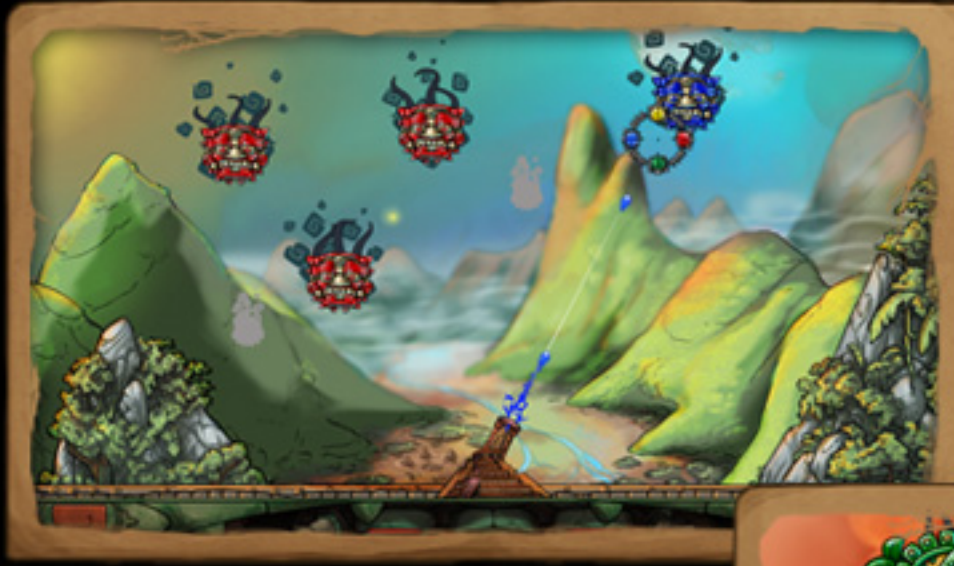


Also from Gentleman Squid Studios:

A god desires to be reborn,
an event that would signal
the **End of Times**.

Seek favor from the **Old Ones**
to prevent his avatar from
destroying all...



- Unique arcade combat based on colors
- Single player campaign unfolds an engaging original myth

Up to 4 player local
co-op play available,
with difficulty scaling
as more players join



- Huge unique boss fights
- In game achievements
- Flexible upgrade system with refunding points - try new tactics anytime

For more info, visit
www.gentlemansquidstudio.com

For the Windows / Linux
Operating Systems



~~DO NOT REED~~ ~~WARNING BEFORE~~ ~~USING THIS GAME:~~

A very small percentage of individuals may have some strange sensations triggered by certain video game experiences. Exposure to certain themes or ideas while playing video games may induce an involuntary change in these individuals. If you, or anyone in your family, has had any contact with the recently deceased, whether re-animated through science or otherwise, consult your doctor or spritual advisor prior to playing. If you experience any of these symptoms while playing a video game - dizziness, insatiable bloodlust, blurred or discolored vision, eye or muscle twitches long after the point of death (except in cases of death by decaptiation), loss of spatial awareness, increased desire to consume human flesh, disorientation, any involuntary movement once your time has passed (except in cases of death by decaptiation), immunity to all physical harm save decapitation, or a mild cough - IMMEDIATELY and without delay discontinue use. Board yourself up in the nearest woodshed or bathroom to spare your loved ones from further harm, provided you have any loved ones you care about.

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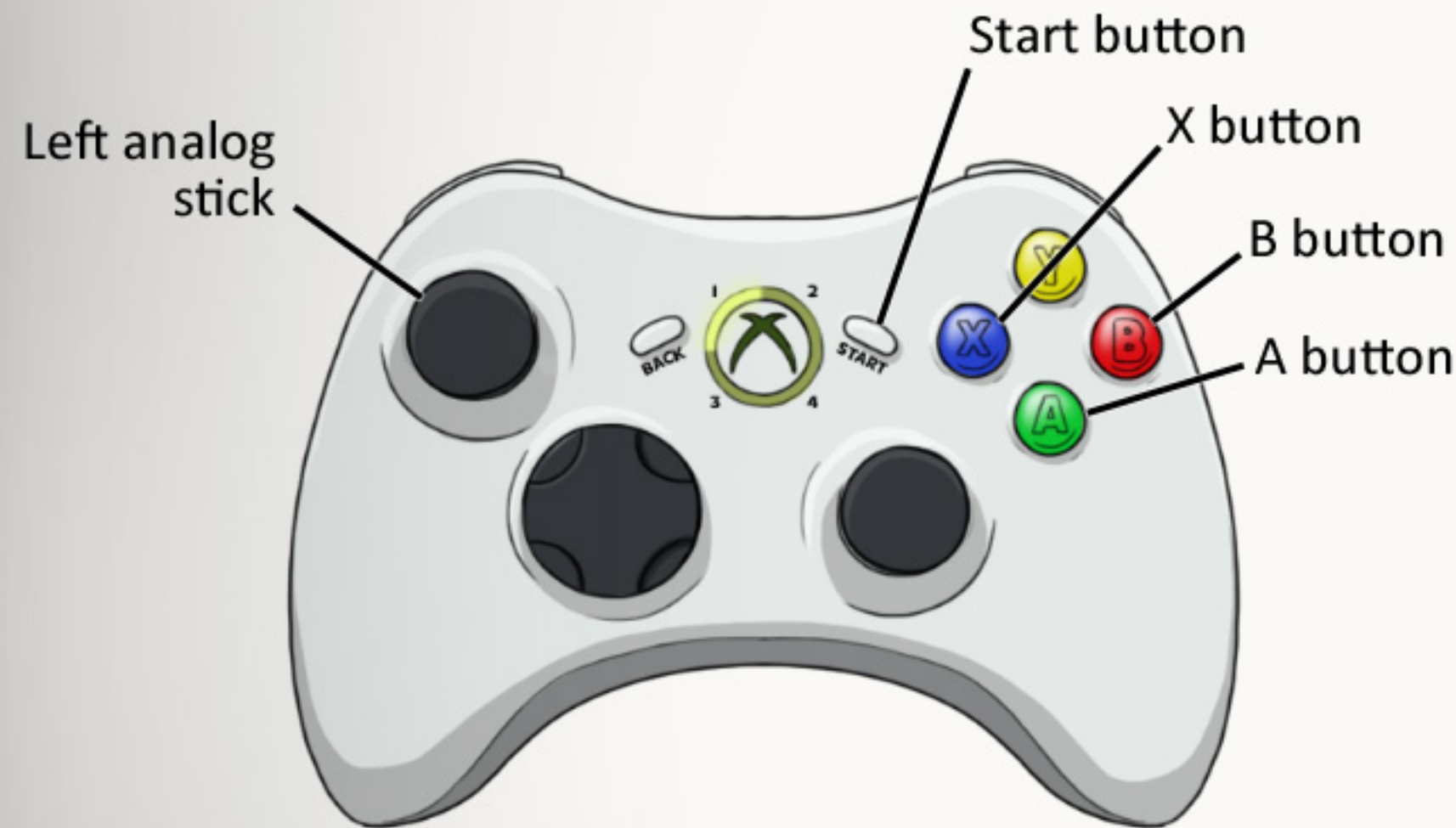
It is a dark time for the rebellion...

Wait... wrong introduction.

Something unnerving was happening to the employees at Parasol Industries. Ever since they were awarded the Department of Defense contract for "Undermining the Deathcount for American Defenders (UnDeAD)," things had taken an unpleasant and oppressive turn. There was once talk of stock options and company cars, but that was replaced by an electrode installation on every desk chair and mysterious re-allocations to something referred to as Department 207, Project 0. At least they still had Bagel Fridays - although that became less of a treat when they discovered "Bagel" was the name of the cattle prod used to increase productivity.

Meanwhile, a mysterious figure is watching this all take place... mysteriously...

Game Controls



Move / Navigate

Previous zombie

Next zombie

Attack / Accept

Interact / Back

Jump

Pause

Arrow keys

Q

E

Z

X

Spacebar

Escape

L. analog stick

Left bumper

Right Bumper

X button

B button

A button

Start button



Getting Started



This is the main menu, in case this is your first video game ever. If so, welcome to the computer age! From here you have several choices:

New Game: Start playing (if you already started a game, **Continue** will go to the level select screen)

Challenge: Unlocks after you beat the game

Awards: Displays your in-game achievements, if you're really *that* vain

Options: Cleans out that gunk from your garbage disposal

Exit: You'll never click this, don't worry

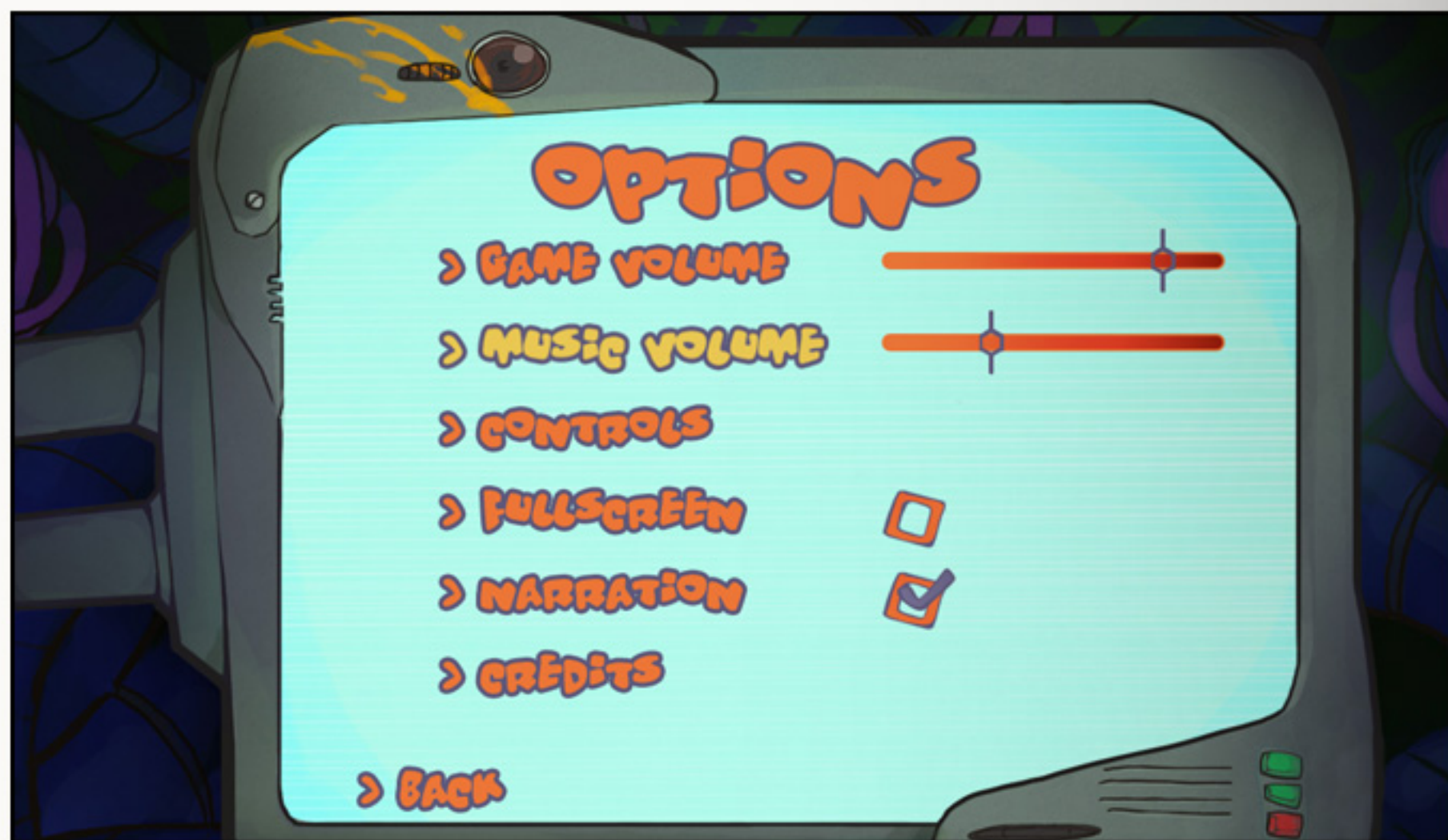
Menu Screens Level Select



This is that fancy level select screen mentioned earlier. We'll wait while you take it all in... finished already? Then let's get to it.

Highlight any level you want to play and press **Accept** to get started. The **Previous** and **Next** buttons at the bottom will switch back and forth between different areas of the testing facility as more stages are unlocked.

Options



This is the options screen. Several things are available to tweak to your liking:

Game volume: Controls sound effects, while **music volume** controls music volume

Controls: Lets you remap the keys on a keyboard, or shows you the controller layout for a gamepad

Fullscreen: Switches between fullscreen and windowed mode

Narration: Enables or disables voiceover audio (narration did cost us a bit extra, so consider that in your decision)

Credits: Shows you who you can blame in your angry rants

Game Screen

Once you finally start playing and stop gaping open-mouthed at our beautiful interface, this is the screen you'll see:



- 1 This is your character. You might recognize him from the box art or other high quality promotional items you have surely seen advertised at all major retail outlets and boutiques.
- 2 This is your health. Three brains represents full health. Anything that doesn't kill you, just as in life, makes you weaker. When your brains are gone, so are you.
- 3 This shows your current zombie in the middle, and which one is previous and next, along with their corresponding buttons.
- 4 This is where you will receive and overhear various communications throughout the game.
- 5 This floating brain can be picked up to replenish lost health.
- 6 This is a helpless old lady. Probably best to mercilessly kill her.

Cast of Characters

Zombies

This is your initial and main zombie form. Having a thirst for cerebrospinal fluid coupled with an ability to comprehend speech and simple instructions, he is a leap forward in undead research and development.

He can operate switches and buttons, climb ladders, and has a decent attack and jump height.



This massive specimen is your powerhouse zombie form, able to deal out and take a large amount of damage. Her punch has a long reach and devastating power, and her air attack deals considerable damage to targets below. All this comes at a cost though. Her massive forearms drag as she walks, which makes her speed slow and her vertical leap nonexistent.



Finally, this zombie is your exit strategy. He is extremely fast and nimble. Learning to get control of him can be slightly challenging, but doing so yields big rewards. His vertical and horizontal jumps are impressive, and he can easily outrun any situation. This is helpful since he is as weak as a baby kitten. He is also confined to four legs, so attacking anything and interacting with objects are out of the question.



Enemies

The security guard is the first enemy you'll meet once you finish your training. He isn't very fast in a chase, but his aim is true. Armed with a basic pistol, he will not stop until all threats are eliminated or happy hour rolls around at the Donut Hole.



The SWAT guards will get to the facility eventually, coming in two varieties. One has an assault rifle for long range attacks, while the other has a tactical shotgun, deadly at close range. Needless to say, those aren't hard candies they're shooting.



This is Hector, a supervisor on the industrial factory floor. Before this project, he was one of the original lab technicians, but his unpopular views on the morality of the UnDeAD project got him demoted. He may still be mad about it - tread lightly.

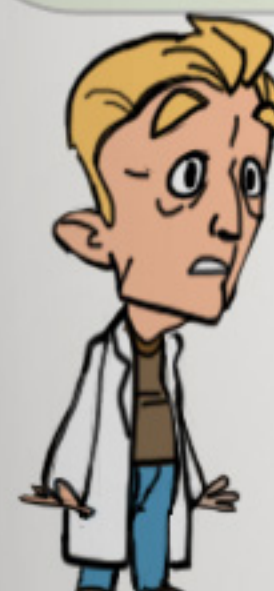


Lunch



Delores has been with Parasol since they split the atom in 1932. They just can't seem to let her go, even though she refuses to use microscopes, claiming that magnification is "Satan tricking our eyes."

Franny has ten grandkids and loves oatmeal. While she initially got into science to better mankind, helping to raise the dead for the military suited her pocketbook just fine.



Jeffrey just got divorced, and is still kind of reeling from it. His wife said he loved work more than her. Maybe she was right. Maybe all those long nights weren't really worth it now.

Rosalie has been in love with Jeffrey for years. Now that he's divorced, it's only a matter of time before she can finally tell him the words her heart has been saying all these months.



Simon was the first to connect the dots between the cats and the project, but no one would listen. Now they would see, oh yes they would see... the day of reckoning has come.

Lunch (cont.)

Frank paid his way through college working a night job as a cabbage inspector in a small town. The day he got hired as a Junior Accountant at Parasol he bought his first brand new car, declaring his luck had “finally changed.”



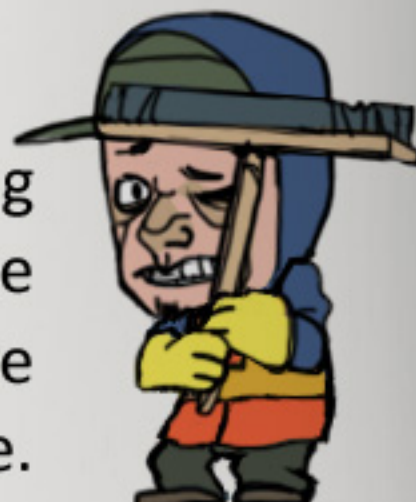
Elenore was a talented singer, and wondered if her talent was being wasted as an HR rep. Tomorrow she will audition for the Parasol production of “My Fair Lady.” Tomorrow...

Jake once worked security on an unnamed tropical island until a chimp with a strange salivary disorder left him with pink hair. Needless to say he never takes off his hat.



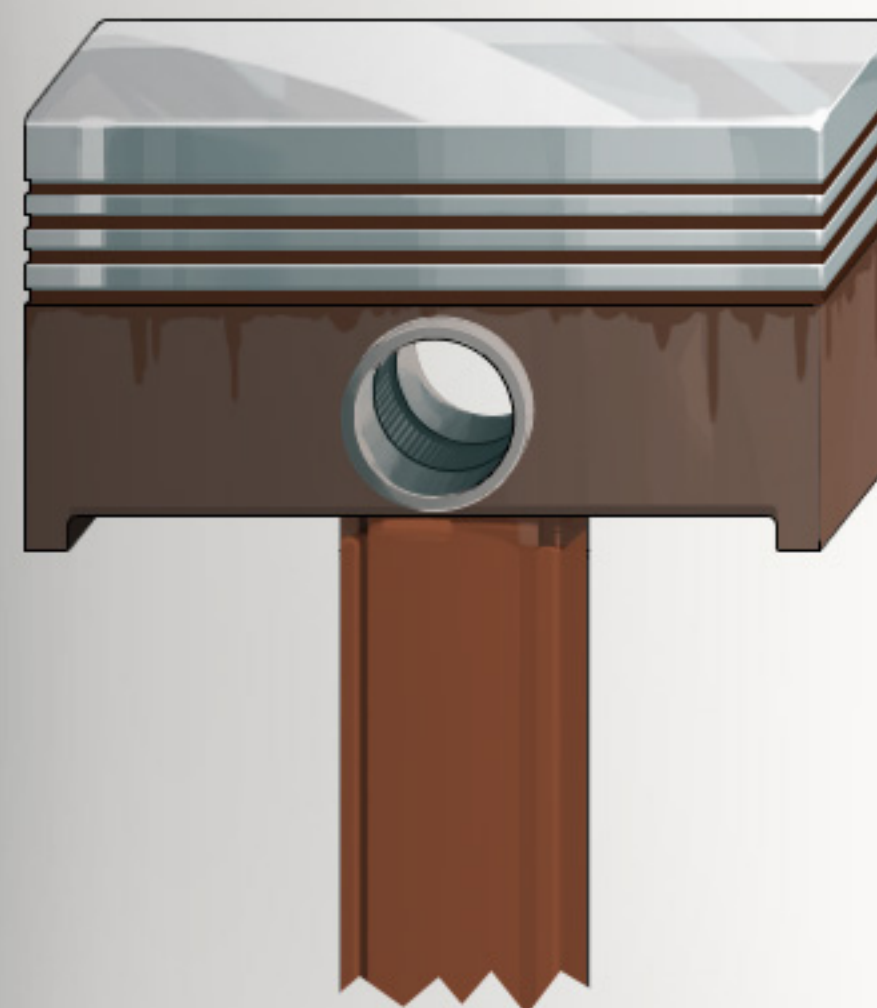
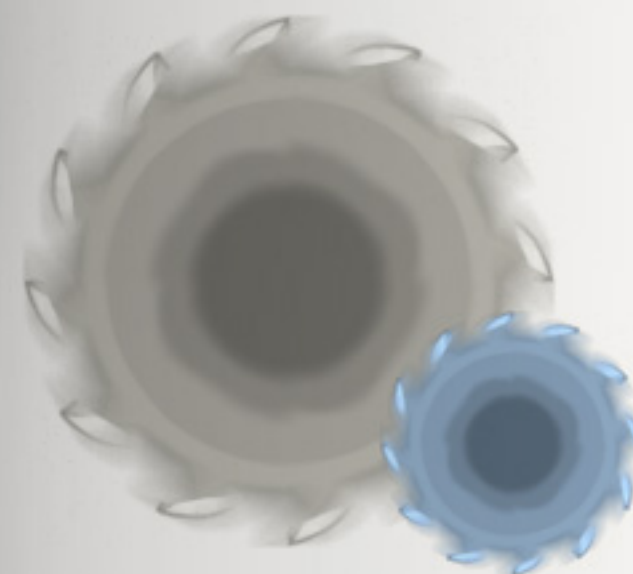
Natalie always loved working with her hands, helping at her dad’s auto shop even at a young age. Working with the cutting-edge machinery at Parasol was like a dream come true.

Harold was finally getting ready to retire, having been a janitor for 35 years. He and his wife were going to go back to their native Portugal and live out their golden years with his daughter there.



Hazards

Here are some of the hazards you will run into during your journey through the game.



Helpful Tips

1. As the agile zombie, you can change forms when you are stuck on a wall to drop straight down.
2. Switching forms in mid-air will stop any forward momentum. This can help with some tricky jumps later on.
3. Not every jump requires the agile zombie. The starter zombie form can clear a lot of obstacles and is easier to control.
4. The agile zombie has a high jump and a long jump, depending on whether you press left or right when you jump. Use both for better navigation.
5. Remember, brains stick around through the whole level, so go back and pick some up if you need a health boost.
6. Dangerous paths will be clearly marked with a "HAZARDOUS PATH" sign. Finding them is up to you.

Personal Achievements

(May require a stopwatch, pencil and paper to track)

[illegible]

Personal Achievements (cont.)

[illegible]

If you need more tracking sheets, email us at AchievementTracking@gentlemansquidstudio.com
Please have your credit card ready.

Contact Information

*email any questions to
support@gentlemansquidstudio.com*

