

MANUAL



CREDITS



ZOMBIE DOG PRODUCTIONS

TEAM LEAD

ILKER SISMAN

CHARACTER ANIMATIONS

TOBIAS NOLLER

GAME DESIGN

ZOMBIE DOG PRODUCTIONS - TEAM

ENVIRONMENT ANIMATIONS

ILKER SISMAN
TOBIAS NOLLER

LEVEL DESIGN

KAI LIEBENTHAL

STORYBOARD

LEONA KUEMMEL

PROGRAMMING

DAVID CANELA
MARCIAL GIESEMANN

MOTION GRAPHICS

MARC SODERMANN

CHARACTER ARTS

LEONA KUEMMEL
TOBIAS NOLLER

MUSIC AND SOUND FX

DAVID CANELA

VOCAL RECORDINGS

JAN BRODRICHT

ENVIRONMENT ARTS

LEONA KUEMMEL
MARC SODERMANN

QUALITY ASSURANCE

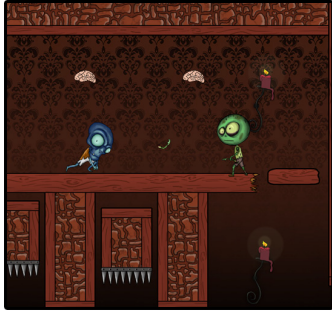
MARTIN OSTERTAG
TOBIAS NOLLER

SPECIAL THANKS

HANS-PETER KUEMMEL
CHRISTOPH TRUSIL
FLORIAN CLEVER
THE GUILD - DIE ANDEREN GEFAEHRTEN

WE ALSO LIKE TO THANK ALL OF OUR FRIENDS
AT THE GAMES-ACADEMY WHO GAVE US FEEDBACK
ESPECIALLY STEFFEN WEYAND AND HEICO PURWIN.

BY THROWING YOUR ARM AT ENEMIES, YOU CAN BEHEAD THEM AND TAKE OVER THEIR BODIES AFTERWARDS.

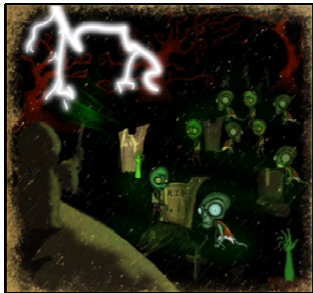


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AT THE END OF EACH AREA YOU WILL BE GIVEN A SCORE. THE SCORE DEPENDS ON HOW MUCH TIME YOU NEEDED TO GET THROUGH THE LEVELS, HOW MANY BRAINS YOU HAVE COLLECTED AND HOW MANY BODIES YOU HAD TO SPAWN. YOU CAN RECEIVE THREE DIFFERENT MEDALS, GOLD, SILVER AND BRONZE, FOR EACH CRITERION, GIVING YOU A SPECIAL SCORE BONUS.

PROLOGUE



NED IS A MEAN, MALICIOUS NEGROMANCER - IGOR IS HIS CLUMSY APPRENTICE.

IN ORDER TO SURPASS HIS MASTER, IGOR BETRAYS NED TO THE BRAVE KNIGHT REINHOLDT DER REINE ZU RHEINGOLD WHO KILLS HIM AND TAKES HIS HEAD AS A TROPHY.

YOU ARE NED. AND YOU'RE DEAD.

LUCKILY YOUR DIM-WITTED APPRENTICE IGOR TRIES TO BE LIKE YOU AND ACCIDENTALLY TURNS EVERYBODY FOR MILES INTO ZOMBIES - YOU INCLUDED. NOW THAT ALL THAT'S LEFT OF YOU IS YOUR HEAD, YOU HAVE TO GET OUT OF REINHOLDT'S MANSION, RETURN TO YOUR CASTLE AND KICK YOUR PUPIL'S BUTT.



MOVES

ADVANCED MOVES

THESE MOVES WILL HELP YOU TO EXPLORE THE ENTIRE LEVELS.

IF YOU THROW YOUR HEAD WHILE JUMPING, YOU CAN REACH EVEN HIGHER PLACES.

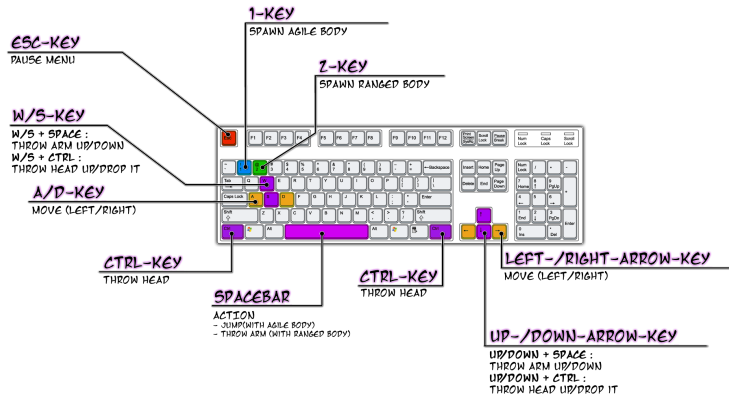


YOU CAN ACTIVATE LEVERS BY THROWING YOUR ARM AT THEM. TRY USING THE CURSOR KEYS TO REACH LEVERS IN DIFFERENT ANGLES.



CONTROLS

BASIS MOVES

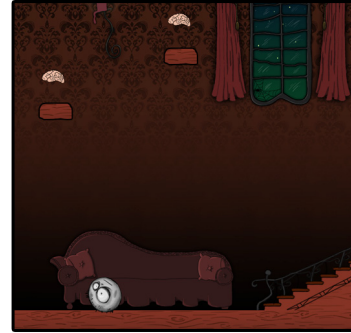


THESE ARE THE BASIC CONTROLS YOU NEED TO GET THROUGH NED'S WORLD.

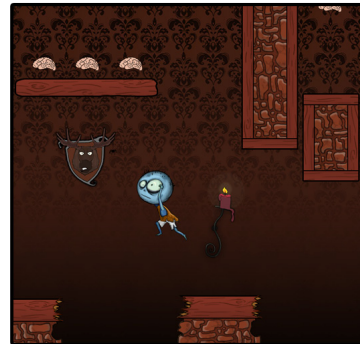
YOU PLAY NED, THE HEAD. YOU CAN MOVE NED BY PRESSING THE CURSOR KEYS.



A HEADLESS BODY CAN BE TAKEN OVER BY SIMPLY ROLLING AGAINST IT.



BLUE BODIES HAVE THE ABILITY TO JUMP YOU CAN DO THIS BY PRESSING THE SPACE BAR.

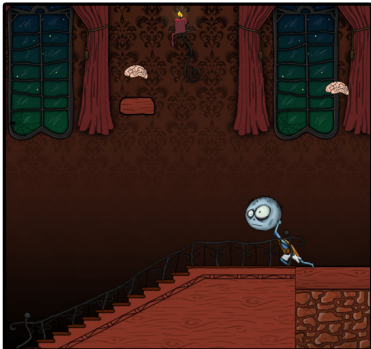


IF YOU PRESS THE SPACE BAR WHILE CONTROLLING A GREEN BODY, YOU CAN THROW ONE OF YOUR ARMS. USE THE CURSOR KEYS WHILE THROWING, TO CHANGE THE ANGLE OF THE ARMTHROW.



BY PRESSING CTRL, YOU CAN THROW YOUR HEAD. NOTE, THAT YOUR BODY IS DESTROYED WHEN YOU DO THIS.

USE THE CURSOR KEYS WHILE THROWING, TO THROW STRAIGHT UP OR TO SIMPLY DROP YOUR HEAD. IF YOU DON'T USE ANY CURSOR KEY, YOU WILL JUST THROW YOUR HEAD IN FRONT OF YOU.



MAIN MENU

- NEW GAME - START A NEW GAME
- OPTIONS - BALANCE THE VOLUME OF SOUND AND MUSIC
- CREDITS - FIND OUT THE NAMES OF THE PEOPLE WHO MADE THIS AWESOME GAME
- EXIT GAME - LEAVE THE GAME (YOU WILL NEVER NEED THIS OPTION...)

PAUSE MENU

- BACK TO GAME - RESUME YOUR CURRENT GAME
- RESTART LEVEL - RETRY THE CURRENT LEVEL
- OPTIONS AND MUSIC - BALANCE THE VOLUME OF SOUND AND MUSIC
- BACK TO MAIN - RETURN TO MAIN MENU
- EXIT GAME - LEAVE THE GAME (AS I SAID...)