to find a different method.

The Gil cell...this was to have a large impact on the development of the U.D.S.

The cell was named after its discoverer, Dr. Gil Breitling. It had the ability to penetrate a person's body and kill them while preserving its vitality and dulling the sense of pain.

The cell had the ability to learn. Entering the brain it would fuse with the surrounding cells spread to the rest of the body with the urge to reproduce itself.

Its thoughts were very limited to the following instincts: "move," "eat" and "survive."

A simple form of life.....

However, the power to create a killing machine with the ability to infect others through a dose of the cell would be of great use as a military weapon.

Sending only one or two units could destroy an enemy location through continuing infection.

However with no ability to control the spread of infection, it was considered too dangerous to be of practical use.

Further experiments were carried out using animal genes. However, the problem remains unresolved to the present day.

CREDITS

The following credits list the staff responsible for the localization, marketing and manual production for the U.S. version of Zombie Revenge. Credits for the original development staff are listed in the game itself.

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