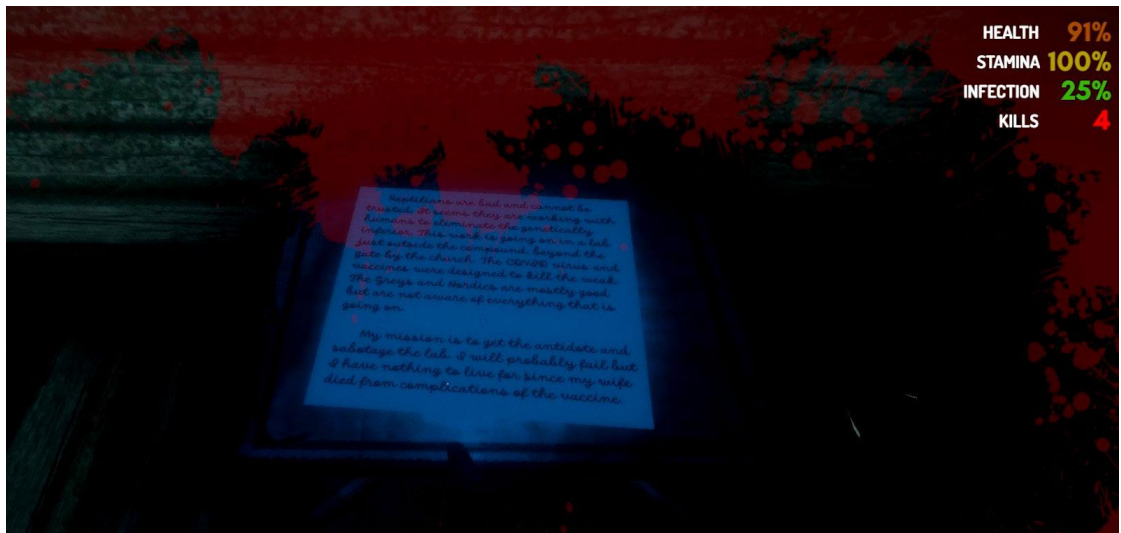


Vaccine Zombie User Guide and Tips

- Once you have done some learning and died a number of times, the game is relatively short (less than one hour.) There is no save feature, but you can pause the game by pressing the ESC key. At that pause, you can continue the game or exit to the main menu.
- Be sure and read papers/notes that appear in the game (like on a wall, a cabinet door, and on a table). These contain important information that will aid your game success and understanding of the story. If you want to know more about the facts behind Vaccine Zombies (the truth behind the COVID-19 vaccines, and NHI (Non-Human Intelligence), read the document “The History behind Vaccine Zombies.”

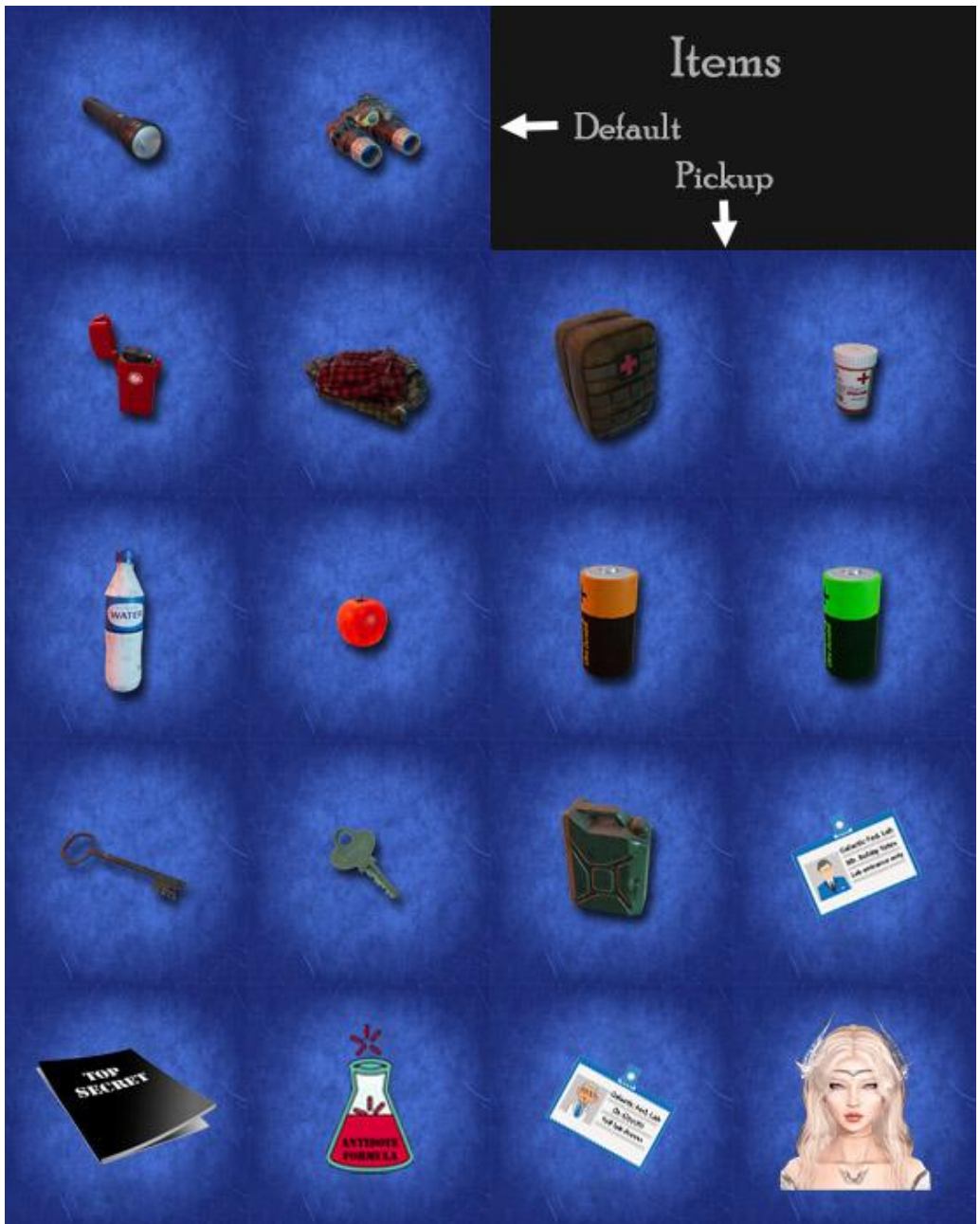


- Be sure to also watch the entire video conversations (with Elvie and Ava.) This is important the first time you play the game. On subsequent plays, you can proceed through the next door and skip these video messages.



- Weapons are vital. Guns have limited ammunition pickups, so it is good to also have hand-to-hand combat weapons.

Available Weapons (pickups)



- You can enter and exit the inventory menu by pressing the “I” key. From there, with the mouse, you can switch between the Weapon menu and the Items menu. After selecting the desired weapon/item, you should press the USE button to accept the choice.
- When using the pistol or shotgun, the lower right corner of the screen will show the status of your ammunition. The left number is how many bullets/shots are available but not loaded in the gun while the right number is how many are in the gun (chamber.) Pressing the right mouse button will move all available shots into the chamber. When you pick up ammunition items in the game, they will go directly into the “not loaded” number. Because of this direct action, they will not appear in the item inventory.
- The default knife weapon requires many strikes to kill a zombie which gives the zombie time to inflict injury and infection on you. The cleaver is slightly better than a knife. Better than these are the bat and the axe, but they may be more difficult to acquire.
- The bottle weapon can be used in two different ways. By itself, a thrown bottle will distract zombies from you (in the direction that the bottle lands and breaks.) A bottle can also be combined (by pressing the COMBINE and USE buttons of the Weapon menu) with a rag and a lighter to create a Molotov cocktail which can kill dozens of zombies.
- To throw a bottle, you must hold down the right mouse button and move the mouse up and down until an arc appears which shows the desired path of the bottle. The arc will be blue for a bottle throw and red for a Molotov cocktail. When you achieve the desired target, release the right mouse button and (while maintaining the same position of the mouse) press the left mouse button to initiate the throw.



- The Spray Can weapon must be combined with the lighter, which will create an effective flame thrower.
- You can acquire multiples of the same items. Like a bottle which can only be used once but you can have more than one of them in the inventory.
- You will need more than one pill bottle (used to reduce infection) and a flashlight battery.
- When the flashlight is turned on, a battery charge level is shown in the lower right screen. Likewise, the same is true for the night-vision.
- Always keep an eye on your infection rate which steadily increases. It increases rapidly while in the water so you should avoid the water while infected.
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- Crouching allows you to avoid zombie strikes but it requires stamina.
- You can run with the Left Shift button.
- Crouching and running are disabled when your stamina goes below 20%.
- The main danger from zombies is when they surround you, which is especially possible inside a building.



- Some zombies and aliens are not immediately affected by a gun shot wound. Sometimes changing your weapon is a more effective way of eliminating these resilient ones.
- When fighting the aliens, each alien strike to you will reduce your health by 10% which is much higher than in a zombie attack.
- Be careful not to be blocked into a small room with aliens, especially ones that are not immediately affected by a pistol shot. Since the pistol is your only weapon, at this point in the game, you could be in big trouble.
- Also be careful of getting stuck in a location because of dead alien bodies. If this happens, you may need to wait until their bodies vaporized (about 20 seconds) before you can become free.

Summary of basic controls:

Use the WASD keys to move forward, backward, left, and right.

Hold Left Shift to run. Hold C to crouch. Press Space to jump.

Press E to pick up items and open/close doors/cabinets.

Use the left mouse button to attack and shoot.

Use the right mouse button to reload guns and aim a bottle throw.

Press I to open/close the Inventory Menu and select picked-up weapons and items.

Press ESC to pause or leave the game and return to the Main Menu.

Thanks for playing, and good luck.