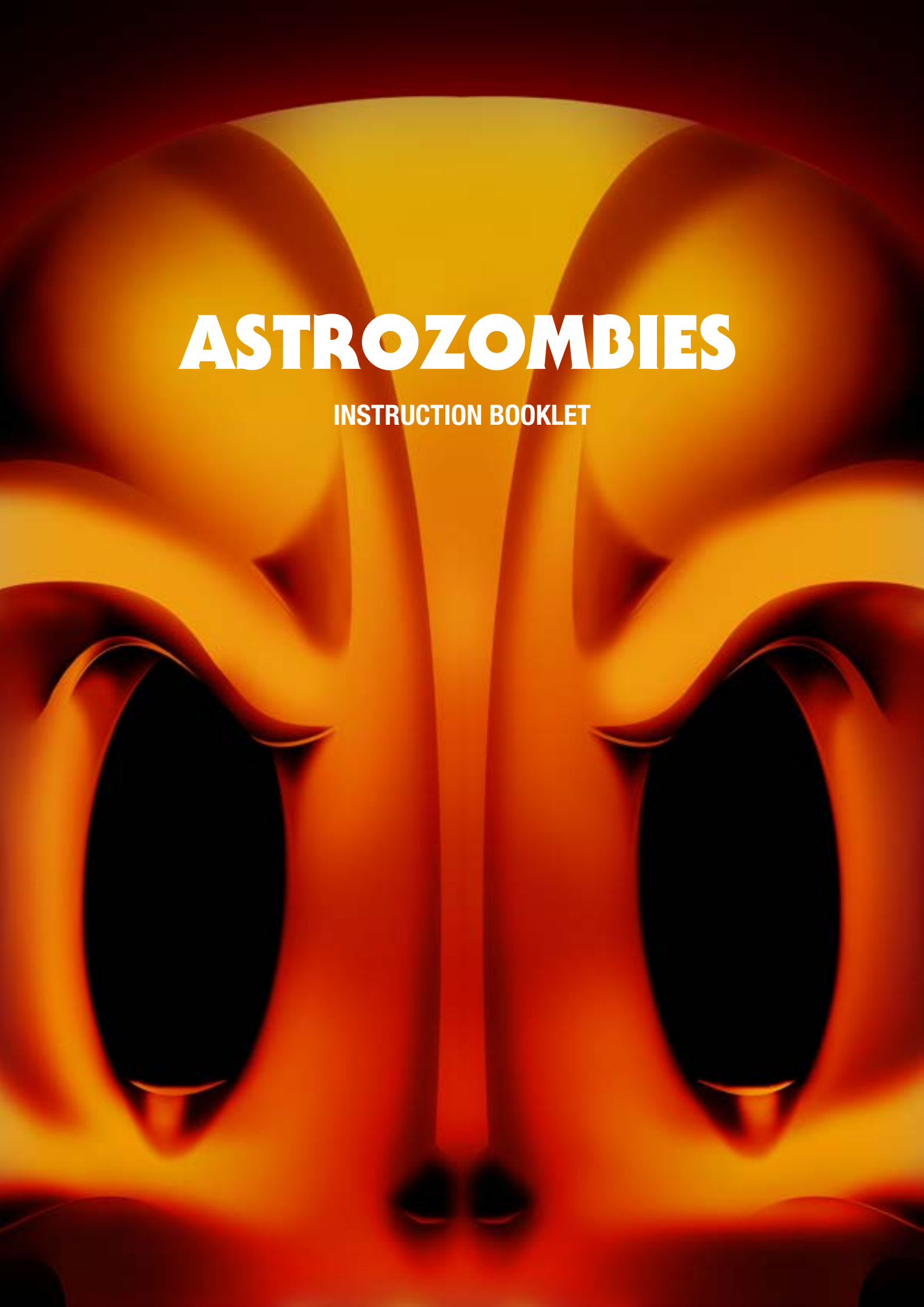

ASTROZOMBIES
INSTRUCTION BOOKLET

A special message from ROBOT ATOMICO

Thank you for selecting the exciting and action-packed **Astrozombies™**. This is the first edition in Robot Atomico's library of Video Games. Inspired in the classic old shool hits from the late 80's and mid 90's **Astrozombies™** continues the tradition of the platformer for a new generation.

Astrozombies™ features exciting auteur graphics.
We at Robot Atomico are proud to bring you this thrilling new title in the latest, most sophisticated video game technology from Robot Atomico.



Jorge Gopcevich
Mr. Director
ROBOT ATOMICO, Inc.

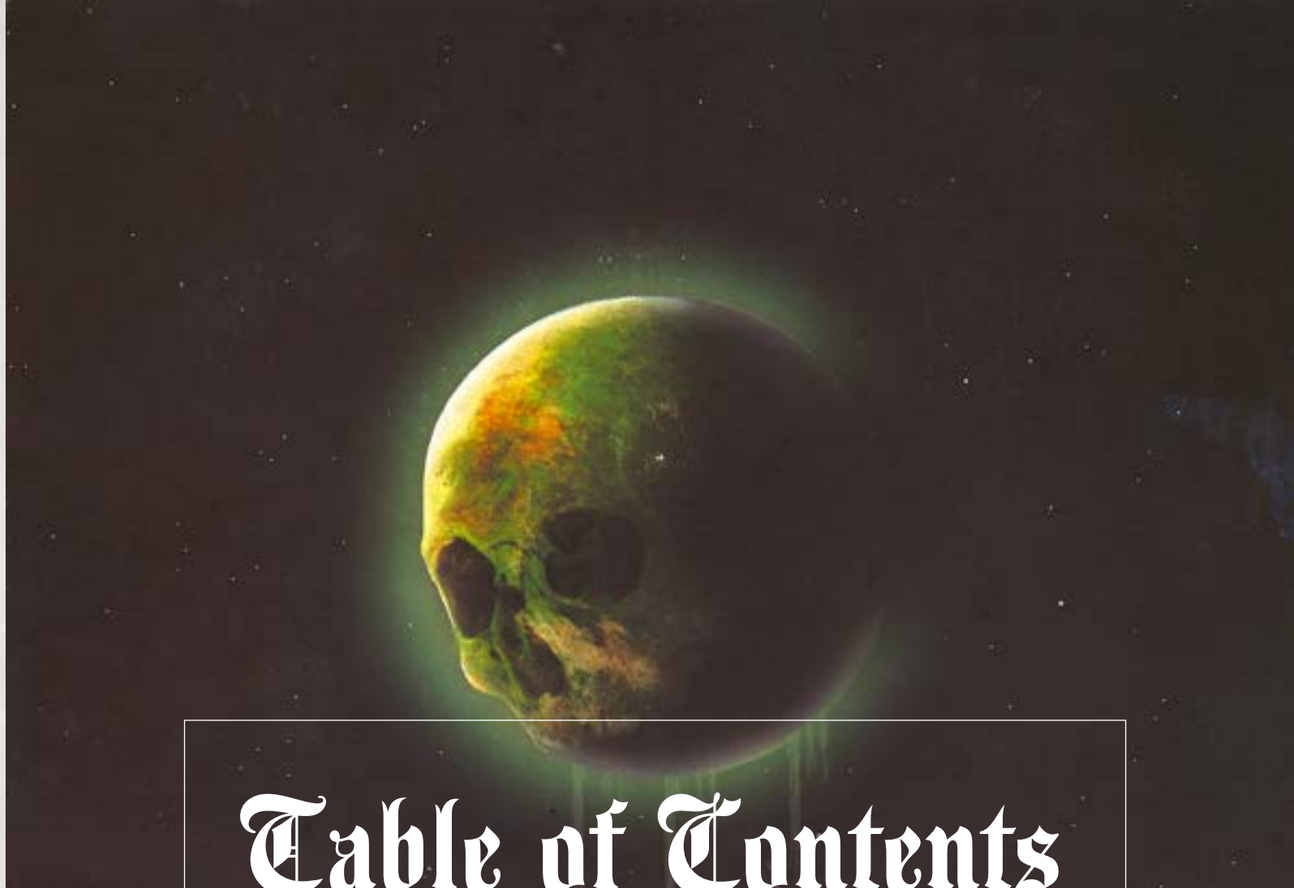
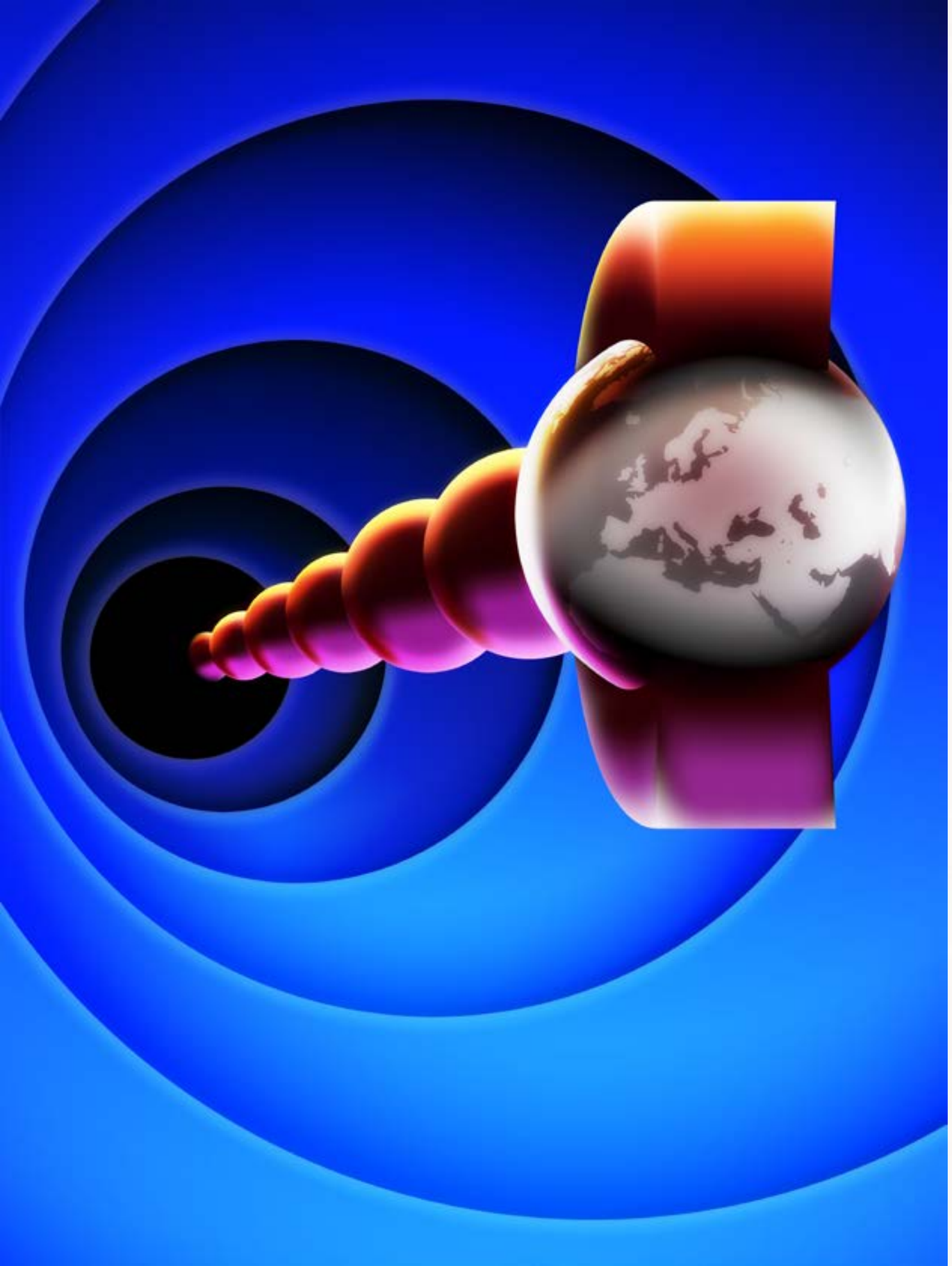


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The Story

Humanity is no more.

From the deepest corners of space
an alien race took planet Earth by storm.
Their advanced technology and ruthless ways
lead to a swift and certain death.
Then, as silent as they arrived,
they disappeared back into the distant stars

A lone survivor hides in one of the spaceships,
now on its way to their planet.
With nowhere to return to, with no one to save,
revenge is all that remains.

A lonely gravestone awaits in the distance.

Getting started

After the **title screen**, the player will be in the **main menu** screen. There, he or she will be able to start the game or access other options. **if there is a save file**, the game will also give the option to continue from that save, besides starting a new run.



NEW GAME

If there are no save files from previous runs, the game will start with the introductory story. You can start a new game even if there is a save file, just remember it will be replaced.



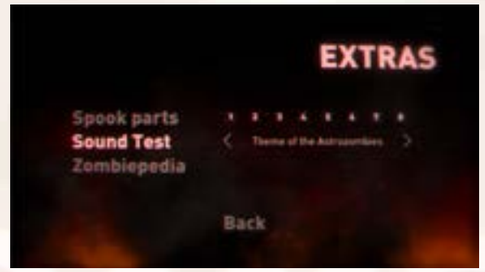
CONTINUE

Starts the game from the beginning of the last stage that was played during the previous run. The introduction will be automatically skipped.

NOTE
Choosing NEW GAME will never erase any unlockable content the player has acquired, but you will start from the beginning of the game.

Navigating the menu





EXTRAS

Access bonus content such as Sound Test and the Zombiepedia. Some content is unlockable by performing certain actions in-game, so the player should be sure to check this section as he or she progress through the game.





OPTIONS

Adjust Music and SFX volumes through separate channels. The player can also change the control input scheme, the game's resolution and its language.



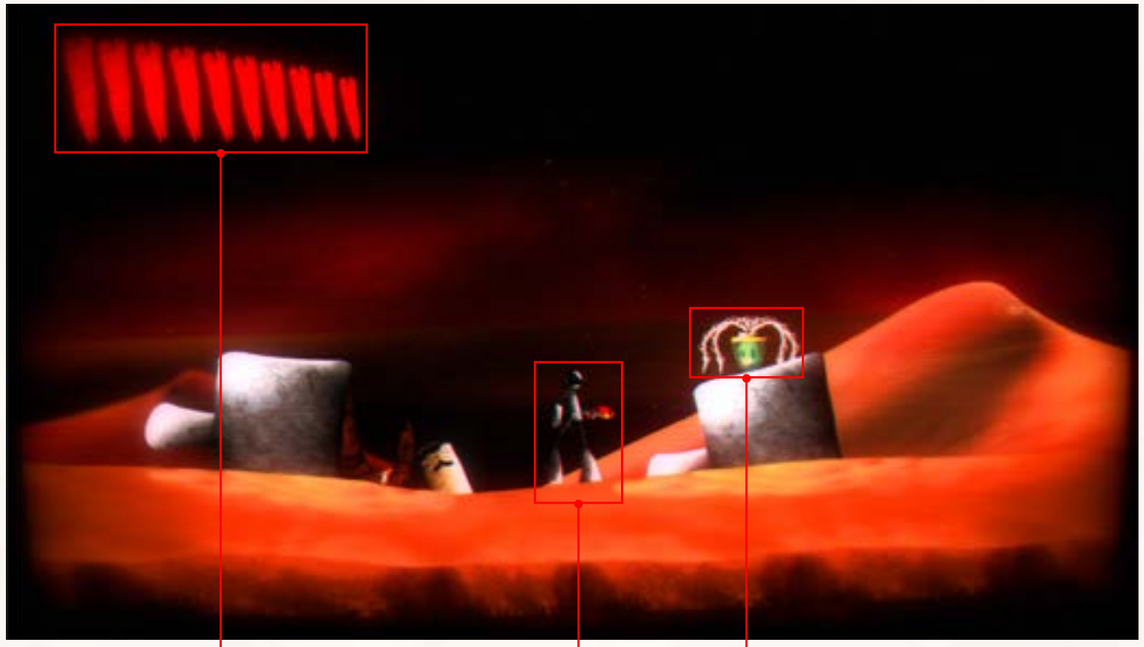
QUIT

Closes the game. Please be aware that any unsaved progress will be lost.

Action screen

The player's **current life total** is shown by the red bars at the top left side of the screen, which make up the **life meter**. Each time the player takes damage, the life meter will decrease by a different amount of bars, depending on the enemy or hazard. When the life meter is empty, the player will have to retry from the last savepoint or checkpoint reached.

Astrozombies™ takes place in a hostile world. Therefore, there is no way to recover the red bars lost from the life meter because of taking damage. **Make each and every red bar count.**



Pause screen



The Start button or Esc key will pause the game. When the action is paused the player has access to the following choices:

RESUME
Goes back into the action.

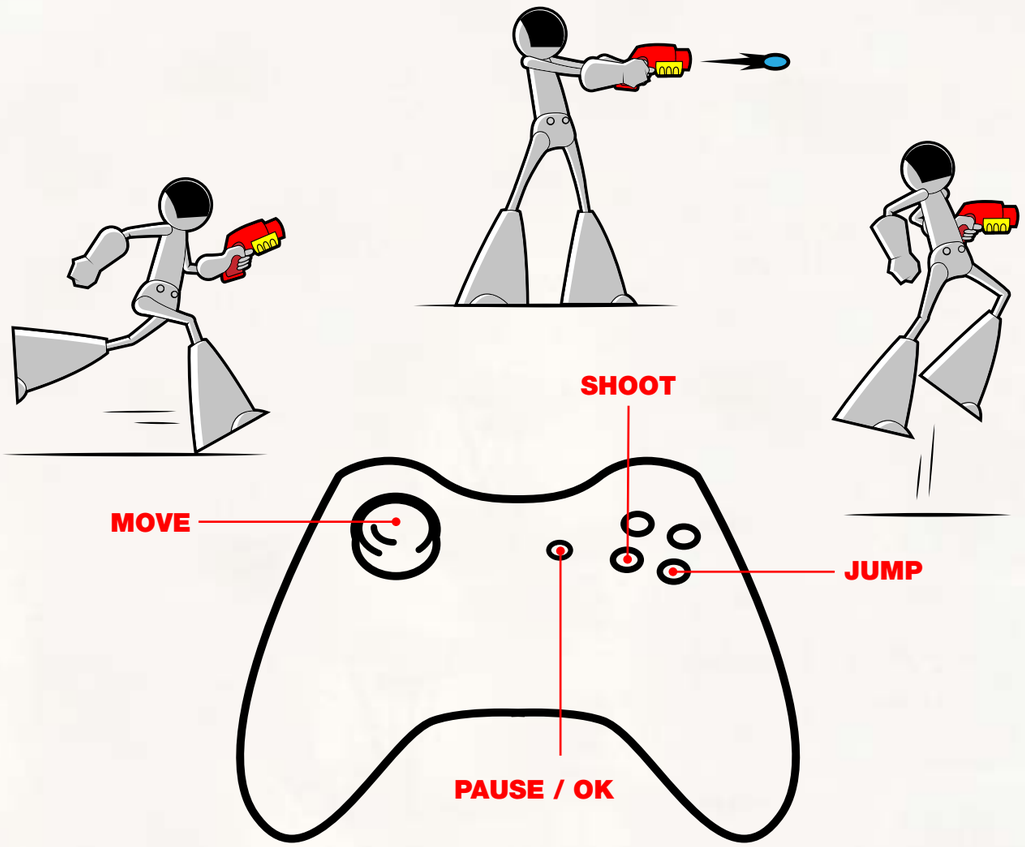
OPTIONS
Adjust Music and SFX volumes through separate channels. The player can also change the control input scheme and the game's resolution.

RESTART
Gives the current try up and goes back to the last savepoint or checkpoint.

QUIT
Exits the current run and goes to the main menu.

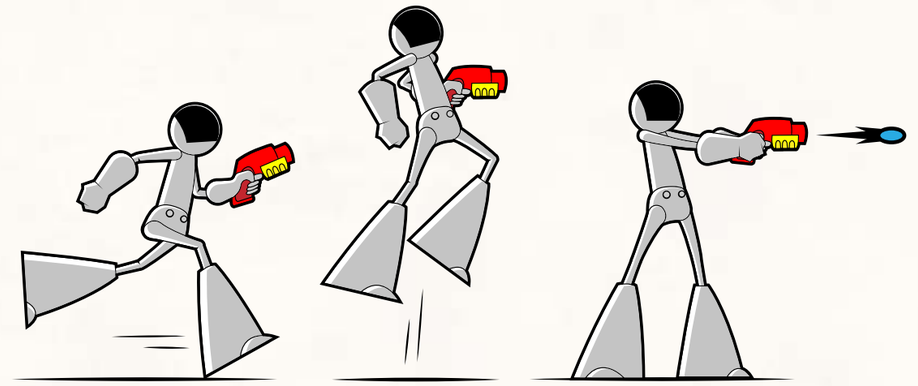
Controls

Astrozombies™ is a modern take on the classic action & platforming games we grew up with. Jump right into the action with simple controls that can be customized to the player's leisure.



JOYSTICK

With no fancy stuff like multiple jumps or power-ups (*leave those to the secret unlockable characters ;)*), it's up to the player's own prowess to get through the 8 deadly stages and rid the universe of the **Astrozombies™**.



Esc	⬅ ➡	Z	X	Enter
PAUSE	MOVE	JUMP	SHOOT	OK

KEYBOARD

Tips & Tricks

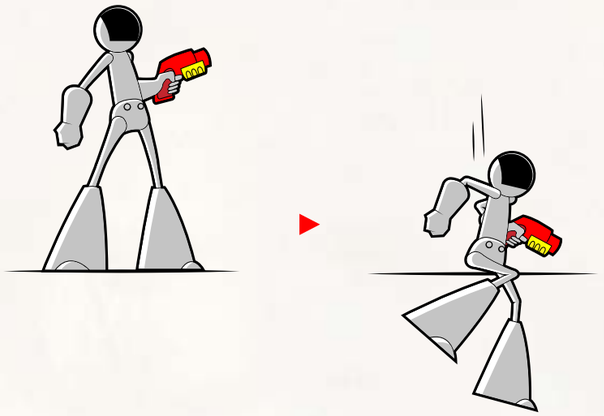
While running, jumping and shooting is all the player needs to finish the game, remember **different actions can be combined** to give a slight edge over the enemies.

Most important of all, remember **the player can always attack** while performing any of the movements mentioned below!

1

DROP

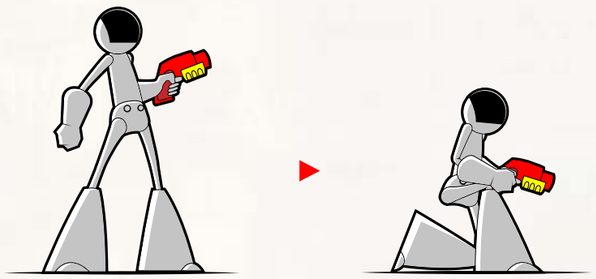
While holding the ***down arrow***, press ***jump*** to fall through certain platforms.



2

CROUCH

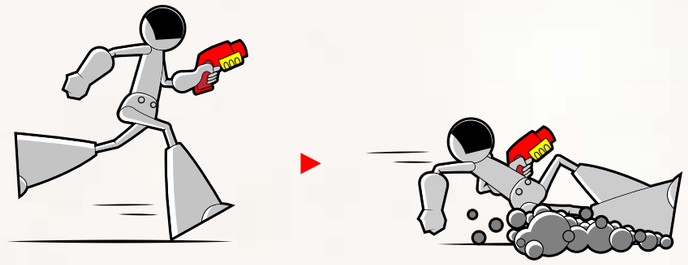
While standing still, hold the ***down arrow*** to crouch in place.



3

SLIDE

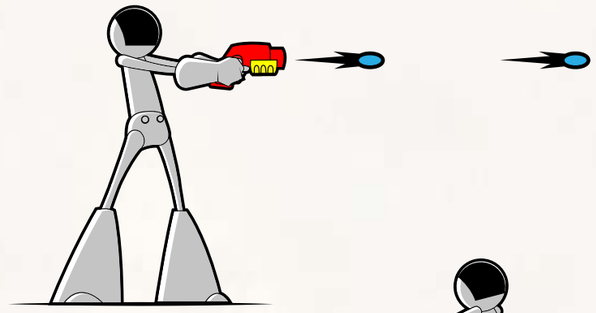
While moving, hold the ***down arrow*** to slide in that direction.



4

AUTO-SHOOT

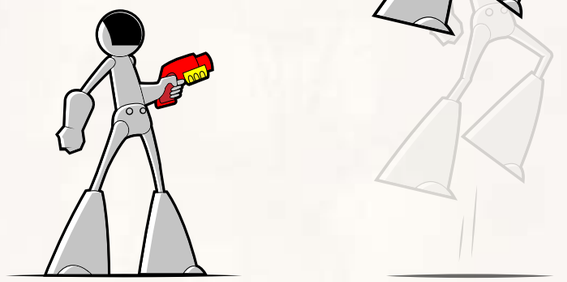
Hold ***attack button*** to contiously fire, slow but steady.



5

HIGH JUMP

Hold ***jump button*** to jump higher and reach further lengths.



Stages

The campaign is separated into 8 stages, each with its own theme. Across sand and rust, among death and destruction, the way out is through.



STAGE 1 **BURIAL GROUNDS**

A sandy wasteland full of beasts is what remains of what was once a beautiful paradise.
Guarded by the **Gravekeeper**.



STAGE 2 **ANCIENT TOMB**

The labyrinthine hallways of the old city serve as the basement for the new one.
Guarded by the **Old King**.



STAGE 3 **IRON MAUSOLEUM**

Housing endless ranks of coffins, this big towers are actually part of a birthing machine.
Guarded by **Genesis**.



STAGE 4 **METAL VAULT**

A seemingly endless railway system used by the astral trains to move wisps around.
Guarded by the **Iron Terror**.



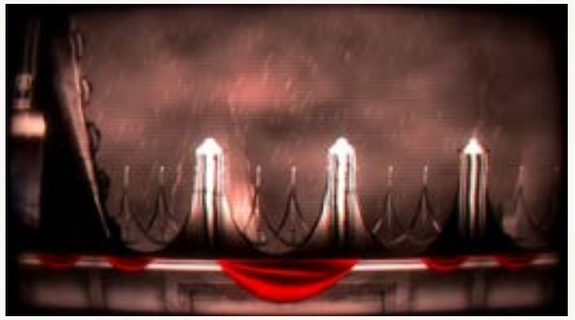
STAGE 5 **HANGING CATACOMBS**

Airships are stacked into the walls like a hive looking over a great abyss.
Guarded by the **Lost Cosmonauts**.



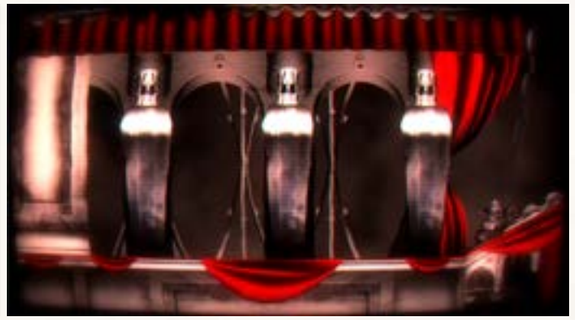
STAGE 6 **CLOCKWORK CRYPT**

Secret lab or torture chamber, no one is really sure or cares, for that matter.
Guarded by **Dr. Ture & Killminister**.



STAGE 7 **STEEL SEPULCHRE**

The high quarters, decorated in the king's image, are the final challenge to gain an audience.
Guarded by **Nimrod**.

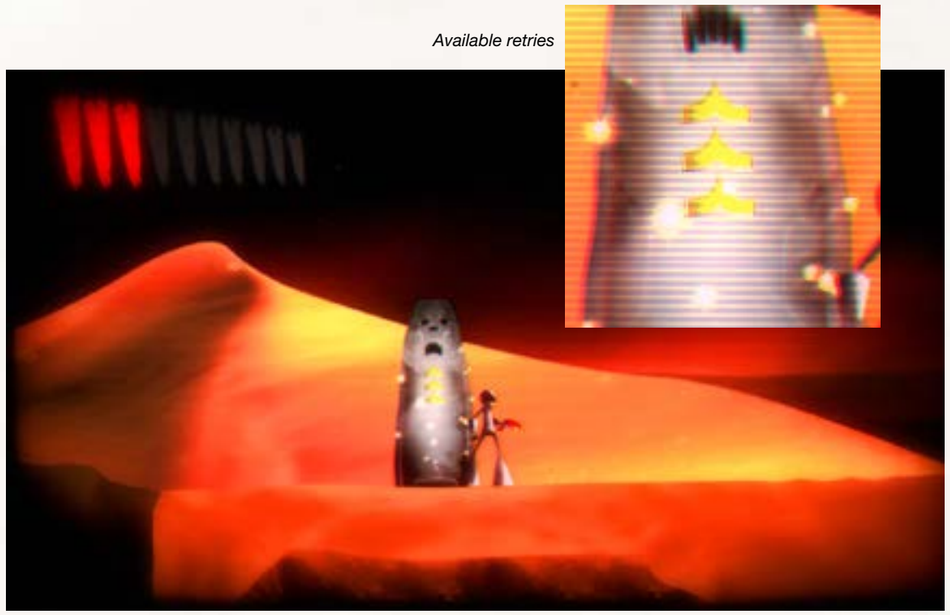


STAGE 8 **ROYAL GRAVE**

Only the worthy reach the king's resting place. A test for the skills and a testament to death.
Guarded by the **The King**.

Saving & Checkpoints

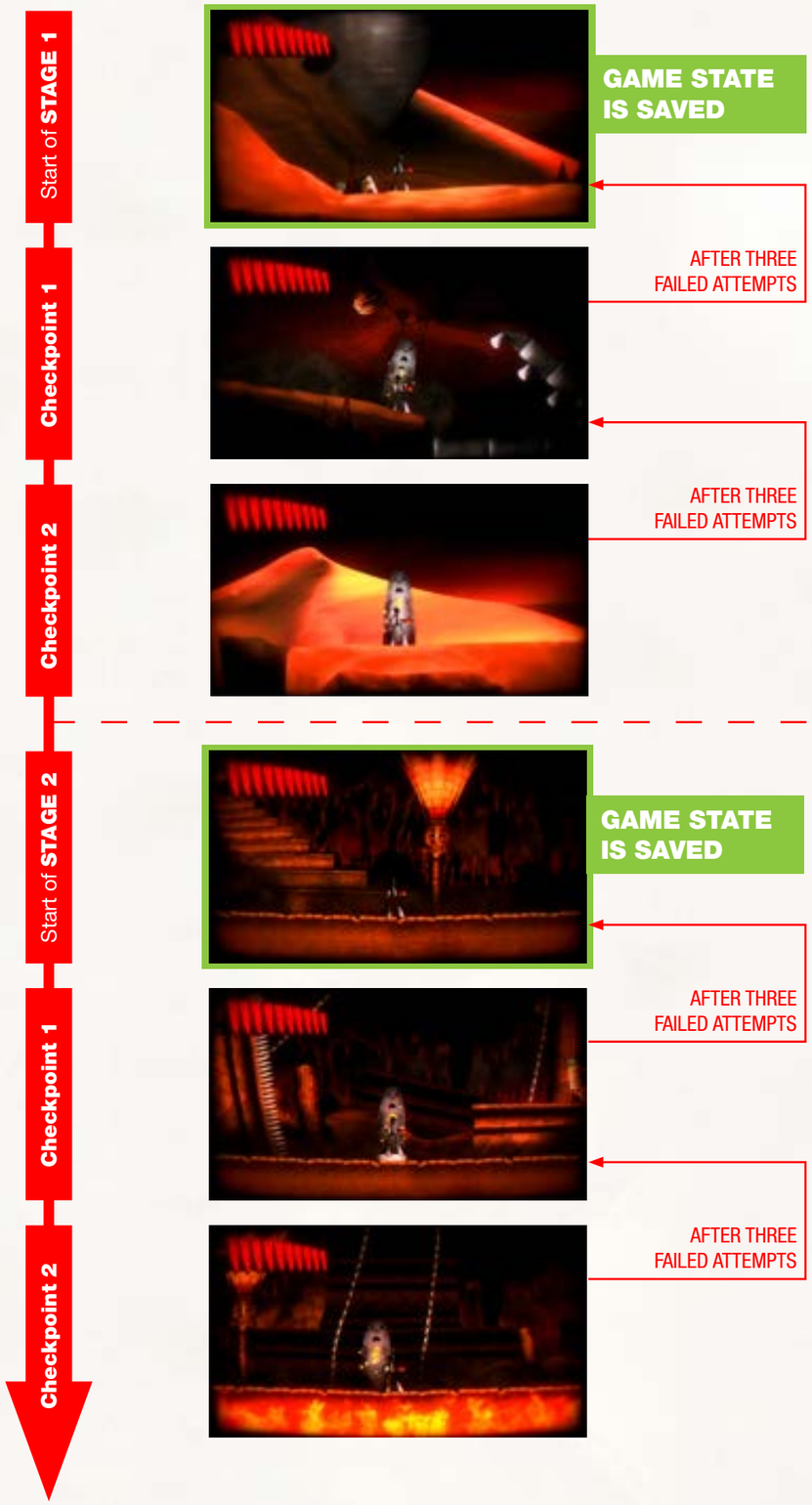
The game saves automatically at the beginning of each stage. Plus, there are two **checkpoints** in every stage (except for stage 4), one mid-way through and the other just before the boss fight.



Checkpoint milestone

Each **checkpoint** activates as soon as the character passes through it, and has three rank lights that will go out should the player die. When there are no more tries left, the player will be sent to the last **checkpoint**. Nevertheless, he or she can never be sent back further than the beginning of the stage.

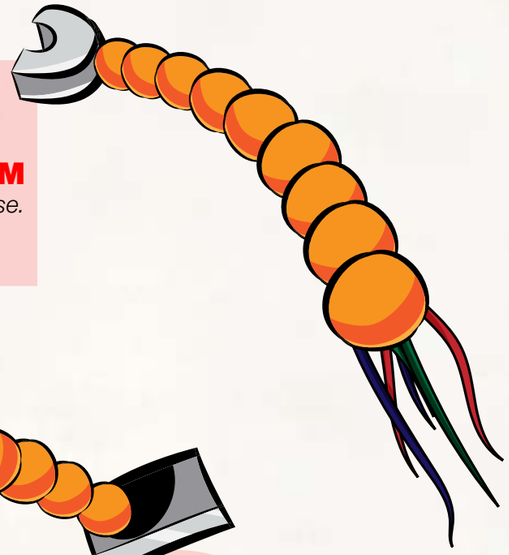
Since **saving only happens at the beginning of each stage**, if the player quits the game he or she'll have to start from the beginning of the last stage that was reached.



Collectables

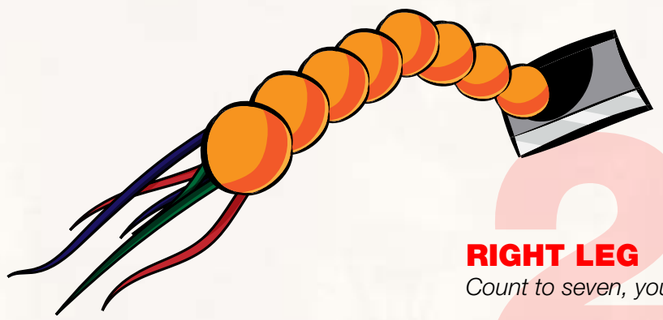
Through the adventure be sure to keep an eye out for some spare **Spook parts** hidden around. Some say there is **one for each stage**, but nobody knows for sure. Collect them all and you may get your very own **Spook**!

1



LEFT ARM
You snooze, you lose.

2



RIGHT LEG
Count to seven, you'll get even.

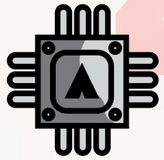
NOTE
The player can keep track of the collected and pieces by checking out the EXTRAS menu screen.

3

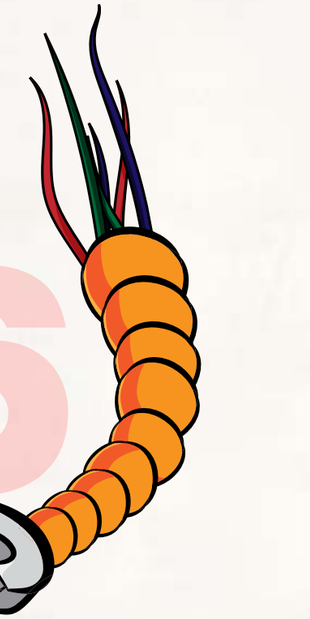
TORSO
Peek a Boo!



4



CHIP A
Tempus fugit.



RIGHT ARM
Until left feels right.

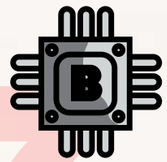
5



LEFT LEG
A safe place and a leap of faith.

6

7



CHIP B
From the big carpet.

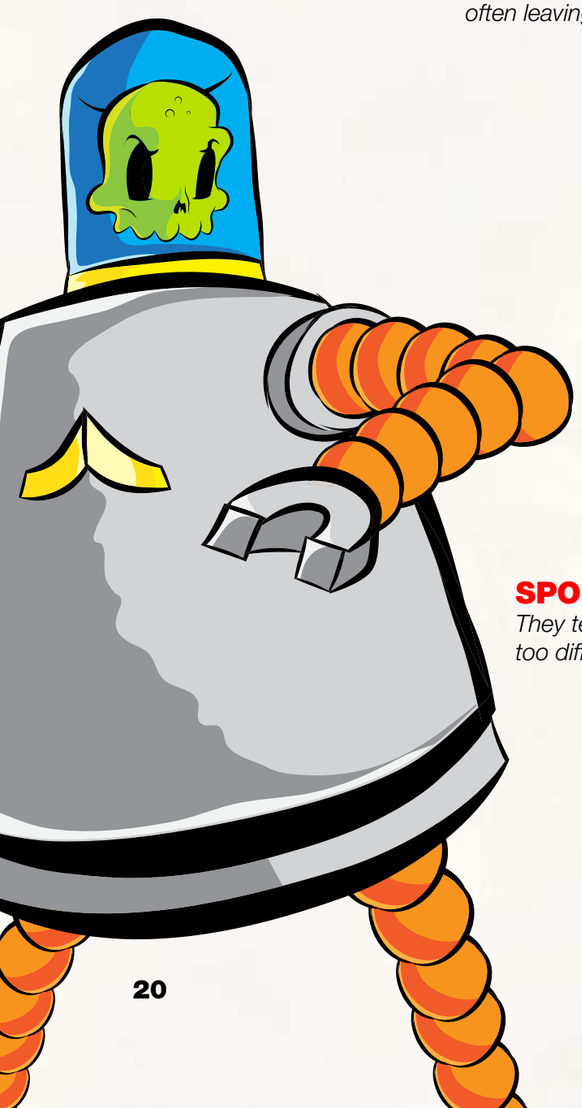
8



HELMET
Wall done!

Minipedia

These are only some of the enemies that will stand in the player's way. Not only do they have their own attack pattern, but also hopes, fears and desires. Don't let your guard down, run right and kill everything. Astrozombies™ must be destroyed!



GEIST
They jump from one idea to another, often leaving projects incomplete.



SPOOK
They tend to select tasks that are not too difficult in order to succeed in them.

BANSHEE
Often misunderstood because of their intense behavior, at their core there is a need to protect and fight injustice.





CREEP
Because of fear of rejection, they find it hard to say no.

THE KING
???



Credits

Jorge Gopcevich
Director, producer, game designer and art director

Julián Impelluso
Programmer and game designer

Matías Hollmann
Technical artist

Lucas Córdoba
Music composer

Yudithvana Barrios
Community management

Game translations

German - Svenja Euler
Japanese - Julián Impelluso
Spanish - Julián Impelluso, Jorge Gopcevich



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