

# ZOMBIEHUNTER BOB™

INSTRUCTION BOOKLET

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**board-b™**

*This official seal says nothing about the quality of this game. Only that it was made with NESmaker. If it meets the standards for excellence in workmanship, reliability and entertainment value is completely up to you. Always look for this seal if you are interested in NESmaker stuff. Items not carrying this seal might not have been created with NESmaker. OK. Enough of this pretend legal mumbo jumbo. You should read the rest of the manual.*





## **It was a dark and stormy night...**

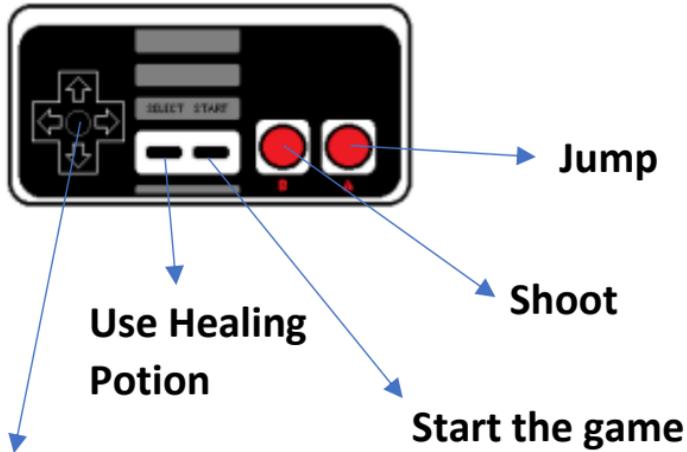
... in the city of Deadburgh. A mysterious caped man wandered through the local graveyard. Suddenly he stopped and started mumbling something while he raised his hands. Bursts of light, that can best be described as green lightning, came from his fingers. The ground shook and the burial ground was suddenly full of life. All sorts of creatures started to roam around the cemetery. The final resting place was suddenly not so peaceful anymore. That was 10 minutes ago... Oh, no! We have a zombie infestation on our hands. Who can save us now...?



## ZOMBIEHUNTER BOB

Bob Blaster has lived in Deadburgh his entire life. He works at the best pizza restaurant in town “A Slice of Life”. He first encountered supernatural phenomena at the age of sixteen, when a group of ghosts robbed the local bank. Since then, he has had several encounters with ghosts and zombies. He has successfully prevented every single attack by the undead. He quickly gained a reputation as the toughest guy in town and got his nickname... “Zombiehunter Bob”.

## CONTROLS



If you have bombs in your inventory, you can throw them by pressing **UP** and **B** on the controller.

**Move Zombiehunter Bob left or right**

## CUTSCENES

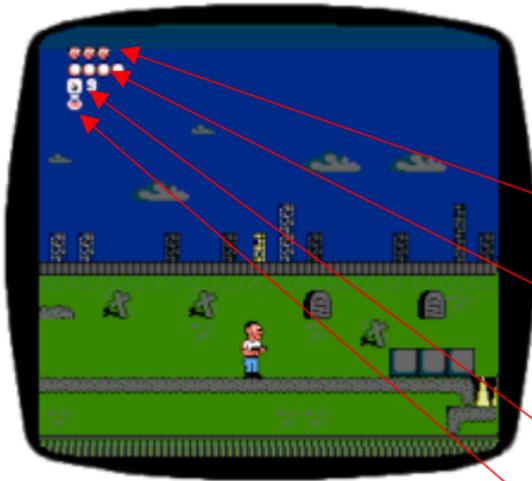
Between stages a little story segment will be played. It will advance after a few seconds, but if you're impatient you can do the following:



**Press the A button to advance the cutscene.**

**Press Start to skip the cutscene and go to the next level.**

## THE PLAY SCREEN



At the top left corner you'll find some critical information you need to keep an eye on.

**Lives:** The number of lives the player has before it's game over.

**Health:** This shows how much health Zombiehunter Bob has before he loses a life.

**Bombs:** Number of bombs in your inventory.

**Healing Potion:** If you have a healing potion it will show up here.

## GAME OVER



When you lose all your lives you will see the Game Over screen. From here you can continue on your quest or start a new game.

Press **Select** on the controller to move the cursor up or down.

To make your choice press the **Start** button. If you choose Continue, you will continue from the last checkpoint.

## OBSTACLES



**Breakable blocks:** Some blocks have cracks in them. These blocks can be crushed with a bomb explosion.

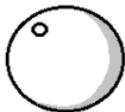


**Dirt:** These nasty pieces of dirt hinder Zombiehunter Bob in the driving stages, but they can easily be destroyed with a blast from a gun.



**Spikes:** These are extremely dangerous. One touch from these and Zombiehunter Bob loses a life. However, if he's already hurt, he can walk on these if he's in his hurt state (blinking).

## PICK UP OBJECTS



**Energy pellets:** These will give Zombiehunter Bob one more unit of health. Enemies will occasionally drop these when they are destroyed.



**Bombs:** Pick these up to increase your bomb count. One bomb pick up will increase your bombs with 1. Enemies sometimes drop these when they explode.



**Big Bombs:** These will increase your bomb count with 5.

*You can carry a maximum of 9 bombs total. Bombs do twice the damage to enemies compared to your gun.*



**Heart:** This will increase Zombiehunter Bobs maximum health by 1 health unit. Make sure you pick these up whenever you see them to be properly prepared for the final battle...



**Extra Life:** Increases lives by one. They are hidden (often in plain sight) in some levels.



**Healing Potion:** Sometimes an enemy will drop a valuable bottle of elixir. This item will restore all of Zombiehunter Bob's health. You can only carry one at a time. To activate it press **Select** on the controller to refill your health.

## ENEMIES



### Zombie

Just your average run-of-the-mill Zombie.



### Bat

An annoying little creature.



### Wizard Zombie

A dangerous zombie that will shoot his magical spells at you whenever he feels like it. He hates bombs.



### **Zombie Thrower**

A shy zombie that likes to throw his balls at you...



### **Skating Zombie**

He loves speed and will try to ram into you. He has no respect for the law, and certainly not the rules of the road.

### **Kamikaze Rowboat Zombie**

A very dangerous creature that lives in the city sewers. He gladly risks his health (or what's left of it) to destroy anyone who enters his home.





### **Secret Agent Zombie**

A former secret agent. He was once an excellent sharpshooter, but lately he needs some time to aim.



### **Zombie Runner**

He once had a world record. He doesn't let anything or anyone come in the way of his training sessions.



### **Jumper**

A strange entity. He loves to be outside where he can jump freely.

# NOTES

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