



# Z-WARD

## + WELCOME TO Z-WARD +

Something terrible is happening at the Institution for the Mentally Infirm and it's up to the players to solve the mystery. Zombies overrun the hospital and they hunger for flesh!

These zombies are distracted or hindered. They will attack if the player gets too close.

These zombies will attack the player after one command. Watch out!

Every zombie may be killed by the player with a single attack, save for the group of zombies in the auditorium. They cannot all be killed, only pacified.

## Entrance

➤ You stand outside the mental hospital where your sister was admitted nine weeks ago.

The player starts here with a note in her pocket.

**Examine note:** You printed out an email you received this morning. It reads: “hlp zomby apokalips xoxo frances” It was sent from Dr. Ahmad's email account.

**Exits:** North, East

## Gardens

➤ You are in the gardens. Someone's been digging graves—there is a shovel here.

If the player enters this area first, there's a mortally wounded man on the ground. If the player enters the hospital first, the man will have died and become a zombie.

There is a zombie here, fumbling with something clipped to its bloody lab coat.

The player must kill the zombie with the shovel to get the keycard.

**Examine man/zombie:** He is dressed in a white coat with a keycard clipped to the pocket. The name on the card reads: Dr. Brent Honeycutt. There is a ragged tear in his throat; blood is everywhere.

**Talk to man:** He's in no condition to speak to anyone except maybe a priest.

**Examine keycard:** The keycard has a magnetic strip on the back.

**Examine shovel:** It's a shovel, a staple of any good horror-themed scenario. If used to kill a zombie, the shovel's handle breaks.

**Exits:** West

## Hospital Intake

➤ You are in the hospital intake. A fire extinguisher hangs on the blood-spattered wall. There is an elevator here. You can also take the stairs.

**Go west:** The office door is locked. You need a keycard to enter.

**Examine fire extinguisher:** It's a small CO2 extinguisher. The nozzle emits a blast of chilly carbon dioxide, freezing any zombie in its path. It may only be used once.

**Hit zombie with extinguisher:** Nice try! If only you could knock a zombie unconscious.

**Exits:** South, East, West (locked) or Enter (Elevator)

## Elevator

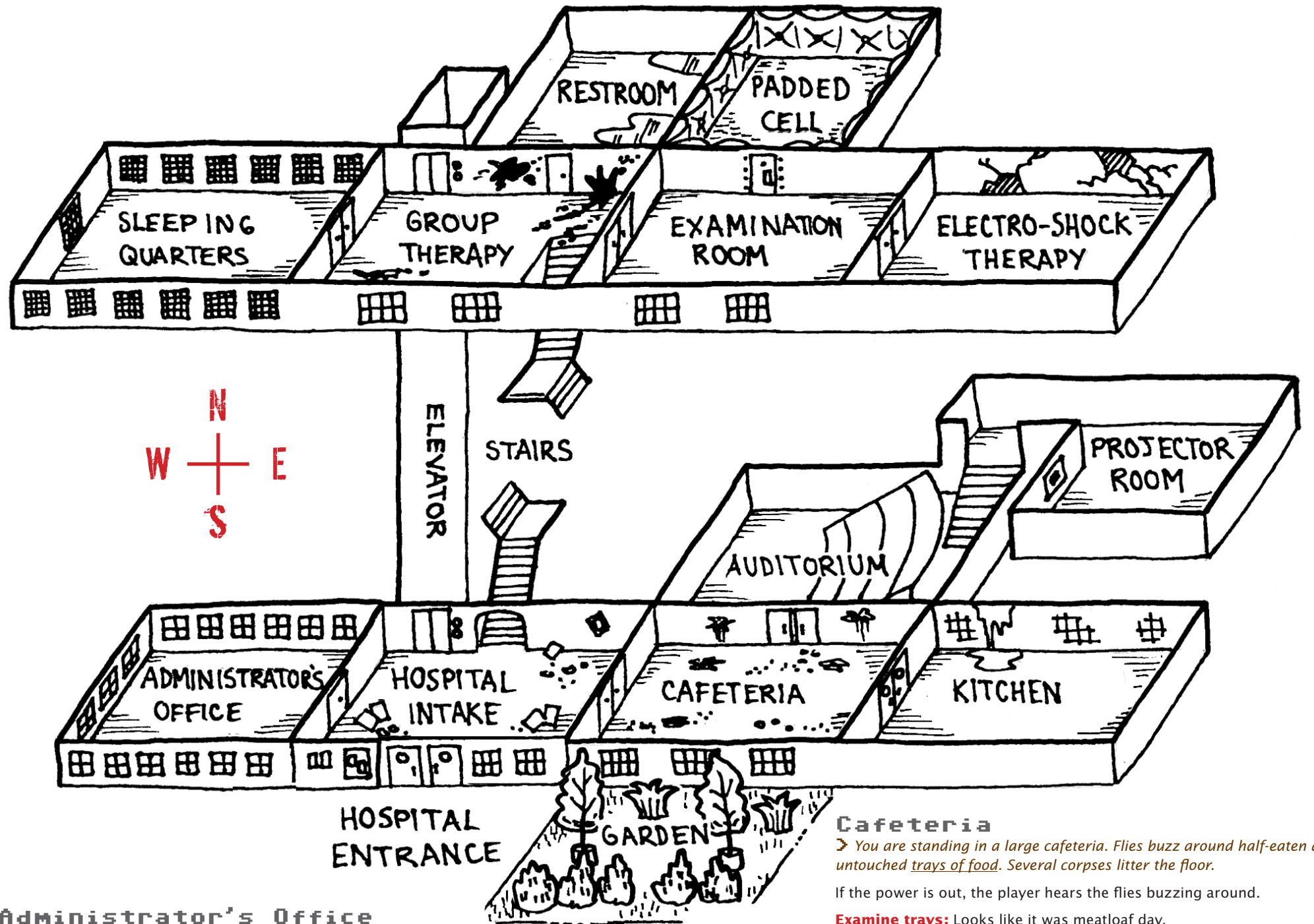
➤ There is a control panel here. A zombie claws at you from inside the elevator.

Pressing a button will cause the doors to close. The elevator will travel to that floor and the doors will open. Just like in real life.

**Examine control panel:** There are buttons labeled 1 and 2.

**Exits:** Out

**If playing with Z-Ward-X, the Elevator also goes to Basement (B).**



## Administrator's Office

➤ You are in the administrator's office. There is a personal computer here. Dr. Ahmad, the Chief of Staff, is cowering in the corner behind a filing cabinet.

The player must unlock the door to this room using the keycard.

**Examine Chief of Staff:** The hysterical Chief of Staff threatens you, “Stay back! I'm warning you!” If sedated with the syringe, Dr. Ahmad falls unconscious. He is carrying a padlock key and a loaded revolver.

**Examine computer:** You read a memo sent to Dr. Ahmad about a drug designed to treat antisocial behavior. The hospital was selected to host the first trials of the drug.

**Examine filing cabinet:** Scanning the folders you find your sister's file.

**Examine file:** It's stamped “TEST SUBJECT.” It seems your sister had trouble adjusting and was sent to the Padded Cell. Dr. Ahmad recommends treatment with “Vitamin Z.”

**Examine revolver:** There's one bullet in the chamber. Looks like Dr. Ahmad chickened out.

**Kill self:** If the player has the revolver but hasn't fired it, this command ends the game.

**Exits:** East

## Cafeteria

➤ You are standing in a large cafeteria. Flies buzz around half-eaten and untouched trays of food. Several corpses litter the floor.

If the power is out, the player hears the flies buzzing around.

**Examine trays:** Looks like it was meatloaf day.

**Examine corpses:** They're dead. They're all messed up.

**Exits:** North, East, West

## Kitchen

➤ You are in the hospital's kitchen. A zombie claws at the latched door of a walk-in refrigerator. There is a bloody meathook here next to the meat grinder.

**Examine meathook:** This is a gruesome implement used to grab sides of beef. If used to kill a zombie, the meathook gets stuck in the zombie's skull.

**Grind zombie meat:** What is this, Iron Chef Zombie?

**Examine refrigerator:** There's a zombie trying to get inside. It doesn't appear to notice you.

**Open refrigerator:** You open the heavy door and find the hospital's chef shivering inside. She'll come out once the zombie is killed.

**Talk to cook:** Chef Peggy says, “You didn't eat anything, did you?” If pressed, she confesses that Dr. Ahmad told her to put a compound called “Vitamin Z” into the meatloaf. Then she says, “Everything just went to hell.” After being rescued, she'll make her escape as soon as the player leaves the kitchen.

**Exits:** West



Auditorium

➤ The auditorium is where lectures and film screenings are held. Bright light streams down from the projector at the back of the room. There is a movie screen here. Stairs lead up.

☠️There are many zombies here, too many to fight!

🧟Showing the zombies “Night of the Living Dead” will pacify them.

**Examine screen:** The screen is glowing with white light from the running projector. If the power is out, the player just hears zombies shuffling around in the darkness.

**Exits:** South, Up

Projection Room

➤ You are in the Projection room. There are two film reels here. There is a circuit breaker on the wall next to the projector. Pete the Orderly is here.

**Examine Pete:** Pete wears the white uniform of a hospital orderly. “I’ve been stuck in here for days!” he says. He’ll make his escape once the zombies calm down.

**Examine projector:** It’s an old-fashioned movie projector.

**Examine film reels:** Two classic movies. “Bambi” and “Night of the Living Dead.” If “Bambi” is shown, the zombies will become enraged, break down the door to the projection room and kill everyone inside. Showing them “Night of the Living Dead” keeps them occupied.

**Examine circuit breaker:** You find the master reset switch.

**Darkness:** While the power is out, the player cannot see. The player can still use exits and objects in any room. Resetting the circuit breaker in the projection room will restore power.

**Exits:** Down

Group Therapy Room

➤ You are in the group therapy room. Stairs lead down. There’s an elevator here.

🧟There is a zombie here, watching TV with its mouth wide open.

☠️If the TV is turned off the zombie will follow the player into the elevator and attack!

**Examine TV:** The blonde woman on screen is reporting from outside Spooky Manor. The sound is turned off but the text below her name reads, “Missing Person Investigation.”

**Exits:** North, East, West, Down or Enter (Elevator)

Sleeping Quarters

➤ This dark, stuffy room is filled with small cots.

**Examine cots:** Beneath one of the cots you find a stuffed bunny and a chalk drawing.

**Examine bunny:** You gave this toy bunny to your sister before she was sent away.

**Examine drawing:** It’s a crude drawing of an iguana. The name “lulu” is written next to it.

**Exits:** East

Restroom

➤ You are in the restroom. Bloody footprints lead into one of the stalls. You see a pair of white shoes under the other stall. There’s a plunger here.

**Get plunger:** A zombie bursts out from one of the stalls with its pants around its ankles.

☠️The pants-less zombie lunges for your throat...

🧟The plunger can stick to the zombie’s face, protecting the player from bites.

**Examine stall:** A frantic voice cries, “Get me out of here!” The woman inside is Nurse Lily. If asked about the meatloaf, she explains that she doesn’t eat meat so she wasn’t affected. Once rescued, Lily follows the player out of the restroom and makes her escape.

**Exits:** South

Examination Room

➤ You are in one of the hospital’s examination rooms. At the north side of the room is a padlocked door with a sign on it. There is a syringe here.

**Examine syringe:** The syringe contains a powerful sedative. It has no effect on zombies!

**Use fire extinguisher:** Let the player know that freezing/smashing the lock won’t work.

**Exits:** North (locked), East, West

Padded Cell

➤ You stand in a padded cell where the more “difficult” patients are kept. One of the wall panels has a deep rip in the padding.

🧟A straitjacketed zombie is here, staring off into space.

The player needs the padlock key from the Chief of Staff to unlock this room.

**Examine panel:** Someone—or something—tore out the panel and clumsily replaced it.

**Remove panel:** You pull the panel out of the wall, revealing a secret compartment. The player’s sister, Frances, is hiding inside.

**Examine Frances:** Frances is weakened from her ordeal in Z-Ward. She will not leave her hiding space unless she’s lured out with her stuffed bunny. If the player leaves Frances alone with the straitjacked zombie, it attacks and kills her and the game ends

**Escaping:** Once Frances leaves the compartment, she collapses into the player’s arms. The player must put her in the wheelchair and get them both to the Hospital Entrance.

**Exits:** South

Electro-Shock Therapy Room

➤ The EST room where shock treatment occurs. There is a wheelchair here.

🧟A zombie is sitting in the wheelchair, wired up to the EST machine.

**Examine wheelchair:** The wheelchair is old but in good condition.

**Using the chair:** When the wheelchair is taken, it’s assumed the chair is being pushed around. Of course, the wheelchair cannot be safely used with a zombie sitting in it!

**Examine machine:** You see a dial with four settings: *off*, *low*, *medium* and *high*.

It’s currently set to the *off* position.

**Set dial to Low:** The low setting doesn’t causes the machine to hum, but that’s all.

**Set dial to Medium:** The medium setting causes the zombie to jerk around and the lights to flicker. The stunned zombie may be removed from the chair. but it will recover quickly.

**Set dial to High:** Turning the dial to high destroys the zombie’s brain—then the power goes out! If Pete the Orderly hasn’t been rescued, he resets the circuit breaking and the lights come back on after a few seconds of darkness.

**Darkness:** While the power is out, the player cannot see. The player can still use exits and objects in any room. Resetting the circuit breaker in the Projection Room will restore power.

**Exits:** West

THE END: Scoring for Z-Ward

If Frances is rescued from the hospital, the game ends and the player scores 50 points plus 5 points each for accomplishing the following achievements:

- Finding Frances’ note and reading it
- Killing Dr. Honeycutt before he turns into a zombie
- Rescuing Pete the Orderly from the Projection Room
- Rescuing Chef Peggy from the Kitchen
- Watching the news report on TV
- Rescuing Nurse Lily from the Restroom
- Using the gun to kill the villainous Dr. Ahmad
- Retrieving your sister’s file from Dr. Ahmad’s office
- Not blowing the circuit breaker in the EST Room
- Finishing Z-Ward without saving the game

Z-Ward Help

The following, non-exhaustive list of commands may be used in Z-Ward:

- **Directions:** Go, Exit, Leave, Enter, East, West, North, South, Up, Down. The player can say GO WEST or WEST. LEAVE or EXIT may be used in a room with one exit.
- **Sensory:** Look, Examine, Search, Read. LOOK is used to repeat a room’s description, contents and exits. EXAMINE gives the player a detailed description of a person or object.
- **Interaction:** Talk, Kill, Light, Wait, Wear, Use, Inject, Play, Put, Hit, Give, Take, Get, Drop. The player can also TALK TO <person> ABOUT <topic>.

**Help:** Help gives the player the above list, as well as these special commands:

**Inventory:** INVENTORY lists all the items the player is carrying. Worn items are noted as well.

**Save/Load/Restore:** SAVE stores the player’s current location, inventory and status. If the player dies, LOAD SAVE or RESTORE GAME returns the player to this save point.

**Remember:** Players are limited to 3 saves per game. Whenever the player saves or loads a game, be sure to let him know how many saves are left.

**Score:** SCORE tells the player his current score (X/100).

**Quit:** QUIT quits the game.

Inventory Checklist

Use a dry-erase marker to keep track of the player’s inventory: draw a slash mark when an item is picked up and X out when a **weapon** is used by the player.

<input type="checkbox"/>	<b>Bloody meathook</b>	<input type="checkbox"/>	Padlock key
<input type="checkbox"/>	File folder	<input type="checkbox"/>	<b>Plunger</b>
<input type="checkbox"/>	Film reels	<input type="checkbox"/>	<b>Shovel</b>
<input type="checkbox"/>	<b>Fire extinguisher</b>	<input type="checkbox"/>	Stuffed bunny
<input type="checkbox"/>	Note	<input type="checkbox"/>	Syringe
<input type="checkbox"/>	Keycard	<input type="checkbox"/>	Tray of food
<input type="checkbox"/>	<b>Loaded revolver</b>	<input type="checkbox"/>	Wheelchair

Inpatients (a big thanks to all these crazy people)

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For the complete list of backers, visit the Z-Ward site at [www.memento-mori.com](http://www.memento-mori.com).

Credits (release version 1.2)

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