

THE ZOMBINATOR—Spoilers

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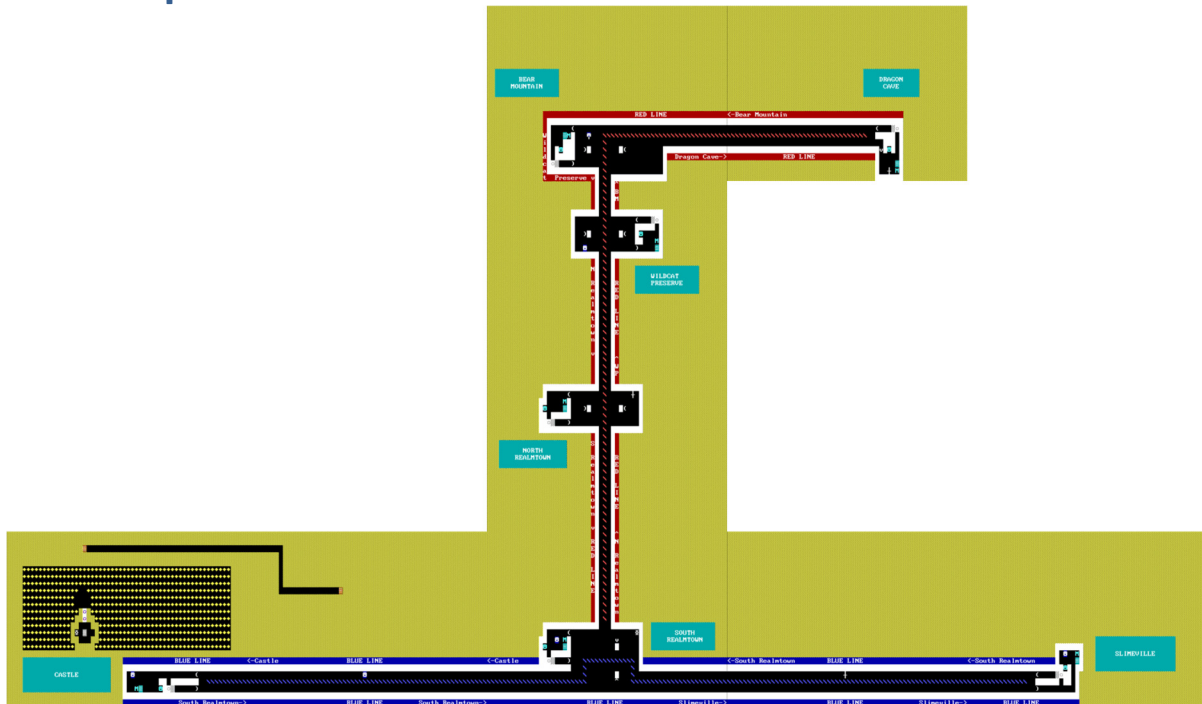
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Maps

Map of the Realm



Metro Map



The Secret Code

- 1) The number of zombies attacking the castle 8
- 2) The cost of a fishing pole 2
- 3) The number of gems cached behind the waterfall at Bear Mountain 5
- 4) The number of bears in the zoo 3
- 5) The cost of a metro ticket 1
- 6) The number of surveys given by yours truly 4
- 7) The number of alligators in the swamp 0

Solving the Labyrinth

Section I

- 1) Clear leftmost forest
- 2) Push NS slider (with boulder underneath) one unit south
- 3) Push boulder all the way east
- 4) Push leftmost slider 1 unit south
- 5) Push middle of 3 boulders 1 unit north
- 6) Push left boulder 1 unit west
- 7) Push top boulder all the way east
- 8) Clear forest
- 9) Push boulder and 2 sliders west 1 unit
- 10) Push same boulder all the way south
- 11) Go back up and push slider west 1 unit
- 12) Push boulder and slider up 2 units
- 13) Clear forest
- 14) Push 3 boulders north 1 unit
- 15) Push top of those boulders east 1 unit
- 16) Push remaining 2 boulders south 2 units
- 17) Push slider east 1 unit
- 18) Push boulder south 1 unit
- 19) Clear forest
- 20) Push 3 sliders east 1 unit
- 21) Push boulder and slider east 1 unit
- 22) Push top boulder all the way east to green 'f'
- 23) Push slider 1 unit south
- 24) Push 2 sliders west 1 unit
- 25) Push 4 boulders all the way south
- 26) Interact with 'f' / exit

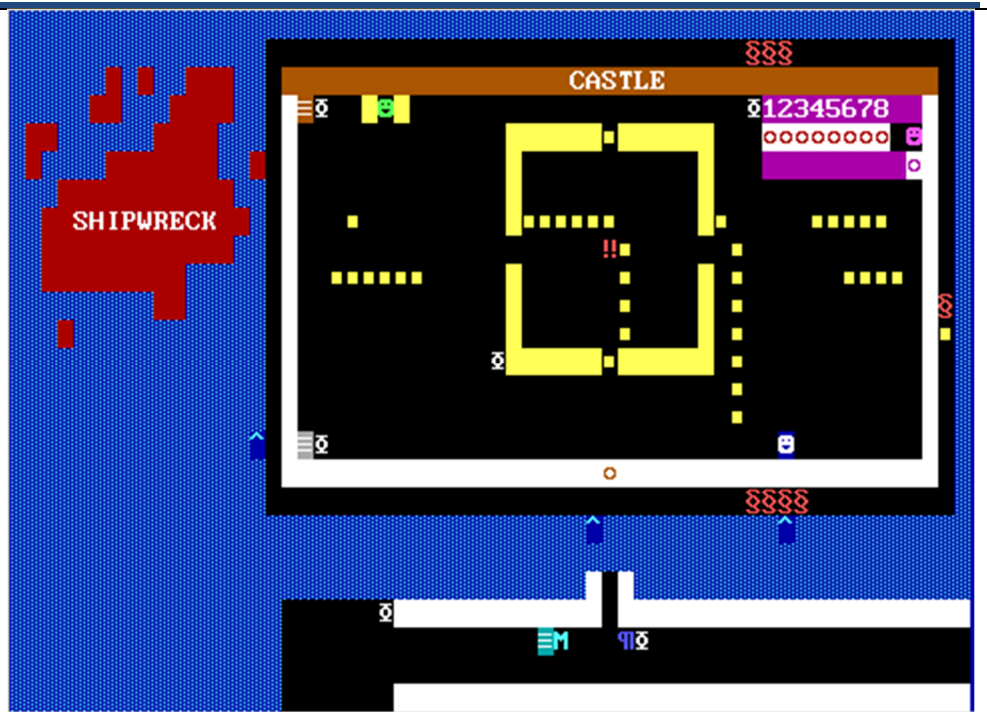
Section II

- 1) Pass south through first teleporter
- 2) Push slider-boulder-slider-slider west 1 unit
- 3) Push boulder east 1 unit
- 4) Clear forest and quickly jump west
- 5) Pass south through 2nd teleporter
- 6) Pick up ammo
- 7) Shoot 2 breakable walls to west
- 8) Clear forest
- 9) Shoot breakable wall to south
- 10) Go north, shoot breakable wall to south
- 11) Push boulder, 2 sliders, and gem all the way south
- 12) Push 3 sliders all the way east
- 13) Retrieve gem
- 14) Push slider and boulder 1 unit west
- 15) Push 2 boulders and slider north
- 16) Push leftmost boulder north
- 17) Line up 1 unit west of ricochet and shoot north to break wall
- 18) Gather gems and exit!

Trapping the Zombies

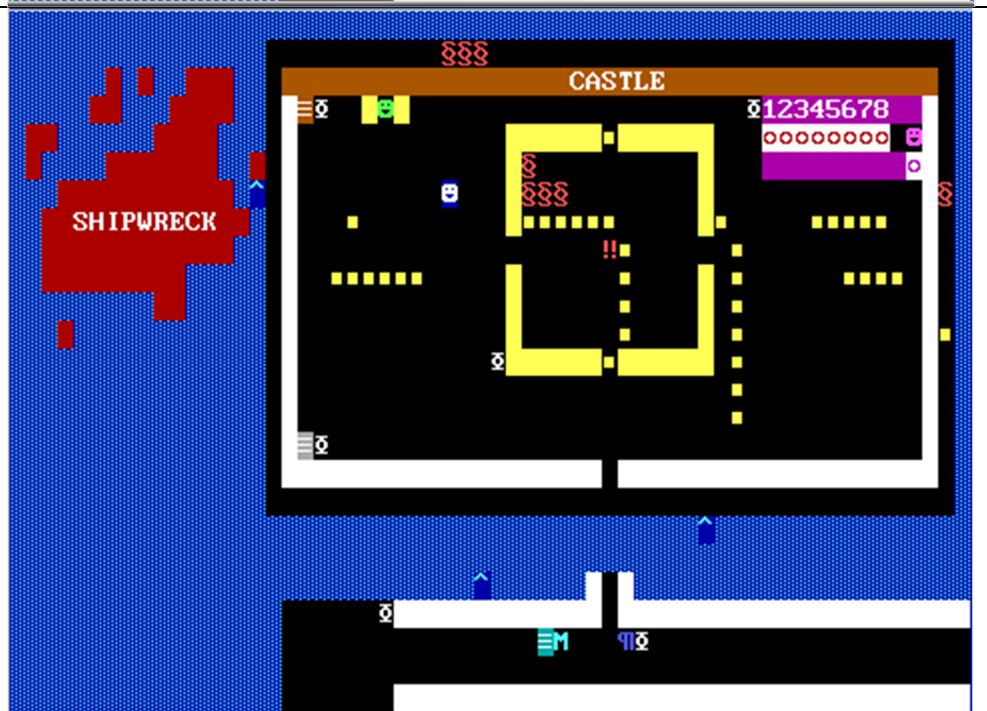
Step 1

Arrange the boulders.



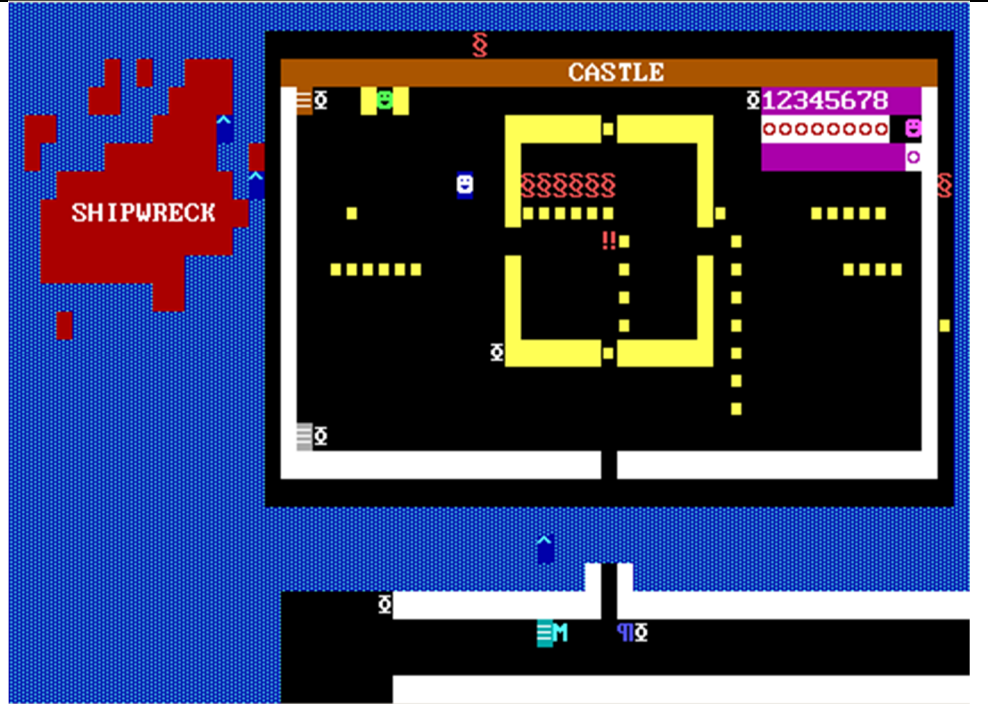
Step 2

Lure in the bottom four zombies and run around the outside of the keep counter-clockwise while the zombies enter the keep along your shield wall



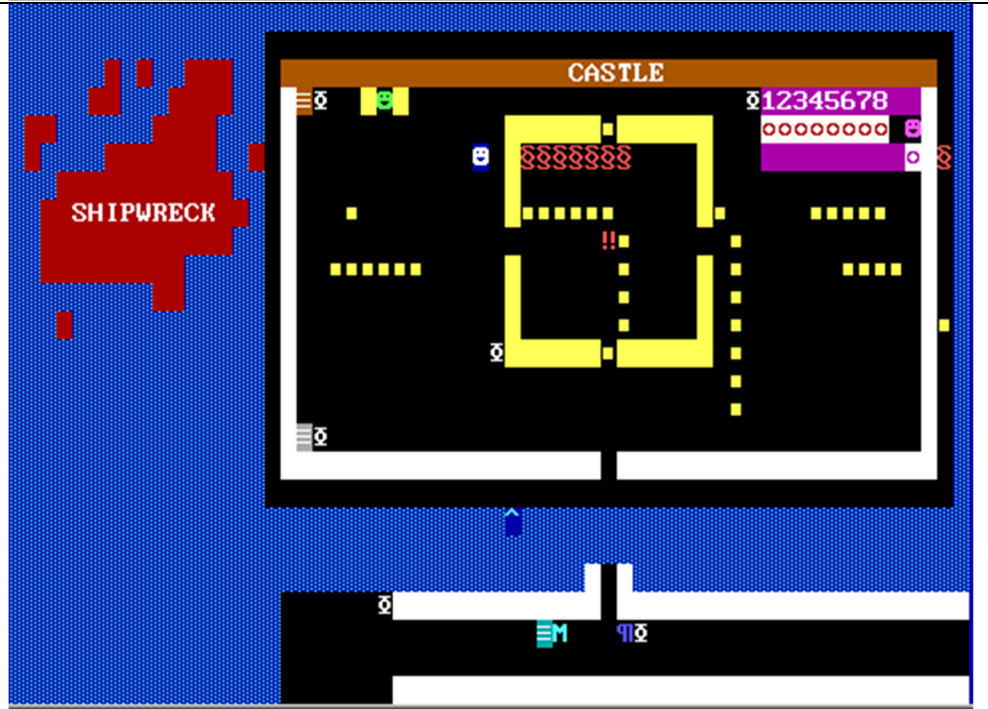
Step 3

Lure in another zombie or two, using the same technique to trap them.



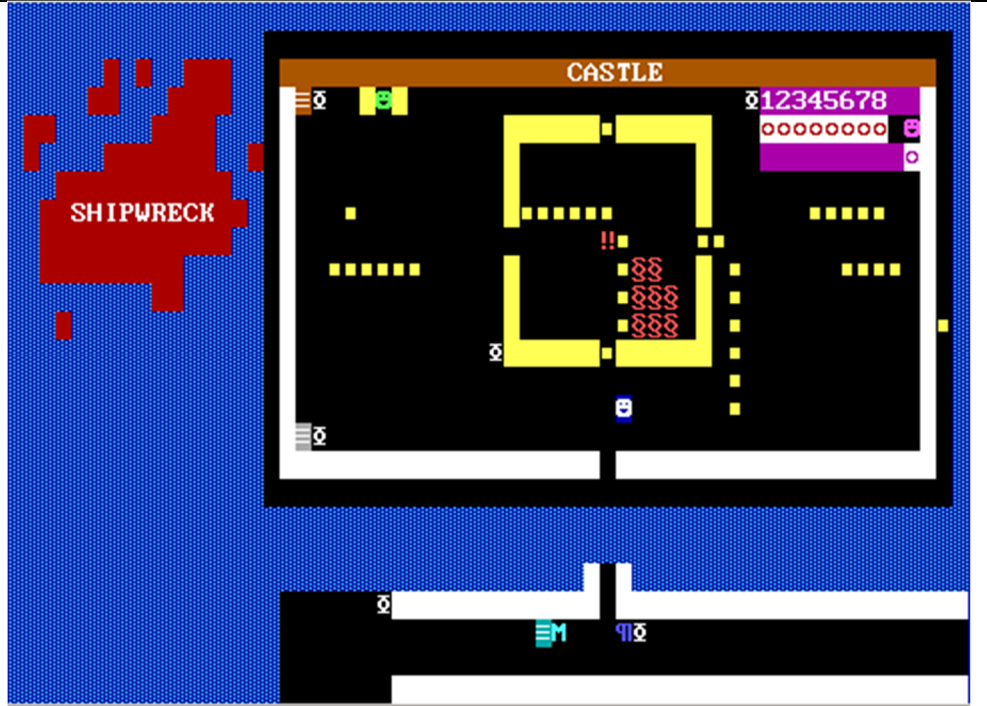
Step 4

Another zombie or two.



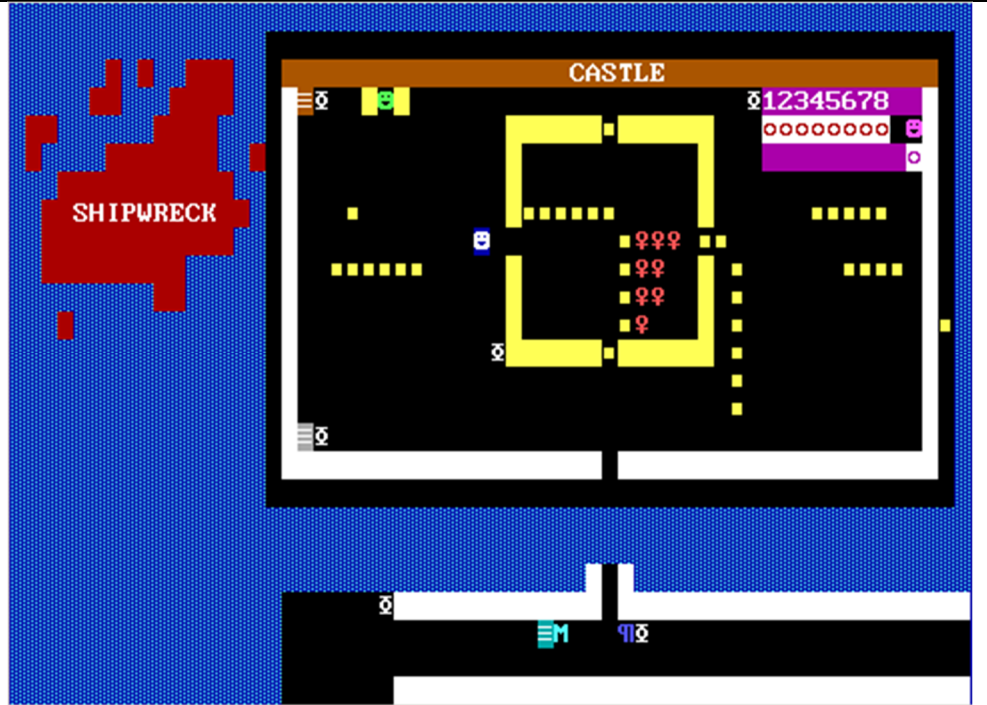
Step 5

Lure in and trap the final zombie.



Step 6

Deploy the bomb and run outside the keep to avoid harm.



Task Dependencies and Scoring

Preliminary Tasks

Task	Requires	Earned Upon Completion	Scoring	Gem Scoring
Start game	a sense of adventure	15 torches		
Read "Creatures of the Realm"	1 torch		1	
Read "Who's Who of the Realm"	1 torch		1	
Read "The Realm in Seven Days: A Tourist's Guide"	1 torch		1	
Read "Pirate Like Me Vol. I"	1 torch		1	
Read "Pirate Like Me Vol. II"	1 torch		1	
Complete surveys	<i>(travel expenses)</i>	4 torches	4	
Feed zoo animals	1 torch	5 torches	5	
Pay Sorcerer to turn mountain into a molehill	5 torches	14 torches	1	
Feed beggar three times	health	15 torches	6	

Simple Mission: Get Hired

Task	Requires	Earned Upon Completion	Scoring	Gem Scoring
Check Cottage #5 mailbox	appreciation of postal delivery services	postcard from Castle Butler		
Visit Castle Butler in castle	postcard from Castle Butler	10 torches	1	

Simple Mission: Recover Charm Bracelet

Task	Requires	Earned Upon Completion	Scoring	Gem Scoring
Visit beach district and read the bulletin board in the fish shanty	<i>(travel expenses)</i>	knowledge of lost charm bracelet		
Visit Dragon Cave	<i>(travel expenses)</i>	5 torches, charm bracelet		
Return charm bracelet to neighbor in Cottage #4	knowledge of lost charm bracelet, charm bracelet	15 torches	10	

Simple Mission: Deliver Mail

Task	Requires	Earned Upon Completion	Scoring	Gem Scoring
Visit Postal Worker at South Realmtown post office	<i>(travel expenses)</i>	postal employment offer		
Check Tourism Bureau mailbox	postal employment offer	postcard to Castle Butler		
Deliver postcard to Castle mailbox	postcard to Castle Butler	mail delivery completed		
Visit Postal Worker	mail delivery completed	15 torches	10	

Simple Mission: Go Fishing

Task	Requires	Earned Upon Completion	Scoring	Gem Scoring
Visit Shanty Chef at the fish shanty	<i>(travel expenses)</i>	fish mission		
Buy fishing pole	2 torches	fishing pole		
Visit fishing pier to catch fish	fishing pole	fish		
Sell fish to Shanty Chef	fish	10 torches, fish sandwich now available	5	

Simple Mission: Recover Lost Cat

Task	Requires	Earned Upon Completion	Scoring	Gem Scoring
Visit Cat Lover ¹	<i>(travel expenses)</i>	lost cat mission		
Buy catnip toy	2 torches	catnip toy		
Touch cat	catnip toy	cat		
Visit Cat Lover	cat	10 torches, knowledge of how to obtain purple key	5	

Mainline Mission

Task	Requires	Earned Upon Completion	Scoring	Gem Scoring
Check Cottage #1 mailbox	knowledge of how to obtain purple key	purple key		
Pet cats in Cottage #1 to get cyan key	purple key	cyan key	5	
Pay Sorcerer to reveal secret path ²	5 torches	revealed secret path	1	
Unlock cyan door to gain 5 gems	cyan key, revealed secret path	5 gems		50
Purchase the book, "The Secret Code"	1 gem	read book "The Secret Code"	5	
Activate secret code	read book "The Secret Code"	energizers		
Navigate 1 st section of labyrinth and kiss frog to free Royal Benefactor	<i>(travel expenses)</i>	freed Royal Benefactor, access to 2 nd section of labyrinth	5	
Visit Royal Benefactor in the castle	freed Royal Benefactor	12 torches, dragon mission		
Navigate 2 nd section of labyrinth to gain 10 gems	access to 2 nd section of labyrinth	10 gems	150	100
Convert 20 torches to 1 gem	20 torches	1 gem		
Spend 16 gems to invest in ammo factory	16 gems	ammo	50	
Purchase the book, "How to kill a dragon"	1 gem	read book "How to kill a dragon"	5	
Kill dragon to acquire dragon carcass	dragon mission, ammo, energizers, read book "How to kill a dragon"	dragon carcass	150	
Bring dragon carcass to Royal Benefactor in the castle to get 1st blue key	dragon carcass	1st blue key	50	
Unlock 1st blue door to gain 21 gems	1st blue key	21 gems		210
Purchase the book, "How to find buried treasure"	20 torches	read book "How to find buried treasure"	5	
Recover pirate's buried treasure to gain 9 gems	ammo, read book "How to find buried treasure"	9 gems		90
Convert 30 gems to 540 torches	30 gems	540 torches		

¹ This also begins the mainline mission

² Orange and black boxes are starting tasks for which only money is required

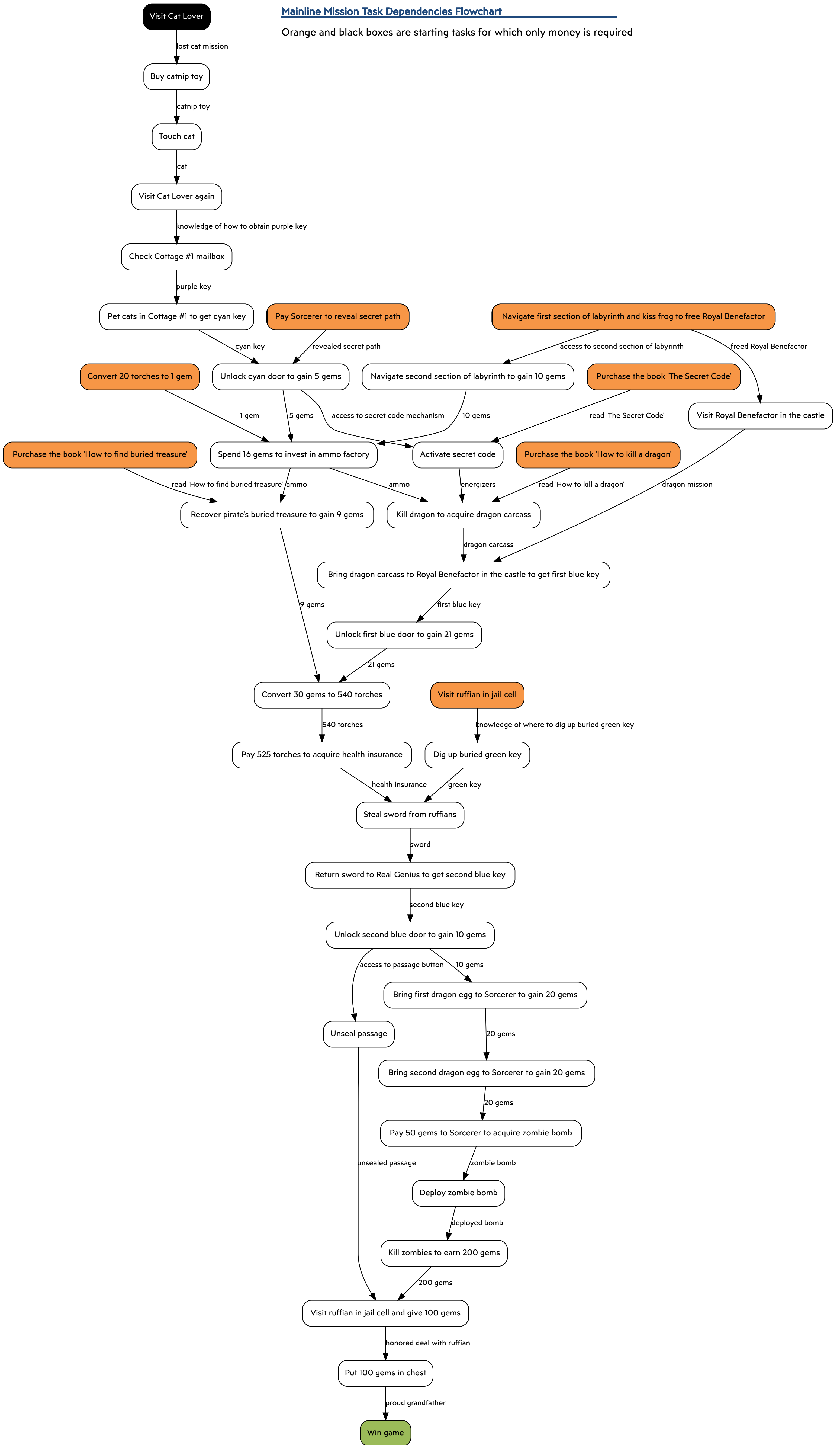
Task	Requires	Earned Upon Completion	Scoring	Gem Scoring
Pay 525 torches to acquire health insurance	525 torches	health insurance	50	
Visit ruffian in jail cell	<i>(travel expenses)</i>	knowledge of where to dig up buried green key		
Dig up buried green key	knowledge of where to dig	green key	10	
Steal sword from ruffians	health insurance, green key	sword	150	
Return sword to Real Genius to get 2nd blue key	sword	2nd blue key	50	
Unlock 2nd blue door to gain 10 gems	2nd blue key	2 dragon eggs, 10 gems, can unseal passage		100
Bring 1st dragon egg to Sorcerer to earn 20 gems	1st dragon egg	20 gems	50	
Bring 2nd dragon egg to Sorcerer to earn 20 gems	2nd dragon egg	20 gems	50	
Pay 50 gems to Sorcerer to acquire zombie bomb	50 gems	zombie bomb	50	
Deploy zombie bomb	zombie bomb	deployed bomb	50	
Kill zombies	deployed bomb, zombie mission	200 gems	500	
Visit ruffian in jail cell, give 100 gems	100 gems, unsealed passage	honored deal with ruffian	50	
Put 100 gems in chest	honored deal with ruffian, 100 gems	win game	500	

Extra Tasks For Fun

Task	Requires	Earned Upon Completion	Scoring	Gem Scoring
Buy a fish sandwich from Shanty Chef	1 torch, fish sandwich now available	?		
Shoot slime to visit the 'h'	ammo	?		
Touch the 'g'	moving fast	?		
Instead of feeding the beggar, decline to do so three times, then touch	a death wish	?		

Mainline Mission Task Dependencies Flowchart

Orange and black boxes are starting tasks for which only money is required



One Possible Walkthrough

- 1) Slimeville:
 - a) Read the diaries and manuals
 - b) Get the torches and purple key
 - c) Open treasure chest and read will, note, and obituary
 - d) Unlock purple door
 - e) Check Cottage #5 mailbox
 - f) Walk west, read the sign, and take a peek at Slime Bog Way
 - g) Read other signs
 - h) Visit neighbor at Cottage #4, Real Genius at Cottage #3, and Postal Carrier at post office
 - i) Check other mailboxes, especially the one at Cottage #1
 - j) Take the metro
- 2) South Realmtown:
 - a) Visit Postal Worker at post office
 - b) Read signs, check mailboxes, and take a peek at Slime Bog Way
 - c) Visit the hospital but don't touch any of the pillows (you may want to do so later if you get injured before acquiring health insurance)
 - d) Visit the ruffian in the jail and agree to the terms of the deal
 - e) Visit the bookshop and buy the two books that cost 1 torch each. Note cost of other books
 - f) **Optional:** head south and check out the Wilds; return to South Realmtown
 - g) Head west
- 3) Beach District:
 - a) Visit the store and buy the three books (1 torch each)
 - b) Note the cost of a health insurance policy
 - c) Buy the fishing pole and the catnip toy
 - d) Visit the fishing pier to catch a fish
 - e) Read the signs along the beachfront
 - f) **Optional:** Save game, talk to Cannibal Pirate but decline to feed three times. Restore saved game.
 - g) Feed Cannibal Pirate three times
 - h) Visit Cat Lover
 - i) Read the bulletin board
 - j) Sell fish to Shanty Chef
 - k) Talk to Shanty Chef again. **Optional:** buy a fish sandwich
 - l) Touch the cat
 - m) Bring the cat to Cat Lover
 - n) Enter the siege tunnel
- 4) Castle (inside):
 - a) Do not push around any boulders or pick up the yellow key at this time
 - b) Read the signs; take note of empty throne and bomb deployment marker.
 - c) Visit Castle Butler

- d) Check out the vault
- e) Return to beach district and head west past the fishing pier
- 5) Castle (outside):
 - a) Read the signs and check the mailbox
 - b) Hop on the metro
- 6) North Realmtown:
 - a) Check the tourism bureau mailbox and take the postcard for delivery
 - b) Visit Survey Taker and complete the four surveys (answers do not have any significance)
 - c) Visit Zoo Keeper and pay 1 torch to enter the zoo
 - d) Talk to Zoo Keeper a second time (due to a programming error, take care not to talk to Zoo Keeper a third time until after you have fed at least one animal)
 - e) Feed the animals
 - f) Talk to Zoo Keeper a third time
 - g) Enter the museum and view all of the exhibits
 - h) Take note of the currency exchange rates at the bank but do not exchange any currency at this time
 - i) Visit Factory Guard and take note of cost to invest in ammo factory
 - j) Head east to swamp labyrinth (don't bother to uncover the invisible walls at this time), then head north to ruffian forest, then head west to wildlife preserve, then head south to return to North Realmtown.
 - k) Hop on the metro
- 7) Wildcat Preserve:
 - a) Read the sign
 - b) Pay the toll to cross the bridge
 - c) Head east
- 8) Ruffian Forest:
 - a) Take note of many ruffians and passage in northeast corner. Do not clear the main forest border at this time.
 - b) Head south
- 9) Swamp Labyrinth:
 - a) Proceed through first section of the labyrinth (see [Solving the Labyrinth](#))
 - b) Kiss the frog
 - c) Proceed through second section of the labyrinth
 - d) Head north, pass through Ruffian Forest, head west to Wildcat Preserve. Do not cross the bridge; head north instead
- 10) Bear Mountain (east of river):
 - a) Run quickly to the east to avoid the centipede
- 11) Dragon Cave (outside):
 - a) Quickly gather up the torches and retrieve the charm bracelet
 - b) Return to Wildcat Preserve, cross the bridge, and hop on the metro
- 12) Bear Mountain (west of river):
 - a) Read the signs, taking note of testimonials
 - b) Pay Sorcerer to reveal secret path
 - c) Pay Sorcerer to turn mountain into a molehill

- d) Gather up the torches near the molehill
 - e) Hop on the metro
- 13) Dragon Cave (viewing chamber):
- a) Read the sign
 - b) Hop on the metro
- 14) Slimeville:
- a) Return charm bracelet to neighbor in Cottage #4
 - b) Check Cottage #1 mailbox to obtain purple key
 - c) Pet the three cats
 - d) Retrieve the cyan key
 - e) Hop on the metro
- 15) Bear Mountain:
- a) Unlock the cyan door
 - b) Retrieve the gems
 - c) Clear the remainder of the forest path and take a peek at the secret code mechanism at Dragon Cave.
 - d) Return to Bear Mountain and hop on the metro
- 16) Castle (outside):
- a) Deliver the postcard to the mailbox
 - b) Head east
- 17) South Realmtown:
- a) Visit the bookshop and buy the three expensive books, "How to find buried treasure", "How to kill a dragon", and "The Secret Code"
 - b) Visit Postal Worker to get paid for delivering the mail
 - c) Head north
- 18) North Realmtown:
- a) Visit the bank and exchange torches for gems three times so you have a total of 16 gems
 - b) Spend 16 gems to invest in the ammo factory
 - c) Gather up 200+ ammo
 - d) Head east
- 19) Swamp Labyrinth (west of swamp):
- a) Bump into all the invisible walls until you can see the 'X' pattern in the center
 - b) Carefully shoot each of the 9 pieces of the 'X'. Be careful not to shoot any of the gems! Gather up the 9 gems.
 - c) Walk to the beach district and enter the siege tunnel
- 20) Castle (inside)
- a) Talk to Royal Benefactor on the throne
 - b) Walk to South Realmtown, take the metro to Bear Mountain, and walk through the bear cave and east through the formerly-secret passage.
- 21) Dragon Cave (secret code entrance):
- a) Touch the following numbers in sequence: 8253140.
 - b) Activate one of the energizers, transport into the cave and shoot at any of the dragon segments until the energy runs out, then transport back to safety. Wait until the fire has cooled down.

- c) Activate a second energizer and repeat the procedure.
 - d) Activate the last energizer and shoot until the dragon is dead. You may need to retreat while the last of the fire burns out.
 - e) Check out the white dragon eggs
 - f) Gather up the dragon carcass
 - g) Activate the blue button to open the passage to the viewing chamber
 - h) Hop on the metro and then walk through the siege tunnel
- 22) Castle (inside):
- a) Give Royal Benefactor the dragon carcass in exchange for the first blue key
 - b) Walk to the nearest metro stop and hop on the metro
- 23) Dragon Cave:
- a) Unlock the first blue door
 - b) Gather up the 21 gems
 - c) Push the slider either north or south
 - d) Find the fake wall to the south and take a peek at the rear entrance to the ruffian fortress
 - e) Hop on the metro
- 24) North Realmtown:
- a) **Optional:** Gather up another 200+ ammo if you want to visit the 'h'
 - b) Visit the bank and exchange 10 gems for 180 torches three times so that you have more than 525 torches
 - c) Head south, then west
- 25) Beach District:
- a) Visit the store and buy health insurance for 525 torches
 - b) Head east
- 26) South Realmtown:
- a) Visit the hospital and lie down in the empty bed with the green pillow until you have 2000+ health
 - b) Hop on the metro
- 27) Wildcat Preserve:
- a) Read the sign 10 times until it spits up the green key. Take the key.
 - b) Cross the river.
 - c) Head east
- 28) Ruffian Forest:
- a) One unit below the green boulder, cut through the forest
 - b) Push the boulder south one unit to prevent the ruffians from escaping from the forest
 - c) Unlock the green door
 - d) Take the sword
 - e) Head west, cross the river, and hop on the metro
- 29) Slimeville:
- a) Give Real Genius the sword in exchange for the second blue key
 - b) Hop on the metro
- 30) Dragon Cave:
- a) Head south through the fake wall

- 31) Ruffian Forest (secret back entrance):
 - a) Unlock the blue door
 - b) Gather up the 10 gems
 - c) Take the first dragon egg
 - d) Activate the blue button to unseal the passage
 - e) Head north to Dragon Cave and hop on the metro
- 32) Bear Mountain:
 - a) Visit Sorcerer and sell dragon egg for 20 gems
 - b) Take the metro to Dragon Cave, then head south
- 33) Ruffian Forest (secret back entrance):
 - a) Take the second dragon egg
 - b) Head north to Dragon Cave and hop on the metro
- 34) Bear Mountain:
 - a) Re-read the testimonial sign
 - b) Visit Sorcerer and sell dragon egg for 20 gems
 - c) Talk to Sorcerer again and buy zombie bomb for 50 gems
 - d) Re-read the testimonial sign
 - e) Travel to the castle
- 35) Castle (inside):
 - a) Push the boulders around to arrange them strategically (see [Trapping the Zombies](#))
 - b) Take the yellow key.
 - c) Unlock the yellow door.
 - d) Run clockwise halfway around to the north of the keep to lure 4 or 5 zombies into the castle.
 - e) Move to the east of the keep to lure the zombies to your shield wall of boulders
 - f) Move counter-clockwise to the west of the keep to lure the zombies into the keep
 - g) Exit the castle, lure in another zombie or two into the castle, then walk counter-clockwise around the keep to lure them into the keep
 - h) Repeat until all 8 zombies are trapped inside the keep
 - i) Touch the bomb marker and deploy the bomb
 - j) Touch the bomb to activate the fuse, and run west so you are outside the keep
 - k) After the bomb explodes, gather up each red key one at a time and unlock each of the 8 red doors
 - l) Talk to Castle Butler to receive 200 gems
 - m) Travel to South Realmtown
- 36) South Realmtown:
 - a) Visit the ruffian in the jail and pay 100 gems
 - b) Travel to Slimeville. **Optional:** head east to the slime bogs and shoot your way north through the slime to visit the 'h' in the swamp labyrinth
- 37) Slimeville:
 - a) Put 100 gems in the treasure chest to win the game.