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Ultimate Battle Zombies

Moby ID: 55536

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Released
February 1, 2012 on iPhone

Credits
23 people

Publishers
Riptide Games, Inc.

Developers
Riptide Games, Inc.

Moby Score
n/a

Collected By
2 players

Genre
Strategy / tactics

Pacing
Turn-based

Description

Ultimate Battle Zombies is a turn-based game where players pit their zombies against another player's zombie. Fighting is similar to rock paper scissors in that each player chooses 3 high, medium, low or special attacks and 3 high, medium or low blocks. When each player has taken their turn the round plays out. Battles continue back and forth until one of the two zombies is knocked out.

Each zombie has unique special moves, upgrades they can purchase, and powerups that can be used in battle. These range from increased attack power, defense or more hit points.

Groups

Theme: Zombies

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Credits (iPhone version)

23 People (19 developers, 4 thanks) · [View all](#)

Developed by	Riptide Games
Executive Producer	Brian Robbins
Creative Director	Mike Montgomery
Technical Director	Seth Howard
Lead Programmer	Allison Allain
Programmer	Sara Bine, Brian Robbins, Jonathan Hartstein
Art Director	Adam Jones
Interface Artist	Asma Inam
Cinematic Animator	Andrew Miller
Character Illustrator	Remie Geoffroi
Animation Supervisor	Adrian Bishop (Bloom Animation)
Animator	Eric Hinkley (Bloom Animation)
Character Rigging	Benjamin Taylor (Bloom Animation)
Music	Whitaker Blackall
Audio Director	Joe DeVanon (Bloom Animation)
Sound Engineer	Chris McNaughton (Relay Recordings)
Sound	Whitaker Blackall
Senior Producer	Jayson Flick
Text Writer	Max Piesner, Mike Montgomery
Special Thanks	Ohm Unmongkolthavong, All of our friends and family, and you

[\[full credits \]](#)

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Released 2011 on Xbox 360

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Released 1983 on Atari 8-bit



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Released 2019 on Windows, PlayStation 4, Xbox ...

Zombies

Released 2005 on Macintosh



Ultimate Battle Fleet

Released 2001 on Palm OS



Zombies

Released 1982 on BBC Micro



Ultimate Battle Pack

Released 2006 on Windows

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Contributors to this Entry

Game added by Brian Robbins.

Game added May 2, 2012. Last modified February 22, 2023.

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