



BURN ZOMBIE BURN

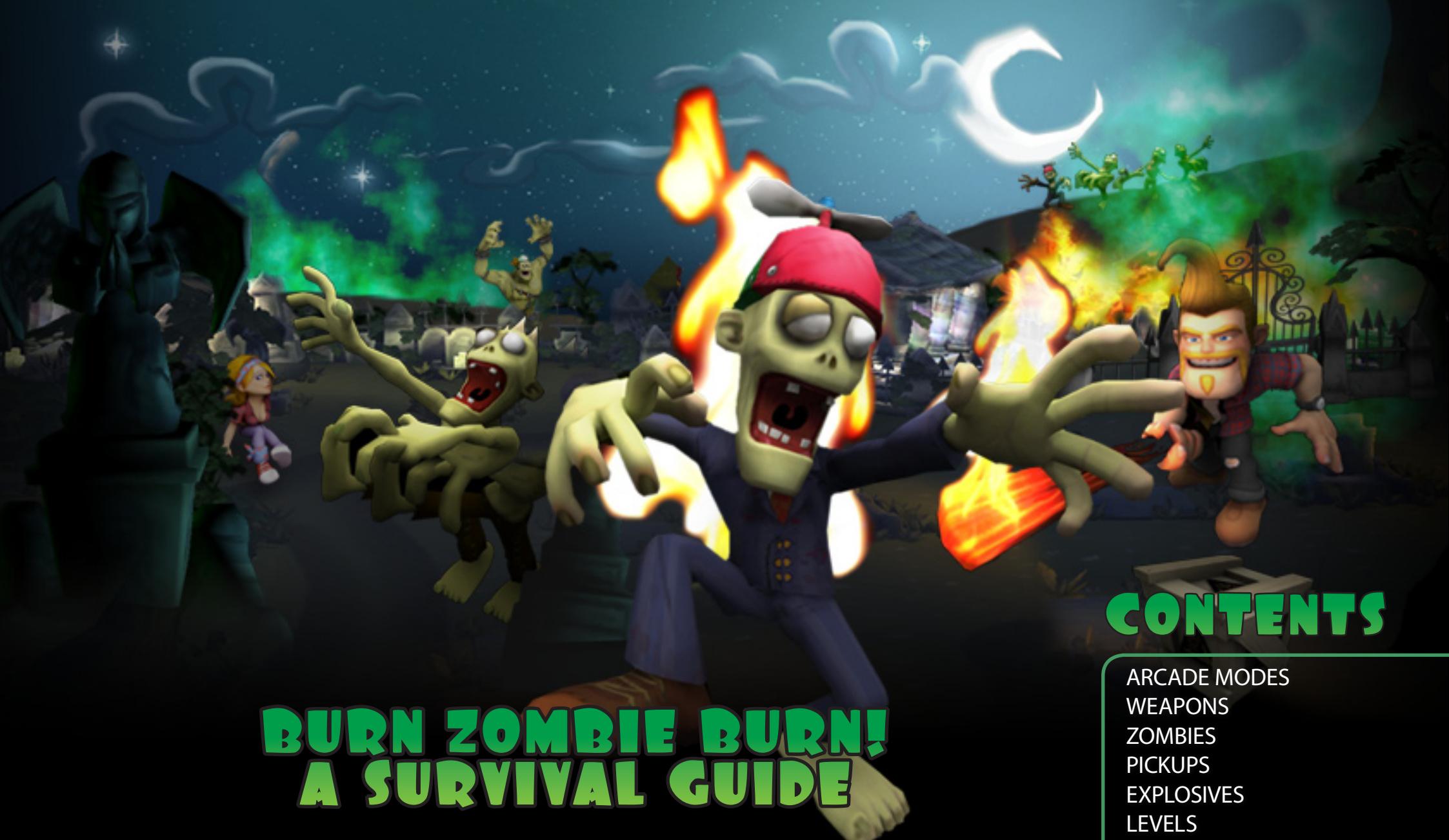
BURN ZOMBIE BURN!
A SURVIVAL GUIDE

STARRING
BRUCE

AND
DAISY

double six

BURNZOMBIEBURN.COM



BURN ZOMBIE BURN! A SURVIVAL GUIDE

Welcome to the char-grilled world of Burn Zombie Burn, where the best type of undead is barbequed undead. However, playing with fire is a dangerous pastime, especially when what's cooking wants to feast on your brains. And so, the crack Zombie Eradication Team at doublesix have come up with this guide to help you survive the undead onslaught.

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ARCADE MODES

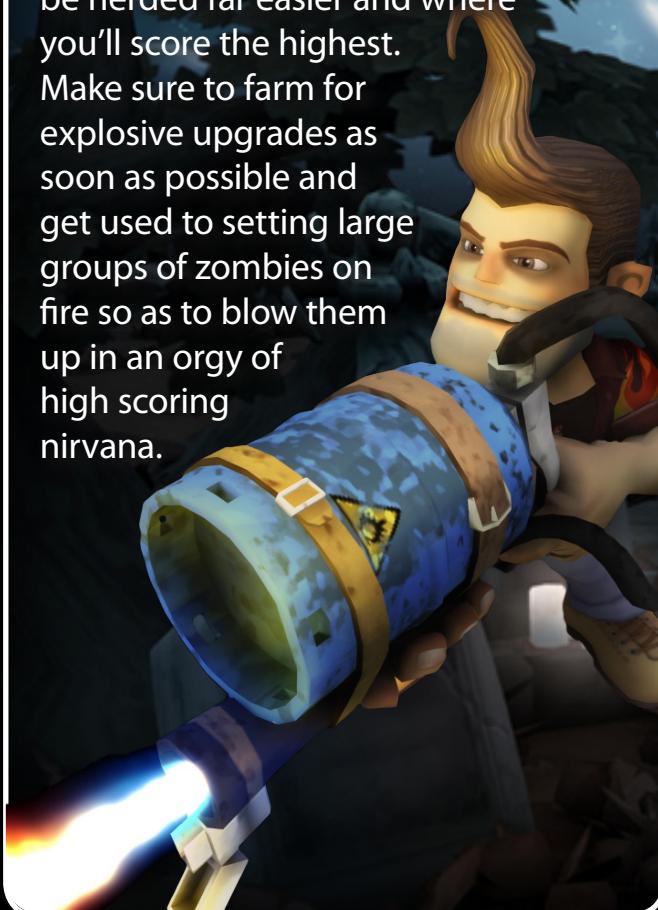
ARCADE MODES

There are three modes in the arcade game plus fully fledged split-screen multiplayer versions of each one. In each of these modes, scoring a million points will award you an extra life. In Freeplay and Timed modes, each level has a Big Red Button.

You activate this by achieving a total of three Combos (see weapons).

FREEPLAY

The pure mode where zombies can be herded far easier and where you'll score the highest. Make sure to farm for explosive upgrades as soon as possible and get used to setting large groups of zombies on fire so as to blow them up in an orgy of high scoring nirvana.



DEFEND DAISY

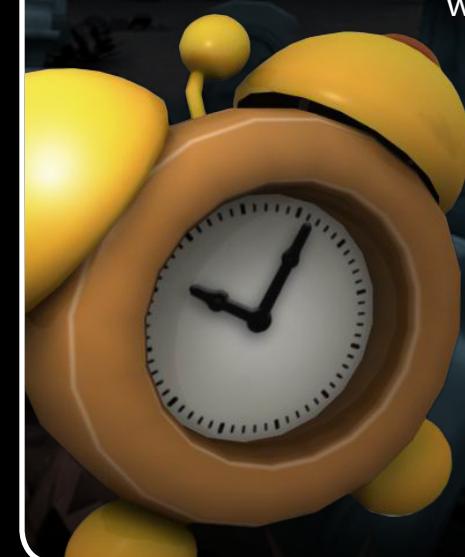
This is a tougher mode in which you must cope with two conflicting objectives; score high and keep Daisy safe. Explosives have to be used more carefully in this mode, as a misplaced TNT drop could kill Daisy outright. However, you can lure lots of zombies around Daisy and set them on fire as long as you kill them quickly (burning zombies hurt Daisy too). Using melee weapons here, like the bat and chainsaw, will help you survive the long hard road ahead.



TIMED

Focus on score above all else on this mode, you're going to end up running out of time. You start with 5 minutes and unless you constantly restock that with time pickups (each one gives you 20 seconds back) you'll be out of time before you know it. Setting large groups of zombies on fire and then blowing them up en masse is the best

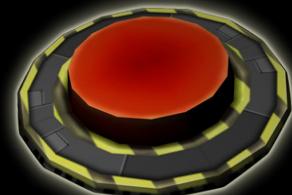
way to farm time pickups. Just don't take your eyes off the clock!





WEAPONS

There are lots of weapons at Bruce's disposal. You can achieve combos with any weapon by killing enough zombies within a certain time period. Once the button is activated you can initiate the level event by pressing the Big Red Button. Here is a breakdown of what you'll find in the game:



PISTOL

Your default weapon, it will never run out of ammo. If you ever want to switch back to the pistol (we'll get to why later) press Drop Weapon.

FLAMETHROWER

This sets fire to things from a distance but has limited fuel. It's great for setting a lot of zombies on fire at once but you can't run through crowds with this weapon, since by the time you get there they're already on fire and no longer afraid.



UZI

Your favourite 9mm machine gun, good at crowd control but not great in a prolonged fight.

TORCH

This is your default secondary weapon and, you guessed it, it sets fire to things. To hold it out, press Secondary Fire. You can use the torch to run through crowds of zombies because until you set them alight, they're afraid of fire.

GATLING GUN

Ex-military hardware that Bruce managed to "acquire". It's very powerful and has a lot of ammo but is best used at range.

CHAINSAW

Your favourite carving utensil and it's surprisingly precise. Use the auto-aim (Lock-On) whilst standing still and herd flaming zombies into its spinning blades.

LAWNMOWER

Eviscerates undead flesh even more effectively than the chainsaw but, like the chainsaw, it's best not to use it on Exploding Zombies.

SHOTGUN

The classic choice - best used at close range on multiple zombies.



BRAINGUN

Something Bruce knocked up in his garage, built out of an old vacuum cleaner, this weapon is able to pluck the brain from a zombie with ease. The subsequent brain can be fired into a crowd of zombies to distract them. They won't even realise if a bundle of TNT was dropped at their feet (hint, hint).

THE BATS

Baseball Bat and Cricket Bats. – These are your trusty melee weapons, they never run out. Holding down the fire button will charge up either bat for a super swing. The resulting hit will send the zombies flying. Alternatively, you can repeatedly tap the button to swing the bat quickly. This does a lot less damage but can allow you to run through groups of zombies, on fire or not, relatively unscathed. Just make sure you run straight.

DANCE GUN

This is another home-made secondary weapon – build out of a radio and a satellite dish, it tunes the zombies brains in to a dance track, instilling the compulsion to get their groove on.



ZOMBIES



EXPLoder

EXPLoder

Former construction workers turned brain connoisseurs. Exploders will only chase you if you get too close. It will also detonate on contact with fire. Shooting an exploder gives you points for all zombies caught in the blast including other exploders. If they detonate for any other reason, not only will they ruin your multiplier but you won't score a point. Chain a few Exploders together for a nice bonus multiplier.

DANCER

DANCER

Similar to the Crazy as the Dancer will chase you but only if you're facing the other way, when you turn to face a Dancer they run away...with shame.

NORMAL

NORMAL

Your garden variety member of the brain munching undead, it will trudge slowly toward you unless you get within in a certain radius when it will lurch forward.

CRAZY

CRAZY

A member of the undead that lacked a sizeable amount of social skills prior to the "change"; will always go for you no matter where you are.

RUSHER

RUSHER

These beefy guys move fast but can't turn. They do a lot of damage if they connect and are dangerous in groups. It's advisable to take them on one at a time.



MASKED

These zombies have improvised some armor from things they found lying around. You can't harm these zombies from the front, unless of course you use a melee weapon.

NOXIOUS & INFECTED

Noxious zombies are very dangerous as they are impervious to fire and infect other zombies making them fireproof. They are also impervious to the charms of the dance gun. The Noxious zombies also give off a toxicous mist that will damage Bruce if he walks too close. Kill Noxious zombies as soon as you see them to stop the infection from spreading.

SUPER ZOMBIE

A military experiment gone horribly wrong, the Super zombie can only be harmed by explosives. The Super will also fart fire at regular intervals, setting other zombies on fire. However, these won't add to your score multiplier. The Super will attack very aggressively if you get too close. You have been warned!

MYSTERY

The darker side of fandom; cos-playing zombies. The Mystery teleports in at random intervals at various points on each map. It only hangs around for a little while and it won't attack you but, if you kill it, you can unleash the Rampage pickup (see Pickups). Listen for the sound of his teleporter - this signals his arrival.



PICKUPS

There are four types of pickup in the game; those dropped by non-flaming zombies, those dropped by flaming zombies, mode specific pickups and zombie specific pickups...

HEALTH

Dropped By Non-Flaming Zombies

These look like a juicy burgers or succulent pies, sometimes even a doughnut. These will replenish your health, just don't ask where the food came from...



AMMO

Dropped By Non-Flaming Zombies

Ammo – Most weapons run on a finite amount of ammo, pick this up to replenish your stock.



TNT

Dropped By Non-Flaming Zombies

The most effective means to eradicate the zombie horde.



TNT TYPE UPGRADE

Dropped By Flaming Zombies

This upgrades TNT from timed to proximity and then to remote, picking one of these up also counts as a TNT pickup.



TNT RANGE UPGRADE

Dropped By Flaming Zombies

There are a total of 2 range upgrades, careful maxing out the radius out with proximity TNT. You could end up caught in the blast.



SPEED-UP

Dropped By Flaming Zombies

A temporary increase in Bruce's speed but it wears off over time. While under the influence, additional Speed Ups increase the effect.



TIME BONUSES

Dropped By Flaming Zombies

In Timed Mode Only

These little clocks increase the clock by 20 seconds - you won't last long without them.



RAMPAGE

Dropped By the Mystery Zombie

Kill the Mystery zombie when it appears to get this, it will make you invulnerable for a short amount of time. Very useful to farm for explosion upgrades later in a level! Or just an excuse to go crazy



DEFENCE HEALTH

Dropped By Flaming Zombies

In Defence Mode Only

These lovely boxes of chocolates make Daisy feel better and are vital to survival in Defend Daisy mode.



EXPLOSIVES

EXPLOSIVES

Bruce has access to a selection of explosives to use in game. Killing zombies will drop normal TNT but if you kill flaming zombies you will gain a variety of explosive upgrades. These will increase the blast radius of your explosives, meaning you can kill more zombies in one go, or will upgrade the type of explosive; from: timed, to proximity and finally to remote detonation.

We strongly recommend that you “farm” flaming zombies for explosive upgrades at the soonest opportunity.

Once fully upgraded you’ll be able to maximise your scoring potential on that level, earn medals and unlock the bonus aspects of the game (such as the Vision Modes for instance). In addition, if you place multiple explosives next to one another (so each radius overlaps another explosive) you can chain them together and add more to your score.

You can also kick explosives and other objects by press the Square button. You can kick zombies but we don’t recommend it. It’s worth noting that all upgrades are lost on death, so tread carefully.



NITRO



TNT

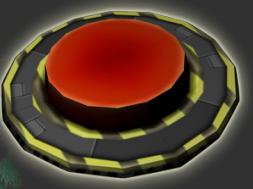


LEVELS

There are a total of six separate levels in the game (with an extra VR arena for training). Each level has a unique event triggered by the Big Red Button, some aid your score others don't. All will help you, when the timing is right. Here is a breakdown of each of the areas. Attaining Bronze on each level unlocks the next:

THE WOODS

PUSH THE
BUTTON



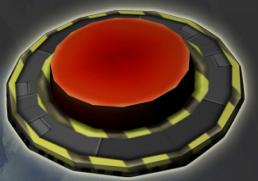
The Big Red Button activates the Rain – this will slow the zombies down but also stop you from setting other zombies alight.

Bruce came out to the cabin in the woods to spend some 'quality time' with Daisy. Unfortunately, the undead had different ideas. This level is split into two main areas; inside the fence and outside it. The fence can help you break up the zombie horde but can also trap you if you don't plan ahead. Be wary of the propane canisters in the fence corners though.

GRAVEYARD



PUSH THE
BUTTON



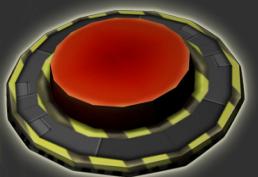
The Big Red Button activates the God Ray as it will kill all zombies that stray within its path – however, this will not add to your score.

Despite the number of gravestones, the level is relatively open. Use this to your advantage by herding large numbers of Crazies into the path of your TNT drops. Upgrading your explosives early here will pay dividends later on. Seek haven in the Big Red Button's God Ray.

SUBURBIA



PUSH THE
BUTTON



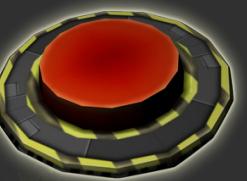
The Big Red Button activates the UFO which will abduct any zombies that stray under it but this too will not add to your score.

Don't let the quaint picket fences fool you, the gardens here act like as small enclosures that can be used to trap zombies or trap you. Combine the tactics used for the Woods and the Graveyard, move in and out of the large open area to farm TNT and gain weapon pick-ups. Exploders will cause you a lot of trouble on this map if you don't take them out before they detonate your burning zombies and undermine your score multiplier.

DRIVE-IN



PUSH THE
BUTTON

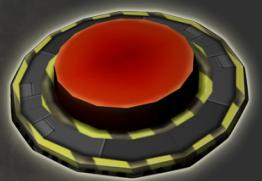


The Big Red Button activates the Cinema screen which will also act as a level-wide dance gun, forcing all the zombies to dance. Use this time wisely, as you'll need to pace yourself on this level.

A more advanced level, as the cars box Bruce in a lot more. You have to keep moving and using the small amount of open space near the top of the map to herd enough zombies together in to max out your TNT scoring potential.

ARMY BASE

PUSH THE
BUTTON



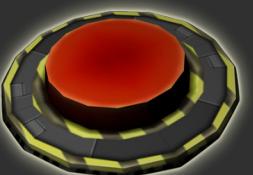
The Big Red Button event on this level is the Air Strike, which drops TNT. If you have upgraded your personal TNT's radius, then the Air Strike will match that. With a bit of planning, the Air Strike can make your score skyrocket.

Similar to the Drive-In in terms of the technical layout but be wary of the crashed helicopter in the top right corner, this will spawn flaming zombies that do not add to your multiplier. The Gatling gun is also more frequent on this level but don't use auto-aim (Lock-On) as the narrow layout will waste your bullets. Fixed strafing (Strafe) is far more effective here.

SECRET LAB



PUSH THE
BUTTON



The Big Red Button event here is a rotating set of laser beams but be careful as they will hurt you if you stand under them.

Initially this appears a more open type of map but the zombies will spawn in rings, normally with an exploder in the middle. To score high on this map is quite tricky, as the exploders will ruin your multiplier. The trick is to draw the other zombies away from the exploder and maximise the multiplier that way. You can also shoot the exploder in the core of the circle but this won't score you many points.



CHALLENGES

There are ten challenges to unlock. In challenges, there are no extra lives and pickups occur less often. Here's a breakdown of each challenge and some hints and tips:

MY EXPLODING ZOMBIE HEAD!

You have a special exploding zombie head on this map that never disappears. Kick it around and lure as many zombies into its blast radius as possible. There is a reason this is the first challenge available; as it teaches you how to appreciate the merits of having large groups of zombies on fire. You can rack up a serious score on this map not only by chaining blasts but also from the sheer number of zombies present. Setting everything on fire can pay dividends on this level!.

ZOMBIE ZAPPER!

Lots of rushers plus a zombie zapper. You only score for zombies that get zapped or exploded by Exploders you shoot. Use the Rushers straight line charge attack to your advantage and lure them through the zapper. Don't shoot any Rushers though, as you won't score that way on this challenge.



ZOMBIE BAIT!

You have three enclosed areas where zombies spawn and a constant supply of TNT. Use the brain gun to herd the zombies into clumps, so you can kill as many of them in one go. Use the flamethrower to set each area on fire first and keep the multiplier up. Then kick the explosives over the fences. Later on some other zombies will escape the pens, keep them distracted with fresh brains.



ZOMBIES ATE MY TEDDY!

Like a normal defence map except that you can kick the teddy out of harm's way (or into it). You can kick teddy into a corner and defend him or keep him moving to get him away from the zombies.





CAUTION: MINEFIELD!

Propane canisters will randomly spawn on this level, you can use them to take out nearby zombie hordes. Make sure to upgrade your explosive radius to maximise their effect. Using pistol and strafe is a good way to target the propane canisters.

MIDNIGHT BOOMSTICK!

Lights out. You can only see a limited area around Bruce and have a limited selection of weapons available. Try and farm for explosive upgrades early on and use remotes more tactically.

ALL FIRED UP!

One of the hardest levels in the game. It teaches you to appreciate each and every pickup you get. Make sure to set as many zombies on fire and avoid exploders.

ZOMBIE EXPRESS!

A much faster level and very tough as a consequence, if your not careful you'll fall fowl of those exploders. Try and keep your multiplier up. Good luck!

TOO MANY ZOMBIES NOT ENOUGH TIME!

This is an accelerated level where all the zombie types and weapons will be made available very quickly. Keep the Noxious Zombies at bay or they'll murder your multiplier.

LAWN OF THE DEAD!

A lawnmower and a lot of zombies, not much else to say. Have fun!





HOW TO UNLOCK BZB

Over the next couple of pages are the requirements to unlock everything in the game.

ARCADE MODE FREEPLAY

| | | |
|------------|----------|-------------------------------------|
| THE WOODS | Freeplay | Unlocked at Start |
| GRAVEYARD | Freeplay | Attain Bronze on The Woods Freeplay |
| SUBURBIA | Freeplay | Attain Bronze on Graveyard Freeplay |
| DRIVE-IN | Freeplay | Attain Bronze on Suburbia Freeplay |
| ARMY BASE | Freeplay | Attain Bronze on Drive-In Freeplay |
| SECRET LAB | Freeplay | Attain Bronze on Army Base Freeplay |

ARCADE MODE TIMED

| | | |
|------------|-------|----------------------------------|
| THE WOODS | Timed | Unlocked at Start |
| GRAVEYARD | Timed | Attain Bronze on The Woods Timed |
| SUBURBIA | Timed | Attain Bronze on Graveyard Timed |
| DRIVE-IN | Timed | Attain Bronze on Suburbia Timed |
| ARMY BASE | Timed | Attain Bronze on Drive-In Timed |
| SECRET LAB | Timed | Attain Bronze on Army Base Timed |



ARCADE MODE DEFEND DAISY

| | | |
|------------|--------------|---|
| THE WOODS | Defend Daisy | Unlocked at Start |
| GRAVEYARD | Defend Daisy | Attain Bronze on The Woods Defend Daisy |
| SUBURBIA | Defend Daisy | Attain Bronze on Graveyard Defend Daisy |
| DRIVE-IN | Defend Daisy | Attain Bronze on Suburbia Defend Daisy |
| ARMY BASE | Defend Daisy | Attain Bronze on Drive-In Defend Daisy |
| SECRET LAB | Defend Daisy | Attain Bronze on Army Base Defend Daisy |





CHALLENGES

My Exploding
Zombie Head!

Unlocked at Start

Zombie Zapper!

Attain Bronze on
My Exploding Zombie Head!

Zombie Bait!

Attain Bronze on Zombie Zapper!

Zombies Ate My Teddy!

Attain Bronze on Zombie Bait!

Caution: Minefield!

Attain Bronze on
Zombies Ate My Teddy!

Zombie Express!

Attain Bronze on Caution: Minefield!

Midnight Boomstick!
Too Many Zombies!

Attain Bronze on Zombie Express!

Not Enough Time!

Attain Bronze on
Midnight Boomstick!

All Fired Up!

Attain Bronze on
Too Many Zombies! Not Enough Time!

Lawn of the Dead!

Attain Bronze on All Fired Up!

REWARDS!

Concept Art: Characters

Attain 2 Silver Medals

Vision Mode: Zombie Vision

Attain 4 Silver Medals

Art: Character Renders

Attain 8 Silver Medals

Vision Mode: Sketch

Attain 12 Silver Medals

Concept Art: Zombies

Attain 16 Silver Medals

Music: Dance Tracks

Attain 20 Silver Medals

Concept Art: Levels

Attain 24 Silver Medals

Vision Mode: Sepia

Attain 28 Silver Medals

Concept Art: Weapons

Attain 4 Gold Medals

Character Bios

Attain 8 Gold Medals

Concept Art: Super Zombie

Attain 12 Gold Medals

Vision Mode: Nightvision

Attain 16 Gold Medals

Concept Art: Props

Attain 20 Gold Medals

Music: Level Tracks

Attain 24 Gold Medals

Vision Mode: Comic

Attain 28 Gold Medals





BZB TROPHIES

Here are the Trophies you can earn playing Burn Zombie Burn!



TROPHIES

| NAME | TYPE | HOW TO EARN |
|---------------------------|--------|---|
| Extinction | Bronze | Kill 100,000 Zombies |
| Paint The Town Red | Bronze | Fill the screen with the maximum amount of blood on any level |
| Red Shirt | Bronze | Kill the Mystery Zombie. |
| Hot To Trot | Bronze | Last 30 seconds with 50+ zombies on fire. |
| Murder On The Dance Floor | Bronze | Make 1000 Zombies Dance |
| Brain Surgery | Bronze | Suck 100 Brains |
| Texas Style | Bronze | 100 Chainsaw Massacres |
| Dynami-Te-He | Bronze | 1000 Zombies blown up |
| Graduation | Bronze | Complete the Zombie Academy |
| Tourist | Bronze | Unlock All Arcade Levels |
| Friend of Bruce - Timed | Silver | Unlock All Levels |
| d6 Commends You | Bronze | Win all Bronze medals |
| d6 Respects You | Bronze | Win all Silver medals |
| d6 Admires You | Bronze | Win all Gold medals |
| Friend of d6 | Gold | Win all Developer medals. |





HINTS AND TIPS

These guys kill zombies for a living and they've put some tips together for you!

CHEWIE'S TIPS

Don't Always Reach for Lock-On - The game may be easier with the auto Lock-on but not all weapons suit that style. We put Strafe in for a reason, use it.

Put the Gun Down – Don't pick up a new weapon until the one you have is about to run out of ammo.

Zombies Surf the Waves - if you are finding it hard to get the medals, study what wave numbers certain zombies or weapons spawn on and plan accordingly.

Boom Shake the Room! – Chaining together explosions causes an extra multiplier to kick in. High scores a go go!

Don't Be a Coward – When faced by a horde of zombies don't always run away, you can run through normal zombies with the torch. Swinging a baseball or cricket bat will allow you to run through normal and flaming undead.

Daisy Loves Zombies – In defense mode clearing waves of zombies before they hurt daisy will keep her alive but won't net you many points. Daisy's gonna have to take some of the pain if you want to get the medals.

Boom Shake the Room 2! – Exploders are bad, right? WRONG! Exploders are your own personal walking TNT, shoot them or chain with TNT for the mother lode of points. Remember Exploders set off by anything other than your weapons will not score you any points.



JIM'S TIPS

Ease them into the blade – the Chainsaw can take some getting used to, unlike the lawnmower you can't just run through zombies with it – hold still and rotate to the nearest with Lock_On or ease in and out of the zombies as they come toward you.

The Brain is Mightier than the Bullet – you can't shoot masked zombies from the front but you can suck their brains out. Do so and then fire the brain at other masked zombies – they will turn to attack the brain, leaving their backs exposed to you.

Use those Petroleum Canisters – you don't always have to farm TNT to explode zombies – look out for the blue metal cylinders and use them well.

Use that Weapon Map – the Weapon Map will let you know what weapons are available and where - use it!

Weapon Drop: don't run into exploders with that lawnmower – use Drop Weapon to switch to the pistol and detonate them for extra points.

Push the Big Red Button – Never forget about the Big Red Button, on most levels it could save your life and in Army Base's case, it can seriously improve your score.

Master the Kick – learning to kick dynamite accurately is vital earlier in the game, it's also great for relocating brains!



OLLIE'S TIPS

Walk The Line – When you drop TNT make sure you run away in straight line, as this will lead any zombies chasing you into the radius of the TNT and their doom. It also means you'll clear the blast area more quickly. Open area's are to your advantage as you can maximize the amount of zombies that are herded into a TNT blast.

Lobbing TNT – Instead of kicking TNT, you can also throw it. Hold down Drop Explosive and run in a direction, when you let go of Drop Explosive you'll throw the TNT in the direction you were walking.

Timing is Everything – With the Brain Gun you can "store" a brain ready to be fired by switching to your torch the moment the brain is swallowed by the gun. Dropping your torch will cause the brain to be fire instantly. The timing is a little tight though, so practice makes perfect.

Burn Everything – If you set fire to fences and trees, zombies will be scared off. This is useful when you want to break up a herd of them but be careful as a few stray zombies can catch alight and set their friends on fire.

No Flies on Me - Noxious are your worst enemy because infected zombies cannot be set on fire meaning you aren't getting any of the decent power ups and you aren't getting a good score. You can spot the Noxious from the Infected because of the green cloud around them. Take them out as soon as they spawn!





BURNZOMBIEBURN.COM



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