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Part 1: Introduction

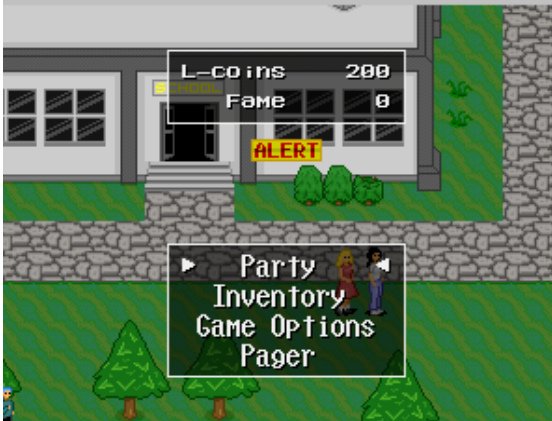
Thank you for purchasing Glamorous Zombie Flakes. This game's world consists of a rather strange island nation called Lemon, along with its inhabitants all depicted in glorious low-resolution programmer art. The player's task will be to lead new modeling agency recruits to fame and fortune while using their special talents to cure zombies and solve mysteries.

Default keyboard controls:

arrow keys - movement and menu navigation
z - action (talking to NPCs, selecting menu item, etc.)
x - cancel (closing a menu, aborting an intervention, etc.)
a - run/walk (modify the player's movement speed when held)
s - menu (open the menu described in part 2)

Show time!

Part 2: Menu and Pager



This is the menu accessible from within the game except during interventions and events. It displays your current fame score and quantity of L-coins (currency).

Enter the Party submenu to view your party members, change their order, change their equipment, or view their skills. Use the up and down directions to select a character and press the right direction to access the equipment or skills submenus.

The inventory submenu displays a list of every item in your possession. (See part 3.)

The game options submenu allows you to load or save your game. It also contains some platform-specific settings like keyboard/gamepad assignments and graphics options.

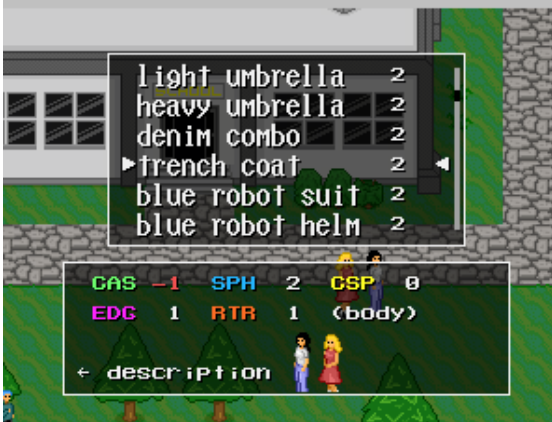
After you acquire the agency pager, the pager option will be available in the menu and from there you can access the pager screen. The red and yellow ALERT message will be displayed on the menu screen any time there are new alerts. It will disappear after you've viewed the pager screen.



The pager lists the general location of each zombie alert. When searching for the zombies, be sure to watch for a person waving who will always be close by.

After you've cured the zombies, the alert will be removed from the list.

Part 3: Inventory list



Here you can see a description and an info page for each item that you've obtained. Press the left or right directions to switch between them. Pressing the same direction again can also be used to scroll through the list more quickly.

The info page (shown here) lists the style attributes for wearable items. It also identifies the type of item, and for wearable items it will show the party members who are able to wear it. The types of items are as follows:

- | | |
|-------------|------------|
| (head) | (supply) |
| (body) | (material) |
| (feet) | (misc) |
| (accessory) | |

In general there are no actions to be done in the inventory list. There is only one item in the game that can be used from here, and the player will be given instructions when that item is acquired. However, a similar inventory list is also shown in other contexts when there is an action that can be taken, for instance when selling items at a shop or choosing one to use during an intervention.

----- Part 4: Equipment -----



You can reach the equipment screen from the party submenu. Here you can choose items for your primary and spare outfits, and the resulting style attributes are displayed at the upper right as you make selections.

Note that if you don't have a BODY item equipped in your spare outfit then you won't be able to change during an intervention. If you don't have one in your primary outfit then you won't be able to participate in an intervention at all!



In rare cases you can find items that belong to a set, and when they are equipped together you'll get bonus points added to your style. When all the items in a set are equipped, the names will turn blue.

----- Part 5: Skills -----



The skills list is used during interventions when choosing a skill to perform. It can also be viewed from the party submenu even though no actions can be taken from there. Similar to the inventory list, each entry has a description and an info page.

cost - the amount of CONF consumed when performing the skill
 requires - minimum style attribute needed to perform the skill (if any)
 target - skills may affect one zombie, all zombies, or an ally
 power - one of several factors that determine the effectiveness of a skill

The area at the right side of the info page will show "AT" for skills that target a zombie's attention points, and "BP" for those that target boredom points. Also displayed there is one of the sense icons:



The five senses are sound, sight, smell, taste, and touch. If a blue icon is displayed below the sense it indicates that the skill causes a "sense down". This means that skills targeting the same sense will have temporarily reduced effectiveness during the intervention. (See part 6.) A red and yellow "S" icon indicates a special effect.

Part 6: Interventions



An intervention can be initiated when you encounter a zombie, or in some cases will begin automatically.

Once the intervention is in progress, you'll have the option to give up, which is the same as failure and generally means that your party will decide to run off and take a break. This is also what happens if all of your party members run out of CONF.

For an intervention to succeed, all zombies need to be cured. This generally requires lowering their AT gauge to zero first, followed by their BP gauge. When you succeed you'll be awarded experience points and fame.



← status window for a player character

status → window for a zombie

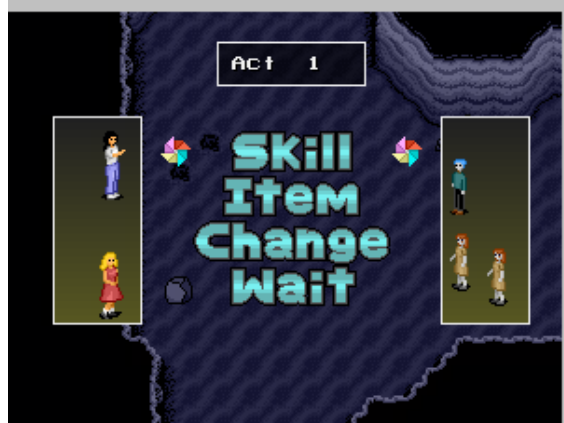


The status window shows the name, CONF or AT/BP, status readout, style points or style affinity, and for zombies the sense affinity. Style points and affinities are color-coded and shown in the same order as elsewhere in the game: casual, sophisticated, cosplay, edgy, and retro. Affinities range from "A" to "D", where the "A" rank means that skills belonging to that style will be extra effective. Rank "B" is normal, rank "C" is reduced effectiveness, and rank "D" means no effect. Note that zombie style affinities affect the amount of BP lost, but not AT.

Sense icons also represent four levels of varying effectiveness. When the icon appears green, skills targeting that sense will be more powerful. A white icon is the normal rank, a red one is reduced power, and an absent icon means the corresponding sense will be ignored. There are also "global" modifiers to the senses which result mainly from skills with a "sense down". These are shown above the status window as a gold icon (buff) or silver icon (debuff).

The status readout for player characters will show any buffs or debuffs in effect during that act (turn). These may be caused by items or by random events that occur during interventions in certain areas. All of these effects are temporary and will eventually disappear after a certain number of acts.

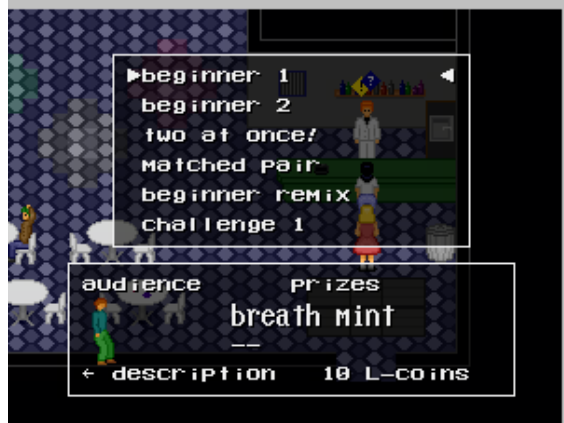
The status readout for zombies is very important because their status modifies their affinities, and for some zombies also causes them to take an action. The player also has the ability, indirectly, to change the zombie's status. Depending on the specific status, skills of each different style will either trigger the status to change "upward", "downward", or cause no change. If the change is triggered, it will occur later in the act, after all player actions. If changes in different directions are both triggered, the one that happened later takes precedence.



Select a party member to bring up the action menu. Actions only begin executing after each party member has been given orders and confirmation has been given, so the player controls the order of the party's actions.

Selecting "skill" brings up the skill list for that character. "Item" brings up the inventory list and allows certain items such as cereal to be used during the intervention. Using an item consumes 5 CONF. "Change" causes the character to switch between their primary and spare outfits, and does not use any CONF. Selecting "wait" means no action will be taken for that turn.

Part 7: The Club



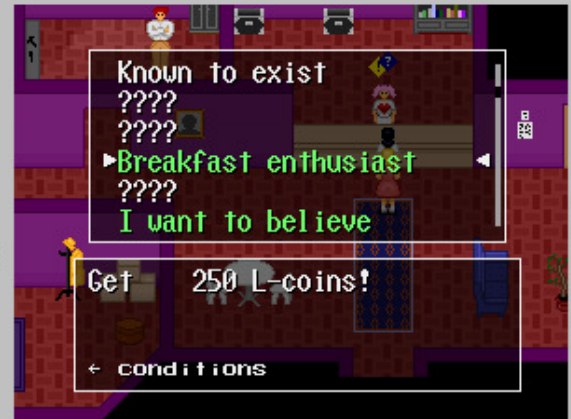
Talk to the club host after joining the agency and you will be able to take part in various competitions. Each one has a prize that will be awarded upon the first win, but experience points can still be earned by entering the same compo again. Compos follow the same format as interventions.

Obtaining a "club pass" will unlock additional compos.

Part 8: The Agency



Talk to Tina at the agency to view the jobs list, the incentives list, and to advance the plot at certain times. Use the jobs list to begin an assignment, to get hints on how to proceed, and to collect your payment after completion.



The incentives list has various categories of prizes that you can earn by meeting the stated conditions. An entry turns green when you have qualified, so just select it to claim the prize.

Part 9: Vehicles



Talk to Ben to borrow the excavator, which may prove helpful during your quest.



Talk to the school janitor to play the floor-scrubber minigame.



Talk to the flight instructor to begin flying the glider and chase UFOs.



While this one does not involve a vehicle, the cereal-making minigame becomes accessible by going in Jim's store after a certain quest is completed.

----- Part 10: Extra -----

Tips:

There are three stores in the first floor of the mall and a trading desk upstairs. Be on the lookout for additional places to buy items throughout the game.

When you lower a zombie's AT gauge to zero, it can cause a cascading effect that spreads to other zombies.

Each character that joins the party has the chance to learn a bonus skill at some point during the game.

