Zombie Nation FAQ

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Zombie Nation FAQ
VERSION 1.0
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1. Introduction

Zombie Nation has to be one of the true oddities released for the NES
in the US.  It was created by Live Planning and Meldac, who only have
made one other game, for the Gameboy.  The most amazing part of this game
is the main character.  The player controls a zombie head of all things,
that has vomits and shoots eyeballs.  This has to be one of the most
creative shoot 'em ups ever.


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2. Game Story - I'm not making this up... it's in the game.

"1999 - What appeared to be a harmless meteorite crashing into the Nevada
desert turned out to be Darc Seed, and evil alien creature with horrible
powers.  By shooting strange magnetic rays, Darc Seed had turned the helpless
nation into zombies and had brought the Stature of Liberty to life to do his
dirty work.  These rays has also given him control over many deadly weapons,
but none more powerful than the legendary samurai sword, Shura.  When the
great head of the samurai, Namakubi, heard the sword had fallen into evil
hands.  He set off immediately for the United States.  For only he possessed the
strength and knowledge to recapture the magical sword and free the US from the
evil clutches of Darc Seed."


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3. Game Controls
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NES Directional Pad Controls

Directional Pad Up - Moves the zombie head up.

Directional Pad Down - Moves the zombie head down.

Directional Pad Left - Moves the zombie head left.

Directional Pad Right - Moves the zombie head right.

Directional Pad Up Left - Moves the zombie head up and to the left.

Directional Pad Up Right - Moves the zombie head up and to the right.

Directional Pad Down Left - Moves the zombie head down and to the left.

Directional Pad Down Right - Moves the zombie head down and to the right.


Other Controls

The "A" Button
This button has no function in Zombie Nation

The "B" Button
This button cause's the zombie head to "shoot" eyeballs and vomit.


Misc. Controls

The Select Button
This button allows the player to select "Yes" or "No" on the continue screen.
This button has no purpose during gameplay.

The Start Button
This button allows the player to skip the intro before the game starts.  It is
Also used to start a mission on the mission select screen.
During gameplay, this button allows the play to pause the game.


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4. Gameplay Notes

This game is very simple.  In order to increase firepower, collect innocent
people who are screaming for help.  The player can take unlimited hits until
the music changes to show that death is near.  When that music starts, avoid
getting hit, and eventually the music stops.  When that happens, the player's
energy has been regenerated.


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5. Level 1 - New York City

Level Description

AHH! the vile forces of Darc Seed have taken over the big apple!
It's up to you to liberate the city.  This level with consist of
two section, New York Skyline Twilight and New York Skyline Night. Your main
concern should be avoiding the Lighting Rods which deal massive damage to
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ones zombie head. Another feature in this level are buildings the player
must blast through. Be sure to watch out for innocent people screaming for
help.

Part 1 Enemy List

Name - Multi Gun
Appearance - Round with many spines sticking out.

Name - Attack Chopper
Appearance - A basic green attack helicopter.

Name - Tank
Appearance - A basic green tack with a gun point at a 45-degree angle.

Name - Lightning Rod
Appearance - Invisible until electrically charged. A vertical shaft of death.

Name - Sniper
Appearance - A white shirted human who shoots at the player.

Name - Attack Blimp
Appearance - A large purple blimp with gun turrets on top.

Part 2 Enemy List

Name - Sniper
Appearance - A human who shoots at the player.

Name - Stick Blob
Appearance - A red blob stuck to the side of buildings.

Name - Attack Jet
Appearance - A standard blue-green attack jet.

Name - Lightning Rod
Appearance - Invisible until electrically charged. A vertical shaft of death.

Name - Flea
Appearance - A large jumping flea.

Name - Attack Crescent
Appearance - A green crescent.

Name - Attack Blimp
Appearance - A large purple blimp with gun turrets on top.

BOSS

Name - Statue of Liberty
Appearance - A head of snakes and a torch of doom.

This boss is fairly simple. Shoot the face to score damage against this
statue of evil. Watch out for the movable torch that will shot fire from
the bottom of the screen. Also the Lady Liberty spits bullets at the player.

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6. Level 2 - American Southwest

Level Description

Oh no! the vile Darc Seed and his minions now control the wilderness of
the American Southwest. It's time to lay the smack down zombie head style!
This level consists of two section, the desert and the river valley. The
key to victory in part one is to avoid the Lighting because it will deal
massive damage. Also be careful when navigating the airport. In part
two, be sure to avoid the boulders. They can be a nightmare for the player.
In both section look for areas of the background one can destroy. As always,
look out for people screaming for help!

Part 1 Enemy List

Name - Eagle
Appearance - A red eagle that flies across the screen.

Name - Mine Cart Snipers
Appearance - Two men on a mine cart who will shoot at the player.

Name - Lightning
Appearance - Bolts of destruction from the dark clouds.

Name - Jeep
Appearance - A blue-green jeep that has a gun tilted at 45-degree angle.

Name - Outlaw
Appearance - A man riding a horse.

Name - Crop Duster
Appearance - A red, single prop airplane.

Name - Attack Blimp
Appearance - A large purple blimp with gun turrets on top.

Name - Garbage Truck (does not attack player)
Appearance - A blue-green truck.

Part 2 Enemy List

Name - Butterflies
Appearance - Purple butterflies.

Name - Boulders
Appearance - Orange boulders that fall from the top of the screen.

Name - Killer Fish
Appearance - Green fish with very sharp teeth.

Name - Snake
Appearance - A coiled up brown snake.

Name - Swimmers (do not attack player)
Appearance - Orange skinned human swimmers.

Name - Raft Sniper
Appearance - Man on a raft that shoots at the player.

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Name - Shadow Zombie Head
Appearance - A zombie head just like the players own, but blue.  Same weapons.



BOSS

Name - Loin Cloth Clad Old Muscle Man
Appearance - His name says it all.

This dude will make the player laugh to death.  He is barely dressed old man
chucking axes o' doom at any zombie head unlucky enough to get to close.
The key to victory is simple... avoid the axes.  Hit his body anywhere to
score damage.



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7. Level 3 - Texas Oil Refinery

Level Description

It seems Darc Seed, the ultimate alien lifeform needs oil.  Why? who knows...
I guess he likes pollution.  We find he also has managed to get much of the
military behind him on this level.  As always, this level consists of two
parts.  Part one is the Oil Refinery Outside and part two is Oil Refinery
Inside.  The main thing to watch out for in part one is Smog.  This nasty
stuff comes from the smokestacks.  I guess it's bad for zombie heads to
Breathe this stuff though they are lungless!  It part two, look out for Mag
Lev Mines, they can cause instant death on contact.  Very little of this level
is destructible.  Be sure to save the innocent bystanders screaming for help!



Enemy List Part 1

Name - Transport Chopper
Appearance - A green duel rotor chopper.

Name - Marines
Appearance - Humans soldiers dressed in green.

Name - Bomber
Appearance - A very large green attack plane.

Name - Attack Mech
Appearance - A four legged mobile attack vehicle.

Name - Rockets
Appearance - Big green rockets that fire when the player approaches.

Name - Smog
Appearance - Orange gas clouds that rise up from smoke stacks.

Name - Mobile Attack Suit
Appearance - Large and green.  Looks like a man in a spacesuit.

Name - Jet Fighter
Appearance - A standard military jet.

Enemy List Part 2

Name - Chopper Drone
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Appearance - A flying green robot with a rotor mounted on the bottom.

Name - Wire & Hook
Appearance - A hook mounted on a wire hanging from the ceiling.

Name - Dozer Bot
Appearance - A yellow bulldozer/robot hybrid.

Name - Mag Lev Mine
Appearance - A spiney green airborne mine.

Name - Attack Lanterns
Appearance - Green lanterns that fire at the player.

BOSS

Name - Mobile Attack Unit
Appearance - A large treaded vehicle.

This is the firs serious boss, and the first to cause serious trouble. This
boss is more like a level in itself. It is a very long treaded vehicle that
you must navigate to the end. Along the way, the player will meet up with
most of the enemies from the previous level. Watch out though! a new laser
cannon appears here. It functions much like the Lightning Rod from New York.
They fire a continual ray of pain... so wait until they turn off to go past.

At the end of scrolling, the player finally reaches the weak point. A large
blue half circle is the place to fire. It is locate in a depression in a
trench. It is guarded by a swirling Mag Lev Mine. Fly down the trench and
avoid the mine. Then attack the weak point to defeat this behemoth.

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8. Level 4 - Dakota Granite Mine

Level Description

Darc Seed has taken over a strategically valuable cave! Well.. its not
to valuable. What does the ultimate alien need a cave for? Oh well.
The player and zombie head are going spelunking to take out Mr. Seed.
The player must battle through many monsters and flying hams to win this level.
Oddly enough, this is the only level in the game without two parts.
The only thing to watch out for on this level is the Mud Man gauntlet that
the player must navigate through. It's not to bad though.
For some reason, lots of people are buried in the rocks. Save them!

Part 1 Enemy List

Name - Dragon
Appearance - A dead blue dragon.

Name - Bat
Appearance - A purple bat

Name - Teradactial
Appearance - An orange stone aged flying dinosaur.

Name - Green Ham

Appearance - Uhh... I think they look like flying hams.

Name - Jellyfish
Appearance - Green jellyfish.

Name - Mud Man
Appearance - A large pile of mud with a face. Has a pink tint.

Name - Christmas Tree Bulb
Appearance - Looks like a purple cracked Christmas Tree bulb.

Name - Mill Worm
Appearance - A blue and white worm.

Name - Phoenix
Appearance - A bird made of blue flames.

BOSS

Name - Chain Bites
Appearance - 4 critters with long chains hanging off their backs.

Zombie Nation must have the oddest set of bosses. This level is no exception.
We find our zombie head being chased by 4 different bugs. They work
Independently of each other. Target one and destroy it. Then move to the next
and so on. Watch out! the dead bodies of the boss do not disappear. They
cause damage.

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9. Final Boss - Darc Seed

Now that all levels are cleared, it's time for fight the Vile Darc Seed. Upon
completing the last level, you will be warped to Darc Seed's chamber.

BOSS

Name - Darc Seed
Appearance - A green alien lying horizontally. Surrounded by blue orbs.

For a master of darkness, this dude is easy to take care of. Maybe that's
because he is naked? The player should only be concerned with the blue orbs.
Hit them once... and the player dies. Shoot Darc Seed anywhere to cause
damage. Kill him and win Zombie Nation.

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10. Closing Thoughts

This is a truly unique game. If someone is reading this now and doesn't
own this game, go buy it now. One will not be sorry. Heck how can one go
wrong with a floating dis-embodied zombie samurai head!

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11. Legal Information