

## When Vegetables Bite Back



**CHOMP: *Night of the Living Veg*** follows Quincy, a hungry little rabbit, who snuck into the wicked witch's garden and found himself surrounded by zombie vegetables—just one of the witch's many defenses to ensure the safety of her prized produce. Quincy now must battle his way through the garden and solve puzzles to win clues to help him escape before the witch decides to add rabbit-stew to the menu.

### Location:

The game primarily takes place in the witch's garden; complete with mist, thorny thickets, cursed/zombified produce, jack-o-lantern searchlights, puzzles (such as rearranging garden stones to find a piece of the key)

### Features:

- ❖ Enemies of increasing difficulty following a row-based garden layout
- ❖ Increase in **hunger** limits the player's ability to ward off enemies
- ❖ Be careful! Not all collectibles are safe to eat!
- ❖  $\frac{3}{4}$  top-down game view
- ❖ Attack modes: **Chomp/Cower**

**Game Genre:** 3D Action-Adventure

**Market/Audience:** E10+ / Achievers

**Platform:** PC

**Characters:** Rabbit Villager (Quincy),  
The witch (Grunhilda)