

Retro of the Zombie Survival Guide



Ne³ Games 2022

The Story

A horrible scream awakes you.
You were caught by a car accident and now undead monsters crawl the street.
Emily... your wife... Is she all right?
You have to go home and find her!

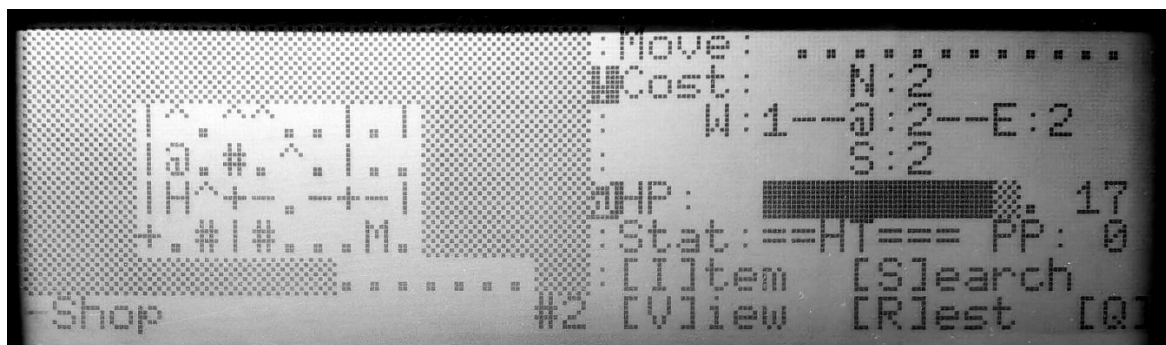
Into the World

To install *RotZ*, you need a PC-8201 compatible cassette data recorder and cassette cable.
You'll need at least 8K expanded memory to run the game.

1. Connect your laptop with the data recorder via the cable.
2. Put *RotZ* cassette (Side A) in the data recorder and reverse to the beginning.
3. Launch BASIC from laptop's main menu. Type Load "CAS:" and press ↵.
4. Press down **Play** on the data recorder and wait for the program to load.
5. Once loading finished, type in Run and press ↵ to start the *Installer Program*.
6. Follow displayed instructions to finish the installation.
7. Once installation finished, press **Shift+f.5** to go back to the system menu.
8. Navigate to program named *ROTZ* and press ↵ to launch it!
9. Enjoy your journey in the doomed world!

Across the Town

Map view is where you explore the town and search for supplies.
It consists of two vertically split panels: *Map Panel* on the left and *Information Panel* on the right.



Inside the *Map Panel*, you and all your discovered environment are displayed in symbols. Check the table below to see what they mean.

@ (blinking)	You (player)	■ (masked)	Undiscovered Area
.	Wildlands.	#	Business Building
- +	Roads / Streets	M	Super Market
^	Houses / Dwellings	P	Parking Lot
/	River / Lake / Sea	C	Police Office
S	Shop	R	Restaurant
G	Gun Shop	\$	Bank
D	Drug Store /Medicine	%	Ruin / Rubbish Dump
*	Park	!	Home
H	Hospital	?	Survivors' Camp

Inside the *Information Panel*, some useful information is displayed. From top to bottom:

Move	Movepoints bar. Movepoints are consumed during Search or Travel actions, and can only be recovered by Rest action. Max value of movepoint is 12.
Cost	Displays movepoint costs to Travel to 4 neighbor tiles as well as Search cost on current standing tile.
HP	Hitpoints bar. HP means how much life you have. Game is over if HP falls to zero. Maximum of HP is 20.
Stat	Character status is displayed in 7 symbols: B Burdened. Carrying too many items and total weight is above 80. Extra 1 point to all Cost if burdened. H Hungry. Hungry symbol is shown after every Rest . Eating enough food will remove this status. When Resting , hungry status causes -3 to HP. T Tired. Tired symbol is shown if movepoints is below 5. Time is life! Don't Rest too much if not necessary! W Weak. It is a warning sign to inform that your HP has fall below 5. Don't give up yet! C Careful Mode. Careful Mode could be turned on/off by C Key . With the mode on, all Costs are increased by 1, but enemy encounter chance is reduced by half. Use it wisely. I Infected. You can get infected easily in this doomed world. Either a single bite from a zombie or eating rotten food sends you hell. When infected, each Travel action caused HP to drop by 1. Use of medicine followed by Resting helps you get rid of infection. S Safe House. You can fortify a house / building to make a safe house! Searching and Resting won't attract any enemy if only you are in the safe house. Be warned! Any traveling removes this status.
PP	Protection points. Wearing cloths and armors adds to your protection points. Higher the PP is, more damage deal to you is taken by your wearing. Maximum value of PP is 20.
Commands	At the bottom of information panel shows some of the frequently used commands.

Just between the two panels, a vertical navigation bar displays distance between you (@ symbol) and other quest targets (! or ? symbol). At the bottom left of screen displays game message and days you have survived.

While whole map is 20x20 tile size, each screen shows only 20x8 part of it. When you move to the top or bottom edge of current screen, a screen redraw is executed.

Actions

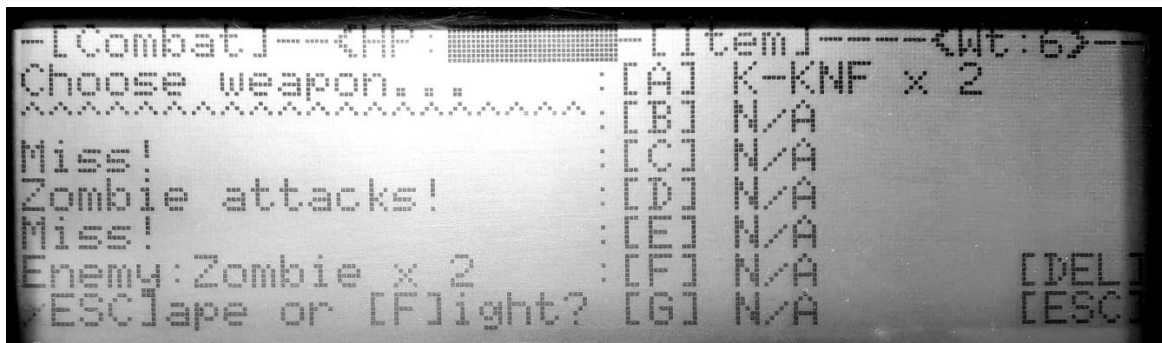
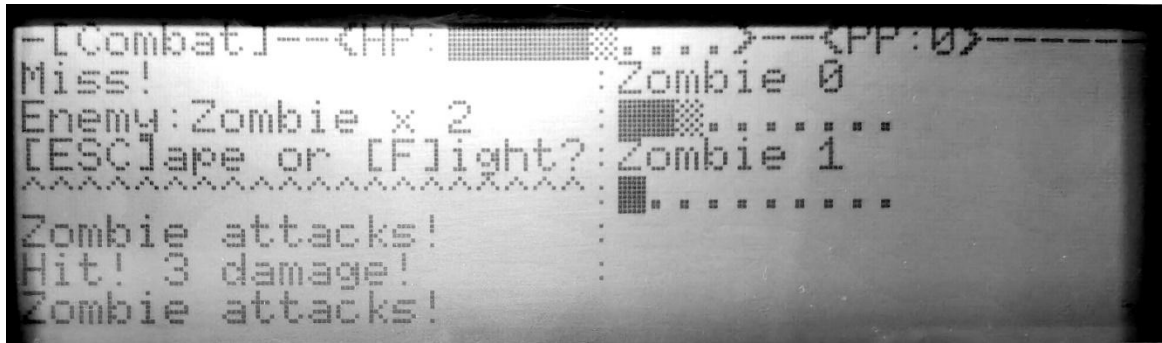
could be taken in the map view. Check the list below to see what you can do in the town.

<p>←↓↑→ H J K L</p>	<p>Travel in four directions. Traveling costs are shown in the information panel. Random enemy encounter is expected.</p>
<p>I</p>	<p>Open up item menu. All your supplies are listed here. Items with type of food / medicine / protective / carpentry can be used in map view. Press Del Key switch between Use Mode and Drop Mode. Arrow Keys to flip pages. Press A-P Key to use or drop a item.</p>
<p>S</p>	<p>Search current standing tile for items. Different items could be found depends on where you are. Searching cost on current standing tile is shown in the information panel. You can search multiple times on a single tile until you see the message “Nothing’s left”. Random enemy encounter is expected.</p>
<p>V</p>	<p>Turn on / off view mode. In view mode, you could check all known environment without traveling.</p>
<p>Q</p>	<p>Open up quest view. Check your quest progress here.</p>
<p>R</p>	<p>Rest. Resting is most important since it refills your movepoints. It also recovers your HP by consuming eaten food and gives a chance to cure infection depending on how much medicine you’ve taken. Resting when hungry causes -3 to HP. Recover effect is BAD if you rest outdoor. Random enemy encounter is expected after resting.</p>

Fight Your Way Out

Enemies won't stop chasing you. As you survive longer, stronger foes (either human or non-human) come up to you. The combat view is brought up when you encounter enemies.

The *Combat View* consists of 3 parts: *Title bar* on the top (with HP and PP display), *Combat Log Panel* on the left and *Enemy List Panel* on the right.



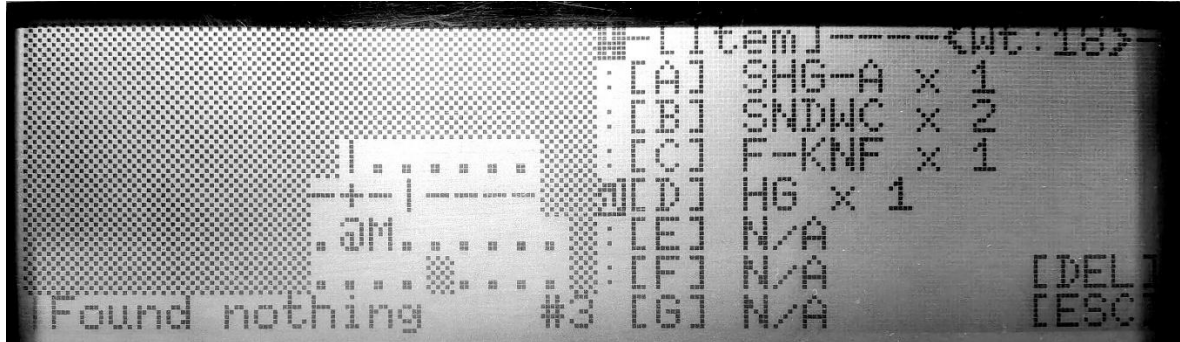
In every encounter you face up to 3 enemies of same type. In each turn you can choose from 2 actions: **Escape** or **Fight**.

F	<p>To Fight. <i>Item Menu</i> will prompt, letting you to choose one item to be used as weapon this turn. Each weapon has its unique damage and hit chance as well as break chance after hit.</p> <p>A gun needs ammo to fire. Without ammo it only deals 1 damage with pretty low hit chance.</p> <p>You can also throw non-weapon items at your enemy. Damage and hit chance depend on the item's weight. Pressing Escape Key in the <i>Item Menu</i> allows you to attack with your fist.</p> <p>You could only attack the last enemy displayed in the <i>Enemy List Panel</i>.</p> <p>When you finished your turn, no matter hit or miss, it's your enemies' turn. Be careful when you're facing monster type enemies! Their attack may infect you!</p>
ESC	<p>To Escape. You must avoid one turn of enemies' attack to be able to escape. Even if you successfully escaped, you may still randomly lose one of your items.</p>

As described in previous part, PP takes away part of damage dealt to HP. However, you cannot wear on new clothes during combat.

Know Your Gears

There are 26 different items, which falls into 8 categories.



Food

Foods are necessary for **HP** recover during **Rest**. It's important to keep yourself from being hungry before another day. Be careful! Each food has a chance to be rotten (and there's no way of knowing it before you eat it). If you ate a rotten food, you get infected.

Short Name	Name	Where to Find
BRD	Bread	House / Park / Business Building
CHS	Cheese	House / Super Market / Restaurant
SNDWC	Sandwich	Business Building / Super Market
R-STK	Raw Steak	Restaurant / Zombies
C-STK	Cooked Steak	Restaurant
CAN	Can	Shop / Super Market
WATER	Bottle of Water	House / Drug Store

Medicine

Using medicines increase the chance of curing **Infection** during **Rest**.

Short Name	Name	Where to Find
75ALC	75% Alcohol	Shop / Gun Shop / Drug Store / Hospital
ATB	Antibiotic	Drug Store / Hospital
VAC	Vaccine	Hospital / Police Office
WATER	Bottle of Water	House / Drug Store

Melee Weapon

Melee weapons are easy to find. However, they have relatively low damage and break frequently.

Short Name	Name	Where to Find
F-KNF	Fruit Knife	Wildlands / Roads / House / Park
C-KNF	Combat Knife	Police Station
CLVR	Cleaver	Restaurant / Shop
C-SAW	Chainsaw	House / Park

Ranged Weapon

Ranged weapons have relatively high damage, but they are heavy and require ammo to fire.

Short Name	Name	Where to Find
HG	Handgun / Pistol	House / Shop / Gun Shop / Super Market
SMG	Submachine Gun	Gun Shop / Soldier
SG	Shotgun	Gun Shop / Shop / Super Market / Soldier

Ammo

Short Name	Name	Where to Find
HG-A	Handgun Ammo	Wild / Roads / House / Gun Shop / Shop
SMG-A	Submachine Gun Ammo	Roads / Parking Lot / Gun Shop / Police
SG-A	Shotgun Ammo	Shop / Gun Shop / Super Market / Police

Explosive

Short Name	Name	Where to Find
BOMB	Bomb	By killing K-MECH

Protective

Protective items are clothes or armors which, by using them in the *Map View*, increase your PP.

Short Name	Name	Where to Find
SHIRT	Shirt	Home / Shop
JACKET	Jacket	House
ARMOR	Police Body Armor	Police / Bank

Carpentry

Carpentry items could be used in *Map View* to fortify the house you are currently in. Once the house is fortified enough, you acquire the Safe House status.

Short Name	Name	Where to Find
PLANK	Wood Plank	Roads / Business Building / Dump / Ruin
TOOLS	Carpentry Tools	Shop / Business Building / Super Market
C-SAW	Chainsaw	House / Park

Cash

Does cash value in the apocalypse world? You never know ;)

Short Name	Name	Where to Find
\$10K\$	10K Dollars	Bank

Survive the Apocalypse

Skill is the most important things you need to survive the apocalypse. The following tips will help you improve your survival skill.

- Plan your moves carefully. Don't rest if not tired (unless infected) and ALWAYS rest indoor.
- Don't rely on luck. Prepare for the worst.
- If you are hurt badly or infected here's how to survive:
 0. Get inside nearest house ASAP! DO NOT go into dangerous places such as the *Hospital* or *Market*.
 1. Use *PLANK* or *TOOLS* to build a safe house. Doing this does not require any movepoints.
 2. Take medicine such as ATB / VAC and drink WATER. If you don't have any medicine, eating food also helps a bit.
 3. Eat food to get rid of hunger.
 4. Rest. If infection is not cured, retry from step 2.
- Check your PP frequently. If it goes below 5, you should search for more protective items.
- Escaping from combat may result in item loss, so eat foods as early as possible.
- Reserve your weapon ammo until you encounter stronger enemies. If your last enemy is one hit to finish, use your fist or weakest weapon.
- When travelling to a distant place, follow the roads to save movepoints.
- You don't need more than one gun of same type. On the other hand, ammos are always welcome.
- R-STKs are unknown pieces of raw meat. DO NOT EAT IT.
- When searching for supplies, ask yourself what you need. If you have plenty of food but lacks medicine, you should stop searching in the restaurant.
- Sometimes items can be used more than one time.
- Carrying too heavy items makes you slow. Drop items you don't need to keep total weight under 80.
- You can check your progress and score in the *Quest View* (press Q from *Map View*)

