

The cover art for the game 'Zombie Panic: Source' features a dark, atmospheric scene. At the top, a dimly lit street at night shows a white car and a building with a fire burning in the background. The title 'ZOMBIE PANIC : SOURCE' is written in a white, distressed, stencil-like font across a dark red, textured banner. Below this, a zombie character stands in the center-right, wearing a dark jacket and pants, with visible blood and gore on its face and clothing. The background is dark with faint, blurry red splatters.

# ZOMBIE PANIC : SOURCE



### STEAM REQUIRED FOR PLAY

ZOMBIE PANIC! SOURCE USES **STEAM** AND **HALFLIFE 2** IN ORDER TO PLAY ZOMBIE PANIC! SOURCE, YOU MUST HAVE A FULLY UPDATED **HALF LIFE 2** AND BE A REGISTERED **STEAM** CLIENT USER. FOR MORE INFORMATION PLEASE VISIT [WWW.STEAMPOWERED.COM](http://WWW.STEAMPOWERED.COM) AND [WWW.ZOMBIEPANIC.ORG](http://WWW.ZOMBIEPANIC.ORG)

### HALF LIFE 2 DEATH MATCH REQUIRED

ZOMBIE PANIC! SOURCE IS A MODIFICATION AND REQUIRES PLAYERS TO HAVE A LEGITIMATE VERSION OF HALF LIFE 2 DEATH MATCH IN ORDER TO CORRECTLY INSTALL AND PLAY ON THE STEAM NETWORK.

### MINIMUM SYSTEM REQUIREMENTS

ZOMBIE PANIC! SOURCE REQUIRES THE FOLLOWING MINIMUM SYSTEM SPECIFICATION FOR SMOOTH GAME PLAY. IT IS SUGGESTED THAT THE GAME BE PLAYED WITH THESE SETTINGS OR HIGHER OR PROBLEMS MAY OCCUR.

PROCESSOR: 1.2 GHZ PROCESSOR  
OS: WINDOWS, VISTA/2000/XP/ME/98  
GRAPHIC CARD: DIRECTX 7 LEVEL GRAPHICS CARD  
HARD DRIVE: 4.5 GB  
MEMORY: 256 MB RAM  
OTHER: BROADBAND INTERNET CONNECTION, DVD-ROM DRIVE

## ACKNOWLEDGMENTS

SPECIAL THANKS TO *FRIKAZOID* AND *TATSURO* FOR KEEPING THIS MOD ALIVE AND HELPING TO GIVE THE COMMUNITY SUCH A GREAT GAME.

SPECIAL THANKS TO *TWILIGHT* AND *RHONE* FOR CREATING THE ORIGINAL ZOMBIE PANIC!

THANKS TO VALVE FOR CREATING HALFLIFE 2 AND GIVING US A PLATFORM TO CREATE ZOMBIE PANIC! SOURCE UPON

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## ZOMBIE PANIC! SOURCE BACKGROUND

EVERYONE THAT HAS EVER SEEN A ZOMBIE MOVIE OR SURVIVAL HORROR MOVIE HAS WONDERED WHAT THEY WOULD DO IF THEY WERE TO BE THROWN INTO SUCH A SITUATION, WHAT IT WOULD BE LIKE, AND WHAT THEY WOULD DO IF SUCH A CATASTROPHE WERE TO OCCUR. ZOMBIE PANIC! SOURCE HOPES TO HELP FILL THIS "NIGHTMARE". FOR EVERYONE THAT HAS WANTED TO KILL UNDEAD HORDES, NOW IS YOUR CHANCE. FOR THOSE THAT HAVE EVER WANTED TO RIP OPEN A HUMAN AND FEED ON THEIR FLESH, THE TIME IS RIPE. FOR THOSE THAT HAVE NOT, YOU HAD BETTER GRAB A GUN AND HOPE YOU LIVE TO SEE ANOTHER DAY. THE UNDEAD HUNGER, ARE YOU GOING TO BE DINNER?

## GAME PLAY

IN ZOMBIE PANIC! SOURCE, PLAYERS TAKE TURNS PLAYING AS BOTH SURVIVORS (HUMANS) AND ZOMBIES (UNDEAD). SURVIVORS ARE THE HUMANS WHOM ARE ON THE RUN FROM THE UNDEAD OR WHO ARE FIGHTING BACK AGAINST THE ZOMBIE HOARDS. THE SURVIVORS HAVE ACCESS TO A MULTITUDE OF WEAPONS AND EQUIPMENT THAT THEY CAN USE TO DISPATCH THEIR UNLIVING FOE. ZOMBIES ARE THE RECENTLY RESURRECTED CORPSES OF HUMANS WHOM HAVE SUCCUMBED TO WOUNDS FROM OTHER ZOMBIES. THEIR LACK OF PAIN ENSURES FOR LONG LASTING "HEALTH", AND THEIR EVER SWELLING NUMBERS ARE A MATCH FOR ANY HUMAN WEAPON. ZOMBIES ALSO ENJOY AN UNCANNY KNACK FOR HUNTING IN THE DARK. . .

IN ZOMBIE PANIC! SOURCE THERE ARE CURRENTLY TWO DIFFERENT GAME TYPES AVAILABLE TO PLAY.

### LAST MAN STANDING

IN LAST MAN STANDING (LMS) GAME PLAY, SURVIVORS AND ZOMBIES ARE PITTED TOGETHER FOR DOMINANCE. PLAYERS WILL SPAWN AS MOSTLY HUMANS AND A FEW WILL SPAWN AS ZOMBIES BASED ON HOW MANY PLAYERS ARE CURRENTLY PLAYING. BOTH SIDES ARE THEN TASKED WITH KILLING EACH OTHER.

### OBJECTIVE

IN OBJECTIVE MAPS, PLAYERS START AS THEY WOULD IN LMS MAP, BUT THE ZOMBIES HAVE HEAVILY INCREASED RE SPAWNS AND THE SURVIVORS MUST EITHER BEAT THE IMMENSE ODDS AGAINST THEM OR COMPLETE SPECIFIC TASKS IN THE MAP TO WIN. ZOMBIE ARE TASKED WITH DISRUPTING SURVIVORS PLANS AND KILLING THEM WHEN POSSIBLE.

## TEAMS

### **SURVIVORS OF HUMANITY**

THE SURVIVORS ARE ANY PORTION OF LIVING SOCIETY THAT IS ON THE RUN FROM THE LIVING DEAD. YOUR AVERAGE CITIZEN, A WAITRESS, OR EVEN A POLICE OFFICER CAN FIND THEMSELVES IN THE ROLE OF THE SURVIVOR. ALL SURVIVORS HAVE THE SAME HEALTH, INVENTORY SPACE, ATTACK POWER, AND OTHER STATISTICS.

### **DENIZENS OF THE UNDEAD**

THE UNDEAD ARE HUMANS THAT HAVE BECOME VICTIMS OF ZOMBIES AND NOT BEEN ENTIRELY DEVoured. SOME ARE DECAYED BEYOND RECOGNITION, WHILE OTHERS STILL RESEMBLE THEIR ONCE LIVING SELF. LIKE SURVIVORS, ZOMBIES CAN LOOK LIKE ANY MEMBER OF SOCIETY. THERE TWO TYPES OF ZOMBIE THAT CAN BE SEEN IN ZOMBIE PANIC! SOURCE

#### **CARRIERS**

CARRIERS ARE THE MANGLED CORPSES OF ZOMBIES THAT HAVE SOMEHOW SURVIVED PREVIOUS ENCOUNTERS WITH HUMANITY AND HAVE BEEN ABLE TO REINFECTION ANOTHER LOCATION. THEY APPEAR IN A MUCH MORE DECAYED STATE AND ARE EASY TO DIFFERENTIATE FROM SURVIVORS AND OTHER ZOMBIES. THEY STRANGELY SEEM TO TAKE MORE DAMAGE TO KILL AND SHOULD NOT BE ENGAGED BY LONE SURVIVORS.

#### **ZOMBIES**

VICTIMS OF CARRIERS AND OTHER ZOMBIES WILL REANIMATE TO TERRORIZE THE SURVIVORS THAT WERE MOMENTS AGO THEIR COMRADES. ZOMBIES WILL APPEAR AS THEY DID IN LIFE, ALBEIT LOOKING A BIT DEADER. WOUNDS AND BLOODY CLOTHES ARE EVIDENT ON THEIR PERSON AND THEY WILL MOVE SLOWLY AND STRANGELY. BE WARY OF APPROACHING ANYONE UNLESS YOU KNOW FOR SURE THEY ARE ALIVE.



## PLAYING AS A SURVIVOR

### SURVIVING

AS A SURVIVOR, A PLAYER NEEDS TO COMPLETE THEIR OBJECTIVES TO SURVIVE. BE THIS VANQUISHING THE UNDEAD OR COMPLETING OBJECTIVES IN A MAP.

### OBTAINING WEAPONS

IN ZOMBIE PANIC! SOURCE, WEAPONS AND AMMUNITION ARE SCARCE. YOUR PLAYER WILL SPAWN WITH A MELEE WEAPON AND A PISTOL, BUT ALL OTHER WEAPONS MUST BE LOCATED AND PICKED UP. UNLIKE OTHER GAMES, THERE IS NO "BUY MENU", SO ALL WEAPONS, AMMUNITION, HEALTH, AND OTHER EQUIPMENT MUST BE FOUND IN THE MAPS.

### WEAPON HOARDING

PLAYERS THAT TRY TO TAKE AS MUCH AMMO AS THEY CAN AND OBTAIN MANY OF THE BEST WEAPONS ARE WEAPON HOARDERS. THIS TYPE OF PLAY IS SELFISH AND FROWNED UPON, AND IS MOST OFTEN SELF DEFEATING. WEAPON HOARDERS MUST BE CAREFUL, THE MORE GEAR THAT YOU CARRY, THE HEAVIER YOU ARE AND SLOWER YOU WILL TRAVEL.

### SHARING

OFTEN PLAYERS WILL RUN OUT OF AMMUNITION OR LOSE A WEAPON. IN THESE CASES IT IS BEST TO SHARE WEAPONS AND AMMUNITION WITH YOUR FELLOW SURVIVOR, IF NOT FOR HIS SAKE THEN YOUR OWN. TWO GUNS ARE BETTER THAN ONE, AND IF YOU ARE NOT CAREFUL HE MAY DIE ONLY TO REANIMATE TO EXACT REVENGE AGAINST YOU.



## **PLAYING AS A ZOMBIE**

### **EATING FLESH**

FOR ZOMBIES, PLAYING ZOMBIE PANIC MEANS DESTROYING ANY REMAINING HUMANS. HUMANS WHO WERE PRIOR TO YOUR DEATH TEAMMATES. USING YOUR UNDEAD ABILITIES, HARASS THE HUMANS TILL YOU CAN GO IN FOR THE KILL. WITH EVERY KILL YOU MAKE YOU GAIN AN ALLY.

### **STALKING**

IF YOU ARE THE ONLY ZOMBIE, STALK SURVIVORS IN THE DARK. ZOMBIE VISION GIVES UNDEAD PLAYERS AN IMMENSE ADVANTAGE OVER SURVIVORS WHEN IN AREAS LACKING LIGHT. BE AS QUIET AS POSSIBLE AND LUNGE AT YOUR OPPONENT WHEN YOU ARE ALMOST UPON THEM.

### **MOBBING**

OFTEN, ZOMBIES WILL NEED TO GROUP WITH OTHER ZOMBIES TO FORM A HORDE. THIS WILL ALLOW YOU TO TAKE ON LARGER NUMBERS OF SURVIVORS. OR JUST ONE HEAVILY ARMED SURVIVOR. MOBBING ALSO CAN SCARE THE SURVIVORS DUE TO YOUR LARGER PRESENCE. SCARED SURVIVORS ARE MORE APT TO ACT IRRATIONALLY AND MAKE MISTAKES.

## THE LOBBY

ALL PLAYERS BEGIN A ROUND OF ZOMBIE PANIC SOURCE INSIDE OF A LOBBY. A PORTION OF A MAP THAT IS ISOLATED FROM GAME PLAY. HERE PLAYERS CAN CHOOSE TO PLAY AS EITHER THE SURVIVOR OR ZOMBIE TEAM BY ENTERING SPECIFICALLY MARKED AREAS OF THE LOBBY. ALTERNATIVELY, PLAYERS MAY PRESS "F1" TO JOIN THE SURVIVOR TEAM, AND "F2" TO JOIN THE ZOMBIE TEAM. PLAYERS WHO STAY IN THE LOBBY CANNOT INTERFERE WITH GAME PLAY AND CAN ONLY CHAT WITH OTHER PLAYERS.



## THE SURVIVOR HUD



### 1) INVENTORY ICONS

THE CONTENTS OF YOUR 5 ITEM INVENTORY

### 2) AMMUNITION BANK

SPARE AMMUNITION AND YOUR AMMO DROP SETTING

### 3) CURRENT HEALTH

REMAINING HEALTH

### 4) CURRENT ARMOR

REMAINING BODY ARMOR

### 5) CHAT BOX

CHAT TEXT WILL APPEAR HERE

### 6) REMAINING AMMUNITION

AMMUNITION YOUR CURRENTLY EQUIPPED WEAPON

## ZOMBIE HUD



### 1) REMAINING ZOMBIE LIVES

REMAINING ZOMBIE RESPAWNS FOR ENTIRE TEAM

### 2) ZOMBIE ABILITIES

AVAILABLE ZOMBIE ABILITIES AND APPETITE

### 3) CURRENT HEALTH

REMAINING HEALTH

### 4) CHAT BOX

CHAT TEXT WILL APPEAR HERE

## SCORE BOARD

A screenshot of the Halo 3 scoreboard interface overlaid on a game scene. The scoreboard is a semi-transparent grey box with red and white text. It displays player names, scores, and team information. Annotations with numbers 1 through 7 are pointing to specific elements: 1 points to the player's name 'R.M. JALLANOS', 2 points to the 'SCORE' column, 3 points to the 'KILLS' column, 4 points to the 'DEATHS' column, 5 points to the 'TEAM' column, 6 points to the 'WEAPON' column, and 7 points to the 'PLAYERS' column.

SCORE	KILLS	DEATHS	TEAM	WEAPON
100	10	0	Blue	Shotgun
95	9	1	Blue	Shotgun
90	8	2	Blue	Shotgun
85	7	3	Blue	Shotgun
80	6	4	Blue	Shotgun
75	5	5	Blue	Shotgun
70	4	6	Blue	Shotgun
65	3	7	Blue	Shotgun
60	2	8	Blue	Shotgun
55	1	9	Blue	Shotgun
50	0	10	Blue	Shotgun
45	0	11	Blue	Shotgun
40	0	12	Blue	Shotgun
35	0	13	Blue	Shotgun
30	0	14	Blue	Shotgun
25	0	15	Blue	Shotgun
20	0	16	Blue	Shotgun
15	0	17	Blue	Shotgun
10	0	18	Blue	Shotgun
5	0	19	Blue	Shotgun
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0	0	85	Blue	Shotgun
0	0	86	Blue	Shotgun
0	0	87	Blue	Shotgun

- 1) CURRENT MUSIC TRACK  
MUSIC CURRENTLY PLAYING
- 2) SURVIVOR TEAM  
REMAINING SURVIVORS
- 3) ZOMBIE TEAM  
REMAINING ZOMBIES
- 4) SPECTATORS  
REMAINING SPECTATORS
- 5) PLAYERS SCORE  
NUMBER OF ZOMBIE OR SURVIVOR KILLS
- 6) PLAYER DEATHS  
NUMBER OF TIMES YOU HAVE DIED
- 7) PLAYER LATENCY  
PLAYER PING. LOWER THE BETTER

## THE MAIN MENU

THE OPTIONS FOR JOINING A GAME, SETTING UP YOUR OWN GAME, AND FOR CONFIGURING IN GAME OPTIONS ARE LOCATED HERE.

**FIND SERVERS** – LAUNCHES SERVER LIST TO LOCATE A ZOMBIE PANIC! SOURCE GAME.

**CREATE SERVER** – LAUNCHES GAME CREATION OPTIONS FOR SETTING UP A LAN GAME OR AN INTERNET GAME.

**OPTIONS** – CONFIGURE YOUR CONTROLS, ADJUST AUDIO AND VISUAL AND PERFORMANCE SETTINGS. ZOMBIE PANIC! SOURCE WILL AUTOMATICALLY CONFIGURE OPTIMIZED AND RECOMMENDED SETTINGS FOR YOUR COMPUTER.

**QUIT** – EXITS ZOMBIE PANIC! SOURCE AND TAKES YOU BACK TO WINDOWS.

## CONTROLS AND CONFIGURATIONS

WASD – DEFAULT GENERIC MOVEMENT KEYS

E – USE KEY

Z – TAUNT.

X – VOICE MENU 1.

C – VOICE MENU 2

F – FLASHLIGHT / ZOMBIE VISION

. (COMMA) – PREVIOUS TRACK.

. (PERIOD) – NEXT TRACT.

/ (FORWARD SLASH) – TRACK STOP

G – DROP WEAPON

H – HOLSTER WEAPON

SPACE – JUMP

TAB – SCOREBOARD

CTRL – CROUCH

F – FLASHLIGHT / ZOMBIE VISION



## COMMUNICATING IN GAME

### IN-GAME CHAT

IN-GAME CHAT LETS YOU SEND MESSAGES TO TEAM MATES OR TO EVERYONE PLAYING. PRESS "Y" TO SEND A MESSAGE TO ALL PLAYERS, AND "U" TO SEND A MESSAGE TO YOUR TEAMMATES. AFTER YOU HAVE TYPED YOUR MESSAGE, PRESS "ENTER" TO SEND IT.

### VOICE CHAT

IN-GAME VOICE CHAT LETS YOU TALK TO YOUR TEAMMATES WITHOUT HAVING TO TYPE. ALL PLAYERS ON YOUR TEAM WILL HEAR YOU REGARDLESS OF THEIR LOCATION. SURVIVORS ARE WARNED HOWEVER. ZOMBIES CAN HEAR SURVIVORS SPEAK IF THEY ARE NEAR A HUMAN WHEN THEY ARE TALKING. TO USE VOICE CHAT, PRESS AND HOLD "?" AND SPEAK INTO YOUR MICROPHONE. RELEASE "?" WHEN YOU ARE DONE SPEAKING. PLAYERS WILL HEAR YOU AND SEE YOUR NAME ON THEIR SCREEN WHEN YOU ARE SPEAKING.

### VOICE BINDS

VOICE BINDS ARE SHORT VOICE MESSAGES THAT SURVIVORS CAN USE TO COMMUNICATE WITH OTHER SURVIVORS. ALL VOICE BINDS ARE SHOUTED OUT TO THE PLAYERS SURROUNDINGS AND WILL ONLY BE HEARD BY PLAYERS IN THE SURROUNDING AREA. BOTH ZOMBIES AND SURVIVORS ARE CAPABLE OF HEARING THEM. TO USE VOICE BINDS, PRESS EITHER "X" OR "C" TO BRING UP A VOICE BIND MENU ON SCREEN. NOW WITH YOUR MOUSE, CLICK THE BIND THAT YOU WISH TO SAY. YOUR PLAYER WILL SHOUT YOUR SELECTED VOICE BIND.

### TAUNTS

TAUNTS ARE SHORT VOICE MESSAGES THAT BOTH SURVIVORS AND ZOMBIES CAN USE TO HARASS OTHER PLAYERS. TO USE A TAUNT, PRESS "Z". A RANDOMLY SELECTED TAUNT WILL BE SHOUTED BY YOUR PLAYER. THERE WILL BE A SLIGHT DELAY BETWEEN EACH TAUNT USE TO PREVENT ABUSE.

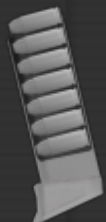
## SURVIVOR WEAPONRY

WEAPONS IN ZOMBIE PANIC! SOURCE ARE DIVIDED INTO SIX CATEGORIES FOR CONVENIENCE. THESE ARE : MELEE, PISTOLS, RIFLES, SHOTGUNS, REVOLVERS, AND EXPLOSIVES. EACH WEAPON WILL TAKE UP ONE INVENTORY SLOT IN A SURVIVOR'S INVENTORY. EACH WEAPON USES AMMUNITION FROM ITS WEAPON CATEGORY.

WEAPONS WILL SLIGHTLY GLOW AND DISPLAY THEIR NAME WHEN A PLAYER IS LOOKING AT THEM. TO ACQUIRE THE WEAPON, A PLAYER MUST LOOK AT THE WEAPON AND PRESS THEIR USE KEY "E".

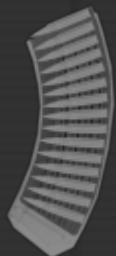
### MELEE WEAPONS

ANY OBJECT THAT A SURVIVOR CAN FIND THAT CAN BE USED TO BLUDGEON, STAB, SLICE, SMACK, AND GENERALLY DO ANY KIND OF PHYSICAL DAMAGE TO A ZOMBIE IS A MELEE WEAPON. THESE WEAPONS RANGE FROM THE VENERABLE CROWBAR TO THE USEFUL SHOVEL. MELEE WEAPONS ARE LOCATED IN ALL MAPS AND CAN BE ANYTHING. KEEP YOUR EYES PEELED FOR ANY POTENTIAL MELEE WEAPON. IT MIGHT JUST SAVE YOUR LIFE.



### PISTOL WEAPONS

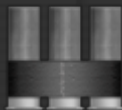
PISTOLS ARE HAND HELD, MAGAZINE FED, SEMI-AUTO FIREARMS. THESE WEAPONS ARE SMALL AND THEIR FIREPOWER IS OFTEN LIMITED. THEY CAN RANGE FROM THE POWERFUL .45, TO THE DIMINUTIVE 9MM PPK. THESE WEAPONS ARE BEST FOR BACKUP AND NOT FOR USE AS A PRIMARY WEAPONS UNLESS NO OTHER WEAPON CAN BE FOUND.



### RIFLE WEAPONS

IN ZOMBIE PANIC SOURCE, SUBMACHINE GUNS AND ASSAULT RIFLES ARE PLACED IN THE SAME CATEGORY FOR CONVENIENCE. THESE WEAPONS ARE BOTH SEMI- AND FULLY AUTOMATIC AND VERY STRONG. A DRAW BACK TO THESE WEAPONS IS HOW MUCH AMMUNITION THEY CAN GO THROUGH IN THE HANDS OF AN INEPT OR FRIGHTENED USER. RIFLES RANGE FROM THE DURABLE AK47 TO THE MODERN MP5.

## SURVIVOR WEAPONRY



### SHOTGUN WEAPONS

SHOTGUNS ARE USED FOR BOTH SECURITY AND HUNTING, AND DO A GREAT JOB OF KILLING THE UNDEAD. THESE WEAPONS OFFER STOPPING POWER BUT ARE SLOW TO BOTH RELOAD AND USE. SHOT GUNS RANGE FROM THE CLASSIC WINCHESTER TO THE MODERN SUPER SHORTY



### REVOLVERS

REVOLVERS ARE POWERFUL SIX-SHOOTERS. THEY ARE QUICK TO RELOAD BUT SLOW TO FIRE. THIS TYPE OF WEAPON IS GREAT FOR HEAD SHOTS. REVOLVERS INCLUDE THE POWERFUL MAGNUM.

### EXPLOSIVES

EXPLOSIVES ARE WEAPONS THAT ARE EXPLOSIVE OR INCENDIARY. THESE WEAPONS ARE POWERFUL ONE USE ITEMS THAT WRECK HAVOC TO ANYONE CAUGHT IN THEIR BLAST RADIUS. HUMAN OR ZOMBIE ALIKE. WEAPONS SUCH AS GRENADES OR MOLOTOV COCKTAILS CAN BE FOUND IN THIS CATEGORY.

## OTHER EQUIPMENT

### HEALTH KITS

HEALTH KITS ARE USED TO REGAIN HEALTH BY DRESSING AND BANDAGING WOUNDS AND BY TAKING PAINKILLERS. THEY CANNOT BE PICKED UP AND ARE ONE USE ONLY SO USE THEM ONLY WHEN YOU NEED TO AND BE SURE TO SHARE THEM WITH OTHERS. THEY ARE HARD TO LOCATE WHILE ON THE RUN SO KEEP ANY YOU MAY COME ACROSS IN YOUR MEMORY. THEY CAN SAVE YOUR LIFE.

### KEYLAR ARMOR

KEVLAR VESTS ARE ARMOR THAT IS USEFUL IN HELPING TO DEFEND YOURSELF AGAINST ZOMBIE ATTACKS. THE ARMOR MAKES YOU LOSE LESS HEALTH WHEN ATTACKED BY A ZOMBIE AT THE COST OF ARMOR. THEY CANNOT BE PLACED IN A SURVIVORS INVENTORY AND ARE ONE USE ONLY SO USE THEM ONLY WHEN YOU NEED TO AND BE SURE TO SHARE THEM WITH OTHERS.

### FLASHLIGHT

THE FLASHLIGHT IS A BATTERY OPERATED TORCH THAT SURVIVORS CAN USE TO LIGHT THEIR SURROUNDINGS. ALL SURVIVORS HAVE A FLASHLIGHT IN THEIR INVENTORY AT ALL TIMES. THE FLASHLIGHT TAKES NO INVENTORY SPACE, DOES NOT WEIGH ANYTHING, AND CANNOT BE DROPPED. TO USE THE FLASHLIGHT, PRESS "F" TO TOGGLE IT ON AND OFF.

## SURVIVOR ABILITIES

### PANIC!

SURVIVORS CAN PANIC TO GAIN A MUCH NEEDED SPEED BOOST AT THE COST OF EVERYTHING THEY ARE CARRYING. TO PANIC, PRESS "P". PLAYERS NOT ONLY DROP THEIR INVENTORY, BUT ALSO SCREAM IN FEAR. THIS COULD ANNOUNCE YOUR PRESENCE TO OTHER ZOMBIES SO BE CAREFUL WHEN YOU USE THIS ABILITY. REMEMBER, HE WHO RUNS AWAY LIVES TO FIGHT ANOTHER DAY.

### FATIGUE

A DISABILITY THAT SURVIVORS MUST DEAL WITH IS FATIGUE. IF SURVIVORS ARE IN CONSTANT MOVEMENT FOR SOMETIME THEY WILL BECOME FATIGUED. IF YOU HEAR YOUR HEART BEATING, SLOW DOWN AND FIND SOMEWHERE SAFE TO REST FOR A MOMENT ELSE YOU WILL SUFFER A SPEED DECREASE.



## SHARING AMMUNITION AND WEAPONS

BECAUSE WEAPONS AND AMMUNITION ARE SCARCE, AND NOT ALWAYS AVAILABLE TO ALL PLAYERS, IT IS VERY IMPORTANT TO SHARE ADDITIONAL WEAPONS AND AMMUNITION TO OTHER SURVIVORS THAT HAVE EITHER RUN OUT OF USABLE WEAPONS, OR THAT WERE NOT ABLE TO LOCATE A WEAPON. BY SHARING WEAPONS YOU CAN NOT ONLY PROTECT YOURSELF, BUT OTHERS. IT IS IMPORTANT TO REMEMBER THAT EVERY SURVIVOR THAT DIES BECOMES A ZOMBIE, SO IF YOU CAN PROTECT YOUR TEAM MATES YOU WILL FIGHT FEWER ZOMBIES.

### DROPPING WEAPONS

TO DROP A WEAPON, FIRST SELECT THE WEAPON THAT YOU WISH TO DISCARD OR GIVE TO ANOTHER PLAYER AND PRESS "G". REMEMBER TO RELOAD THE WEAPON BEFORE DROPPING IT IF YOU ARE SHARING IT WITH A FELLOW SURVIVOR.

### USING THE AMMO HUD

TO DROP AMMUNITION YOU WILL BE USING THE ON SCREEN AMMUNITION BANK. ARROWS LOCATED IN THE BANK WILL TELL YOU WHAT AMMUNITION YOU HAVE SELECTED TO SHARE AND HOW MUCH. TO CHANGE AMMUNITION TYPE, PRESS "V". THE CORRESPONDING ARROW IN THE BANK WILL SELECT A DIFFERENT AMMUNITION TYPE. TO CHANGE HOW MUCH AMMUNITION YOU ARE DROPPING PRESS "B". AGAIN THE AMMO BANK WILL DISPLAY HOW MUCH YOU HAVE SELECTED TO DROP.

### DROPPING AMMUNITION

FINALLY, TO DROP AMMUNITION PRESS THE "T" BUTTON. BE CARE FULL WHERE YOU DROP AMMUNITION. IN DARK ROOMS IT MAY BE HARD TO LOCATE, AND DURING FIGHTS WITH THE UNDEAD IT MIGHT EVEN BE MORE DANGEROUS TO SHARE AMMUNITION WHILE IN COMBAT.

## **ZOMBIE ABILITIES**

AS MEMBERS OF THE UNDEAD, ZOMBIES DO NOT HAVE ACCESS TO HUMAN WEAPONS. ZOMBIES MAKE UP FOR THEIR LACK OF BRAINPOWER MAKE UP WITH THEIR UNNATURAL ABILITIES.

### **HEALTH REGENERATION**

ZOMBIES WILL SLOWLY REGAIN HEALTH OVERTIME TO SIMULATE THE HARDINESS OF A REANIMATED CORPSE. THIS CAN MAKE LONG BATTLES WITH THE UNDEAD VERY DANGEROUS.

### **ZOMBIE VISION**

ZOMBIES CAN USE THEIR UNCANNY SIGHT TO ILLUMINATE THE AREA AND SEE SURVIVORS. TO ACTIVATE ZOMBIE VISION, PRESS "F" WHILE PLAYING AS A ZOMBIE.

### **LUNGE**

ZOMBIES CLOSE THE DISTANCE ON SURVIVORS BY LUNGING AT THEM. TO USE SPRINT, PRESS AND HOLD "SHIFT" THIS WILL TEMPORARILY INCREASE SPEED FOR AS LONG AS "SHIFT" IS HELD DOWN OR AS LONG AS THE ZOMBIE HAS "APPETITE". THE ATTACK REQUIRES THE USE OF "APPETITE" AND UPON ITS DEPLETION A ZOMBIE MUST FEED A LIVING SURVIVOR TO REPLENISH HIS "APPETITE".



## OFFICIAL MAP LIST



### ZPS\_POLICESTATION

IN THE SNOWY AFTERMATH OF A ZOMBIE INFECTION, THE LOCAL POLICE STATION IS DESERTED AND THE FEW REMAINING SURVIVORS ARE REGROUPING TO HOLD OFF THE UNDEAD.



### ZPS\_HAUNTED

FIGHT FOR YOUR LIFE IN AN OLD HOUSE LOCATED ON THE OUTSKIRTS OF CITY. BE WARY OF ZOMBIES IN THE CANALS.

## OFFICIAL MAP LIST

### ZPS\_SUBWAY

FIGHT FOR YOUR LIFE IN THE UNDERGROUND TUNNELS OF A SUBWAY SYSTEM. THIS TRAIN'S NEXT STOP JUST MIGHT BE YOUR DEATH.



### ZPS\_SILENCE

KEEP YOUR VOICE DOWN AND YOUR FOOTSTEPS SILENT ELSE YOU BECOME A ZOMBIES NEXT MEAL IN THIS CREEPY ASYLUM!



## OFFICIAL MAP LIST



### ZPS\_DEADEND

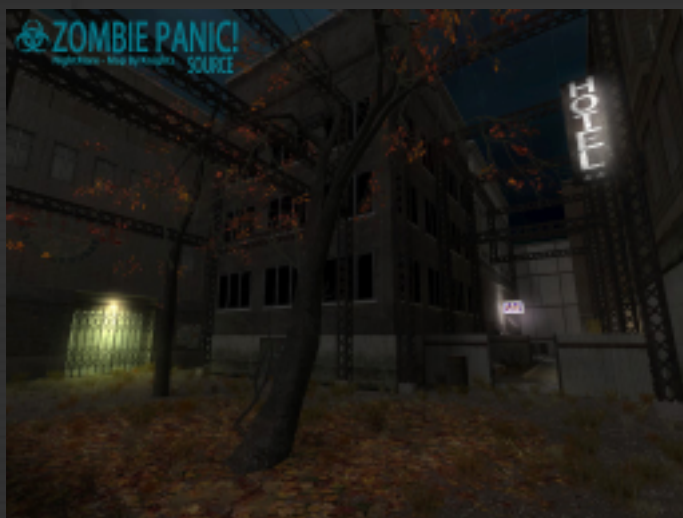
TRY TO SURVIVE IN A LOCAL CHURCH. IF THAT DOESN'T WORK LOOK FOR SUPPLIES IN THE GAS STATION. THERE IS NO HOLY GROUND HERE!



### ZPS\_TOWN

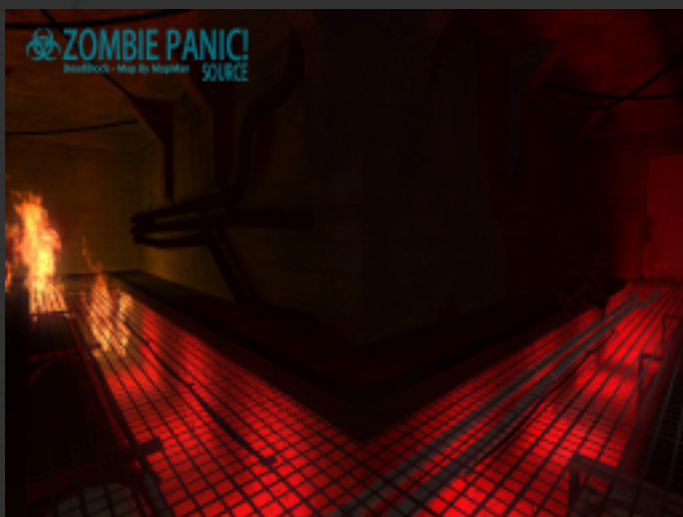
SURVIVE IN THIS OVERRAN PORTION OF TOWN. BE CAREFUL OF BEING LOCKED IN COLD PLACES!

## OFFICIAL MAP LIST



### ZPS\_NIGHTMARE

TRY TO MAKE YOUR WAY TO THE SUBWAYS. BUT DON'T GET TRAPPED IN THE ALLEYS AND TUNNELS OF THIS URBAN JUNGLE



### ZPS\_DEADBLOCK

LOCATE REFUGE IN A DESERTED PART OF THE CITY. TRY TO AVOID THE CAR WRECKS. THE DEAD COULD BE INSIDE.

## THE COMMUNITY

### WEBSITE

FOR UP TO DATE NEWS ON ZOMBIE PANIC SOURCE, DOWNLOADS, AND GALLERIES OF MEDIA, BE SURE TO VISIT THE OFFICIAL ZOMBIE PANIC WEBSITE AT [WWW.ZOMBIEPANIC.ORG](http://WWW.ZOMBIEPANIC.ORG)

### FORUMS

THE ZOMBIE PANIC FORUMS ARE THE BEST PLACE TO GO TO SEE WHAT THE COMMUNITY IS TALKING ABOUT, FIND NEW MAPS AND STRATEGIES, AND A PLACE TO HANG OUT WHEN NOT ON THE PROWL FOR HUMAN FLESH. CHECK THEM OUT AT [WWW.ZOMBIEPANIC.ORG/FORUMS](http://WWW.ZOMBIEPANIC.ORG/FORUMS) AND REGISTER TODAY.

### IRC

INTERESTED IN A REAL TIME CHAT WITH THE DEVELOPERS AND FELLOW PLAYERS? CHECK OUT OUR IRC CHAT AT [#ZOMBIEPANIC](#) ON [IRCGAMESURGE.NET](http://IRCGAMESURGE.NET). FOR MORE INFORMATION CHECK OUT THE FORUMS.

### CLANS

MANY ZOMBIE PANIC PLAYERS FORM GROUPS TO PLAY WITH EACH OTHER FOR QUICK PICKUP GAMES AND BETTER TEAM PLAY. FOR INFORMATION ON JOINING A CLAN, CHECK OUT THE FORUMS OR OUR IRC ROOM.

## TROUBLESHOOTING

HAVING TROUBLE PLAYING ZOMBIE PANIC OR GETTING THE GAME TO RUN?  
PLEASE ENSURE THAT YOU HAVE THE FOLLOWING.

- FULLY UPDATED HALFLIFE 2
- 
- FULLY UPDATED ZOMBIE PANIC SOURCE
- 
- MINIMUM SYSTEM SPECS MET
- 
- UPDATED SOUND AND VIDEO DRIVERS
- 
- RUNNING ONLY ZOMBIE PANIC AND STEAM

IF PROBLEMS PERSIST, PLEASE VISIT THE ZOMBIE PANIC FORUMS AND SEEK  
FURTHER HELP

## SPECIAL THANKS





















THE ZOMBIE PANIC DEVELOPMENT TEAM WISHES TO SAY THANKS TO THE COMMUNITY. YOU HAVE BEEN WITH US SINCE THE BEGINNING AND WE HOPE THAT YOU ENJOY OUR HARD WORK IN WHAT IS THE NEWEST INCARNATION OF ZOMBIE PANIC. WE HOPE YOU HAVE AS MUCH FUN PLAYING IT AS WE HAD DESIGNING AND CREATING IT.

HAPPY FRAGGING

- ZOMBIE PANIC DEVELOPERS



## CREDITS

NAME	ROLE
 TWILIGHT	MOD FOUNDER
 TATSURO	MOD CO-FOUNDER, LEAD COORDINATOR, MODELER
 FRIKAZOYD	MOD CO-FOUNDER, LEAD COORDINATOR, LEAD PROGRAMMER
 KEZEI	COORDINATOR
 KNIGHTS	LEAD LEVEL DESIGNER
 SCHIZO	PROGRAMMER
 KLAM	LEVEL DESIGNER
 MAPMAN	LEVEL DESIGNER
 PINGU	LEVEL DESIGNER
 KILLAHMO	LEAD SOUND DESIGNER
 REE	LEAD CHARACTER MODELER
 TALON	LEAD MODELER, ANIMATOR
 SPACEJESUS	MODELER
 WATCHMAKER	MODELER
 STORMY	LEAD ANIMATOR
 ZIMM	ANIMATOR
 SUPERNUBB	PLAYTESTING LEAD, COMMUNITY MANAGER
 HASTINGS	ASSISTANT PLAYTESTING LEAD, COMMUNITY MANAGER
 OKEIDO	PUBLIC RELATIONS
 GARRADOR	LEAD TEXTURE ARTIST

