

Digital Pictures



3DO, the 3DO logos and Interactive Multiplayer are trademarks of The 3DO Company.



CORPSE  
KILLER

**EPILEPSY WARNING**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

**PROJECTION TELEVISION WARNING**

DO NOT USE A FRONT OR REAR PROJECTION TELEVISION WITH THIS PRODUCT. YOUR PROJECTION TELEVISION SCREEN MAY BE PERMANENTLY DAMAGED IF STATIONARY SCENES OR PATTERNS ARE PLAYED ON YOUR PROJECTION TELEVISION. SIMILAR DAMAGES MAY OCCUR IF YOU PLACE THIS PRODUCT ON HOLD OR PAUSE. IF YOU USE YOUR PROJECTION TELEVISION WITH THIS PRODUCT, NEITHER THE 3DO COMPANY NOR DIGITAL PICTURES, INC., NOR ACCLAIM DISTRIBUTION, INC. WILL BE LIABLE FOR ANY RESULTING DAMAGE. THIS SITUATION IS NOT CAUSED BY A DEFECT IN THIS PRODUCT OR THE 3DO SYSTEM; OTHER FIXED OR REPETITIVE IMAGES MAY CAUSE SIMILAR DAMAGE TO A PROJECTION TELEVISION. PLEASE CONTACT YOUR TV MANUFACTURER FOR FURTHER INFORMATION.

**3DO VIDEO GAME USE**

THE EXECUTION OF SOFTWARE WITH THE 3DO SYSTEM INVOLVES THE USE OF PATENT RIGHTS, GRANTED OR APPLIED FOR, IN CERTAIN COUNTRIES. A PURCHASER OF THE 3DO SYSTEM IS LICENSED TO USE SUCH PATENT RIGHTS WITH SOFTWARE LICENSED BY THE 3DO COMPANY. NO LICENSE, IMPLIED OR OTHERWISE, IS GRANTED FOR THE EXECUTION OF OTHER SOFTWARE.

This CD-ROM can only be used with the 3DO Interactive Multiplayer. Do not attempt to play this CD-ROM in any other CD player.

This game is licensed for home play on the 3DO Interactive Multiplayer only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

Unless otherwise stated, the characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

**HANDLING YOUR CD-ROM**

- This CD-ROM is intended for use exclusively on the 3DO Interactive Multiplayer.
- Avoid bending the compact disc. Do not touch, smudge, or scratch its surface.
- Do not leave the compact disc in direct sunlight or near a radiator or other source of heat.
- Always store the compact disc in its protective case.

**ESRB RATING**

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Digital Pictures



**C O N T E N T S**

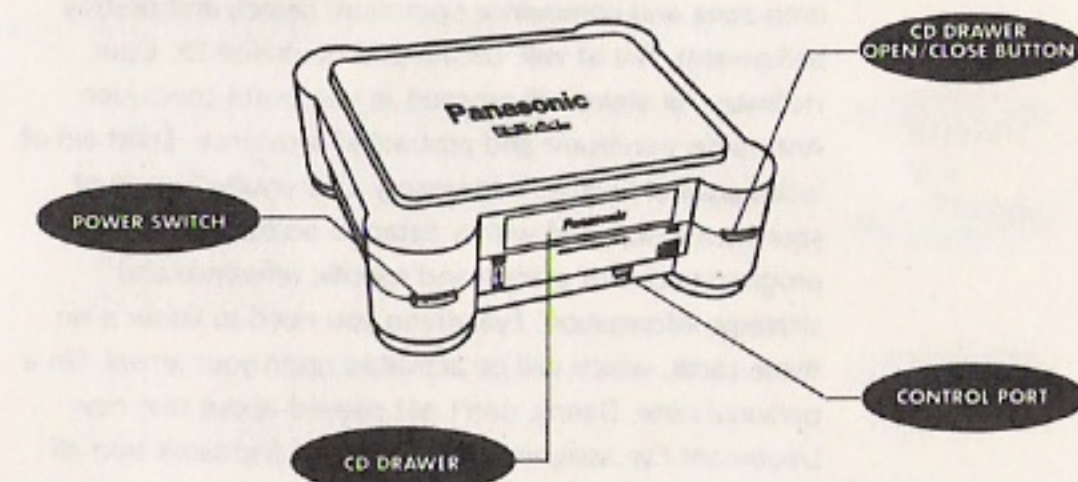
**P A G E**

|    |                           |
|----|---------------------------|
| 2  | ..... Setting Up          |
| 3  | ..... Your Orders         |
| 4  | ..... Main Characters     |
| 7  | ..... Quick Control Guide |
| 8  | ..... Fighting the Dead   |
| 12 | ..... Menus               |
| 13 | ..... Credits             |
| 14 | ..... Voodoo Magic Hints  |
| 14 | ..... Technical Support   |
| 15 | ..... Warranty            |

**SETTING UP**

- 1 ..... Connect your 3DO Interactive Multiplayer System as described in the 3DO Interactive Multiplayer User's Manual.
- 2 ..... Turn on your television or monitor, then turn on the 3DO system.
- 3 ..... Place the Corpse Killer™ CD into the 3DO system disc tray with the label facing up. Close the disc tray.
- 4 ..... Once the disc tray is closed, the Corpse Killer software will start automatically.

**NOTE:** If the Corpse Killer CD is already in the 3DO Multiplayer when you turn it on, the game will begin automatically.



## YOUR ORDERS

### EXTREME TOP SECRET

pursuant to directive 2639870/NP National Security Administration file 774906/JS-819. PROCEED NO FURTHER IF YOU ARE NOT HOLDING A YELLOW SECURITY CLEARANCE CARD. VIOLATION OF THIS DIRECTIVE IS A CAPITAL OFFENSE.

### FLEETCOM ORDERS - TO BE OPENED IN-FLIGHT ONLY

**Sender:** Subpac@topcom.def.nsa.gov

**Received:** from RPTR.SATCOM.PGN by dub-img-2.fleet.com (8.6.5/5.SCRMBL-sam)

id JAA25835; 09:23:29 -0400

(PMDF V4.2-15 #4561) id

<01HFJMTJ4S008WWWXIB@REG.CMDR.FLTCOM>; 09:28:35 EDT

**Subject:** Re: Action orders

**Message-id:**

<01HFJMTJ51N68WWWXIB@REG.CMDR.FLTCOM>

**X-VMS-To:** TX%\*71736.513@jointcfs.pgn"

**MIME-version:** 1.0

**Content-transfer-encoding:** 128BIT scrmbl-sam

**To:** Capt. Daniel Cooper, Spl. Forces

**Message:** Proceed with strike force to Cay Noir matrix Delta drop zone and commence operation. Search and destroy belligerents, fire at will. Locate and neutralize Dr. Elgin Hellman. Air strike will proceed at successful conclusion. Anticipate significant and protracted resistance. Enlist aid of locals against hostiles if necessary. Like yourself, each of your men is supplied with a datapod access card programmed with unique and specific reference and strategic information. Everything you need to know is on those cards, which will be activated upon your arrival. On a personal note, Danny, don't get peeved about that new Lieutenant I've assigned you. He kicked Saddam's butt all over the place in Desert Storm and he's got that guts-and-glory Special Forces look in his eyes. You need this guy, Danny. If you fail, God help us all.

**Signed off com:** Maj. General Harlan Skowcroft, C.J.C.

YOU'RE THE

LIEUTENANT.

BE ALL THAT

YOU CAN BE.

## MAIN CHARACTERS



**Winston** is a Rastafarian fortune hunter who came to Cay Noir in search of buried treasure. He plans to use it to fulfill his fantasy and buy a Hummer all-terrain vehicle. Well versed in the rites of voodoo.



**Julie** is a struggling journalist. She stumbled across the shocking "Project Manpower" in Washington, and the sordid trail of rumors and innuendo has led her to Cay Noir. Nothing will stand in her way as she stalks the story of a lifetime.



**Necrobiologist Dr. Elgin R. Hellman** headed a top-secret Pentagon research team exploring the controversial fields of near-death experience, cryogenics, vampirism, ethnobiology and morphology. He disappeared from public

life when he was drummed out of the Pentagon a few years ago...

**Magliano, Fleming, Duffy** are the other members of your Special Forces strike team, led by...

**The Captain, Danny Cooper**, DSC (Distinguished Service Cross), CMO (Congressional Medal of Honor). One tough S.O.B.

## THE ZOMBIES



**Ded Boyz** - Street gang famous for their murderous assaults on rival gangs and hapless tourists alike.



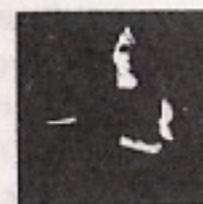
**Cult Killers** - Crazy hippies who made the front pages with their lurid, ritualistic killing sprees.



**Electroposse** - Electrocuted mass murderers whose deeds forever infamized Texas towers, post offices, subway cars and fast food restaurants.



**Serial Killers** - Normal-appearing nerdy guys who just happen to make people disappear faster than you can say "eat your liver".



**Mercenaries** - Former Death Squad members, these are the most together of the gangs. Hellman's elite forces.



**Renegades** - These unaffiliated derelict dead dudes roam around and may attack at any time. Watch out!

## BLACK MAGIC MEN

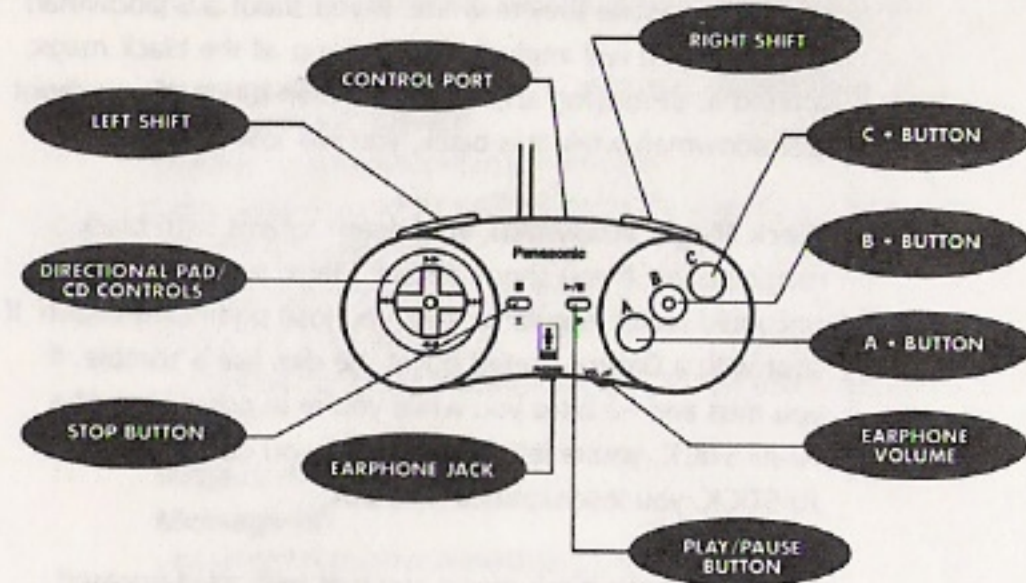
**The Shadow Men:** They are shadows that walk just like one of the on-screen zombies. The Shadow Men oscillate between white (good force) and black (evil) so you want to shoot them while they're white. If you shoot a Shadowman while white, it will implode and suck up all the black magic around it, destroying any zombies within range. If you shoot a Shadowman while it is black, you will lose health.

**Black Magic Strawmen:** wild death totems with black magic power. If you shoot a Black Magic strawman with an uncoated bullet (regular or AP), you lose significant health. If shot with a Datura-coated bullet, he dies like a zombie. If you miss and he bites you while you're in possession of a JU-JU STICK, you're left unharmed. If you don't have a JU-JU STICK, you lose significant health.

**Reapers:** exotic black magic zombies with mud-encased heads. A JU-JU STICK will help protect you from reapers.

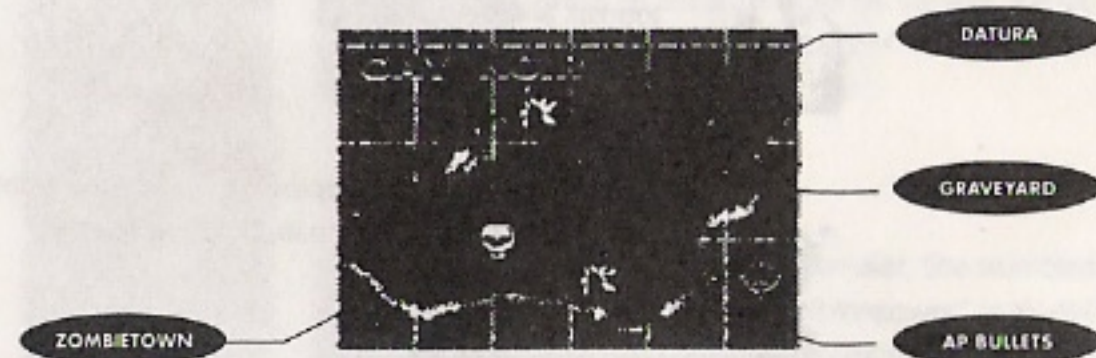
## QUICK CONTROL GUIDE

For 3DO Controller



- A + BUTTON**
  - Press to fire.
  - Press to select information video from the Datapod.
  - Press to select a destination from any map.
  - Press to cancel any briefing and advance to the next scene.
- B + BUTTON**
  - Press to change the type of ammo you're using.
- C + BUTTON**
  - Press to retreat to the graveyard from any point in the game.
- PLAY / PAUSE**
  - Press to pause the game.
  - Press to select a menu item from the Start or Options screens.
- DIRECTIONAL PAD (D-PAD)**
  - Press up, down, left, right on the D-pad to aim your gun.
  - Press up or down on the D-pad to move through menu selections on the Options screens.
- A + B + C + PLAY / PAUSE**
  - Press A-B-C-Play/Pause simultaneously to restart the game.

## FIGHTING THE DEAD



### THE ISLAND

The tropical island of **Cay Noir** was once populated by a mysterious and extinct race with an advanced knowledge of the processes of Life and Death. The ruins of their villages bear mute testimony to the ancient wisdom that still may be tapped deep in the volcanic caves of the island. Hellman's breakthrough relied on just such knowledge.

The walled city known facetiously as **Zombietown** is what still remains of the lost race's largest village. Hellman's minions have converted it to their use and it's swarming with bloodthirsty corpses. The critical battle locations in Zombietown are the **entrance gate**, the **swamp**, the **village**, and the magnificent **fortress**, a most difficult 3-part siege to be undertaken only when fully prepared.

The **Graveyard** is your home base. If you don't protect it, zombies will come to raise the dead. The more they raise, the less likely your chances of surviving and getting to Hellman.

There are other locations on the island which will be useful for gathering information and inventory. Go when you feel the need, but watch out for renegade zombies.

## THE MAIN SCREEN



Fire with the A-button, change bullets with the B-button, and retreat with the C-button.

You may ABORT if you are being overrun in battle. This will initiate a hasty retreat back to your home base, the Graveyard. (To retreat is not necessarily a bad move. It can save your life if you are in trouble).

If you want to go to another location from the graveyard, select the Satlink map icon from the Datapod (see Datapod).

Your health is indicated by the face on screen. Because you were bitten and infected with zombifying poison when you landed on the island, your health is steadily deteriorating. If you let zombies get to you while battling, they'll bite you and you'll deteriorate faster.

## INVENTORY



**Armor-piercing (AP) bullets** can be found throughout the island. Packets of these bullets were air-dropped with you when you landed and may be located via your Datapod. AP bullets are more powerful than normal bullets, but supplies are limited.



**Datura** is a native plant from which Winston concocts special potions. You can choose to have Winston coat your bullets with powerful zombie-killing potion or make you an antidote that will temporarily restore your health. The choice is up to you, so choose wisely based on your needs.



**Datura-coated bullets** are much more effective against zombies than regular bullets or AP bullets. Use them when you're in trouble; and make sure you save an ample supply for battle with your zombified buddies in the fortress.



**Hanja root** is a Datura power enhancer. It further increases the bullet potency.



A **Ju-ju stick** gives you special shielding powers against the onslaughts of the Black Magic Men.



**Baba-Koo Manbones** are found around the island and are highly desirable inventory items. Winston throws them for mystical interpretation. Listen to his advice.

## DATAPOD



The navy has issued you a hand-held information and communication system. Use it when you have time in the graveyard. New datapod icons appear when you have uncovered new information or received a new access card from a liberated soldier-buddy. Fire at an icon to access the information.



Use the Satlink map icon to go to another location on the island. Fire at an icon on the map to go to that location. If you fire once, you may hear a description of the location. Fire a second time to go to the location.

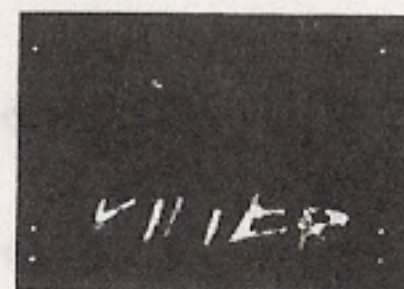


You can **Save your Game** from the Datapod by firing at the Save Game icon. Enter a file name using the A-button then press the Play/Pause button to save. Cancel by pressing the C-button.

## PAUSE

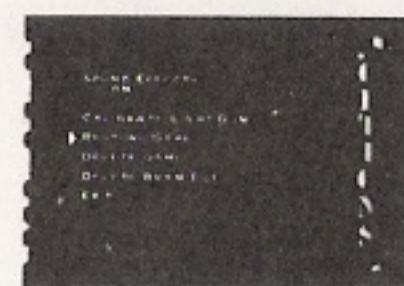
You can pause the action at any point by pressing the Play/Pause button. Return to the game by pressing Play/Pause again.

## MENUS



### START GAME

To begin a new game, highlight the Start Game item and press the Play/Pause button on your controller.



### OPTIONS

To go to the Options Menu, highlight the Options item in the Start screen and press the Play/Pause button.

### HIGH SCORES

To see the High Scores, highlight the High Scores item and press the Play/Pause button.

### RESTORE GAME

Look for the file name of the game you wish to restore. Highlight the file then press the Play/Pause button.

### SAVE GAME

You can save a game from the Datapod when you're in the graveyard (see Datapod).

### DELETE BACKUP RAM (NVRAM) FILE

Look for the file name of the game you wish to delete from backup ram. Highlight the file then press the Play/Pause button. Cancel by pressing the C-button.

## A DIGITAL PICTURES PRODUCTION A U-DIRECT® INTERACTIVE FILM

|                         |                  |
|-------------------------|------------------|
| Executive Producers     | Tom Zito         |
|                         | Tyler Johnson    |
| Interactive Design      | Ken Soohoo       |
|                         | Kenneth Melville |
| Additional Design       | Noah Falstein    |
| Music                   | Bradley Smith    |
| Editing                 | Peter Bazinski   |
| Production Design       | Anthony Tremblay |
| Director of Photography | Anthony Palmieri |
| Screenplay              | Kenneth Melville |
| Computer Programming    | Jason Anniballi  |
| Produced by             | Charles Ogden    |
|                         | Wolfgang Marum   |
| Directed by             | John Lafia       |

|                    |                 |
|--------------------|-----------------|
| Associate Producer | Shari Little    |
| Computer Graphics  | Cuyler Gee      |
|                    | Josh Solomon    |
|                    | Kim Tempest     |
|                    | Brian Anderson  |
|                    | Jarmila Seflova |
| Lead Tester        | David Popovich  |

|                  |                                    |
|------------------|------------------------------------|
| Package & Manual | The Design Office<br>of Wong & Yeo |
|------------------|------------------------------------|

## CAST

|          |                      |
|----------|----------------------|
| Winston  | Jeremiah Birkett     |
| Julie    | Brigett Butler       |
| Hellman  | Vincent Schiavelli   |
| Magliano | John Cassini         |
| Fleming  | Gary Anthony Sturgis |
| Duffy    | Erin Bobo            |
| Captain  | Bill Mosley          |
| General  | Charles Kahlenberg   |

## VOODOO MAGIC HINTS

- Check out Winston's bone readings
- Ju-Ju sticks are critical for defending against Black Magic Men
- When you get Datura plant, check your health before deciding on bullets or zombie cocktail (antidote)

## TECHNICAL SUPPORT

For problems or questions, contact Digital Pictures' Technical Support Department at (415) 345-0445, 8:38-5:30 PST.