**GAME LORE**

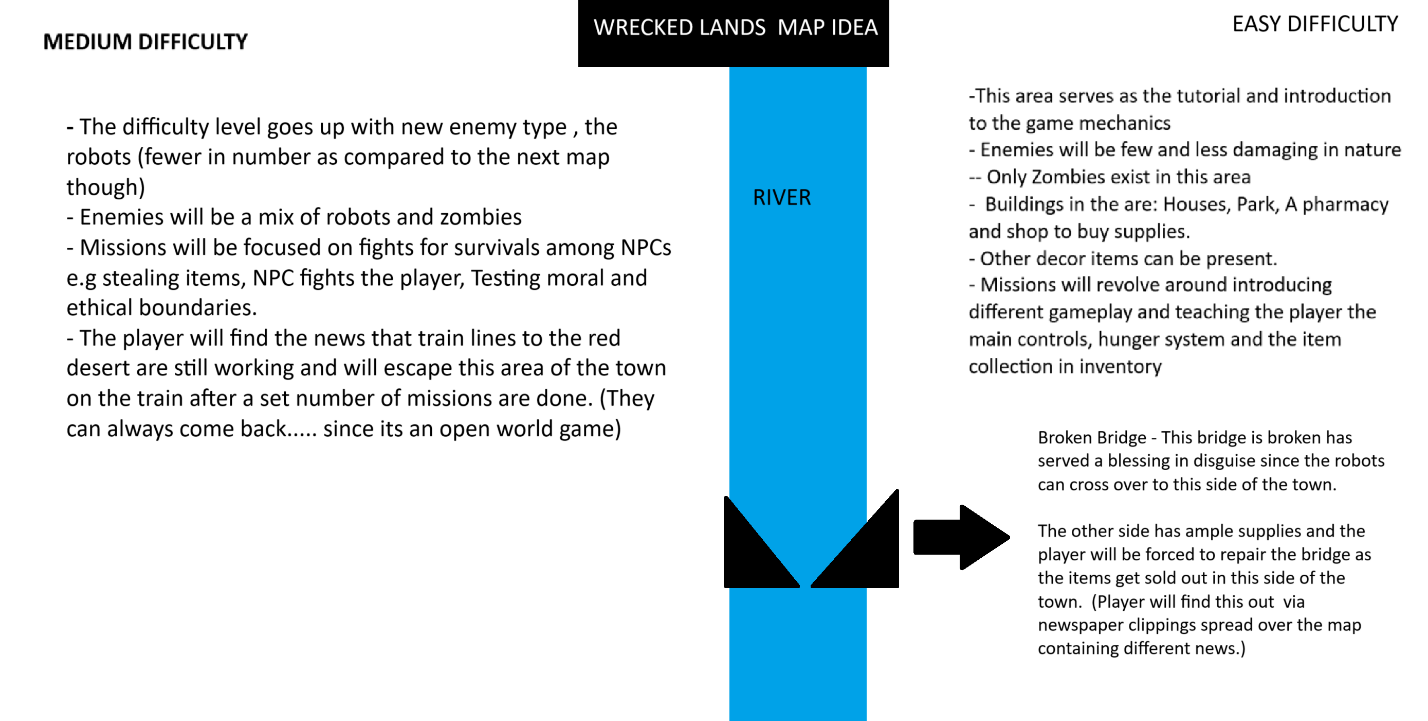
Its year 2300, the humans have reached the peak of technology and scientific advancement. However, this still wouldn’t let them evade their demise. Immortality has always been a human fascination and dream but who knew this would lead them to almost extinction.

“Forever elixir” was invented as a medicine to prolong life and cure illness in humans. Everyone rushed to purchase, rich and poor alike, spending millions of dollars to acquire a single drop of this miracle invention leading to wars and fights among nations. However, the events turned around when the drug started to cause mutations among its users – turning them into zombies and mutants.

As the mutations become as norm, the scientists dismissed the case blaming it on the other factors and the medicine continued to be sold, leading to a greater disaster.

**Wrecked Lands:**

The human society has crumbled to war and the zombies, hungry to eat them alive. With everything destroyed, everyone is fighting to survive. Those remaining seek refuge in abandoned buildings, leftover houses and a constant fight against hunger. The food is hoarded by people and is hard to find and the danger of encountering the mutants always lingers around.

The robots that were used in the war, run awry and shoot people at sight. With the ongoing zombie outbreak, people have to not only fight the zombies but also encounter these deadly war robots.   
  
**Map:**

**Red Desert:**

The war and widespread disease and destruction has not even spared the desert. The radiation and the contamination with the “Forever Elixir” has caused the creatures to mutate. These creatures are abundant in the region and now pose a threat to the citizens who want to flee the town.

The desert area also has a distribution center (factory) for this Elixir which is destroyed by the war and has contaminated the land.

**Ending:**