

# INVASION OF THE ZOMBIE MONSTERS



Loigia

### **WARNING MESSAGE**

Some people are susceptible to seizures or loss of consciousness when exposed to on-screen flashing lights while playing certain video games. This may happen even if the person has never had any epileptic seizures in the past.

If you experience convulsion, eye or muscle twitches, loss of consciousness, blurred vision, involuntary movement or disorientation, while playing a video game, immediately discontinue use and consult your doctor.

### **THANKS FOR PURCHASING INVASION OF THE ZOMBIE MONSTERS**

This game is the result of the arduous work of programmers, artists and lots of other people involved in the project. Thanks to you, we'll be able to undertake new challenges to create new and better games in the future. From the development and production teams:  
Thank you!

### **RELEVO VIDEOGAMES**

For further information on RELEVO Videogames' games and projects, visit [www.relevovideogames.com](http://www.relevovideogames.com)

**RELEVO**  
V I D E O G A M E S

RLV904 / RLV904ZX

# INVASION OF THE ZOMBIE MONSTERS

Ned and Linda finally could enjoy a private moment. After a magnificent day, where his high school team managed to win its fourth consecutive year the Science Olympiad, the happy couple can relax on the balcony of the old city, enjoying the breathtaking views of the starry firmament. But the joy would be short-lived...

Suddenly, out of nowhere, lightning struck the sky hitting squarely on the couple's car. When Ned got to react, he saw a horrible appearance: an evil shadow had hung over the city and had abducted Linda. With a terrible laugh, the devilish entity slipped through the windows of the school, taking his girlfriend inside and plunging the city into chaos and darkness. Ned, still stunned by the lightning strike, thought the end was near for all...

But when the forces of evil rise above the forces of good, the moon throws its spell on the hero, the one, which is designed to save us all. And the moon threw its beam power on Ned, he felt strange and full of power again! Now, with the powers of good, will arm the courage to save his girl and destroy the evil. Will you be able to face your destiny?



## THE GAME

---

Taking the role of Ned Friks, president of the High Skull Institute Science Club, you will fight the evil and all his army of zombie monsters to save Linda and mankind from certain destruction. The powers of good, cast by the moon, allow Ned to shoot moonlight balls with his index finger: it's a holy light, so the monsters are completely vulnerable to it, it will become the best of your weapons.

You must leave the site of impact of lightning on the balcony of the city, and to walk all the way through the forest to the city and the Institute, which awaits the evil shadow with Linda in his possession. For this you must move through each of the different scenarios right annihilating all zombie monsters of the Beholder, obtaining items and along the platforms until you reach the end of each screen. Get through all the screens within the time limit for getting to the lair of the devil, where you'll face the final battle.



## ENEMIES

---

You'll have to kill all the army of zombie monsters that inhabit the forests and the city. Each has its own behavior that you must memorize to know how to defeat them easily. Just kill everything that moves and returns to all the undead back to hell where they come from!

## ITEMS

---

Some enemies, being shot, they can drop coins. Get all you can, because when you collect 100 coins you will be rewarded with an extra life.

Besides the coins, enemies can release capsules of power. These capsules can rotate constantly alternating different powers: be sure to pick them up when they are showing exactly the symbol that corresponds to the power that you acquire at the time.



**POWER UP** - Your lunar energy power increases to one point.



**POWER DOWN** - Your lunar energy power decreases to one point.



**NUCLEAR BLAST** - All enemies on the screen are killed.



**FULL DOWNGRADE** - Your lunar energy power decreases to a minimum.



**TIME UP** - Add 20 seconds to your time limit.

## CONTROLS

---

### ZX SPECTRUM

- O - A - O - P - SPACE
- KEMPSTON
- SINCLAIR
- REDEFINE KEYS

### MSX

- Cursors  
Z / Graph (fire)  
X / SPACE (jump)
- Joystick Port 1

## LOADING INSTRUCTIONS

---

### **MSX, MSX2, MSX2+, MSX TurboR:**

- Turn the computer off.
- Insert cartridge on any slot.
- Turn the computer on.
- The game will load automatically.

### **SPECTRUM 48 and 128:**

- Rewind the tape back to start.
- Adjust volume to 3/4.
- Type LOAD"" and press ENTER.
- Press PLAY on tape.
- The game will load automatically. In case it does not try again with a different volume.



**DEVELOPMENT TEAM**  
**RELEVO Videogames**

**DIRECTION, CODE AND GRAPHICS**

Jon Cortázar

**HISTORY, BACKGROUNDS AND CHARACTERS**

Kepa Cortázar

Jon Cortázar

Sergio Martínez

**ZX LOADING SCREEN**

Kepa Cortázar

**ADDITIONAL CODE**

Eduardo Robsy

Javier Peña

**MUSIC PLAYER**

Jose Vicente Masó

**MUSIC**

Gominolas

**ADAPTATION AND SOUND EFFECTS**

Jose Vicente Masó

**TEST TEAM**

Kepa Cortázar

Javier Peña

Aratz Juanes

**COVER ILLUSTRATION**

Sergio Martínez

**GREETINGS**

Rebeca Uaguno

Eduardo Robsy

Patriek Lasparre

**SPECIAL GREETINGS**

Albert Beevendorp

Project developed by:

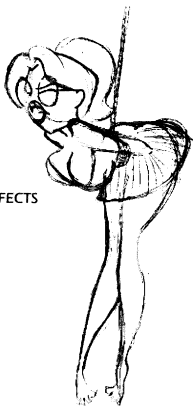
RELEVO Videogames.

[www.relevovideogames.com](http://www.relevovideogames.com)

Produced and manufactured by:

Matra Computer Automations

[www.matranet.net](http://www.matranet.net)



© 2010 RELEVO Videogames

All rights reserved

**RLV904 / RLV904ZX**

[www.relevovideogames.com](http://www.relevovideogames.com)



Produced and manufactured by  
Matra Computer Automations, 2010  
[www.matranet.net](http://www.matranet.net)