User Manual for ZOMBIE TRAIL

Welcome to the world of Zombie Trail. In a land taken over by zombies, the only hope of you and your small band of survivors is a military stronghold rumored to exist in the east. As you travel towards that stronghold you must manage your survivors and your resources, and help them make it there against all odds.

Starting the Game

Installation is as simple as unzipping the included .zip file to any directory of your choosing and running the ZombieTrail.exe file.

Once the game loads you'll be shown the title image as well as a selection of what your party will consist of. Select your three members using the keyboard and the enter button, and prepare for the game!

The Classes

AMMO USERS

Ammo users use up the ammo statistic as they attack in battle, should you ever run out of ammunition these members will be rendered useless. On the plus side however, they do more damage than any other member in your party.

Doctor – The doctor has two advantages. When you set up a camp he will help heal your injured survivors, bringing up your health. While in battle, his special skill will heal any survivors that died in the conflict.

Soldier – The soldier is your strongest member. He is completely useless out of battle, however in battle he has the highest damage of all classes. His special skill will have him fire a rocket launcher at a single zombie group, killing it.

Priest – The priest will help your morale raise up when you set camps with inspiring speeches. In battle however, he is a deadly anti-zombie force with his special skill, SMITE, which deals damage to all zombies at once.

MELEE CLASSES

Melee classes do not use up ammo when they attack, but they do less damage than ammo users. However, they can fight without ammo, so it is recommended you have at least one meleer.

Engineer – The engineer will speed up the time it takes to create camps. While in battle, his special skill will allow him to half all damage that the zombies inflict for one turn.

Scavenger – The scavenger does not attack at all, instead when he strikes, he will steal a random resource from the enemy and add it to your stockpile after combat. His special skill is a shotgun, which will deal damage to all zombies at once.

Survivalist – The survivalist increases your starting resources, and in battle he attacks with a powerful sword. His special skill is a grenade, which will deal damage to all zombies.

The Resources

Morale – Morale is only raisable through random events or camping. If your morale dips too low, due to food supplies running out or survivors deaths, survivors will begin leaving your envoy, seeking brighter futures… at least as bright as it cang et.

Health – Health only raises through random events or camping. If your health dips too low, due to food supplies running out, then survivors will begin to die out.

Food – Food is one of your more important resources. Each time your envoy moves forward, each survivor will consume one unit of food. If you do not have enough food, morale and health will both go down.

Fuel – You need fuel to move forward. If you do not have enough fuel, your envoy will slow to a crawl and the impending zombie horde will rear closer and closer to your envoy. If you have fuel, then you can move faster than the horde, making time. Each movement will cost you two fuel for each speed that you are going.

Ammo – Ammo is used up in battles by your battlers. Ammo will either be incredibly important, or not important at all to you, depending on your class selection. Remember, only AMMO USERS require ammo to fight.

Survivors – Survivors are you reason for being here. Having more survivors helps against zombie attacks, but makes it harder to manage them with resources. Survivors are the #1 source for score, thusly the objective is to get as many as possible.

Horde (Time) – This represents the distance between you and the enroaching zombie horde. If these reaches zero, your game is over.

Distance – This is the distance between you, and your final destination. When this reaches zero, you win the game.

Speed – This is the speed your envoy is going at. The faster it goes, the more fuel you consume, but the higher horde distance will become, and the faster you reach your goal. It can be from 0 (no fuel) to 5 (lots of fuel usage)

Score – The crème de' crop. You want this. You want lots of this. If you do bad, this will go down. If you do good, this will go up. Survivors are your biggest contributor to this. Love them and care for them.

THE GAME
Exploration – The exploration is when your envoy is on a background of where you are at, and your status is at the bottom.
After a random amount of time, you will move forward through the terrain, making it slowly towards your goal.
You can push LEFT and RIGHT to increase or decrease your speed, depending if you have the fuel to do so.
And at any time you can push C to start a camp.

Random events can occur here, with anything ranging from resource increases or losses, to zombie attacks and bites. Be careful out there.

Camping – This is your survivors relaxing area. The place to play, have fun, find resources, and hopefully not get eaten.
When you first start a camp you will pick from a Slow, Medium, or Fast setup. Slower setups will eat more Time, causing the horde to catch up, but will refill more morale and health.

While here you can also search for resources, sending out survivors, and telling them to search for a certain amount of time. The more people you send, and the longer they are sent for, the more you will find. Becareful though, waste too much time and the horde will catch up. Your survivors returning uneaten is also not guaranteed.

Battle – If you see this screen, something very… VERY… bad has occurred. Your envoy just got ambushed by zombies, and have to fight it out. Your three classes will appear on the screen ready for combat.

You can chose to attack a single zombie, or use a class's special skill (only one use per battle!), so chose your abilities and targets carefully. Combat will take turns between your attacks, and the zombie's attacks.

Each zombie attack will kill off survivors, so kill as many as quickly as possible. Each shot to a zombie that does not kill it, will weaken the damage it does. Combat will end when either you are dead, or the zombies are. No running away for you.