



Soldiers and Guns



Soldiers start each round with a base amount of \$1,000. Each soldier gets \$500 per zombie kill. Every round a player is respawned with a different skin of a soldier but a player can also choose a skin to be permanent for the rest of the game by typing **/skins** in the command line. Soldiers can buy guns from the shopmenu by **pressing B** and choosing the desired gun to buy (if sufficient amount is covered). The following table shows the available list of guns:

Name of Gun	Price (in dollars)	Key Combination for Buying
1. Deagle Pistol	\$ 500	B+7+1
2. Grenades (3)	\$ 1,000	B+1
3. AK47	\$ 2,000	B+4+2
4. M4 Carbine	\$ 2,500	B+4+3
5. Shotgun	\$ 3,000	B+4+4
6. AWP Rifle	\$ 5,000	B+8



Zombie Classes



Zombies have the ability to infect soldiers simply by touching them and turn them into new zombie members. The first round a player is assigned a random zombie class but after it ends (no matter which team wins) each player can choose a zombie class from the following:



Zombie Class	Special Ability
☛ Muscle Zombie	Strenght
☛ Eater Zombie	Eats dead zombies and gains health
☛ Neon Zombie	Neon Laser that melts guns
☛ Raptor Zombie	Flying
☛ Radiation Zombie	Radiates toxins that impact soldier vision
☛ Sand Zombie	Slows down time
☛ Speed Zombie	Fast speed
☛ Jumper Zombie	Low Gravity

