

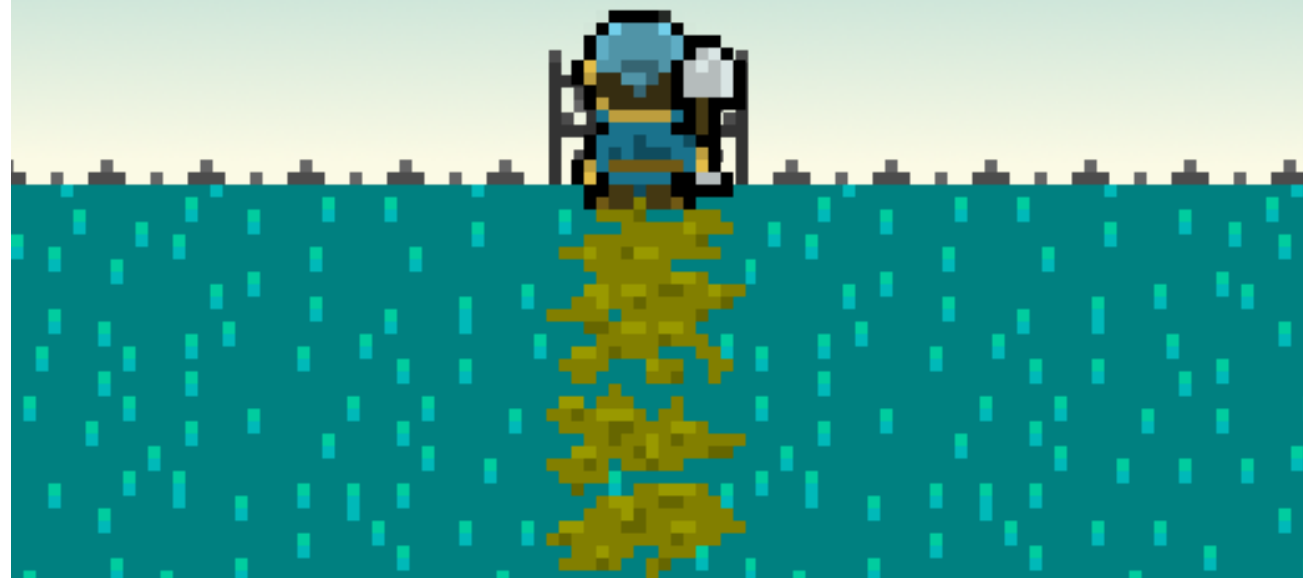
Graveyard Smash

Instruction Booklet



Manuel was working late one night when he happened upon a zombie coming out of the ground. He smashed it down, but others started coming out after that...

Manuel is paid to put the dead in the ground, and he intends to make sure they stay that way.



Playing the Game

Throughout each night monsters will rise from the graves and attempt to escape over the fence on the right. As Manuel, your goal is to prevent as many monsters from escaping the graveyard as possible. Manuel's shift only goes until 6:00 AM, so you must continue to hold them off until this time. As long as you have not run out of lives by the end of the night, you have completed the stage – any lives lost are reset at the beginning of each new night.

Manuel is unable to attack the monsters directly, but he is able to handle the undead threat with his elite groundskeeper training: He can hit the enemies as they rise from the ground with his shovel, or he can dig holes in the path of the escaping monsters. He must use these 2 methods effectively if he's going to survive the night!

Starting the Game: Main Menu

Story Mode - Begins the main story line of the game. In the case of returning to a game, you can select any stage that you have played, up to the maximum stage you've reached.

Endless Mode - For true veterans, play an extended version of the game and see how long you can hold on against the endless tides of monsters!

Instructions - Opens the game booklet.

Options - Set screen size and whether to invert the Y axis in play.

Credits - Lets you watch the credits.

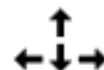
The Game Screen



The Game Screen

1. The current time in the world – the stage ends when the time reaches 6:00 AM
2. The number of enemies that can be allowed to escape before the stage is failed
3. Number of points needed until the next life
4. Volume options – clicking on the icon will lower the volume until the sound is muted
5. The current player score
6. Pauses the game and opens up the options menu
7. Pauses the game

Controls



Movement - Moves Manuel around. WASD can also be used if desired.



Smash - Manuel pounds the ground at his location, knocking down any rising monster from the ground.



Dig - Manuel digs a hole on his current location. It requires 3 digs to complete a hole - Just know you can't dig on a tombstone!



Pause - Will freeze all the action and pause the game.



Exit Game - Immediately ends the game and closes the window. When you got to get back to work in a hurry.

Power Ups

Fighting undead night in and night out is hard work. Fortunately for Manuel, he has access to certain tools which allow him to even the odds against the relentless tide of the undead horde.



Tequila

As much as he enjoys his liquor, Manuel has just a minor tendency to fly into an unstoppable rage when drunk - although this does have the rather useful side-benefit of making him instantly smash any undead he happens to come in contact with during this timeframe. Just make sure to be out of harms way when he sobers up!



Rosary

While Manuel may not be as religious as his Mother would like, he is a firm believer in the divine. And while it may have been some time since his last confession, someone up above is watching and answering his prayers by putting the dead back in their graves.

Characters



Manuel

Just an ordinary everyday graveyard worker. Currently works the grave shift.



The Suits

They don't explain a whole lot, but their money is good, so that's all that really matters. The white one talks too much, though.

Enemies



Zombie

The walking dead... as it turns out, these guys are kind of lazy and even walking is a bit of a chore for them. They just go straight forward not even caring if there's a hole in the way.



Skeleton

Unlike a normal zombie, the Skeleton has gone on an extended weight loss program! This means that he is able to jump over holes on his way off the map... but he can't jump far enough for 2 holes.



The Angry Jacket

This disembodied, flying jacket doesn't seem to want to go anywhere 'cause it just flies around the grave it materializes from. More importantly, all physical attacks seem to go right through it so Manuel can't hit it with his shovel or even while drunk! Prayer may be the only answer....

Also it has a ghost inside.

Tips and Tricks

- You can hold the Z button to dig holes more easily than jamming the button repeatedly.
- Remember, holes can only be used once; they are a backup, not your main means of attack!
- Make sure you only dig holes to the right of tombstones. A hole does no good if enemies will never walk into it.
- If a monster is almost out of the ground, it may be better to let it go than chase after it - if you get knocked down you could end up missing many more monsters!
- Consider saving the rosary item when it pops up instead of grabbing it right away... it's your only to catch monsters that have gotten past the fence.