Story Elements

Zombies have taken over the cities around the world, and the government has taken the ultimate final step and carpet bombed your home town. This has wiped out (almost) every living thing in the city, leaving you and a few survivors to fend for yourselves.

You have found your friend, dr jones, amongst the rubble, and have returned him to the hospital. From there, the doctor works to revive any of the ill currently in the hospital, and get them fighting once again. It is your job to work to protect the hospital, so you can continue to build your army and finally retake the city.

The game works like a dual joystick shooter tower defense hybrid. Zombies will attack your town in waves, and any survivors you find or revive can be used to protect the city further by garrisoning parts of the city and blocking any weaknesses. The zombies target is the hospital so you must protect it at all costs.

The game starts as a strict dual joystick shooter as you work to clean out and secure the hospital. You start in your burned out house , armed with a pistol you find in your bedside table, you make your way to your friend dr. Montgomery Jones house.

You make it out into the streets where zombies are freely walking, as you make your way to the house to see if your best friend is alright, you run into, and eliminate the free roamers.

As you enter his house, you find it overrun by zombies, and you begin to clear the place out. Awoken by the gunshots, Dr. Jones reemmerges from his crawlspace and starts beating down zombies with a cricket bat. Releived to find you, Dr. Jones fills you in on what has happened over the last several weeks, and says they should go to the hospital.

Following this is another city roaming/exploration sequence, with the ability to locate another pistol for dr. jones. He follows you and shoots at anything within range.

Once you make it to the hospital, you must clear it in a linear dual joystick shooter fashion, with dr jones following you. Ninjas will attack both characters.

Once you make it to the administrators office, the hospital will be yours, and can be used as your HQ and will revive the patients to join your zombie killing army.

Once you leave the hospital, dr. jones will radio you to let you know that the radar on the roof of the hospital is picking up movement near the edge of its range, and you now have to take out the first wave of zombies. On your own. Luckly it’s quite a small wave, and the zombies drop some ammo, guns and money. Your character will have the ability to enter regular buildings, and climb to the roof, which will basically garrison the building for whatever weapon type you’re currently armed with.

After the first wave, dr. jones notifies you that he has revived the first few patients that were not that hurt. You can now go to some of the various buildings and radio dr jones, to send a survivor to a building. You will leave some guns that you have found in the building, and the survivor will make their way to the building you have specified and will garrison it.

Often you will find ‘special’ buildings, around the town, that will start another dual joystick shooter type mission. You can radio dr. jones to send you another survivor or two to assist you in taking the building, and at the end you will get a reward, such as a special weapon, and so on.

Every so often, dr. jones will give you an optional mission, such as remembering that he saw a rare weapon in a certain place, or send you to the public works yard to retrieve some barriers, and so on. You can accept these missions or ignore them, the rewards of these missions will vary, from weapons, to special items, and so on.

You can choose to do these missions during a wave or between. The action outside will pause when you enter a building. If you take a survivor into a building and they survive the trip through it, they will garrison it immediately after. You can also send survivors to the building after as well.

At the end of a level, which will consist of a few waves, dr. jones will send you on a mission to find some parts to upgrade the radar system, which will send you to a few buildings and begin dual joystick sequences. Upon finding the parts, the view of the town will shift, and zombies will begin attacking from another direction. The new map will be more difficult to protect and likely have more paths through it. You can then order the currently garrisoned survivors to go to new positions.

This cycle continues for a few levels, until the entire town is safely garrisoned and safe from zombies. Around the last few waves, you will exhaust the number of serviceable survivors in the hospital, and at that point, you can safely leave the town in the hands of your army, and travel with dr. jones and move to another city, from a world map, and start the process over.

Story/map progression

The first zone is a small town or suburb, which starts zoomed in pretty close in the center of town. The second level opens the east side of town, zooming out somewhat, and so on.

The second zone is a more urban city, the first level is centered on the hospital. As you build up your army, you take possession of more and more of the city. Through interactions with dr jones, through side missions and level ending missions you learn about his previous career in the military, and learn about his honorable discharge. It all seems somewhat benign.

After the city, dr jones suggests, in order to increase the morale of the people you move to take the capital of this region. You disagree and from what you’ve learned, you think the best idea is to take the neighboring city, which has a much higher local population. Dr. Jones insists on the capital, stating the morale issue again, and you relent. You begin taking the capital again, and around the 2nd or third level, the parliament area opens up, and dr. jones offers you a few special non-optional side missions (the mission must be completed to progress past the zone). The first mission sends you into an administration office to retrieve a briefcase. Once this mission is complete, a pentagon-like building is opened up, and dr. jones offers you another mission to there. This is the final mission in the capital area.

Once you finish your mission in the capital, and have entered the pentagon, dr. jones accompanies you inside the pentagon, taking over the field hospital inside. You are ordered by dr. jones to protect the hospital, but you find it isn’t zombies you are defending against any more, but secret servicemen with pistols. You can armor your survivors, and have them take cover in cubicles, but the secret service will fire at them and damage them as they attack the field hospital. This level is much more zoomed in than the city view. It is your job to assist the survivors here, keep them healed between rounds, and make sure they have the weapons needed to repel the attacks. There are still side missions during these levels, and during these you continually question dr. jones why you are killing people now, he simply brushes you off saying that it is important to stay the course, he will answer your questions later.

Mechanics

You

As the main character, the screen centers on you, and you move with the left stick, and aim with the right stick, fire with the right trigger. If you aren’t aiming with the right stick, you will fire the direction you are facing. Your abilities consist of: firing a weapon, sprinting, throwing grenades. You have the ability to enter buildings, and shoot from the roof. You will gain experience in an RPG style, and gain levels. When you level up, you can put points into firing speed, reload speed, sprint speed and duration, range, etc. and these are separated into weapon classes, such as pistols, shotguns, assault rifles, and heavy weapons. You can carry as many weapons as you like, which can be dropped off in buildings, at the hospital, or given to followers. You can bring up a menu to issue commands, while in the game world:

Radio (see below for submenu)

Followers->brings up a 4 slot menu, heading is a random name, each slot has a submenu

Go to hospital

Defend this spot (stay here)

Equipment (arm or disarm followers)

Stats (view experience, etc)

Equipment (arm/disarm yourself)

Stats (level yourself up and spend points, etc)

The hospital

The hospital acts as your HQ. Survivors are generated here, and this is what zombies will aim to attack. The hospital. Will have a life bar, and when this bar is depleted, the game ends. As survivors are banked in the hospital, it has the effect of leveling up the structure just as it would any other structure, except, the survivors are only armed with the most basic of weapons. You can order survivors back to the hospital if they are following you. The hospital will be armed with a replenishable but finite number of handguns from the beginning. If this runs out, you must bring them more handguns, or whatever you can scrape up. Sometimes dr. jones will send you on an optional mission to a special building to pick up more guns once you hit a certain threshold. If you, the character enters the hospital, you’ll garrison it with your currently armed weapon, and you will have the option to tell your followers to stay, or drop off any weapons your currently carrying. Menu here:

Heal self

Followers brings up 4 slot submenu

If slot empty, and hospital has surplus survivors, follow me

If slot is filled, submenu heading is name

Stay here

Equipment (arm or disarm follower)

Stats

Equipment (brings up inventory, where you can leave items here)

Stats

Survivors

Survivors is one of the main currencies in the game. Survivors are used to garrison buildings, effectively making them ‘towers’, or can follow you around and kill zombies on foot. If a civilian is following you, you can arm them with any weapons you have in your inventory, and they will fire this weapon as you run around, aiming at anything within range. You can have up to 4 survivors follow you at a time. You can also enter a building with them, and you will garrison the building with the weapons they are armed with. You can tell them to stay in the building if you wish, or they can all leave with you. As survivors make kills, they will gain experience, which upgrades their health, firing speed and range. Experience can be gained on foot or in a building, but on foot experience is higher than in a building. If a survivor is following orders, ie. Moving from one building to another, it will attempt to defend itself if it runs into a zombie. Survivors can die while following orders. Survivors can come from many places: the hospital, found in basic buildings, in special buildings, in the town, etc. If they are found in the game world, they will follow you until given orders.

Buildings

There will be several types of buildings throughout the town. Most of these will be simple garrisonable buildings, upon entering, you make your way to the roof and shoot at any enemies within range. If you have any survivors with you, they will enter with you and fire as well. When in there, you can bring up a menu with the options to:

order a survivor to the building from the hospital

order a survivor from another building to here

tell a survivor that’s following you to stay here

arm the building with a weapon you are currently carrying and any survivors on their way to the building or currently in the building will use this weapon (if it’s better than their current weapon), this is how you upgrade a towers weaponry, the highest ranked survivor will upgrade their gun first

Self menu in building

Radio

Followers brings up 4 slot submenu

If slot empty, and building currently has survivors, ‘follow me’

If slot is filled, submenu heading is name

Stay here (if there is room in this building)

Go to hospital

Equipment (arm or disarm follower)

Stats

Equipment (brings up inventory, where you can leave items here)

Stats

Special buildings

Certain buildings will be enterable, and will load a short level that your character and any followers will need to complete before you can garrison the building. Often a unique or powerful weapon will be found at the end of the sequence. Often times, dr. jones will send you to special buildings to complete a mission. Once a special building sequence has been completed, it will act as a normal building, and you can garrison it as such.

Self menu, during shooter level:

Radio

Followers brings up 4 slot submenu

If slot empty, grey it out

If slot is filled, submenu heading is name

Equipment (arm or disarm follower)

Stats

Equipment (brings up inventory, arm or disarm yourself)

Stats

Radio

You carry a two way radio that allows you to communicate with mr. jones. The radio allows you to issue commands in the world:

Send a survivor to follow me

Bring a survivor from another building to follow me

In a garrisoned building:

Send a survivor to this building

Bring a survivor from another building to here

In a special building:

Send a survivor to me (instantly brings one to start of level from hospital)

\*No sending a survivor back to hospital, you

Weapons

Items

Stats