

Zombie Revenge FAQ

by Professor Revolution

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Zombie Revenge (DC, US Version) FAQ v2.0
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Revision History: v2.0--Added "Extras" section
 -Added Episodes 5 and 6 to WalkThru
 -Added some VMU item stuff
 -Added a few more crate locations
 -Added some names to Thank You's
 -Added Combo Meter and Falling Attack
 descriptions to respective sections
 -Added what the card you pick in Episode
 1 means

 v1.0--Started this document.
 -Most of the Mode descriptons are in
 -WalkThru incomplete, up to Episode 5

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1.INTRODUCTION/STATS
=====

(From the Instruction Booklet)

The time is the present
A city has been suddenly filled
with the souls of the dead.

A GOVERNMENT TOP SECRET PLAN
U.D.S. Undead Soldier

It was a top-secret plan to utilize the dead
for military purposes. Just before it
was ready for operation all was thrown
into darkness by someone unknown

A year later the city had become
the home of the dead.

Who?
Why?

The only thing certain is that the world's fate
is in the hands of 3 Agents.

Zombie Revenge is a Sega-made 3D beat-em up in the vein of Streets of Rage or Dynamite Deka, only this time around you are dealing with the undead. It's fitting really because ZR is an off-shoot of the House of the Dead series/storyline. You basically run around and punch, kick, shoot, flame, etc hordes of zombies and advance to the next area for more of the same, and every few stages you encounter a boss. It's simplistic cover does hold some depth and strategy however, discussed in the Playing Tips section.

ZR had limited arcade exposure but now it's on the uber-machine the Dreamcast and will hopefully be given a second look by some gamers. The DC port features dead on graphics, sound, and gameplay straight from the arcade machine. There's a large array of weaponry available to dispose of the undead with that add even more fun to the game. Truthfully, Zombie Revenge may not be everyone's cup of tea, but you should at least give it a fair shake before passing judgement on the game. Unfortunately a few gaming sites have given ZR some unfair reviews and might turn people off to this game. Hopefully this doc. will be cause for a second look from some people. If you already enjoy ZR than you pretty much know what to expect^_^

ZOMBIE REVENGE STATS

Released 1/27/00 (US Version)

Rated M(Mature)-Animated Blood and Gore
Animated Violence

1-2 Players

Standard and Arcade control compatible

VMU: 5 Blocks to save game data

110 Blocks for Training Room mini-games

2 Blocks per Character for Character File(Fighting Mode)

2 Blocks for Original Mode Item File

Jump Pack and VGA box compatible

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2.CONTROLS and CHARACTERS
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Zombie Revenge features a rather simplistic control scheme, but there are a nice variety of moves for each character, so fear not!

[The Basics]

These are the defaults, they can be changed in the Options menu

STANDARD CONTROLLER

D-Pad/Analog: Move Character
Y button: Attack(Punch,Kick,etc)
B button: Shoot(Handgun,pick ups)
X button: Guard/Run(while moving)
A button: Not used

ARCADE STICK

Joystick: Move Character
B button: Attack(Punch,Kick,etc)
C button: Shoot(Handgun,pick ups)
A Button: Guard/Run(while moving)

Any button will pick up weapons and items, open doors or perform any other action you're prompted to do. Also, tapping any button rapidly will shake free from an enemy's grasp.

For simplicity's sake I'll just be refering to each button by their action, not X or Y, etc.

[Advanced Moves]

Charging

Hold down either the Attack or Shoot button and your character will charge up and unleash a more powerful attack. Very slow and leaves you pretty vulnerable.

Aimed Shot

You automatically aim at zombies you are facing. When aiming a Virtua Cop-like targeting system is used. The targets starts out at green and eventually turns to red as you keep your aim on that zombie. The closer the Target is to red, the more damage a shot will do. Maximum Damage will be dealt when the target flashes red and white briefly.

Normally a well aimed shot will do more damage than a few wild ones. To conserve ammo, always try to deal maximum damage when possible. Note that Machine Guns, Shotguns, and other pick ups don't utilize the colored targeting system, nor do hand to hand attacks.

Guard Attack

After hitting Guard quickly hit the Attack button for a Guard Attack. Somewhat useful

Backwards Attack

Press Attack+Shoot to pull off a Backwards Attack. Good for when you are surrounded by enemies

Escape

A beat-em up standby. Pressing all three buttons(Attack+Shoot+Guard)will cause your character to unleash a sweeping attack meant to clear the immediate area of enemies. This uses some of your life, but you shouldn't need to use it much.

Running Attack

Hitting Attack while running will perform a Running Attack, good for knocking weapons from enemies and knocking down(gives you a chance to pick up what the zombie dropped!)

Rolling Attack

Press Guard+Attack to Roll, good for getting out of crowded areas or dodging enemy fire/attacks.

Falling Attack

If you are knocked down by an enemy, tapping the Shoot button will make your character fire a few shots off while falling, very helpful!

Recovery Attack

Tapping Attack or Shoot when you are knocked down will make your character get up with a Recovery Attack. Also, hitting Shoot while falling will make you character fire a few shots on the way down

Combos and Holds

Combos are performed by hitting the Attack and Shoot buttons in a certain sequence. Holds are performed by hitting the Attack button and holding it down until the "Hit a Button" prompt pops up(just a big red button with some lines around it),then hitting the desired buttons.

Each character has his/her own unique combos and holds. They will be discussed in that character's section.

[CHARACTERS]

You have a choice of 3 characters to play as, they all play similarly but they each have their own style, strengths, and weaknesses.

STICK BREITLING

(From Instruction Manual)

Age: 27

Height: 181cm

Weight: 71kg

Both of Stick's parents were scientists, members of GOD-the team involved with the UDS project. Stick's mother died when he was 6 and his father disappeared shortly after. He has not heard from his father since. Stick is as good with a gun as he is with hand to hand combat.

Basically Stick is the typical average character, pretty strong but also quick and does decent damage with his handgun.

[Combos]

Straight Flash: Attack x5

Heel Thrash: Attack,Attack,Shoot

[Holds] (After the "Hit Button" prompt appears)
Chest Crusher: Attack x3
Boomerang Kick: Shoot x3
Shoulder Attack: towards enemy+ Attack repeatedly

LINDA ROTTA
(From Instruction Manual)

Age: 22
Height: 169cm
Weight: 48kg

The youngest female special agent of the American agency, the "AMS." Linda's expertise with a gun is second to none. Her speed and shooting prowess compensate for her lack of physical strength.

Linda is the weak, quick one, but she has great aim with weapons.

[Combos]
Sunrise Uppercut: Attack x3
Heartbreaking Upper: Towards enemy+Attack x3
Stepping Kick: Attack, Shoot, Attack, Attack

[Holds] (after "Hit Button" prompt appears)
High-Pressure Bomb: Attack x2
Neck Drive: Shoot x2
Jumping Stamp Kick: Towards enemy+Shoot

RIKIYA BUSUJIMA
(From Instruction Manual)

Age: 32
Height: 185cm
Weight: 68kg

Rikiya is a Japanese member of the "AMS." He met up with the other two whilst investigating the source of a mysterious evil. Rikiya's mastery of hand to hand combat is so great that he is more dangerous with his fists than with a gun. Stick and Linda both understand Japanese, so they can communicate together.

Rikiya is the slow, powerful one. I think his shooting is on par with Stick's.

[Combos]
Busujima Sonic Boom: Attack x4
Busujima Combo: Attack, Shoot x3

[Holds]
Busujima Throw: Attack
Busujima Hold: Shoot repeatedly
Busujima Fireworks: Towards enemy+Shoot repeatedly

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3. PLAYING TIPS
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-The most important tip is to always go for a well aimed shot over a bunch of wild ones. You'll conserve ammo and kill your enemies

quicker.

-Kill closer enemies first, but look out for weapon wielding zombies. When they show up, either fire a few quick shots at them so you can take care of closer enemies or hit them with a running attack and see if they drop their weapon.

-Pick up everything! Bullets and Antidotes are automatically picked up when you walk over them, but you have to hit a button to pick up weapons. The weapons you find are half the fun of the game! A huge drill, a flamethrower, machine guns, Guitar Cases with guns(El Mariachi!) and Axes are just some of the cool stuff you'll find. Check the Weapons section for descriptions

-Play to your character's strengths. For example, don't go rushing into a pack of zombies with fists-flying if you're using Linda. She's better off shooting. With Busujima, dive right in! Stick's main combo doesn't cover alot of ground so don't use it when you are surrounded. Instead, do a couple hits, stop, and do a couple more in a different direction.

-Throws are fun!(but not always useful) Throws/Holds are a big part of the game, but don't waste a bunch of energy trying to pull one off all the time. Mixing up your attacks is a good idea

-Explore! Try kicking open all the doors, windows, etc you see to see if you can find anything new.

-Don't use Escapes or Charge Moves unless you absolutely have to. The Escapes take off from your life, and there's already plenty of things trying to do that^_^ The charge moves aren't worth the risk, you are very vulnerable when charging. Well aimed shots are a better bet than charged ones.

More to come!

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4.GAME MODE DESCRIPTIONS
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[a.Arcade Mode]

Arcade Mode is the basic Arcade game, defeat all enemies until prompted to move on to the next area before time runs out.

Your Life/Poison Guage is on the upper part of the screen next to your character's picture. The Life is the Yellow stuff that decreases when you're hit, if there's none left you die and have to continue to move on. The Poison is the weird white, web-like stuff that appears over the Life Guage. When your Poison Guage reaches 50%, you can be hit with combo attacks. When it reaches 80% you slow way down. Picking up Antidotes reduces your Poison Guage.

Your character always has a Handgun, but you have to have bullets to use it(really?^_~). You can pick up clips from defeated enemies. There are 10 bullets in a clip and you can hold a maximum of 5 clips (I think). Your bullet guage is under your life guage and shows how many clips you have, and how many bullets are in the current clip. When you pick up a Weapon like the shotgun, it gets it's own meter under the Handgun guage.

Combo Meter

If you pull off successive hits in a row you will start a combo, and your total number of hits will be displayed by your character. You can add to the meter with any kind of hit, be it Attacks, shots with the Handgun, or shots with a weapon. The higher the meter the bigger the bonus will be.

[b.Original Mode]

Original Mode is basically the same as Arcade Mode except there are a few extra items to pick up for use in the Training Room VMU mini-games. This mode is broken down into 3 different sub-modes.

/i.Normal Mode\

Just like Arcade Mode but with the Original Mode extra items strewn about among the weapons, bullets, and antidotes. All the items you pick up are saved and can be used to train your character in the mini games (more info in that section)

/ii.Gun Mode\

In this mode the handgun does more damage than Attacks and Holds, but you can only hold 2 clips maximum. Very fun!

/iii.Bare Knuckles Mode\

Hand to hand attacks deal death while guns barely do anything, no handgun either.

After you finish or are killed in any of the Original Modes, you will have the option to store some of the items you've picked up to use in the VMU game.

[c.Fighting Mode]

Fighting Mode is a one on one battle between 2 of the game's characters. There's really not much to this mode, it seems like an afterthought. BUT you do use the VMU mini-games to power up characters for this mode, so maybe more opens up after some training.

When you start though, it only takes 1 or 2 combos to kill or be killed so you have to pick your shots wisely. Weapons are strewn about for use as well.

[d.Boss Mode]

Hone your skills against any of the Boss characters you've faced thus far in Arcade Mode. Records of how quickly you kill them are kept.

[e.Training Room]

This is where you download the VMU mini game. You select which of the 3 agents you want to train then download the 110 Block file to your VMU.

The Parameter lets you look at the stats of the character currently being trained. The Parameters are as follows:

ENERGY--Level of character's energy
STRESS--Has negative effect on enthusiasm
ATTACK--Level of character's Attack in Fighting Mode
DEFENSE--Level of character's Defense in Fighting Mode

More on this mode in the next update

[f.Options Menu]

Difficulty: Very Easy, Easy, Normal, Hard, Very Hard
Continue: 1-15 credits
Audio: Stereo or Mono
Sound Test: Listen to game's Music, Voice, and Effects
Key Config: Reassign buttons to your liking
Vibration: On or Off
Matches: Best of 1, 3, or 5 in Fighting Mode
Battle Time: 30,45,60,90, or infinite time in Fighting Mode
Zombie Assist: On or Off, when On zombies will attack the stronger
character(if they've been training with VMU game)
Exit: Leave Options screen

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5.GAME WALKTHRU <<under construction>>

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The game's levels are divided into "Episodes" of which there are eight, each Episode is divided into several small stages or areas with a Boss fight at or near the end. I don't really get into Boss strategy in this WalkThru, those will be in the Boss Guide section.

EPISODE 1-Isolated Area

Area 1-Woodside City, 9:32 PM

-After the cut scene you jump out of your vehicle

-4 Zombies come after you, practice aiming your shots on these guys

-Walk forward and 2 enemies will jump over wreckage and 2 more will fall, these ones are carrying weapons so deal with them first

-A Crate on the sidewalk holds a Machine Gun, and you can shoot the oil puddles to ignite them and do some damage to anyone that walks near them.

-There's a door with "Mail Order Corp" over it that can be opened, inside you'll find a zombie, a bunch of flies, and a Life Up on top of some crates, Punch or Shoot the Crates to make the Life Up fall.

-Open the Shutter and blast the two zombies advancing on the girl, the room will shake and 3 more will drop down. The one near the back is carrying a Shotgun. Dispose of them and the girl will give you a disc.

-Leave the Warehouse, you're about to face your first Boss so pick up a Shotgun or Machine Gun. Head over the wreckage and the boss will show itself.

-Boss Battle: UDS-03

-See Boss Guide section for details

-After the Boss is dead, head towards the alley. There's a crate right next to the alley that holds a Grenade, this is very helpful in the next area.

Area 2-Edward Street, 10:18pm

- As soon as you enter the alley you'll be surrounded by zombies, use the Grenade you picked up to give yourself some breathing room
- Continue down the alley, blast any stray zombies and pick up the light, then enter the door on the left.
- There's a zombie right next to you in the room, and one in front of you but not that close. Get the one next to you then the other. Walk up to the computer and press a button to view the disc
- Pick one of the cards, the card you pick determines what kind of special attack the final boss will have. Either fire, lightning, or resurrection. (fallenangel.13@juno.com and michierusan@hotmail.com)
- Exit the room and continue down the alley. 3 "birds" will fly out from the sewer, kill them quickly with aimed shots because a swarm of zombies is coming. One behind you is holding a Machine Gun so run back and kill him or use a Running Attack to make him drop it, then Spray the area until you're out of bullets to make any other zombies drop their weapons as well. I think the total number of zombies that come at you is 7 or so
- There's a crate at the very bottom of the screen with Bullets, enter the sewer.

EPISODE 2-Biological Weapon

Area 3-Industrial Sewage Plant, 11:03pm

- A group of 5 zombies will advance toward you, be careful because all the enemies down here can spit poison. Lock on to the "Alien" looking ones first because they're faster and more dangerous.
- To advance shoot the plants in the water, there's one in the middle of the screen and one further down, near the lasers that keep you from leaving the area. A couple maximum damage shots should do the job, or you can try a charged shot if you want.
- When you enter the next little area, don't go back near the entrance! There's a laser that shoots across the screen back there and it does a lot of damage. Blast the Alien zombie that's right at your feet, then walk to the right. The crate contains different items all the time so open it at your own risk, on the harder levels it's usually a bird, but you occasionally get a gun.
- Aim at the zombie on the walkway near the crate and kill him before he can spit at you. A couple more spitters will pop up behind you as well, kill them with Attacks so they never get a chance to spit. You can even try to knock them into the laser's path for a little fun^_^
- Keep moving to the right until the screen shifts, another zombie will be on the walkway, near a door, and a plant will be in the water at the edge of the screen. Take out the zombie first, then the plant. You can enter the door on the walkway. Inside will be a single zombie and a ton of crates. You can get Duel Pistols, a Machine Gun, or a Shotgun in here.
- Exit the door and head to the right, an alien zombie will be

swimming right at you so kill it, then deal with the 2 spitter zombies and the other alien zombie advancing on you. Be careful in this area because rocks are constantly dropping, watch for the shadows and get away if you're near or on one!

-Walk down the sewer carefully, a spitter will be on each side. The one on the right usually appears first so take it out quickly, then deal with the other. There's a plant further down as well. You can enter a door on the right walkway to enter a room with a zombie and a couple lasers. A crate with a Life Up is on the top of the screen, grab it quickly and get out! The lasers will eat you up if you stick around.

-Walk down the sewer and you'll take a left, prepare for another Boss battle.

-Boss Battle: Warm Hedlin and Shell Hedlin

-See Boss Section for tips, these guys are pretty easy though

-Watch out for the falling rocks!

-Continue to the left and 4 alien zombies will swim at you, my advice is to not use the axe (on the right walkway) on these guys because they are pretty easy to kill. After you get rid of them with Aimed shots from the walkway, 5 spitter zombies will pop up. Use the Axe on one of these guys to make your life easier, then get rid of the rest with Attacks and Running Attacks so they never get a chance to spit at you.

-After they're dealt with, head to the big pipe where all the rats are spilling out from, watch out for the laser on the back wall though! Get ready for another Boss fight

-Boss Battle: UDS-05

-Check Boss Guide section for tips

EPISODE 3-Enigma

Area 4-Chemical Plant, 11:45pm

-When you exit the elevator there will be 3 zombies in waiting, take care of the one that's nearby then take care of the other two. If you take too long, two zombies with Shotguns will appear while you are fighting, but if you dispose of the first 3 quickly they'll appear after you've killed them. Use a running Attack to make them drop their weapons then kill them and any other remaining zombies however. Be sure you have enough space if you want to pick up a weapon though or you'll be attacked while trying to get it.

-When they're all dead there's a crate right by where the arrows are leading you. Inside is a Life Up and Gasoline.

-Two of the freaky little guys will come down from a pipe, they are very annoying. If you have to Gasoline just hit them with the container and save it for the next wave of zombies. Once they are dead a wave of 7 or so zombies will come at you, and a few of them have Machine Guns. I usually leave some Gasoline here and there as I make my way to the Flamethrower, then double back to wipe out the zombies and ignite the gas puddles. If you don't have the Gasoline then just run for the

flamethrower.

-Head to the next area. A first wave of 4 zombies will come at you, I recommend picking up the drill for some fun! A total of 10 zombies will attack you, 4 at a time. Some of them drop down carrying weapons so look out. Once the drill runs out, use Running Attacks to knock down groups of zombies and make them drop any weapons, then shoot at a couple while they are on the ground to reduce they're numbers. It's easy to get overwhlemed here.

-After you deal with all the zombies here, get ready for a Boss fight

-Boss Battle:UDS-02

-See Boss Guide Section for tips

-Once the Boss is dead you'll have to kill a certain number of zombies to continue. None of them have weapons so be patient and use well aimed shots. Eventually one will appear behind you so look out for him!

EPISODE 4-Terminus of All

Area 5-South Union Railway,1:50am

-As soon as you begin a group of 3 of the little freaky guys will jump you with a 4th joining in a little bit, these guys can be tough. I don't wait for Aimed shots on these guys because they can gang up on you and make life hard, just blast away and use the occasional Running Attack to keep them pinned down.

-Jump to the next car and you'll be met with an intial wave of 3 zombies, with two more joining later on. Use Aimed shots on these guys when possible then revert to a couple quick Attack when they're close. Also, watch out for the tunnel lights every now and then, just stay out of the middle of the train car to avoid them or block when you think one is getting near.

-The next car is a mix of 3 zombies and 2 little freaks, use Running Attacks like crazy to make the zombies drop Machine Guns then spray the area. Rolling Attacks work well if you get surrounded. Prepare for a Boss Battle next

-Boss Battle:UDS-07-NIKELLE

-See Boss Mode Section for tips

-Once the Boss is dead climb down the car where the arrows tell you. In this area you will bemet with a never-ending swarm of zombies 3 at a time and you have to pull the Brake Lever at the top of the screen until the big guage on the bottom is empty, do this before time runs out. The zombies don't have much energy but they drop down pretty quickly when one dies, so there's almost always 3 on the screen. Luckily, you don't have to use a maximum damage shot to kill them, so you can aim until the target turns yellow, shoot, then do the same with the other zombies. This should buy you some time to pull the lever.

Area 6-Cassandra,2:15am

-As soon as you exit the train go for the crate behind you, it

contains the ultra-swank Guitar Cases. Use these to dispose of the oncoming wave of 6 or so zombies, there's another crate before you leave this area that holds a Machine gun. It's past the gate where you exit and at the very bottom of the screen.

-The next area is tough, 2 little guys and 4 zombies, 2 of which have guns. Use up your remaining Guitar Case shots or Machine Gun spraying the area. Then try to get the Shotgun or Machine Gun from the zombies holding them. There's a couple crates near the exit of the area that hold a Grenade and a Cannon Shot respectively, these make this part much easier. Get ready for a Boss

-Boss Battle:UDS-06B

-See Boss Mode Section for details

EPISODE 5-The Gate

Area 7-Mt. Sacrifice

-A group of 3 spitters is waiting for you when you start, to keep them at bay use a Running Attack then shoot at one or two while they are on the ground. Repeat until they're all dead. Hopefully they'll never get a shot(spit) off.

-Advance to the truck and you'll be met with 2 more spitters. Up close Attacks work well here, as well as the Running Attack-Shoot strategy. There's a crate next to the overturned truck, but it only contains a zombie. A Boss Battle is next

-Boss Battle:UDS-TP 00 & UDS-TP II 01

-See Boss Guide section for details

EPISODE 6-The House of the Dead

-This place seems familiar, eh^_^ 3 zombies will meet you at the gate, a few well aimed shots will take care of them.

-Move to the fountain area and you'll be attacked by 5 or so spitter zombies. This part can be tricky. There's a shotgun in the fountain that you can try for, or you can try to run around and hit each zombie a couple times then run away to keep them from getting a good shot off on you. The Run Attack-Shoot method works pretty well here, but you have to be fast.

-In the next area there'll be one spitter in front of you, and two behind. Attacks work well here as long as you're not surrounded, if they do get too close then Roll Attack your way out of trouble and fire a few quick shots before resuming the pummeling. This is a good area to try some of your nifty holds out. Also, frogs jump across the path near the stairs so watch out, you can take shots at them if you need Bullets.

-On the stairs 4 zombies will greet you, all with guns. Use a Run Attack on the two in front of you and quickly grab a gun and blast the other two, then just keep getting weapons as needed till they're all dead, again.

-Inside the mansion 2 little guys and 2 zombies are waiting. The two zombies are right near the door so run away from them then take some shots at the little guys. Concentrate on the little freaks first, but don't let the zombies get too close either. Once they're gone dispose of the zombies however.

-Head towards the stairs and 3 owls will come swooping at you. Blast them with semi-aimed shots. There's a secret area here that's very important. Face the painting on the left wall hit Attack to open a secret passage, this leads to a room with 3 zombies and spiked walls that slowly close in on you. Kill the zombies with a mix of shots and Attacks, being careful not to touch the walls. An Elixir is waiting on the far end of the room for you. YOU WANT THIS! This will revive you when you die without using a continue. Once the zombies are dead, hurry out of the room.

-Head up the stairs and to the right and 4 gun toting zombies will come at you. Run Attack the 3 in front of you then pick up a weapon and go to town. I recommend a Machine Gun to spray the area but the Shotgun works well too. Just keep grabbing weapons as needed till they're all blown to pieces.

-In this next area 5 zombies that shoot wierd streams from their wrists will attacks you. Running and Rolling Attacks are great here. Knock a coupe down and take some shots at them then Roll away. If you still have a Machine Gun or Shotgun, you can use it on these guys but you may want to save it for the Boss coming up.

-Boss Battle:UDS-03-NECLIEN

-This one's easy, just stay away and shoot him till he's dead.

-Check the Boss Guide section if you need more help

-After the boss 7 of the "streamer" zombies will come at you. This part is pretty tough, BUT there's a couple weapons that will make it much easier in a door way down the hall on the right. Make a dash for the door and enter the room. There's 2 zombies here but they're pretty easy to take out with your Attacks or Handgun fire. Against the wall are a few crates that hold a Chaingun, Lasergun, and a Grenade. Pick up the weapon of your choice and go back and let the streamer zombies have it. I like the Chaingun for this job, but the Grenade also works. After these guys are dead get ready for a Boss fight.

-Boss Battle:UDS-04C

-Check Boss Guide section for info

<<Episodes 7 and 8 coming soon!>>

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6. BOSS GUIDE
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In this section I'll give details on how defeat each of the game's bosses as easily as possible, as well as give you tips on what to watch out for when fighting them.

UDS-03

Where: Episode 1
Difficulty: Very Easy

If you have a Shotgun or Machine Gun when you begin the fight then use all of the bullets in that first. This should take his energy down a lot, now just avoid him and take aimed shots until he's dead. A couple of zombies will help him out, they go down with an aimed shot or a couple close ones. If UDS-03 turns red that means he's about to attack so run away or block.

Attacks are just unnecessary for this Boss, especially since he turns red after a couple hits and breaks your combo. One neat thing you can do though is try a Hold attack, then tap on the buttons to pull out a pipe from the Bosses body. It's not very useful though...

Warm Hedlin & Shell Hedlin

Where: Episode 2
Difficulty: Pretty Easy

The best way to deal with these guys is to pummel them with up close Attacks and combos. Concentrate on one until it goes down then repeat with the other. Most of these guys attacks are projectile or jumping so if your close you have a better chance of interupting their attacks. Watch out for the rocks that fall when one of them jumps as well.

UDS-05

Where: Episode 2
Difficulty: Easy (but tricky)

There are a few ways you can go about fighting this Boss. The best way, I feel is to stay away and use well Aimed shots, then run when it gets close. The boss has more chances to Attack if you use this method, but you do more damage and beat the boss quicker. The other method is to fire at the boss rapidly, which will cause it to warp around the room after so many hits. What's good about this strategy is that it doesn't get too many chances to attack you while warping all the time.

The UDS-05 has a few dangerous attacks. It has a punch for when you get too close, it can shoot out a single stream of electricity that doesn't reach very far but takes alot of life away. It's favorite attack though, is to fire multiple beams in different directions, this is a dangerous attack and the reason you want to keep it at bay. When the UDS-05 hunches over, it's about to unleash this attack. If you are close to it, try to run behind the boss as it's a safe spot. If you're far away you shouldn't have to worry but don't stand directly in front of the boss just to be sure.

UDS-02

Where: Episode 3
Difficulty: Medium

This is one of the tougher bosses, but you can still kill it pretty easily if you recognize what it;s about to do. Don't even think about getting up close with this boss unless it's for a few

quick punches.

The UDS-02 is constantly dropping little face huggers so be sure to deal with them when you can so you don't get overrun with them. Then, just unload on the boss. Aimed shots do more damage but if you keep blasting away you cut down on the chances the boss has to hurt you. After you empty a clip, run around and pick up some of the stuff he's dropped, especially Antidote if you need it.

This Bosses main Attacks are to jump, and fire poison shots in an arc. If you're far enough away you should be able to avoid the shots and run away when he jumps at you. Also, occasionally the UDS-02 will stand up and suck in air, when you see this be prepared to run! Once it hunches back down it will unleash a large spray of acid, you can outrun this attack if you're quick enough. The trick to beating this boss is to know when to attack and when to run.

UDS-07-NIKELLE

Where: Episode 4
Difficulty: Fairly Easy

You want to stay pretty close to this boss at all times, this is so you can keep it in your aim and keep firing at it. When you first start the fight, run up to the boss to get it in your sights, then unload with a weapon if you have one or your Handgun. Just keep blasting away and this Boss will go down quickly. Don't bother waiting for an aimed shot, once the target is on the boss let loose. Usually you can kill it before it starts it's diving attacks.

The diving attacks can be disorienting because the camera follows the Boss instead of staying on you, so you'll have to shoot at some weird angles. But as I mentioned before, if you do enough damage early on, it won't get a chance to use these.

Occasionally the boss will try to grab you, but if you're constantly firing at it you won't have to worry too much.

UDS-06B

Where: Episode 4
Difficulty: Kinda Hard

To me, this is one of the tougher bosses in the game, mainly because it's hard to keep your aim on it. But also because it's one of the longer Boss Battles you'll be involved in. The key to winning this fight is to make your shots counts and avoid it's attacks as much as possible.

The most common attack the UDS-06B uses is the "puke" attack where it follows you around trying to puke on you. When it raises it's head over you you know this one is coming. The best way to avoid this is to stay on the far edge away from the boss' "body" and run to one side, then towards the boss, then turn and run to the other side of the screen along the inner edge of the screen. When it's just about done with the attack turn around and shoot at it.

It's other common attack is the laser(which is actually Yoko,

the girl who gave you the disc. Ouch!) When you see the boss open it's mouth be sure you can run to one side of the screen without needing to double back. Once you've outrun the laser and it stops moving, aim and fire at the boss.

The UDS-06B will also try to hit you with it's head from time to time, you can usually see this coming and avoid it then turn around and shoot at it. The other way the UDS-06B uses it's head is to try and crush you by slamming it into the ground. As it does this, those little face huggers will drop down too. Take a few shots at the boss then kill the face huggers because they can get in your way when trying to avoid the boss' puke or laser attacks.

Eventually this boss will go down, you just have to keep nailing it with a mix of aimed and unaimed shots when you're not busy moving away from it's attacks

UDS-TP II 00 & UDS-TP II 01

Where: Episode 5
Difficulty: Medium

This battle takes place in two parts, first you just face the big guy(UDS-TP 00) then once you've taken all his energy down, he lets the little UDS-TP II 01 out. I'll take these one at a time

1st Part.

The UDS-TP 00(just 00 for short) has a few Attacks that can take off alot of life if you get hit by them. So, you must obviously try and avoid them. The best way to take on this guy is to stay away and fire a mix of aimed and unaimed shots at him. I usually wait for an aimed shot then follow up with a few unaimed ones, then repeat until the 00 gets too close or is about to launch an attack. The 00's main Attacks are firing a Machine Gun from it's chest that spray's the area and firing 4 missles from it's chest. When it's about to fire the Gun it will get into a kind of "squatting" position and when it's going to fire the missles it will lean back and extend it's arms. To avoid the Machine Gun start running to the 00's side where there's more open space, and try to get behind it if possible, he makes a pretty big arc of fire when he's using the gun. Once you're out of harms way fire off a few shots or Attack him like crazy if you get behind him, until he turns around. If he doesn't turn around then just pound him till his energy's gone. When the 00 fires the missles you have a couple seconds to get off 4 or 5 shots, then start running far away from where you were when he fired the missles, they'll most likely land in the area you were standing in when he launched them. Once you see you're out of their reach fire away at the boss. Using these tactics the 00 shouldn't last very long.

2nd part.

Once the 00 lets the UDS-TP II 01(01 for short) out, you want to now concentrate fire on the little guy. The 00 doesn't take any, or just very little, damage but the little 01 is very vulnerable. Keep a constant barrage of fire on the 01 watching out the 00's attacks. Don't be afraid to get close to the 01, but don't let the bigger 00 get near you. Use the same avoidance tactics for the 00's attacks as before, but this time shoot at the little 01. This part shouldn't be as hard as the 1st.

Other than it's two big attacks, the 00 will run at you with a shoulder charge or throw a punch with a bit of distance. You can block either of these, but it's best to run away from the charge, and never get close enough to let it punch you. Just look for when the 00 turns red and get ready for one of these attacks. The 01 fights like one of the little freaky guys, but without a hatchet. You shouldn't even give him a chance to attack you though if you're firing at him constantly.

UDS-03-NECLIEN

Where: Episode 6
Difficulty: Beyond Easy

This one's a cinch. You'll start out far enough away from the boss that you can take him down before he even gets halfway down the hall. If you have a Machine Gun from the last area unleash it, if not the Handgun will do. Just keep firing at him to knock him back until he goes down. On higher difficulties you may need to switch sides of the hall as he lopez his way to you. This is no biggee, just run past the boss(picking up any needed supplies) to the other end of the hall and continue shooting. The NECLIEN should go down in no time.

This boss does have a couple attacks, but they're all close range. He has a punch that emits fire and a lunging punch with a bit of distance, but nothing you need to be worried about. He'll use the lunging punch after taking 6 or 7 shots, but it won't reach you if you keep a safe distance.

UDS-04C

Where: Episode 6
Difficulty: Pretty Hard

The UDS-04C isn't that hard itself, it's just the zombies that help him out can distract you and let the boss unleash one of it's attacks on you. I recommend not bringing any of the weapons you find in the room before this fight because it's harder to aim them than the handgun. Right from the start blast away at the UDS-04C's head until either of the zombies get too close, then either take a couple shots at them or run away. You DON'T want to use Attacks on the zombies as it's easy to get stuck in a combo and get nailed by the boss. Just keep firing at the bosses head until it starts an Attack or the zombies get too close.

The Attacks used by the UDS-04C aren't that hard to avoid, but the zombies can get in your way. It's two major attacks are it's laser and swipes with the hands. You can interupt either with a few handgun shots but it's easier to run and avoid them, the laser can actually help you by hitting the zombies. You can stop the boss' hand by aiming at it and firing a few shots, but I recommend just moving out of the way. For the laser, run to the side with the most open space, or if you're in the middle run to either side where there's isn't a zombie. For the hand. If you're in the middle, run to opposite side of which ever hand he's swiping with, and if you're on the sides run back to the middle. After you avoid the attacks shoot at the head with unaimed shots. As long as you know where to run to and take time to keep the zombies away you shouldn't have too much trouble getting by this boss.

MORE TO COME

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7. VMU GAME GUIDE

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The VMU games are fun little extras, but at 110 Blocks you have to decide if they're worth it. A character "raised" in the VMU game can only be used in Fighting Mode, which is kind of a bummer. BUT the VMU game also holds a few extras that you can unlock for the main game. I hope to have a few of these unlocked in the next revision of the FAQ.

How to play:

Put your VMU on Games mode and hit A+B at the title screen. You now have three choices.

MEAL-Feed your character with the food items you've picked up in Original Mode. Different items have different effects on your character's Parameters.

Items(Thanks to MrBlue845@aol.com)

D=defense

O=offense

=increase

=decrease

all items increase HU unless noted

Money -D -O(doesn't increase HU, reduces stress though)

Freshmin A(increases HU only)

Juice(increases HU only)

Tuna +D

Tomato +D

Gum(increases HU a small amount only)

Meat -D (increases your HU a lot)

Sushi +D +O (one of the nest items)

Cake +D +O

Veg +D +O

G.Tomato +D +O (probably the best item)

Spinach +D +O

Burger +D -O

GAMES-You can choose between two different games, each has an effect on your Attack and Defense Parameters. The two games are:

[Zombie Fishing]

Your character's Attack Parameter will increase depending on how well you do.

1.Cast-Use the VMU's Dpad to move the cursor around the Lake and select a casting point. Hit A to cast

2.Reel-Once you hook a Zombie the game becomes Simon-like and you have to hit the appropriate direction/button when prompted. If you mess up too many times the line will break and the Zombie will get away.

3.Size-There are 3 sizes:Small,Medium,and Big. You get more points for bigger zombies.

[Zombie Doubt]

Your character's Defense Parameter will increase depending on how well you do.

- 1.Problem-Your character will hold up symbols, you have to remember the order the symbols are shown. The number and variety of symbols shown increases as your level goes up.
- 2.Answer- On this screen the entire list of symbols that were just shown will be displayed, BUT there will be one that's wrong/out of place/different/whatever. Use the right and left arrows to move the cursor over the odd symbol and press A to select it

PARAMETER-View the Parameters of the character you're currently training,there are 5 Parameters:

Experience(EX)-Character's level of experience
Energy(EG)- Character's Energy, when it reaches 0 Training is over
Hunger(HU)- You must keep this above 50 to play mini games
Attack(AT)- Character's Attack strength in Fighting Mode
Defense(DE)- Character's Defense strength in Fighting Mode

I hope to have a few tips for the mini games in the next revision...

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8. WEAPONS AND ITEMS
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There are a ton of weapons and items to pick up while you're running around killing zombies. They are divided into 3 types: Normal Items,Special Items, and Weapons. Normal Items and Weapons are found in all the play modes, while Special Items are only found in Original Mode.

I plan on having descriptions for the Special Items(what they do to your Parameters and how much Energy they give) in the next revision. Also, each weapon usually performs differently depending on which button you press to use it.

[a.Normal Items]

ANTIDOTE-Reduces your Poisin Guage, doesn't give any life
BULLETS-A full clip for the Handgun
LIFE UP-Gives you some of your energy back
ELIXER-If you die, you will come back with no Continue needed

[b.Special Items]

VEGETABLES
TUNA
MEAT
GUM
TOMATO
SPINACH
MONEY
JUICE
FRESHMIN A

[c.Weapons]

PIPE
Swing at enemies. Useful if you don't have anything else I guess

AXE
Bury it in an enemy's head. It's slow to swing and can only be

used once, but once is all you need to kill

HATCHET

Throw at enemies. Flies in a straight line, and doesn't do much damage. I never pick them up

MACHINE GUN

Very nice! Fire with the Attack button to spray the area with bullets, or use the Shoot button to fire directly at a single enemy

SHOTGUN

Now we're talking! The original Zombie buster can be used to swipe at enemies with the Attack button if they get too close, or just blast them with the Shoot button. The Shotgun can dispose of multiple enemies in a small area.

CHAINGUN

A very fun weapon. Use the Attack button to spray the area with a barrage of bullets or use Shoot to concentrate on one smaller area. Rips zombies to shreds!

FLAMETHROWER

Walk around and toast your enemies, fires in a straight line

DRILL

Oh yeah, probably the most hilarious weapon in the game. Use with the Attack button to swing it around and do some damage to multiple zombies, or use the Shoot button to stab at one enemy and drill them to pieces

STUNGUN

A decent weapon, send a surge of electricity through enemies

GUITAR

Alright, make Robert Rodriguiz proud and use these two Machine Gun Guitar Cases. The Attack button will make them spray the area one at a time and the Shoot button will make them concentrate fire in one small area.

CANNON

A single Guitar Case with Rockets, "Let's play"

LASERGUN

A high powered Laser that can slice enemies to pieces! Kinda slow but very powerful, burns zombies up in seconds.

DUEL HANDGUNS

Imitate Chow Yun Fat and have at it with two .45's Pressing Attack will spray the area and Shoot will concentrate fire on one enemy or area

GASOLINE

Pour on the ground with Shoot or whap enemies with the container with Attack. Gasoline can be ignited with the a weapon

GRENADE

Throw to blow away a group of zombies, you can't be hurt so don't worry

LANDMINE

Lay it down and it'll blast any undead in it's proximity

As you can tell, I haven't used some of the weapons as much as the others, in future revisions I'll have better descriptions for all of the weapons.

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9.EXTRAS

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Area Select(MrBlue845@aol.com)

Starting from level 1, play to level 6 on the Zombie Doubt VMU game. The cheat can only be used in the Original mode. When you start the game and select the cheat, you'll see the level/episode numbers at the top right of the screen during the first cinema. Push left or right to select your starting level.

Alternate costumes(MrBlue845@aol.com)

Press Y+Start while selecting your character. There is a different outfit in both Arcade and Original modes.

Red Blood(MrBlue845@aol.com)

Beat Arcade mode on any difficulty to unlock the Blood Color option in the Options menu.

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10.THANK YOU's

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MrBlue845@aol.com-for the VMU Item list, and the 3 great tips in the Extras section.Thanks alot!

michierusan@hotmail.com-For sending in the reason behind choosing the cards in Episode 1

fallenangel.13@juno.com-For sending in what each of the cards mean in Episode 1

Thanks all!

Your name could be here! If you've got a tip, secret, or secret area I don't have then send it in and I'll us it with credit to you and a Thank You.

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11.NEXT REVISION

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In the next revision the WalkThru and Boss Guide sections should be completed, and hopefully they'll be some more extras,sent in or ones I find. Other than that I don't really know, the WalkThru and Boss sections are the main parts really, so once they're done any updates will be for corrections and stuff. Once I change my VMU's battery I'll put up some mini game stuff.

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12.ABOUT THE AUTHOR

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This is just one of a few FAQs I've written, all of which are available at GameFAQs and my personal site. A few my FAQs are on various other websites(usually with proper creditO_o) as well. I hope this or any of the other FAQs I've written help you in some

way, or allow you to enjoy a game more than before, or maybe just get a good read out of it.

If you have any questions about this game, or any other I've written a FAQ for, feel free to drop me an E-Mail. BUT keep in mind a few things:

1. Please don't ask when the next revision will be out, or if I can send it to you. I don't really have a set schedule for these things, and you can pick up the FAQ(s) at GameFAQs or my site.

2. Please don't ask about something already covered in the FAQ. Usually once a FAQ comes out I'm swamped with E-Mails and skip ones that are covered in the FAQ. If it's really desperate I may answer, but otherwise everything I know is in the FAQ.

3. Don't mail asking for codes, I don't have a Gameshark or keep track of cheat codes or anything.

Other than that, I try to answer every single E-Mail I get and am usually pretty good at getting back to people quickly, but sometimes I lose letters in my computer or forget to keep them as new. If I don't answer in a week or so it's safe to say I screwed up somehow^_^

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My Site: <http://members.aol.com/profrev777/index.html>

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END

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