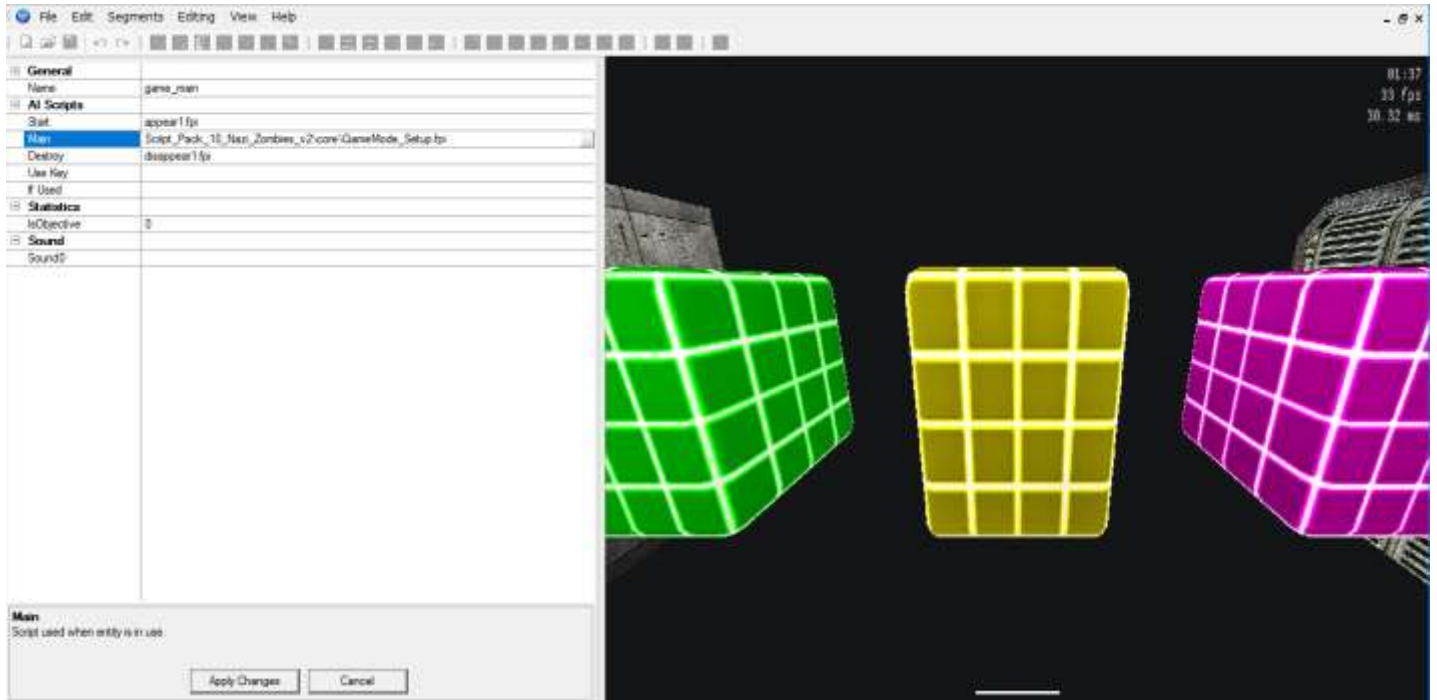# Quick Start Guide

To initialize the game mode you have to use the main script on your level
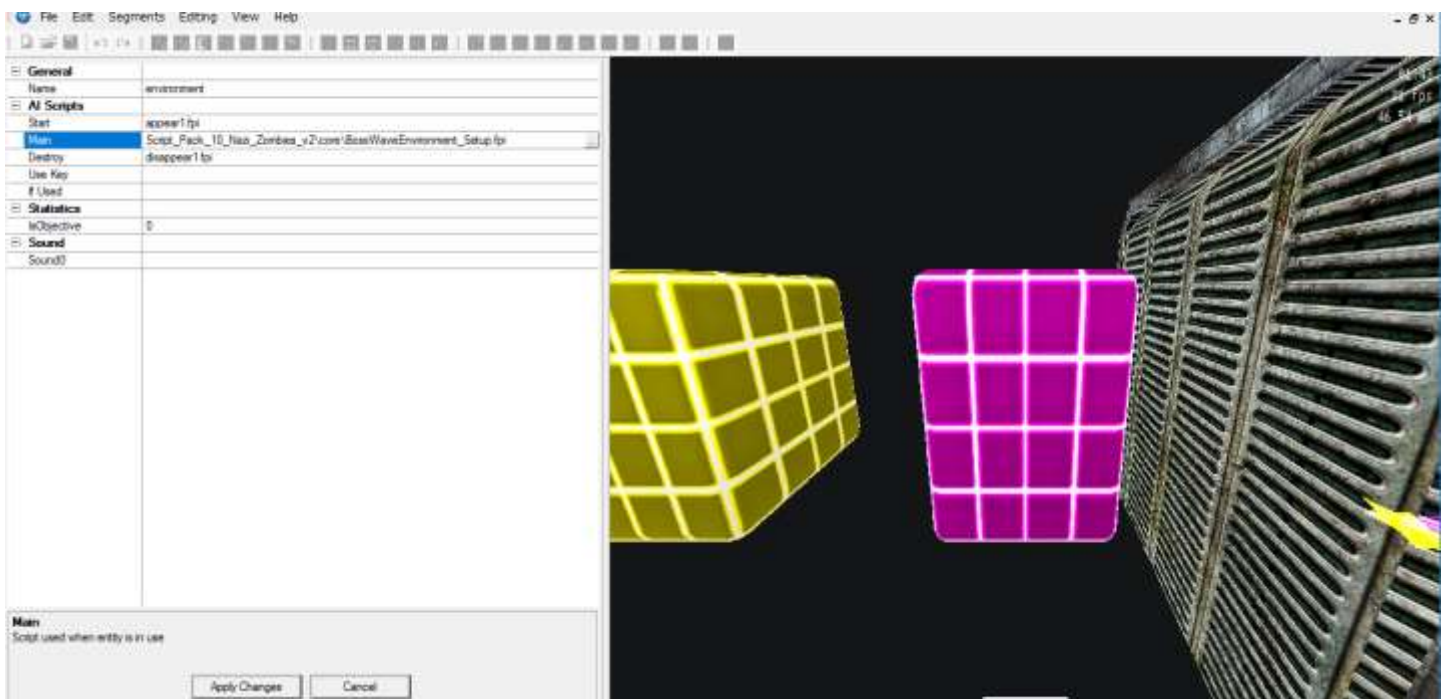
It is recommended to use WinZone to mark it as the main zone of the game mode.

Set script "core\GameMode_Setup.fpi" in ai/main of the trigger zone
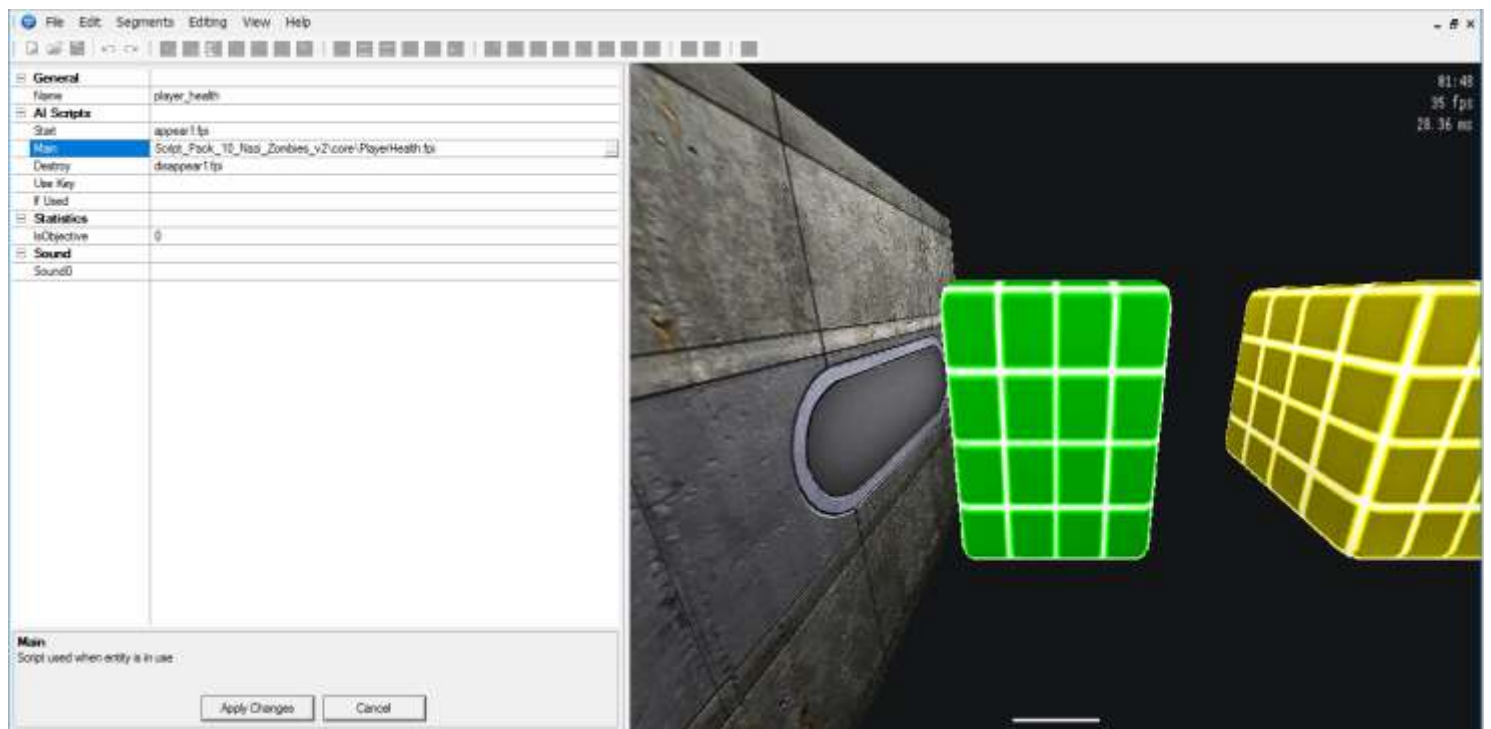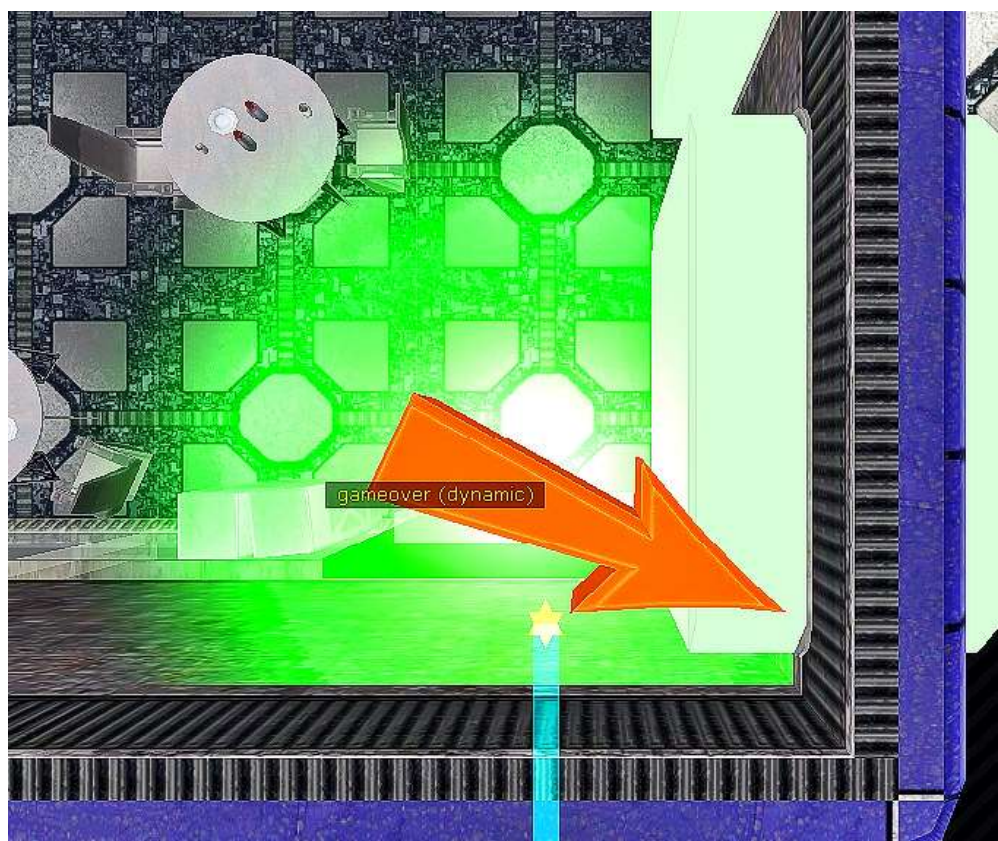

Now let's add some atmosphere when we fight bosses!
Set script "core\BossWaveEnvironment_Setup.fpi" in ai/main of the trigger zone

Next step, we need to add player's health regeneration script.
It is recommended to use HealZone to mark it as player's health script.
Set script "core\PlayerHealth.fpi" in ai/main of the trigger zone
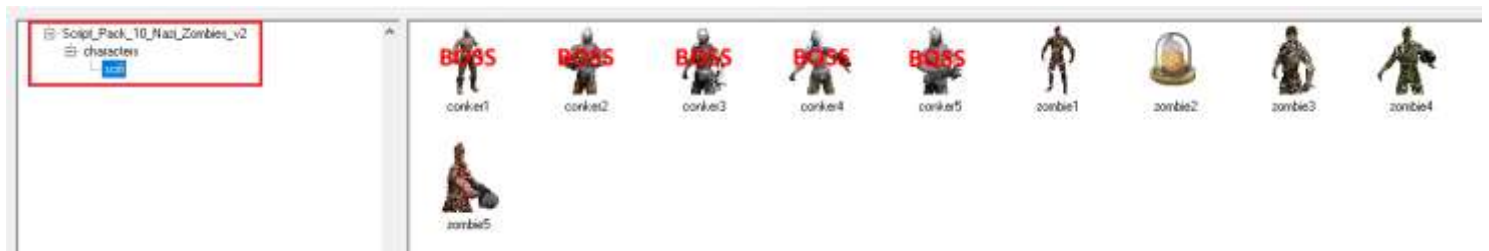

And place game over camera. Important! Set entity's name "gameover"!

The game mode has been initialized!

Time to add zombie, boss and barricade! Use special characters for this

These characters have all scripts already. You just need to place them on your map and change "Maximum Spawn" property to a big value
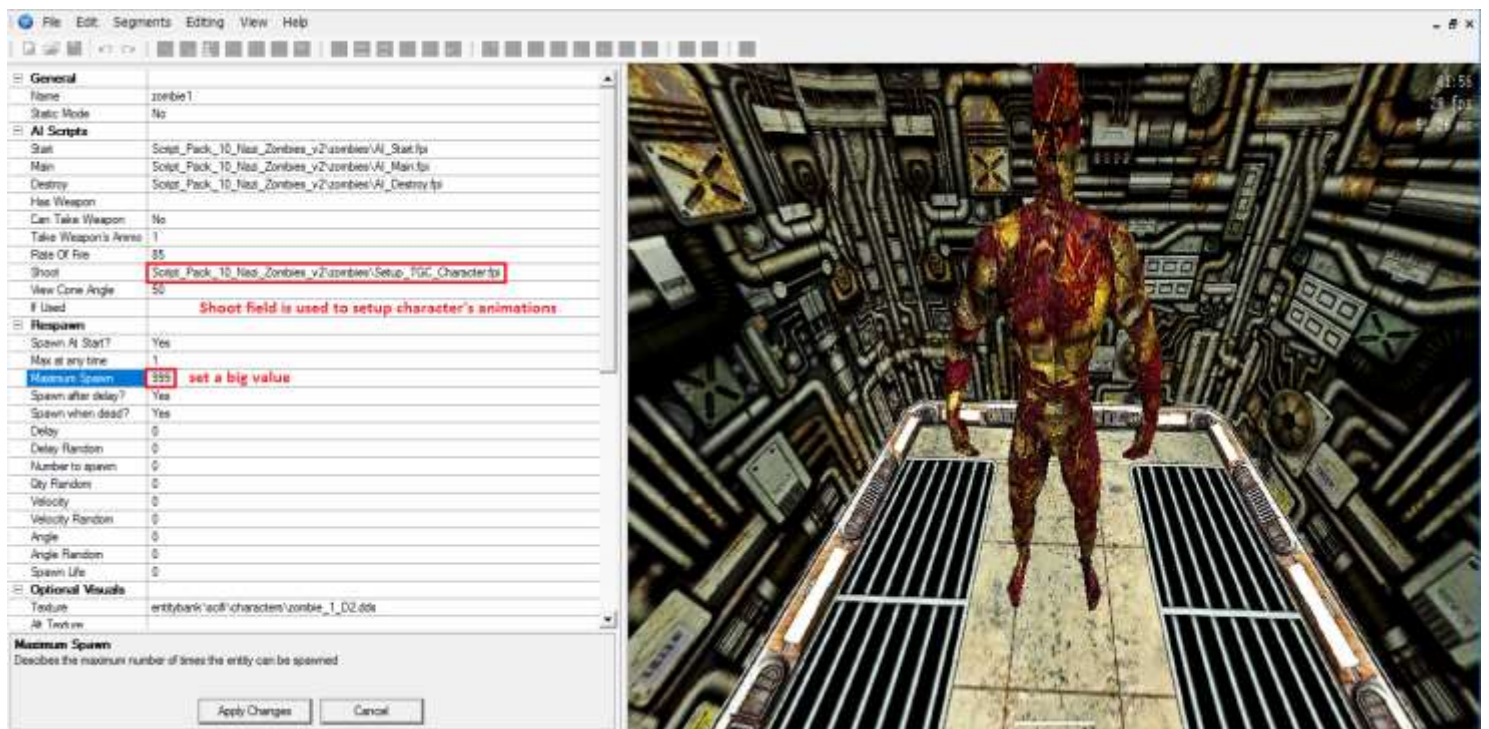
Build waypoint from zombie to the barricade
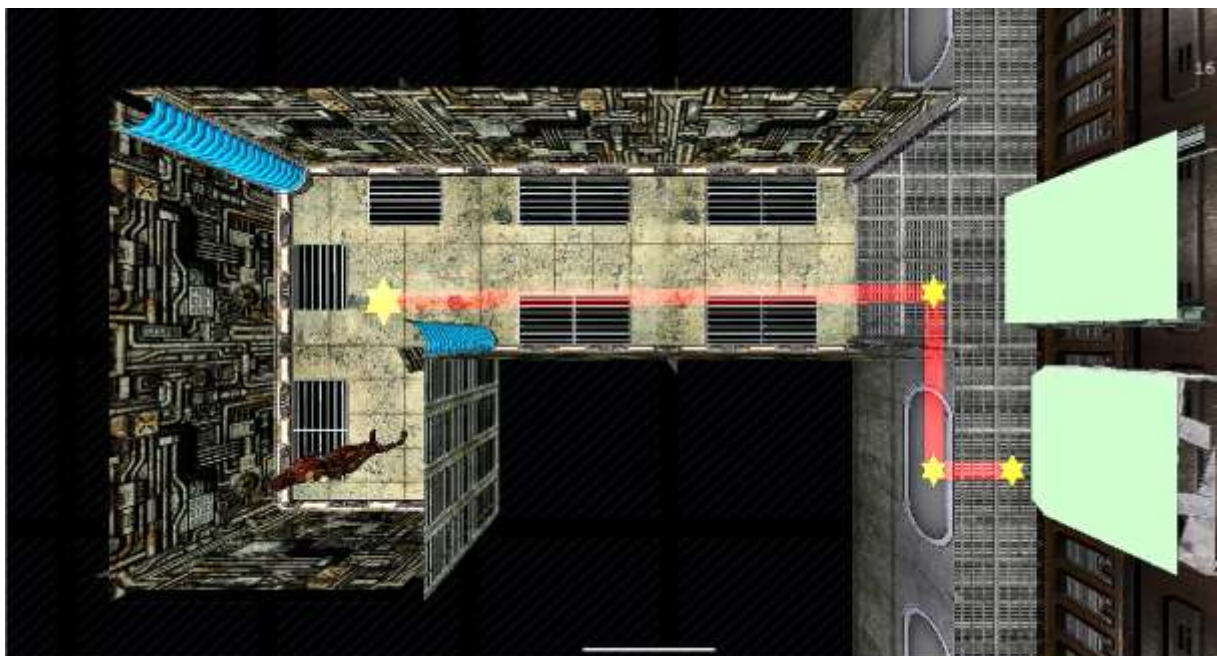
Now, add the barricade and invisible wall to block player when he is close
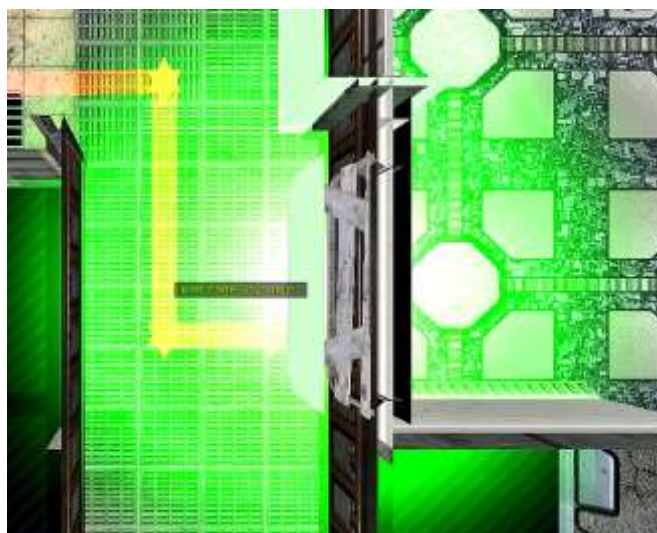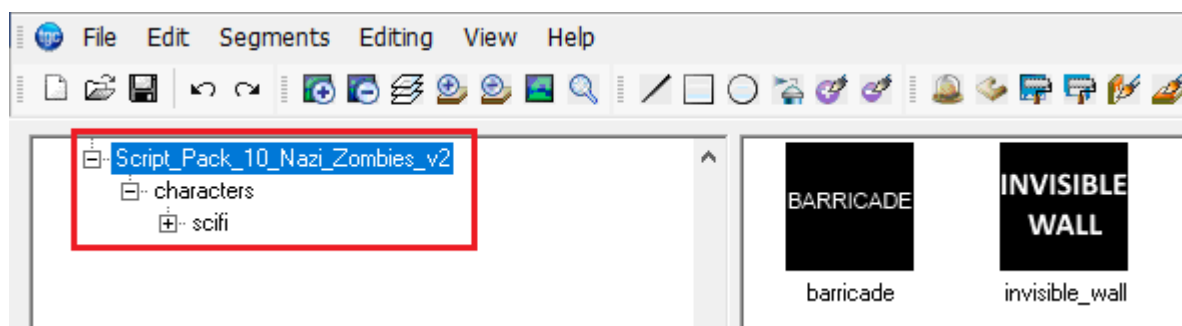
Let's place boss-zombie for boss waves
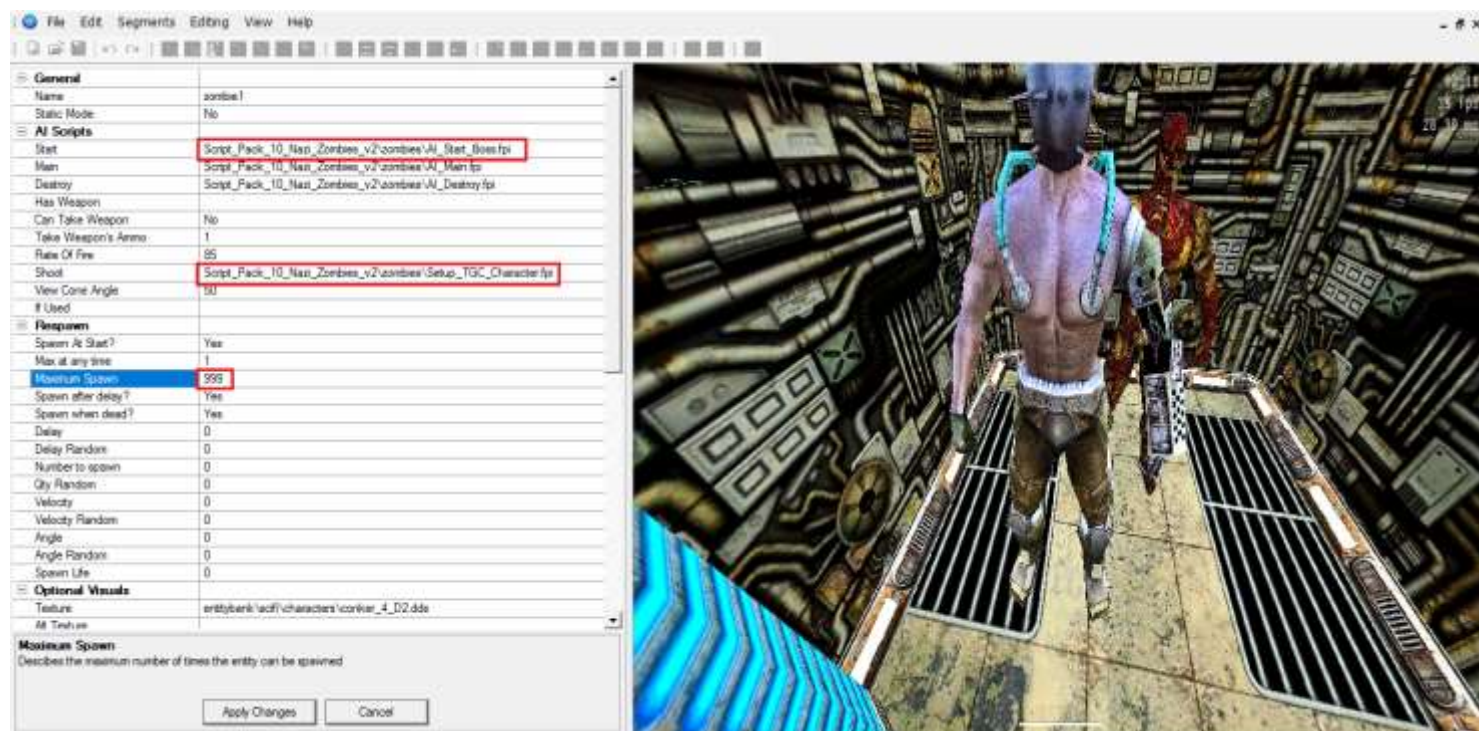
Done! All enemies are placed, but we need to spawn them!

Place a big trigger zone in the room. It is recommended to use HurtZone to mark it as zombie spawner.

Set script "core\ZombieSpawner.fpi" in ai/main of the trigger zone

Set name of zombies in IfUsed field of the trigger zone

The final touch - weapons!

You can give a start weapon to the player, for example Colt45. Place the gun and set script "core\StartWeapon.fpi" in ai/main

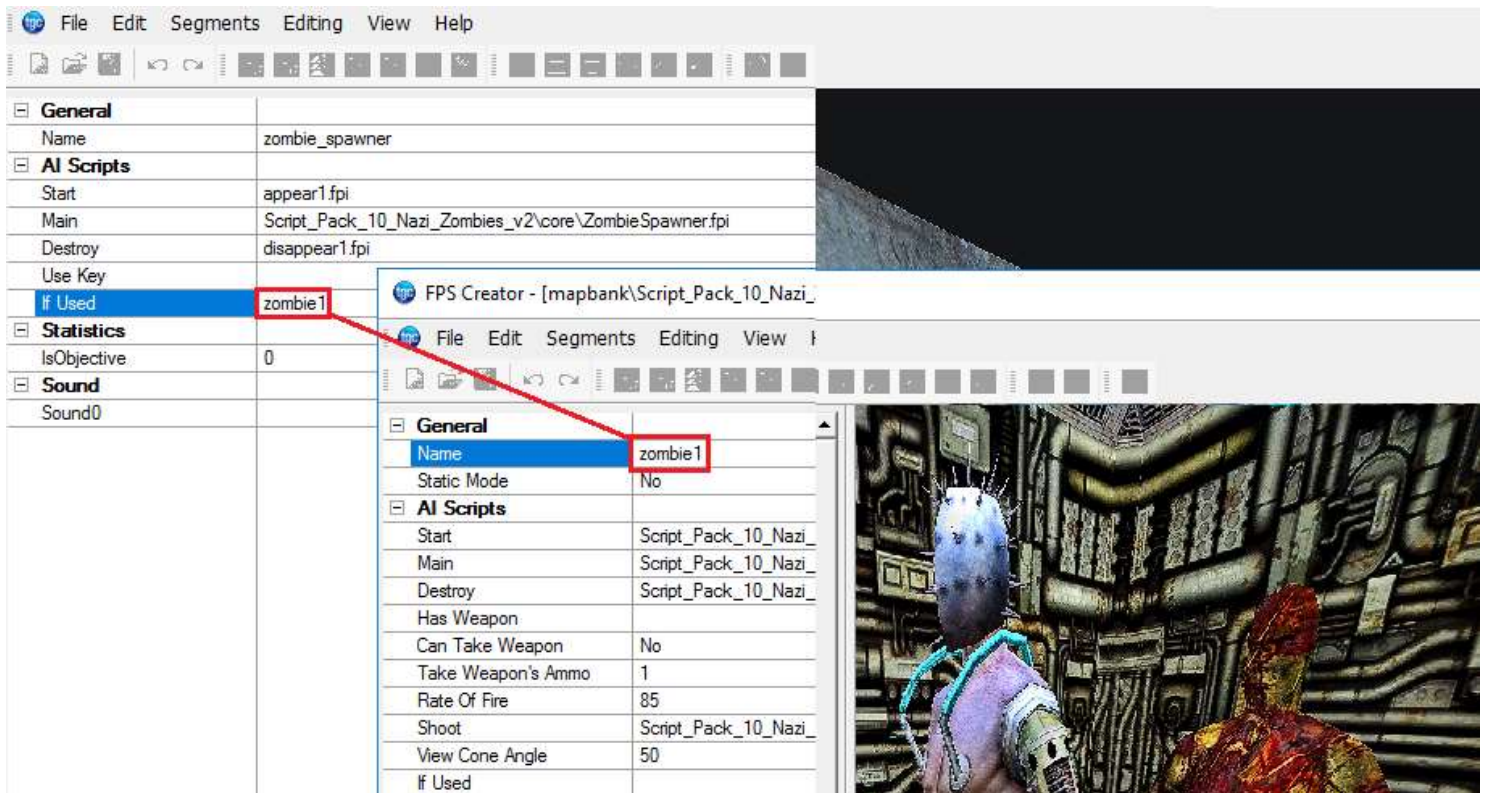| □	**General**	
	Name	colt45
	Static Mode	No
□	**AI Scripts**	
	Start	appear2.fpi
	Main	Script_Pack_10_Nazi_Zombies_v2\core\StartWeapon.fpi
	Destroy	disappear2.fpi
	Damage	15
	Accuracy	3

For wall weapons you should use special scripts with cost in ai/main field

Script_Pack_10_Nazi_Zombies_v2 › purchases

Имя

Weapon_250.fpi
Weapon_500.fpi
Weapon_750.fpi
Weapon_950.fpi
Weapon_1200.fpi
Weapon_1500.fpi
Weapon_2000.fpi
WeaponPurchase.fpi

File   Edit   Segments   Editing   View   Help

□	**General**	
	Name	pistol
	Static Mode	No
□	**AI Scripts**	
	Start	appear2.fpi
	Main	Script_Pack_10_Nazi_Zombies_v2\purchases\Weapon_950.fpi
	Destroy	disappear2.fpi
	Damage	50
	Accuracy	5
	Reload Quantity	6
	Fire Iterations	0
□	**Respawn**	
	Spawn At Start?	Yes
	Max at any time	1
	Maximum Spawn	999
	Spawn after delay?	Yes
	Spawn when dead?	Yes
	Delay	0
	Delay Random	0
	Number to spawn	1
	Qty Random	0
	Velocity	0
	Velocity Random	0
	Angle	0
	Angle Random	0
	Spawn Life	0
□	**Optional Visuals**	
	Texture	gun_D2.tga
	Alt Texture	
	Effect	
	Transparency	1
	Reduce Texture	-1

Apply Changes   Cancel