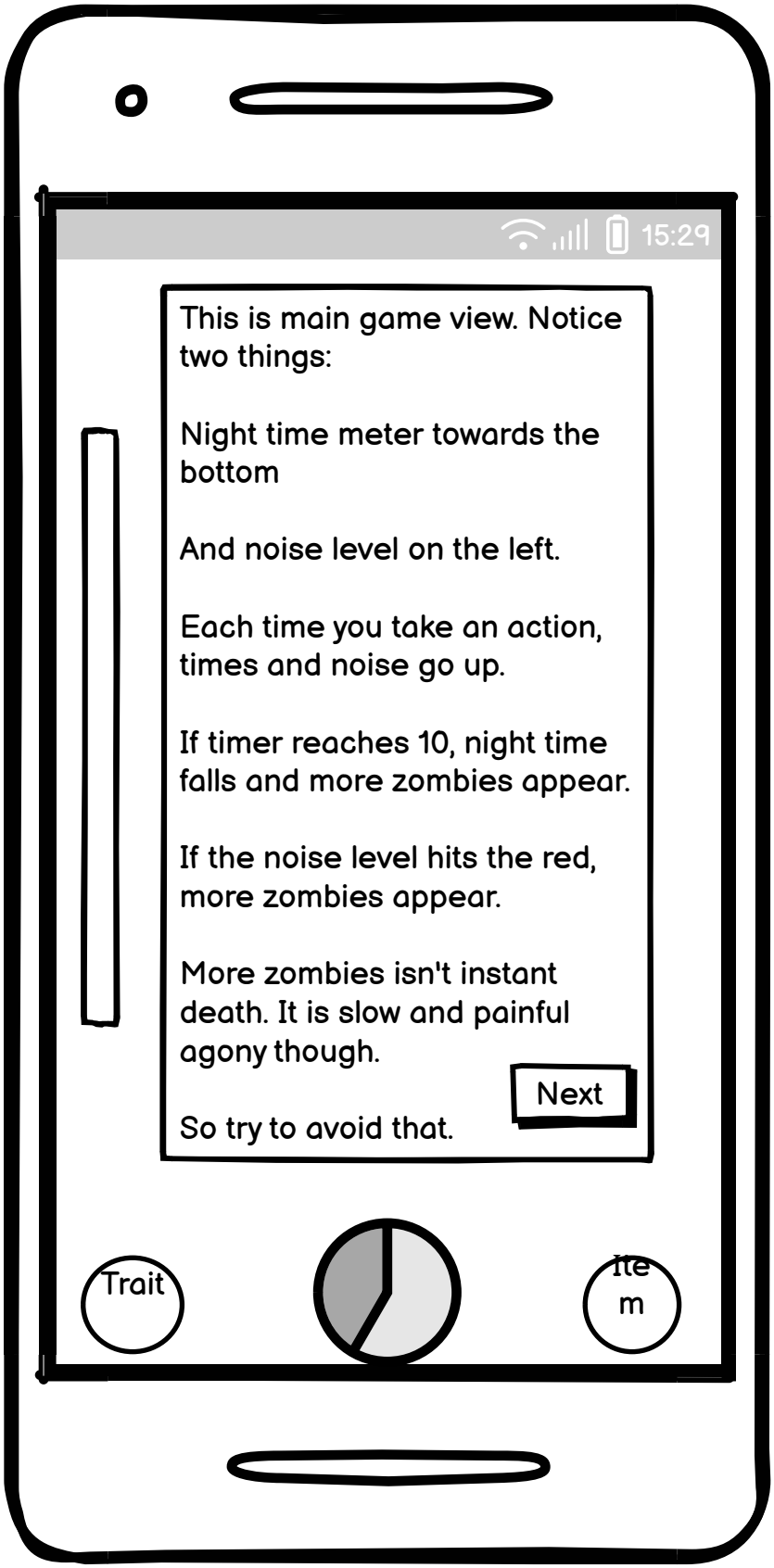
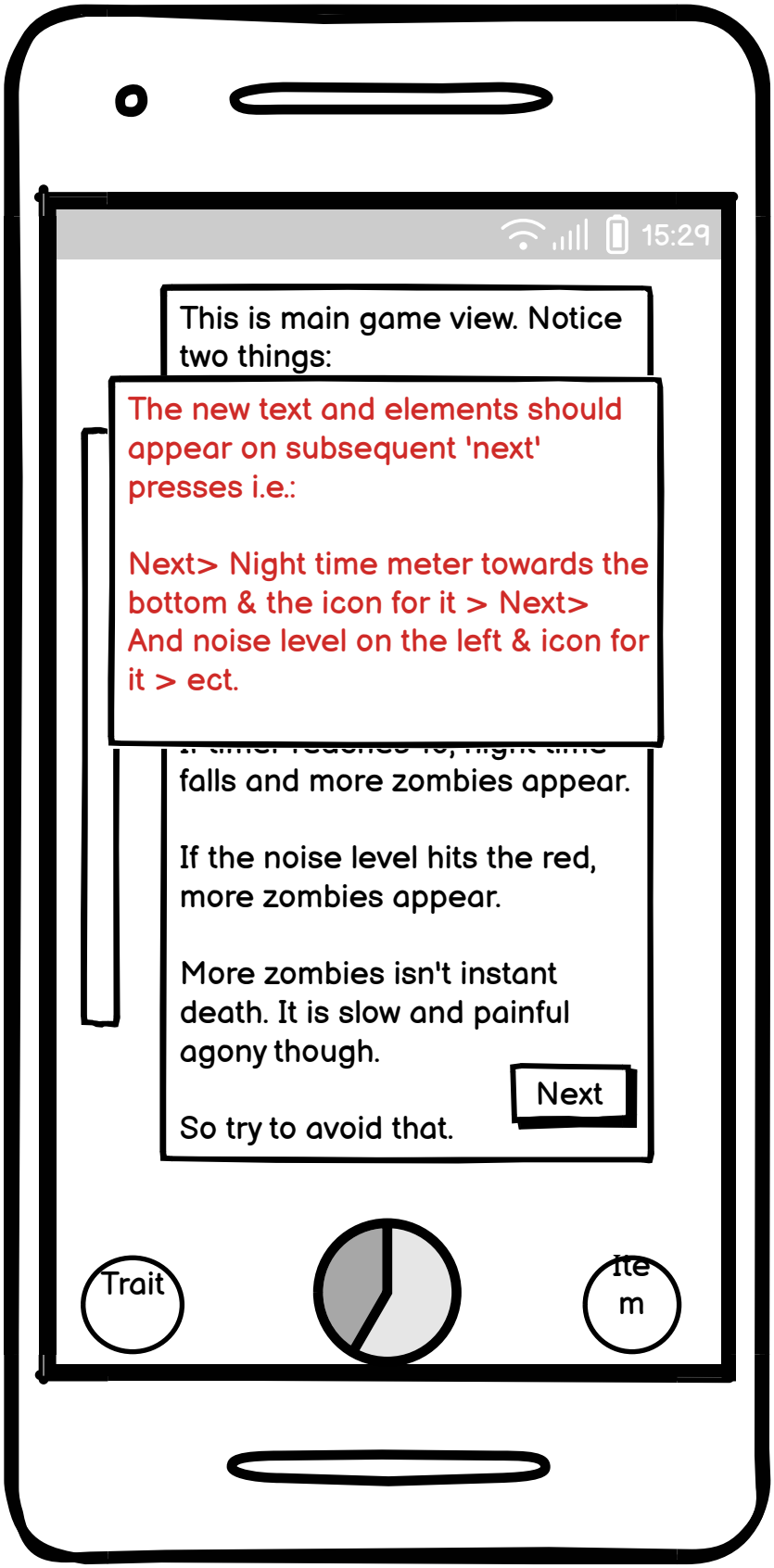
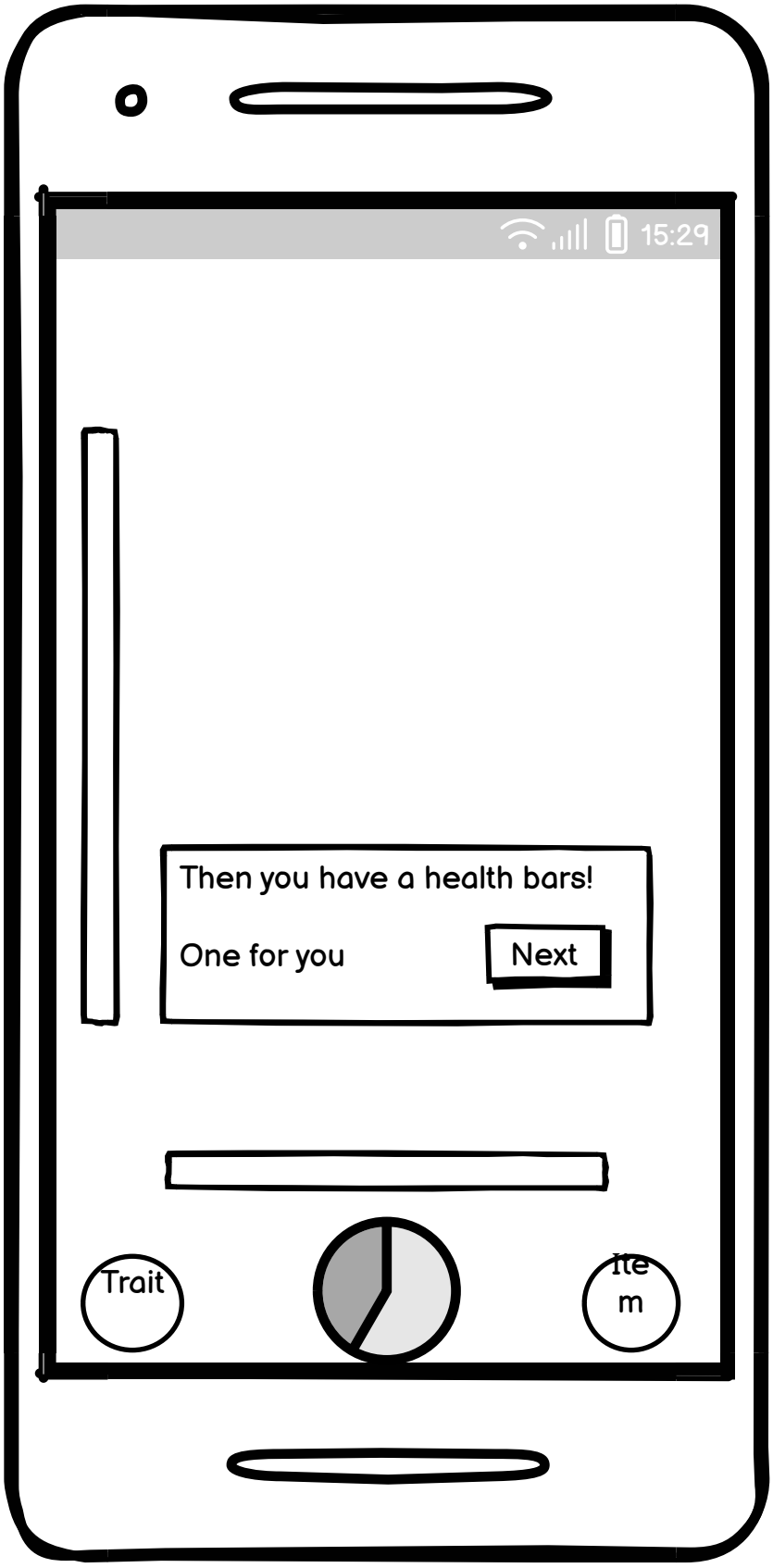
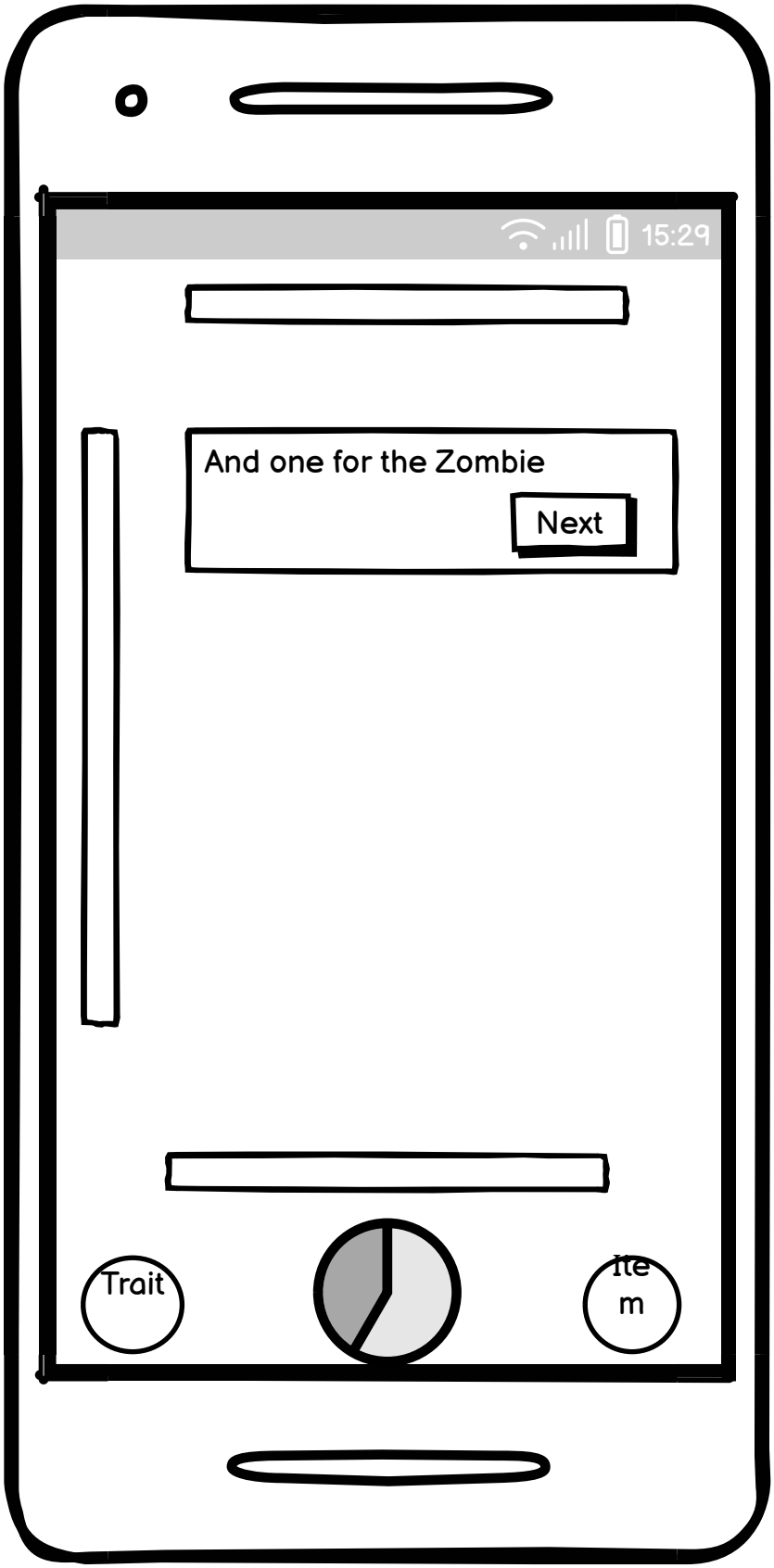
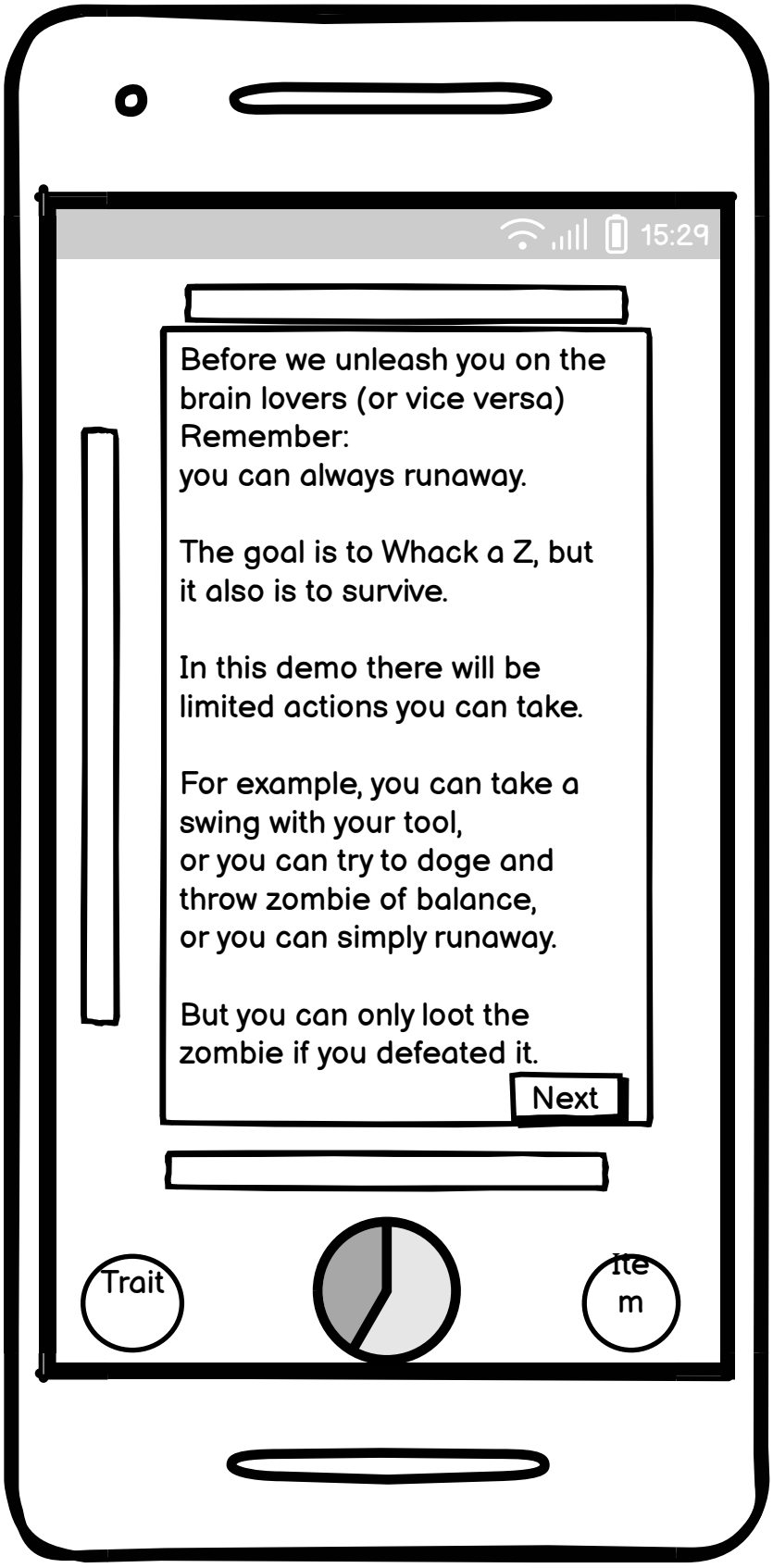
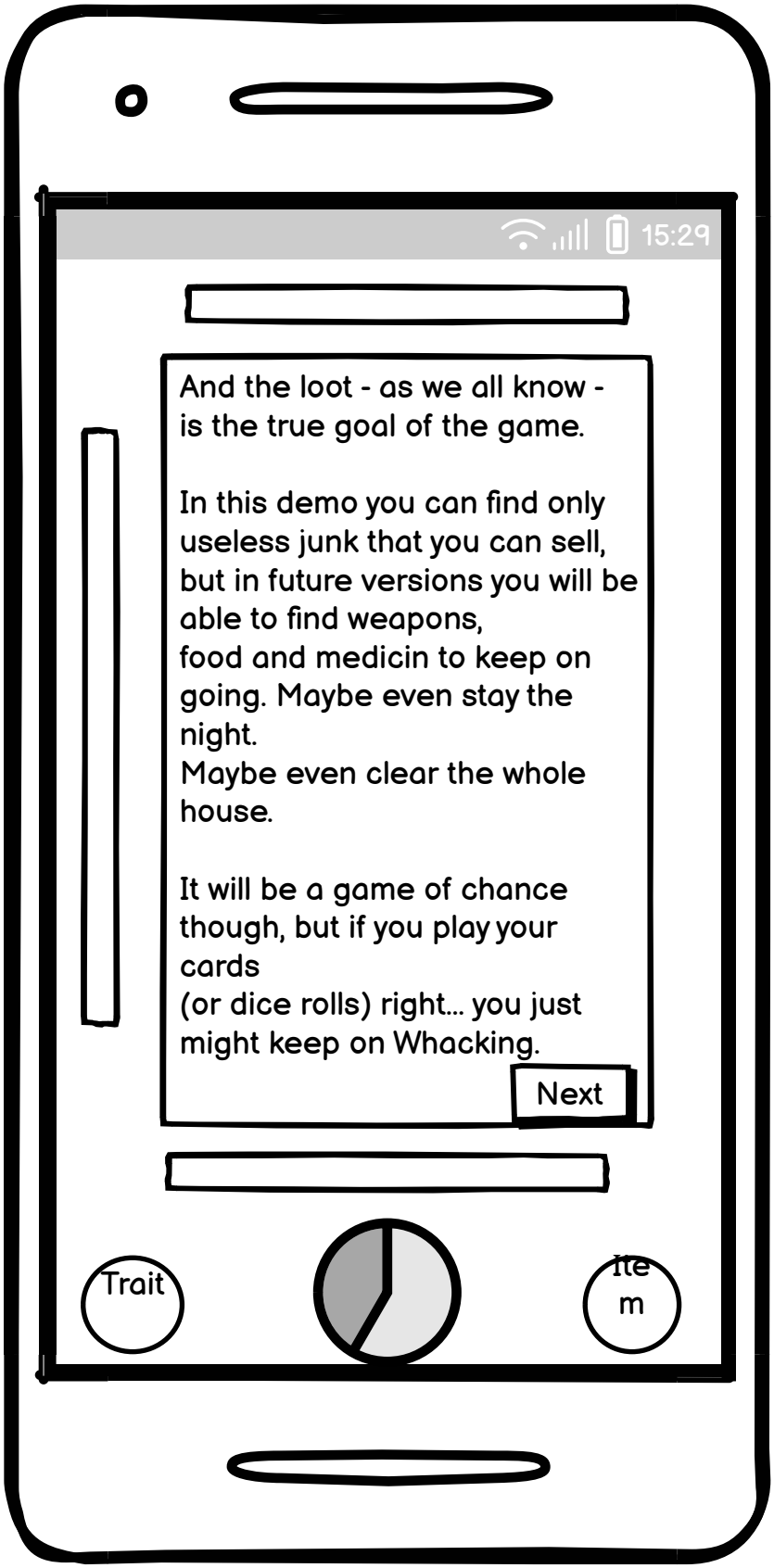

15:29
This is main game view. Notice two things:
Night time meter towards the bottom
And noise level on the left.
Each time you take an action, times and noise go up.
If timer reaches 10, night time falls and more zombies appear.
If the noise level hits the red, more zombies appear.
More zombies isn't instant death. It is slow and painful agony though.
So try to avoid that.
Next
Trait
Item

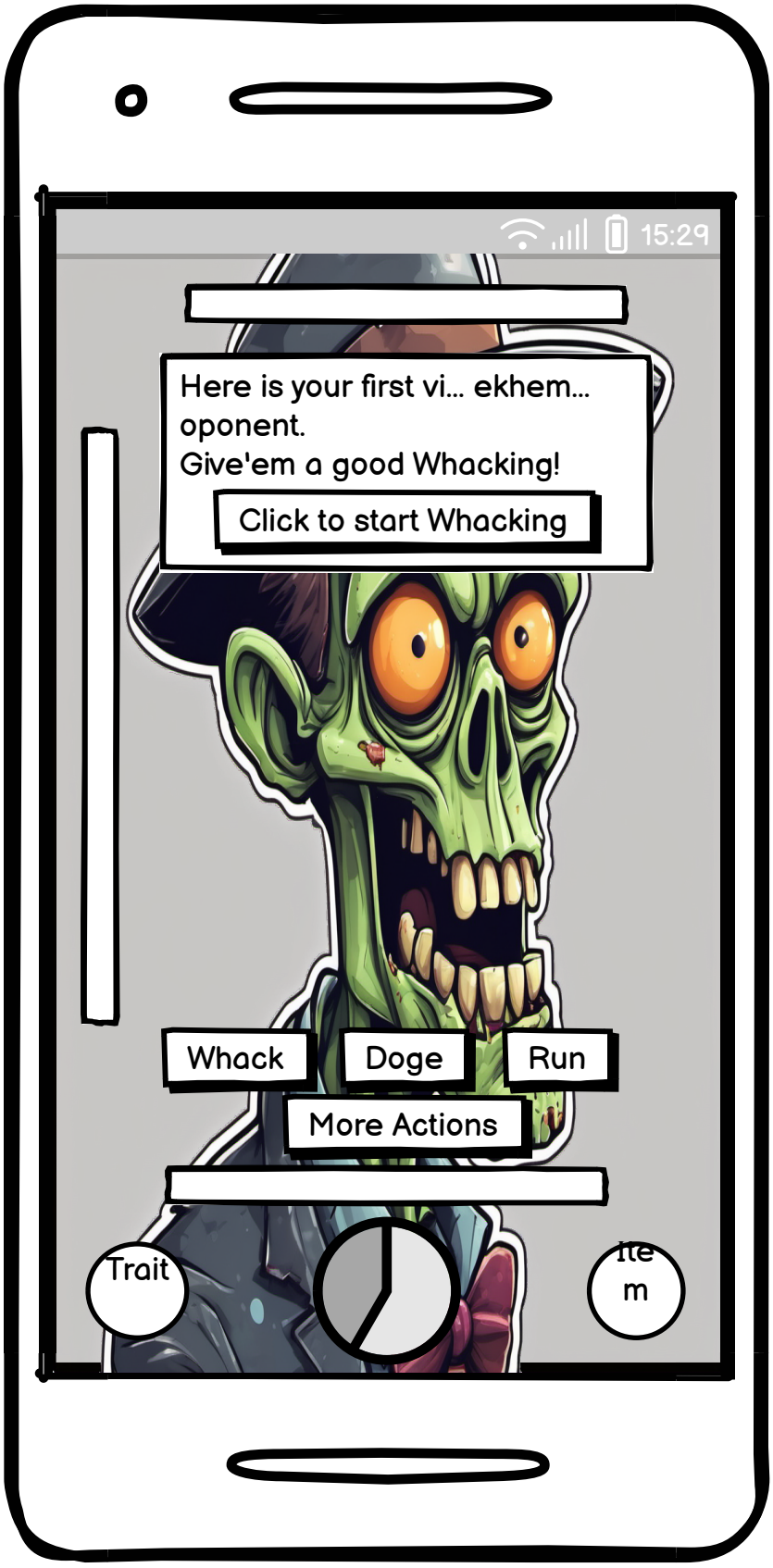

15:29
This is main game view. Notice two things:
The new text and elements should appear on subsequent 'next' presses i.e.:
Next> Night time meter towards the bottom & the icon for it > Next> And noise level on the left & icon for it > ect.
falls and more zombies appear.
If the noise level hits the red, more zombies appear.
More zombies isn't instant death. It is slow and painful agony though.
So try to avoid that.
Next
Trait
Ite
m


15:29
Then you have a health bars!
One for you
Next
Trait
Ite
m

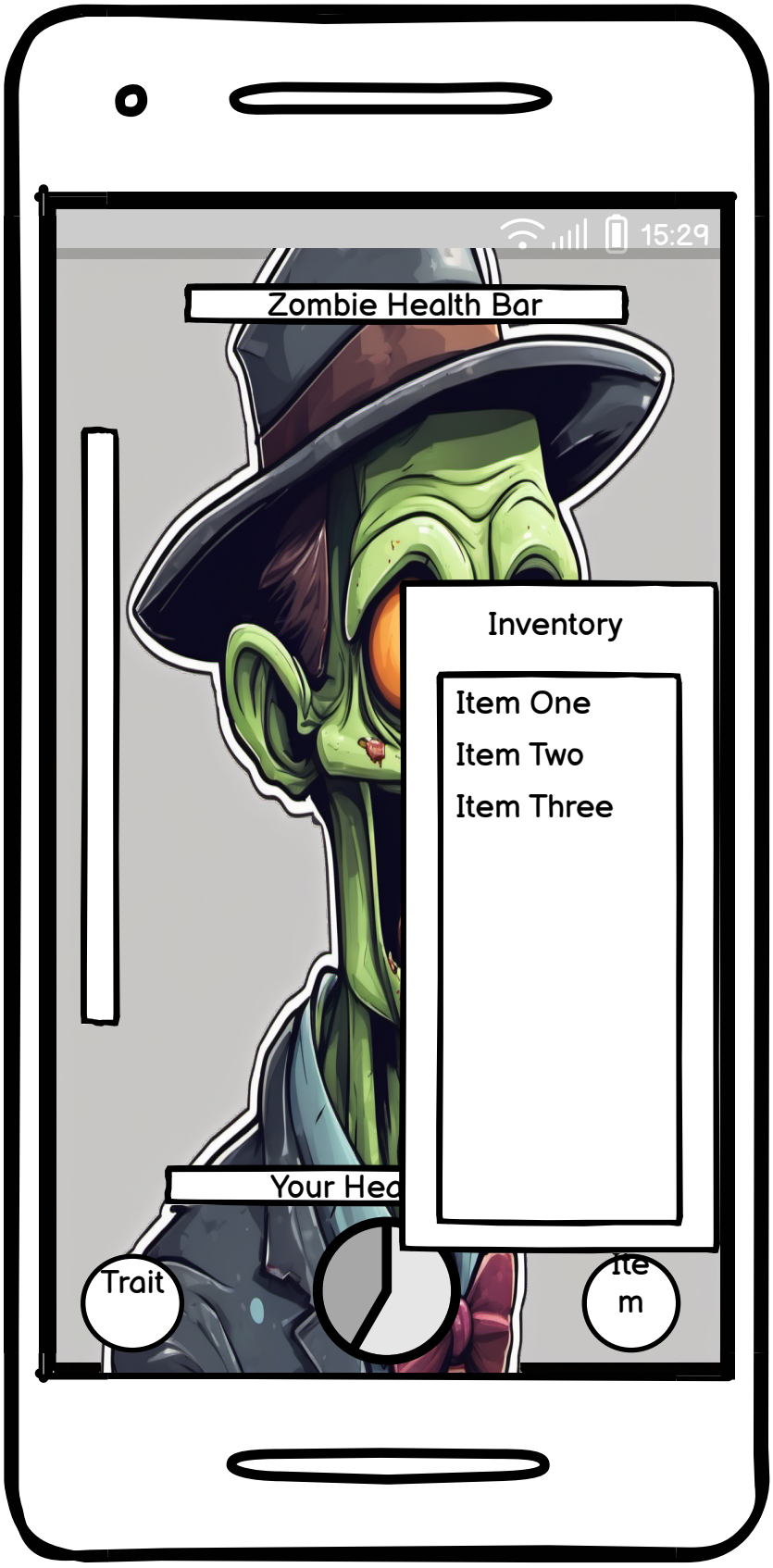

15:29
And one for the Zombie
Next
Trait
Ite
m

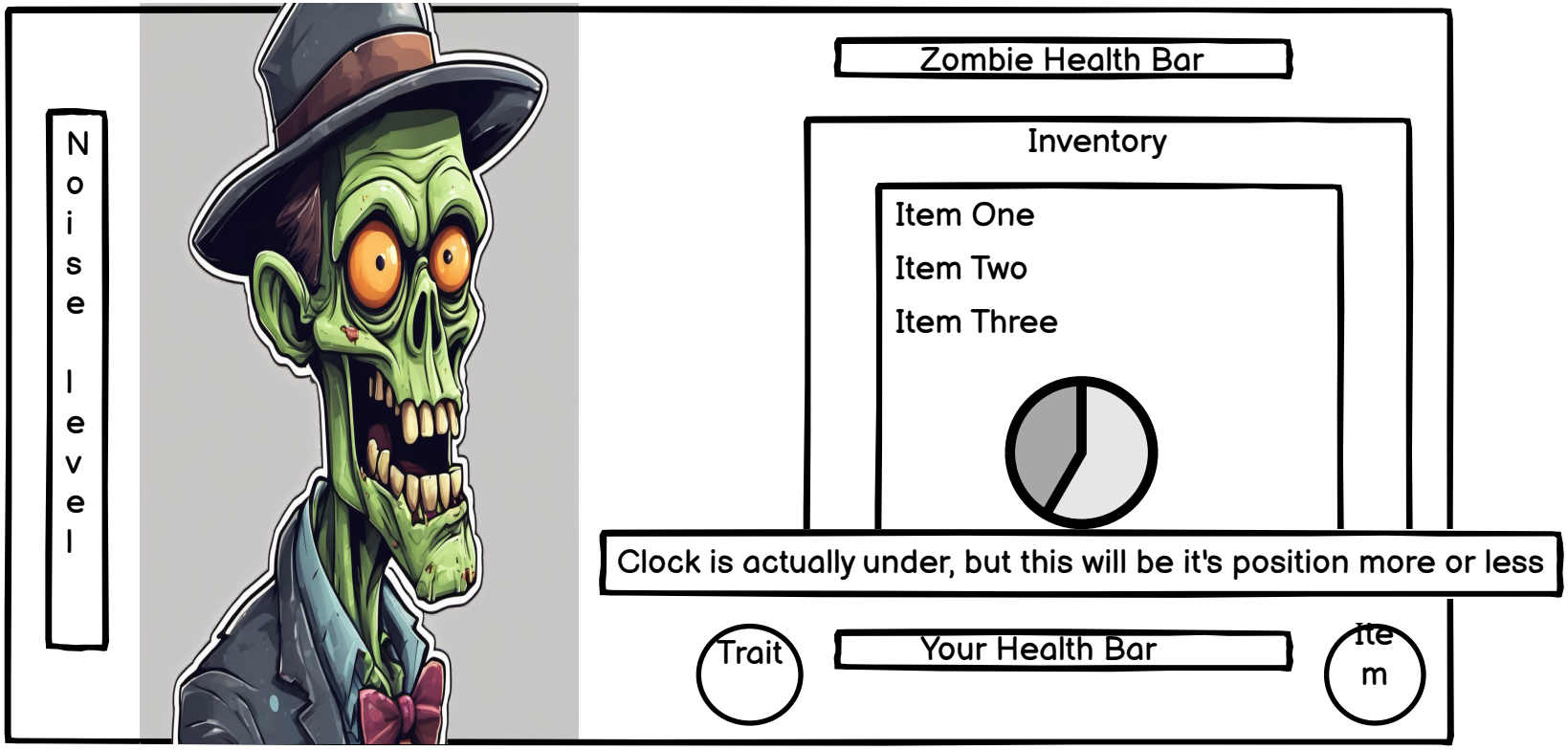

15:29
Before we unleash you on the brain lovers (or vice versa)
Remember:
you can always runaway.
The goal is to Whack a Z, but it also is to survive.
In this demo there will be limited actions you can take.
For example, you can take a swing with your tool,
or you can try to doge and throw zombie of balance,
or you can simply runaway.
But you can only loot the zombie if you defeated it.
Next
Trait
Item


15:29
And the loot - as we all know - is the true goal of the game.
In this demo you can find only useless junk that you can sell, but in future versions you will be able to find weapons,
food and medicin to keep on going. Maybe even stay the night.
Maybe even clear the whole house.
It will be a game of chance though, but if you play your cards
(or dice rolls) right... you just might keep on Whacking.
Next
Trait
Ite
m


15:29
Here is your first vi... ekhem...
oponent.
Give'em a good Whacking!
Click to start Whacking
Whack
Doge
Run
More Actions
Trait
Ite
m

15:29
Here is your first vi... ekhem...
oponent.
Give'em a good Whacking!
Click to start Whacking
Select action
Button
Button
Button
Button
Button


15:29
Zombie Health Bar
Inventory
Item One
Item Two
Item Three
Your Hea
Trait
Ite
m


Noise level
Zombie Health Bar
Inventory
Item One
Item Two
Item Three
Clock is actually under, but this will be it's position more or less
Trait
Your Health Bar
Item

15:29
Zombie Health Bar
Victory!!!
You can select one of the options below.
We have more features planed.
Be sure to check them out!!!
Search for loot (+1 noise and time)
Whack some more
Planed features
Your Health Bar
Trait
Ite
m