



Guide

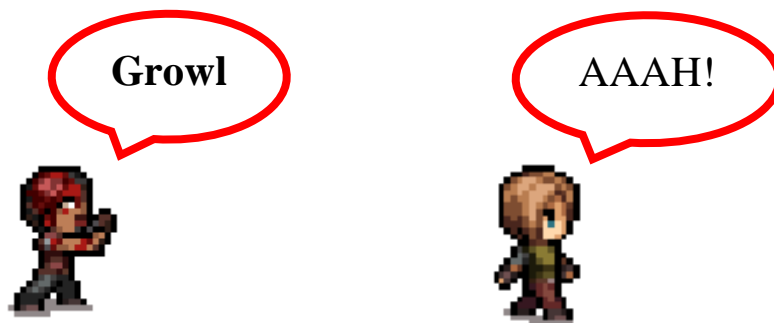
Welcome to my Zombie's Retreat (ZR) Guide. This guide will be updated after each Public build comes out, giving the "how-to" complete guideline.

Zombie's Retreat is created by Siren's Domain, a RPG Maker Survival Horror game that involves surviving in a camp full of sexy campers (mostly) and zombies!

The rules of my guide are as follows:

1. Enjoy the game.
2. Since the game is very heavy in terms of chance and game mechanics, a lot of things are up to you how you shall play, so I will only give the progression with the characters with spice and sass.
3. To use Hyperlinks in Index, you must first download this PDF file.

The Photo Album Page will be made when more pictures are made/found/produced.





Acknowledgements



All pictures provided by Siren that is used within this guide is sincerely appreciated.

Also, very special thanks to Scarlett Ann and SmashMasterson for all art shown in the Guide (and the game), RenatoSs and Sijix for animations (in game), you gals/guys rock! ;D

Index:

For navigation purposes, I have included this index (do click on the links for fast navigation if you have downloaded this file!):

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Game Mechanics, Items and Crafting

Game Mechanics

The way this game is played is by exploring the Camp and dodging Zombies within the areas and kicking their butts! The game also has LP... HP, which is your Hit Points, zero of those and so is your Life!

Salvaging in the game via Salvage Points replenishes every 2 Days. Zombies killed outside get a “second chance at life” every 3 Days.

Keys to use:

Arrow Keys – Move around.

Z (or Enter) – Interact with stuff.

X (or Esc) – Cancel or bring up main menu.

Q (or PgUp) – Use weapon selected or health. (efficiently used with W)

W (or PgDn) – Cycle through Weapons and Health items.

F2 – Show FPS and MS.

F3 – Works with F4 (or maximising the application) by expanding the game screen to fit or keep the same.

F4 – Full Screen mode.

F5 – Restarts the game from beginning screen (**Recommendation: save first if you are anywhere important when using this!!!**)

Items

You will find various Items through exploring the buildings, or outside, in different areas, either to craft or use in another way.

Items Salvaged:

Pistol Ammunition – The Pistol’s best friend, either salvaged or crafted, use sparingly.

Crossbow Ammunition – The Crossbow’s best friend, only salvaged in two areas but can be crafted.

Bottle of Water – Used 1x per day (dependent on how many people take residence), also used as a Crafting Material.

Scrap Metal – Crafting Material.

Scrap Wood – Crafting Material.

Electric Fuse – Crafting Material.

Medical Herb – Restores 1 HP and used as a Crafting Material.

Med Kit – Restores full HP.

Wine – Used during Dinner sequences with characters that have completed Questlines.

Food (Fish) – Food used 1x per Day (dependent on how many people take residence).

Food (Vegetable) – Food used 1x per Day [after Food (Fish) is used].

[Mom’s Naughty Secret Ep.1](#) – Found during Movie Night Quest.

[Teen Zine: Issue 57](#) – Found during Zine Hunt Quest.

Blue Berries – Crafting Material.

Items Used:

The Pistol – The Pistol is your best firearm against the Zombies that roam around.

Crossbow – The Crossbow, slower firing speed than Pistol, is a good alternative if you are out of bullets.

Brute Club – The Brute Club is the best way to get close and personal.

Wood-Cutting Axe – Gain 1-3 Scrap Wood per Scrap Wood Salvage Point.

Metal-Cutting Saw – Gain 5 Scrap Metal at Scrap Metal Salvage Points.

Fishing Rod – Gain 1 Food (Fish) at Fishing Spots per use.

Shovel – Dig up Items from Dig Spots.

Antidote – Used for infected roots that block one's path.

Flashlight – Used in dark areas to light one's way.

Bedroom Construction – Upgrade a Basement Room.

Air Conditioning Unit – No current use yet (acquired from getting Electric Repair Manual).

Garden (Basic) – A Garden that gives 2-8 Food (Vegetables).

Garden (Intermediate) – Upgrade, gives 3-10 Food (Vegetables).

Water Basin (Basic) – A Water Container, gives 1-2 Rain Water.

Water Basin (Intermediate) – Upgrade, gives 2-3 Rain Water.

Herb Garden (Basic) – A Herb Garden, gives 2 Medicinal Herbs every 2 days.

Crafting

The Crafting System is found in the Basement within Home Base. There are numerous Items that can be crafted:

Note: Items Crafted (LHS); Materials Required (RHS).

Starting Items (+Basic):

Wine > 1 Bottle of Water + 2 Medicinal Herb.

Fishing Rod (2-3 Uses) > 1 Scrap Wood.

Wood Cutting Axe (2-4 Uses) > 1 Scrap Wood + 1 Scrap Metal.

Shovel (2 Uses) > 1 Scrap Metal + 1 Scrap Wood

Metal-Cutting Saw (1 Use) > 1 Scrap Wood + 1 Scrap Metal.

Flashlight > 1 Scrap Metal + 1 Electric Fuse.

Garden (Basic) > 6 Scrap Wood + 2 Food (Vegetable) + 2 Water.

Water Basin (Basic) > 3 Scrap Metal + 5 Scrap Wood.

Air Conditioning Unit > 6 Scrap Metal + 2 Electric Fuse.

Intermediate Items:

Bedroom Construction > 3 Scrap Metal + 8 Scrap Wood + 1 Medicinal Herb.

Garden (Intermediate) > 8 Scrap Wood + 4 Food (Vegetable) + 4 Water.

Water Basin (Intermediate) > 7 Scrap Metal + 3 Scrap Wood.

Crafted Key Items:

Ammunition Pack (x3) > 1 Scrap Metal.

Dart Pack (x5) > 1 Scrap Wood.

Heating Element > 5 Scrap Metal + 1 Electric Fuse.

Items through Character/Story Progression:

Med Kit (restores full HP) > 3 Medicinal Herb + 1 Wine + 1 Nightshade Berries.

Antidote > 2 Water + 2 Medicinal Herb + 4 Nightshade Berries + 1 Wine.

Herb Garden (Basic) > 3 Scrap Wood + 2 Medicinal Herb.

Camp Map Overview

Under Construction Until Further Notice!

– Blame the fricken zombies for all the mess alright! Could be a long time before construction is underway. Apologies for the inconvenience.

Tips and Tricks

Here are tips to have an easier time within the game! (Thanks are given to all supporters on the Discord Server that participated!!!)



“As long as you focus on getting farms set up ASAP, you're on the right track.”
– Siren



“If you plan on Scavenging, take someone along, it can get lonely going out on your own gambling ones and zeros.” – DraculLair



“Always listen to the girls or the MC if they are giving you hints to save.”
– Raining



“Always keep your saves from past versions, they can be carried over.”
– k1ngcivic the panda



“Always have loads of bullets before any boss fights.”
– Momo907

“Always have at least one of the crafted gathering items (axe, metal saw, shovel). You never know when a location is salvageable!” – Red



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Characters

Let's start this guide with the characters. Each character is shown with the Questlines you have to complete to get their scenes. Tutorial is skipped!

Scenes unlocked are highlighted in **Red**.



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Cabin Characters

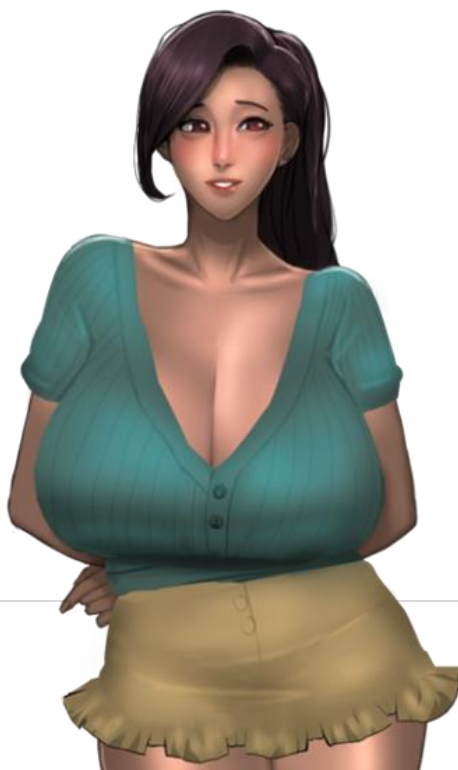
Leslie

Rachel

Caroline

Natasha

Ashley



Leslie



Party Up Bonus:

Salvage 1 extra item
(**66% chance to obtain**):

- Food (Vegetable)
- Water

Leslie's Questline:

- ❖ Steamy Bath
- ❖ Movie Night
- ❖ A Surprise Encounter
- ❖ Movie Night 2

- Morning: Talk to Leslie outside. She will tell you the Bath Water is cold and a **Heating Element** needs to be crafted.

Go to the Zomi Student Camp and interact with the Salvage Points inside the Buildings until you have the necessary materials/components.

Once all materials are collected, go craft the **Heating Element** and interact with Leslie to give it to her. She will talk of Bath time, go to the Bathroom during Midday and interact with her.

Note: Leslie will now always be in the Bathroom during Midday.

- Evening (after bath time): Talk to her in the Kitchen. Then go to sleep.
- Midday: Go to the bath to unlock the **Hand-Job Scene**. Go talk to her in the Kitchen, then sleep.
- Evening: Flirt with Leslie and then talk. Sleep after this.

Note: From here, to progress further you need to rescue Caroline and go through the Restore Power Quest via talking to Caroline at Dinner.

- Night (after Restore Power Quest is complete): Leslie will be near the Television in the lounge of the Cabin. She will tell you the VCR does not work, you will require an Electric Fuse, get one and fix VCR and then interact with Leslie to watch a movie and unlock **Kiss Scene**.
- Morning: Talk to Leslie and she will mention a Movie Night. She will want you to find a movie, read her words carefully, she gives the hint where it may be found.

After you have found the [Mom's Naughty Secret Ep.1](#), go back to Leslie and talk to her.

- Night: Talk to Leslie, watch the movie and unlock **Blow-Job Scene**. After scene, go to sleep.
- Morning: Talk to Leslie. Leslie will want to think things over, so rest or go scavenge for the rest of the day.

Note: Wanting a bath at Midday is ignored, flirting with Leslie in the Evening is harshly ignored.

After Leslie has cooled down, interact with her the next morning. She will want some time away with you, in the evening take her to Lakeview and go to the abandoned Private Campsite.

Important Note: This is a very dangerous area, you will require 17 Bullets/Darts minimum to defeat all zombies. Save before entering.

A Cut-scene will play with Leslie before you are attacked by Zombies. Enter **Zombie Horde Mode – Destroy all Zombies!**

Wave 1: 3 Zombies appear.

Wave 2: 4 Zombies appear.

Wave 3: 10 Zombies appear.

Tip: A failsafe for bullets will appear if run out (10 Ammo is given).

After successfully saving Leslie, enter a Cut-scene before being taken back to Home Base.

- Night: Go upstairs inside Home Base to find Leslie still up. Before you can continue you will need to wait until Midnight, so rest.
- Midnight: Go talk to Leslie, make sure you have a Bottle of Wine before you do. Unlock **Riding Cowgirl Scene**.

You are now finished with Leslie's Questline, but you are not done with everything on her list, no, far from it!

- Morning: Go talk to Leslie, she will talk about going back to the Private Campsite again. Party up and go back to the Campsite to get a Cut-scene and gain **Horny Moms Gone Wild Pt.6** (in possession of Leslie). Return back to Home Base.
- Midday: Talk with Leslie in the bathroom before resting.
- Evening: Flirt with Leslie before resting again.
- Night: Talk with Leslie at the Television to watch the new video tape you found. Unlock **Missionary Sex Scene**.

From here rest during the next day until Evening to Flirt with Leslie to unlock **Kitchen Doggy Sex Scene**.

Scenes unlocked (in chronological order):

- Bathroom Hand-Job Scene
- Couch Kiss Scene
- Couch Blow-Job Scene
- Bedroom Riding Cowgirl Scene
- Couch Missionary Scene
- Kitchen Doggy Sex Scene



Rachel



Party Up Bonus:

Salvage 1 extra item
(**66% chance to obtain**):

- Scrap Metal
- Pistol Ammo (3)

Rachel's Questline:

- ❖ Holey Wall
 - ❖ Zine Hunt
 - ❖ A Boomin' Beat
-
- Morning: Go to Rachel outside and Talk, then Party Up. Go to the Recreational (Rec) Room in the Zomi Student Camp and interact with the locked Door. Rachel will pick-lock it open and tell you to scavenge inside. Interact with the Hole in the wall to unlock **Gloryhole Blow-Job Scene**.
 - Midday: Talk to Rachel and rest for the day or go scavenging (if you do not talk to her, her story will not continue).
 - Morning: Talk to Rachel and get a cut-scene. Rest till night time, go to your room to get a cut-scene.
 - Morning: You will need to craft the "Metal-Cutting Saw" to progress, talk to Rachel before going back upstairs and once you have the Saw use it to make the hole. Rest until Night and interact with the new Bedroom Glory-hole. Get an identical Gloryhole Blow-Job Scene. Now sleep.

- Morning: Talk to Rachel and she will threaten you about the “room improvements” unless you get a Magazine in the Girl’s Cabin. You will need to craft the Spade to interact with the rock near the Girl’s Cabin to get the key to unlock the Cabin (rocks will appear once you have the Spade). Get the [Teen Zine: Issue 57](#) by scavenging and talk to Rachel to give it. Wait until night and sleep to get the **Bed Blow-Job Scene**.

Note: You can now access Rachel’s bed to sleep in with her at Night.

- Morning: Talk to Rachel.

Note: From here, to progress further you need to rescue Caroline and go through the Restore Power Quest via talking to Caroline at Dinner.

Once the quest is done, talk to Rachel and go to Lakefront, go to the Welcome Centre Building and have Rachel pick-lock the door open.

Important Note: This is a very dangerous area, you will require beating a Boss. Save before entering.

Enter Vampire Boss! Defeat the Nosferatu and rescue Rachel from her confinement!

Tip: Use the table-like object to confuse the Vampire by moving back and forth in the opposite direction it spawns in. If you run out of ammo, a failsafe is located at the top of the room.

After defeating the Vampire, enter a Cut-scene with Rachel then rest.

- Morning: Talk to Rachel and rest until evening, go upstairs to her room and talk to her to enter a cut-scene. Unlock **Modified Lying Doggy sex Scene**.

You have completed Rachel’s Questline, now you can access Standing Doggy at the Gloryholes. And you can access the Bed Blow-Job scene again by Teasing Rachel at the Dinner Table. However, your adventure is not over just yet!

At Night-time when you ask to sleep with Rachel you will unlock **Riding Cowgirl Scene**. If you then proceed to Offer Wine at the Dinner table to Rachel, this will unlock the scene variant Anal Cowgirl Scene.

Scenes unlocked (in chronological order):

Gloryhole Blow-Job Scene

Bedroom Blow-Job Scene

Modified Lying Doggy Sex Scene

Gloryhole Doggy sex Scene

Riding Cowgirl Scene/ Anal Cowgirl Scene

Caroline



Party Up Bonus:

Salvage 1 extra item
(66% chance to obtain):

- Medicinal Herb
- Scrap Wood

Caroline's Questline:

- ❖ Rescue Caroline (unofficial Quest)
 - ❖ Panty Snatching
 - ❖ Desperate Measures
-
- Morning: Go to the Zomi Student Camp area, then go down to where the gate leading to Lakeview is and enter the Counsellor's Cabin. Inside there are 7 Zombies (8 bullets total are needed for rescue), take them out then interact with the door to get a Cut-scene.
 - Midday: Go talk to Caroline outside and Party Up. Go and get hit by a Zombie. Return to Home Base and get a cut-scene.
 - Morning: Go talk to Caroline and Party Up. Go outside and get hit by a zombie again and return to Home Base. Unlock **Hand-Job Scene**. Rest up for the day.
 - Morning: Go talk to Caroline and Party Up. Go outside and get hit by a zombie twice and return to Home Base. Unlock **Blow-Job Scene**.

Note: You can now request a Medical Examination anytime now.

Note #2: To progress further you will need to go through Restore Power Main Story Quest to continue Caroline's Questline.

After you have completed Restore Power, talk to Caroline. She will tell you she needs to pick up some clothing in the Counsellor's cabin. On your way to the cabin, you will notice something is off.

Inside the cabin, the clothing pile is inside the room you rescued her from. The Med-kit requires a number combination, you will find this number searching around the cabin. Once you have picked up the clothing pile, a Cut-scene will play.

Enter Boss Battle! Johnny No-English.

Tip: To beat this boss quick but shoot and run around, a failsafe of 4 bullets appear on the left lower corner near the entrance.

After beating Johnny, a Cut-scene will play. Return to Home Base and talk to Caroline again, then choose Medical Examination to unlock **Fondle Scene**. Go rest and sleep.

- Morning: Go talk to Caroline and choose another Medical Examination to unlock **Tit-Fuck Scene**.
- Midday: Talk to Caroline and party up. Go to the Welcome Centre Library in Lakeview. Interact with the odd Bookcase for a brief Cut-scene. Enter the small space and enter another brief Cut-scene. Enter the room.

Enter Boss Battle! Johnny No-Return.

Tip: Beat Johnny as you had done before, beware of he now jumps 3 times very quickly after shooting him each time. 4 bullets minimum are used to beat him. A failsafe of 4 bullets appear on the far upper left corner if you ran out.

After beating Johnny for a second time, enter a brief Cut-scene. Make your way back to Home Base and talk to Caroline, she will want you to furbish her bedroom. Furbish her Bedroom with Bedroom Construction. Talk to her again and then wait until Night to talk to her and unlock **Riding Sex Scene**.

You have completed Caroline's Questline.

You have now unlocked nude variations of Fondle and Tit-Fuck scenes. Interacting at Dinner now has different dialogue. Giving Wine to Caroline changes her dialogue during Riding Scene.

Scenes unlocked (in chronological order):

Hand-Job Scene

Blow-Job Scene

Fondle Scene

Tit-Fuck Scene

Riding Sex Scene

Natasha



Party Up Bonus:

Salvage 1 extra item
(66% chance to obtain):

- Medicinal Herb
- Food (Vegetable)

Natasha's Questline:

❖ Trading Stranger (unofficial Quest)

- Morning: Go to the Zomi Student Camp and interact with the North East Building. The building is locked and you are unable to enter, the person inside will not come out unless you trade with them.

Note: This is where you will take a handful of days getting Materials. So be resourceful! Grinding a number of times will work.

The first trade of items is giving 1 Food (Vegetables) and receive 2 Water in return. You will have to return the following day to trade again.

- Morning: Go back to the Stranger to trade. The Person will want 3 Scrap Wood and you will receive 3 Scrap Metal. With this done you get their name: Natasha.
- Morning: Go back to Natasha, she has come down with the flu and will want 2 Medicinal Herb and you receive 1 Electric Fuse. Natasha will go on to say that she will join you the next day.
- Morning: Go back to Natasha and enter a Cut-scene. Natasha has now joined your party.

Note: From here, to progress further you need to rescue Caroline and go through the Restore Power Quest via talking to Caroline at Dinner.

Completing the Restore Power Quest, talk to Natasha for her to tell of the Botanical Gardens and about rescuing her sister.

Note: From here you need to go through Seeds of Resolve Quest.

Go to the Botanical Gardens in Lakeview and interact with the trees for Natasha to get rid of them. Enter the Botanical Gardens and get a brief Cut-scene meeting Natasha's sister, Selena.

After Cut-scene, enter a shed to get the Brute Club and a picture to show where the key to enter the Greenhouse is. Entering the Greenhouse another Cut-scene will play and you must play as Natasha. Continue with Natasha and complete the puzzle. Exit the Greenhouse and interact with the Giant Plant to enter another Cut-scene.

Enter Plant Boss! Feed me Seymour...

Tip: Avoid the vine walls, the boss will wait for you to strike it after shooting all flower sentries. A failsafe for bullets is found at the bottom right of arena (4 bullets are given per "no ammo").

Defeating the Plant Boss, enter a Cut-scene with Professor Cherry, Natasha's Mentor.

Find yourself in confinement and escape. Return to base and talk to Natasha.

Note: to continue you have to tune up her bedroom with Bedroom Construction.

Talk with Natasha in her room and unlock **Kiss Hand-Job Scene**.

You have completed Natasha's Questline for now.

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Ashley



Party Up Bonus:

Salvage 1 extra item
(66% chance to obtain):

- Crossbow (1)
- Water

Ashley's Questline:

- ❖ Boiled Blondeshell (Unofficial Quest)

To acquire Ashley into the party you need to go through Restore Power Questline by saving Caroline. Once done you need to have a Fishing Rod to fish out the Boiler Room Key at the pool area in Lakeview. Go back into the Pool Room and unlock the door to the Boiler Room and you will enter a Cut-scene to then result in Ashley joining your group.

Cheat Rock

The cheat rock, is it a cheating rock, or is it a rock that allows cheats?

Regardless on that uptake, the rock is somewhere in Home Base, hidden in plain sight.

Passwords (all case sensitive):

ResetHer – Resets naming and role for Leslie.

ResTutor – Resets naming and role for Rachel.

ResCouns – Resets naming and role for Caroline.

SirenSez – sets Leslie, Rachel and Caroline to their intended roles.

Statistics

In every area (except Home Base) has salvage points, but they also have extra bonus items that can be taken:

Student Camp:

Water: 2

Medicinal Herbs: 3

Pistol Ammunition: 5

Wood Piles: 1

Stone Piles: 3

Cutting Logs: 3

Fishing Spots: 1

Scavenge Spots total: 6

Lakeview:

Wood Pile: 1

Stone Pile: 1

Cutting Log: 1

Water Canister: 1

Wine Canister: 1

Night-Shade Berry patches: 3

Fishing Spots: 1

Scavenge Spots total: 5

Old Town:

Wood Pile: 1

Scavenge Spots total: 1

Each area has scavenge points, down below is what each point has to offer:

Zombie's Retreat		Salvage Resources												
Location	Areas	Water	Wine	Food (Vegetable)	Food (Fish)	Scrap Wood	Scrap Metal	Pistol Ammo (4)	Med Kit	Medicinal Herb	Electric Fuse	Nightshade Berries	Crossbow Ammo (6)	Antidote
Student Camp:	Recreational Room	X	X	X		X	X	X		X				
	Cafeteria	X	X	X	X		X			X				
	Boy's Cabin	X	X	X		X	X	X		X	X			
	Power Plant	X					X	X	X		X			
	Power Plant 2nd F	X					X	X	X		X			
	Girl's Cabin	X	X	X		X	X			X	X		X	
Lakeview	Lakeview	X	X	X		X	X	X				X		
	Empty Cabin	X	X	X		X	X				X		X	
	Welcome Center	X	X	X		X	X	X		X	X			
	Private Campsite	X	X	X			X			X				
	Pool Room	X	X	X		X	X	X		X				
Old Town	Old Town	X	X	X		X	X	X						X

The Zombies and Bosses

Threat Level	
A Rotten Nuisance	★
Moderate Risk If Stupid	★★
Approach With Caution	★★★
Extremely Dangerous	★★★★

⇒Lesser Zombies⇐



The most common zombies that roam the areas and inside buildings.

Threat Level: ★ – ★★

Special Trait: None – some are faster than others.

Respawn after shot: Yes (only outside)

Drops: None

⚡ Electric Zombies ⚡



The uncommon zombie, they usually roam outside and sometimes inside buildings. First spotted in the Power Plant where the electric circuits supercharged them.

Threat Level: ★ ★ ★

Special Trait: Super-Fast

Respawn after shot: Never

Drops: Electric Fuse

💣 Infected Exploder Zombies 💣



Another uncommon zombie, they usually roam outside near – and in – the Botanical Garden area. First spotted in Lakeview near Botanical Garden.

Threat Level: ★ ★ ★

Special Trait: Explode after killed and damage player if in range of projectiles.

Respawn after shot: Yes

Drops: Nightshade Berries (very few drop)

◆The Vampire Boss◆



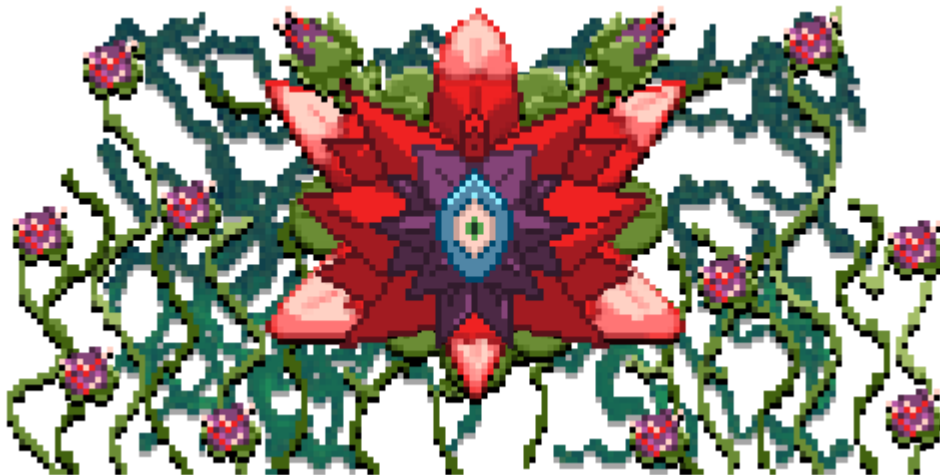
The Vampire, originally was the Zomi Camp Janitor before being infected heavily from the Outbreak.

Threat Level: ★ ★ ★ ★

Special Trait: Invulnerable in the dark

Drops: None

♻️ The Plant Boss ♻️



The Plant Boss, a plant infected, controlled and maintained by Professor Cherry.

Threat Level: ★ ★ ★ ★

Special Trait: Invulnerable until all flower minions are defeated.

Drops: None

●Johnny●



Johnny, once a jock, now the one thing that will not be on his door: a sock.

Threat Level: ☆ ☆ ☆

Special Trait: Jumps.

Drops: None