



ZOMBURBIA

A TEXT ADVENTURE BY CHARLES MOORE, JR.
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THE TOWN

HOW DO I GET THE COINS FROM THE TIP HAT?

IT'S DARK AND HAZY IN THE BAR.

MAYBE IF YOU SWAPPED THE BLACK HAT WITH A SIMILAR LOOKING ONE.

HAVE YOU FOUND THE BROWN HAT IN THE SHACK?

PUT THE BROWN HAT ON THE STAGE, THEN YOU CAN TAKE THE BLACK HAT.

SHOULD I BUY A BEER FROM DOYLE?

EVENTUALLY, YES. BUT YOU NEED THE COINS FOR SOMETHING ELSE FIRST.

HOW DO I GET INTO THE BANK SAFE?

MAYBE IF YOU MAKE A DEPOSIT.

THERE'S A DEPOSIT SLIP IN THE GARBAGE CAN IN THE BANK.

YOU CAN USE THE COINS IN THE BLACK HAT.

SHOW BOTH TO MR. JOHNSON, HE'LL WALK TO THE BANK AND OPEN THE SAFE.

NOTABLY, HE WON'T REMEMBER TO TAKE THE COINS FROM YOU SO YOU CAN USE THEM AGAIN TO BUY YOUR JEER BEER FROM DOYLE.

THE MAUSOLEUM

HOW DO I GET THE KEY FROM MUSCLE ZOMBIE?

ZOMBIES CAN BE EASILY HYPNOTIZED.

HAVE YOU GOTTEN THE BROOCH OUT OF THE SAFE?

IT'S ALMOST HYPNOTIZING.

GIVE OR SHOW THE BROOCH TO MUSCLE ZOMBIE. HE'LL BE HARMLESS, THEN, AND YOU CAN TAKE THE KEY.

WHAT'S THE DEAL WITH THE STATUES UNDER THE MAUSOLEUM?

HAVE YOU SEEN SIMILAR STATUES ANYWHERE ELSE?

DON'T GO ANY FURTHER UNTIL YOU'VE DRUNK THE JEER BEER.

TURN THE SAME TWO STATUES THAT ARE SMILING AT YOU IN YOUR VISION.

THE MANSION

HOW DO I GET IN?

HAVE YOU BEEN TO THE BACK DOOR?

THERE'S A TRELIS THERE. YOU CAN CLIMB IT AND ENTER THE WINDOW ABOVE.

THE TRELIS WON'T SURVIVE THE MANEUVER, THOUGH. ONCE YOU LEAVE THE HOUSE YOU CAN'T GET BACK IN.

HOW DO I GET OUT?

THE DOORS ARE IMPASSABLE, AND YOU CAN'T GET OUT THE WAY YOU CAME IN.

YOU MAY HAVE NOTICED THERE ARE CELLAR DOORS ON THE EAST SIDE. MAYBE YOU COULD GET OUT THAT WAY.

THERE IS A DUMBWAITER SHAFT. IT PROBABLY LEADS TO THE CELLAR.

GETTING INTO THE DUMBWAITER ITSELF DOESN'T SEEM TO DO ANYTHING.

MAYBE YOU COULD GET ON TOP OF THE DUMBWAITER.

DON'T CONTINUE UNLESS YOU'VE FOUND THE BOLT CUTTERS.

THERE'S AN ATTIC BUT THE ENTRANCE IS HIDDEN.

SEEMS LIKE HAUNTED HOUSES USUALLY HAVE A HIDDEN ROOM BEHIND A BOOKCASE. HAVE YOU SEEN ONE?

DOES THE BIG HOOK ON THE WALL IN THE STUDY SEEM A BIT CONSPICUOUS? PULL IT.

BEFORE YOU LEAVE, DON'T FORGET TO GET THE DEED TO THE MANSION OUT OF THE DESK.

OK, I FOUND THE ATTIC AND THE TOP OF THE DUMBWAITER SHAFT. BUT, AGAIN, HOW DO I GET OUT?

WHAT HAPPENS IF YOU CUT THE DUMBWAITER CABLE?

YOU REACH THE CELLAR, BUT YOU DON'T SURVIVE.

MAYBE IF YOU ADDED SOME CUSHIONING?

THE BIG DOWN MATTRESS IS SOFT AND BULKY.

PUT IT IN THE DUMBWAITER OR DROP IT INTO THE BOTTOM OF THE SHAFT FROM THE KITCHEN. THEN STAND ON THE ROOF OF THE DUMBWAITER CAB IN THE ATTIC AND CUT THE CABLE WITH THE BOLT CUTTERS. YOU'LL CRASH INTO THE CELLAR, BUT THE MATTRESS WILL GIVE YOU JUST ENOUGH CUSHIONING TO SURVIVE UNSCATHED.

THE MIDWAY

WHAT DO I DO WITH THE FERRIS WHEEL?

YOU COULD RIDE IT, ASSUMING YOU COULD GET IT TO WORK.

HAVE YOU CLIMBED UP INTO THE SCAFFOLDING?

AFTER YOU PULL THE METAL FLAP OUT OF THE WAY (TWICE) YOU'LL FIND A METAL PEG STICKING OUT.

YOU SHOULD HAMMER IT BACK IN (AGAIN, TWICE)

MIDWAY ZOMBIE WILL REWARD YOU FOR YOUR EFFORTS.

THE HEDGE MAZE

UGH. REALLY? A MAZE?

MAZES ARE THE WORST.

THEY'RE A CLASSIC HALLMARK OF A LAZY GAME DESIGNER.

THIS ISN'T REALLY A MAZE, THOUGH.

YOU CAN MAP IT IF YOU'D LIKE. BUT YOU'LL FIND OUT THAT THERE'S NO WAY TO REACH THE CENTER OF THE MAZE.

BETTER YET, USING THE HEDGE TRIMMERS IN THE GAZEBO, YOU CAN JUST BRUTE FORCE YOUR WAY INTO THE CENTER.

YOU CAN SIMPLY CUT YOUR WAY IN (I.E. "CUT NORTH/SOUTH/EAST/WEST WALL WITH HEDGE TRIMMERS").

STARTING INSIDE THE MAZE ENTRANCE, DO THIS TWICE HEADING NORTH AND YOU'LL FIND YOURSELF IN THE CENTER.

OK. I'VE MET VELMA, A BIZARRE MERMAID SKELETON, IN THE MAZE. SHE DOESN'T SEEM THRILLED TO SEE ME.

HAVE YOU FOUND ANYTHING A MERMAID MIGHT LIKE?

SHE SEEMS TO LIKE SHELLS.

SHOW HER THE SHELL YOU GOT FROM MIDWAY ZOMBIE. SHE'LL GIVE YOU SOMETHING IN RETURN.

THE GARDEN

HOW DO I DEAL WITH THE TOPIARY MONSTER?

YOU COULD TRY ATTACKING HIM.

YOU COULD HAVE AT HIM WITH THE HEDGE TRIMMERS.

BUT YOU CAN'T GET PAST HIM ON YOUR OWN.

YOU WILL MEET SOMEONE WHO CAN HELP YOU GET BY HIM.

SEE THE SECTION ABOUT KEVIN BELOW.

THE CABIN

HELP! I WAS AMBUSHED AND STRANGE RITUALS WERE PERFORMED ON ME. NOW, I'M LOCKED IN A CELL.

YOU CAN'T AVOID IT.

THERE'S NOT MUCH YOU CAN DO IN THE CELL. BUT YOU CAN REACH A LASER POINTER.

YOU'LL NEED TO TAKE THE POINTER BEFORE ULYSSES RENFRO NOTICES IT SITTING THERE AND TAKES IT.

HAVE YOU TRIED EXAMINING THE MATTRESS?

IF YOU PULL IT AWAY FROM THE WALL, YOU'LL FIND A HOLE. THERE'S A DEAD MOUSE IN A TRAP INSIDE.

NOW THERE'S A CAT HERE?

YOU'VE SEEN CAT VIDEOS, RIGHT?

CATS LOVE TO CHASE THE DOT OF LIGHT FROM A LASER POINTER.

POINT THE LASER AT THE KEY.

THE CAT WILL KNOCK THE KEY OFF THE HOOK AND BRING IT INTO THE CELL.

HE WON'T DROP IT OR LET YOU HAVE IT, THOUGH.

DROP THE DEAD MOUSE AND HE'LL DROP THE KEY.

AS YOU LEAVE, MAKE SURE YOU TAKE THE BOLT CUTTERS AND GATHER UP ALL YOUR POSSESSIONS. ONCE YOU LEAVE THE CABIN YOU CAN'T GET BACK IN.

THE CEMETERY

AM I SUPPOSED TO DO SOMETHING WITH THE GRAVE?

THERE'S A HELPFUL GHOST SITTING ON THE GRAVE.

YOU WON'T BE ABLE TO SEE HIM UNTIL YOU GET THE SPIRIT GOGGLES OUT OF THE ATTIC.

HE WAS A HUNTER IN LIFE. HE CAN TELL YOU ALL KINDS OF USEFUL INFORMATION ABOUT CALLING AND LURING ALLIGATORS.

HE MENTIONS A SPECIAL ALLIGATOR WHISTLE WHICH IS PROBABLY STILL IN HIS GRAVE BELOW.

BUT HE WON'T LET YOU PAW THROUGH HIS GRAVE FOR FREE.

HAVE YOU SEEN ANYTHING THAT A HUNTER MIGHT BE INTERESTED IN?

DON'T CONTINUE UNTIL YOU'VE FOUND THE RIFLE IN THE MANSION ATRIUM.

IT HAS HIS INITIALS, AND HE SEEMS QUITE ATTACHED TO IT.

GIVE HIM THE RIFLE AND HE'LL GIVE YOU HIS BLESSING TO DIG AROUND IN HIS GRAVE (USING THE SHOVEL FROM THE STABLES.)

EVENTUALLY, YOU'LL DIG UP AN ALLIGATOR WHISTLE.

THE WATERWAYS

I IMMEDIATELY DIE IF I SWIM IN THE SURROUNDING WATERS.

YES. YES, YOU DO.

HOW DO I GET THE WOODEN Mallet FLOATING ON THE LAKE?

YOU ALREADY KNOW YOU CAN'T SWIM AFTER IT YOURSELF.

DON'T CONTINUE UNTIL YOU'VE BEEN GIVEN THE MAGIC SWIM CAP BY VELMA.

IT SEEMS TO LET YOU WALK ON WATER.

YOU COULD USE THAT TO GET THE Mallet.

BUT THERE'S ALSO A STEAMBOAT OFFSHORE THAT YOU MAY NEED TO GET TO.

HAVE YOU MET ANYONE WHO MIGHT GET THE Mallet FOR YOU?

SEE THE SECTION BELOW ABOUT KEVIN.

HOW DO I GET TO THE STEAMBOAT?

THE MAGIC SWIM CAP WILL WORK NICELY.

BUT BEWARE. THE MAGIC ENDS, AND THE SWIM CAP DISAPPEARS AS SOON AS YOU TAKE IT OFF OR STEP OUT OF THE WATER.

KEVIN!

YOU NEED THE LITTLE SENTIENT STATUE'S HELP IN THREE WAYS.

1. WHILE WALKING AROUND HE WILL AT SOME POINT RANDOMLY SUPPLY YOU WITH A LIGHTER.

2. HE WILL TALK TO AND REASON WITH THE TOPIARY MONSTER, ALLOWING YOU TO PASS.
3. HE WILL FETCH THE WOODEN Mallet floating in the lake for you if you point to it.

TINY

IS IT POSSIBLE TO CALL HIM?

BLOW THE GATOR WHISTLE AND WAIT.

THIS WILL WORK FROM EITHER OF THE LAKE VIEW LOCATIONS, THE RIVERBANK, OR ON THE STEAMBOAT.

IT ALSO MAY WORK FROM THE TOP DECK OF THE STEAMBOAT BUT ONLY IF THE DECK HAS SOMEHOW BEEN BROUGHT DOWN TO WATER LEVEL.

WHAT DO I DO WITH THE GATOR NIP?

TINY WILL ENTHUSIASTICALLY SEEK IT OUT.

DON'T HAVE IT ON YOU AFTER YOU CALL HIM WITH THE WHISTLE.

DR. ULYSSES RENFRO

WHO IS HE?

HE'S THE BAD GUY. HE AND HIS HENCHMAN ARE TURNING PEOPLE INTO ZOMBIES AND USING THEM FOR NEFARIOUS PURPOSES.

HE ALSO APPEARS TO BE AN EXPERT ON THE OCCULT AND VODOO MAGIC.

THE STEAMBOAT

HOW DO I GET ON THE BOAT?

IF YOU'RE WEARING THE MAGIC SWIM CAP YOU CAN SIMPLY WALK SOUTH FROM THE RIVERBANK.

IT'S A ONE-WAY TRIP, THOUGH. ONCE YOU LEAVE THE WATER THE SWIM CAP WILL DISAPPEAR.

WHERE ARE THE BAD GUYS?

ULYSSES RENFRO IS IN THE WASHROOM OF HIS CABIN ON THE SECOND DECK.

HIS HENCHMAN ALBRECHT AND LAFAYETTE GENTRY ARE LURKING AROUND.

WHAT'S THE SIGNIFICANCE OF THE SMOKING JACKET?

TINY WILL SEEK OUT AND HOME IN ON THE GATOR NIP. IF ONLY YOU COULD GET HIM TO TARGET RENFRO.

PUT THE GATOR NIP IN THE SMOKING JACKET WHILE RENFRO IS IN THE WASHROOM.

THEN HIDE BEHIND THE DECORATIVE SCREEN. RENFRO WILL COME OUT, PUT ON THE JACKET AND GO UPSTAIRS TO JOIN THE OTHERS.

THE BAD GUYS ARE UP ON THE TOP DECK. HOW DO I GET TINY ALL THE WAY UP THERE?

YOU CAN'T. BUT YOU CAN BRING THE TOP DECK DOWN TO TINY.

DID YOU FIND THE DYNAMITE IN THE GROTTA?

MAYBE YOU COULD USE THAT TO PARTIALLY SINK THE BOAT.

PUT IT IN THE RIGHT SPOT AND LIGHT THE FUSE USING THE LIGHTER YOU GOT FROM KEVIN.

IF THE EXPLOSION ISN'T CONTAINED, THOUGH, IT'LL EITHER BLOW YOU UP WITH IT OR KILL YOU WITH SHRAPNEL AND DEBRIS.

INSIDE THE BOILER ON THE LOWER DECK IS THE PERFECT SPOT. MAKE SURE YOU CLOSE THE HATCH AFTER YOU LIGHT THE FUSE OR THE BLAST WILL JUST DISSIPATE INEFFECTUALLY.

ONCE THE BOAT STARTS TO SINK, HEAD TO THE ROWBOAT OFF THE PORT DECK.

ONCE THE BOAT SINKS, BLOW THE GATOR WHISTLE. AFTER A SHORT WAIT, TINY WILL COME BARRELING IN. IF YOU'VE SUCCESSFULLY PLANTED THE GATOR NIP ON RENFRO, TINY WILL TARGET HIM LIKE A MISSILE, AND YOU'VE WON!