

Zombienado Tutorial

This document contains information on how to play the bestselling game Zombienado.

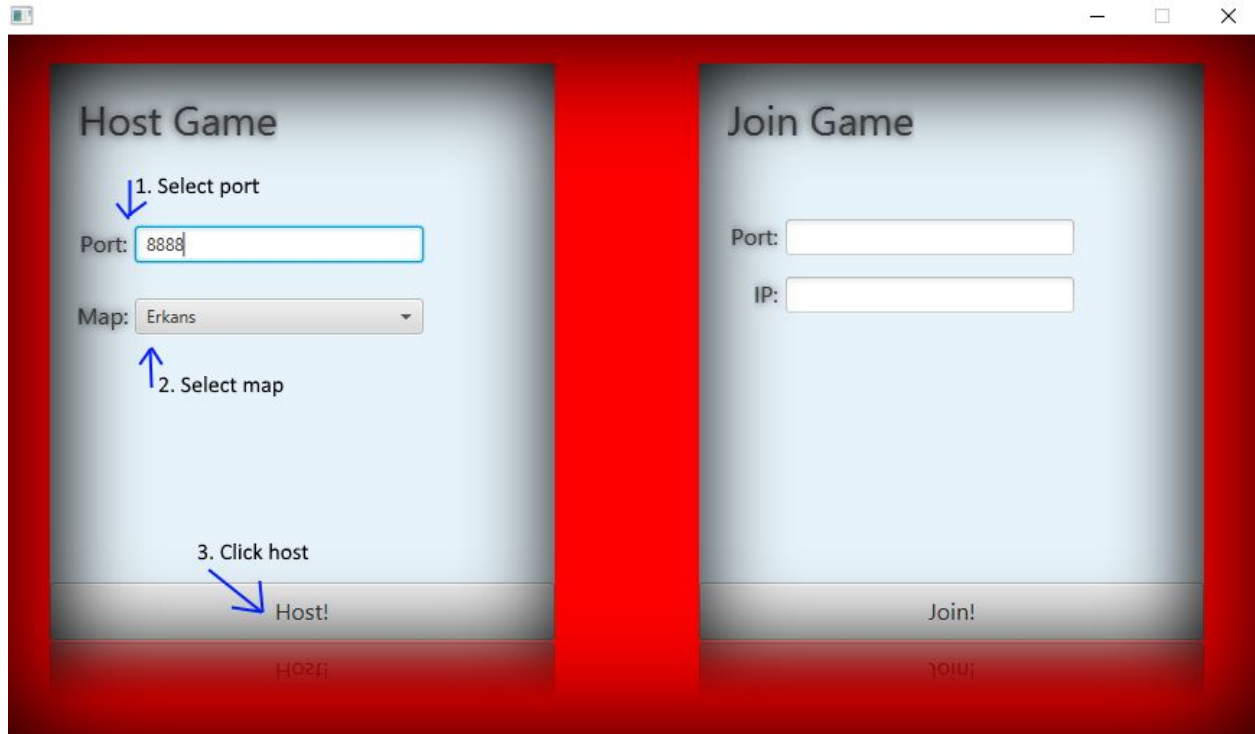
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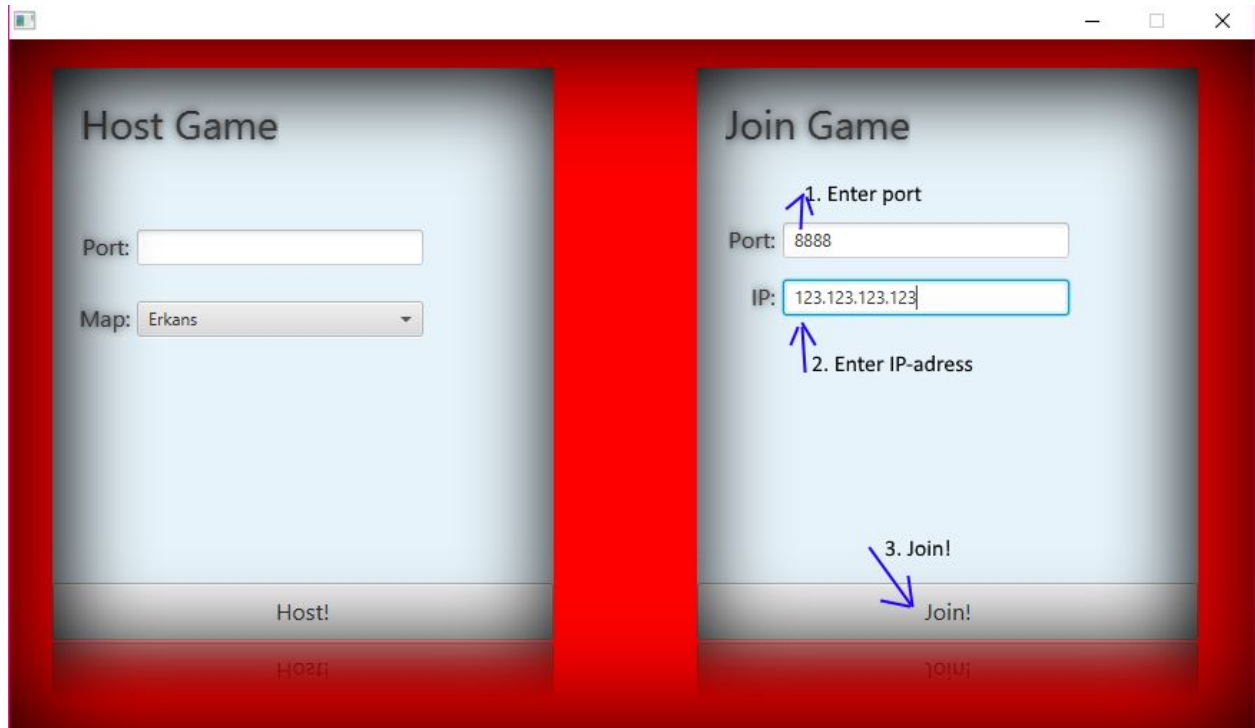
How to host a server:

Zombienado starting screen; What you see when you start the application



1. Select a port. We suggest you use port 8888. Remember what port you use so your friends can join.
2. Select a map. Remember that everyone you play with needs to have the map on their computer.
3. Click the *Host!* button and you are ready to go!

How to join a server:



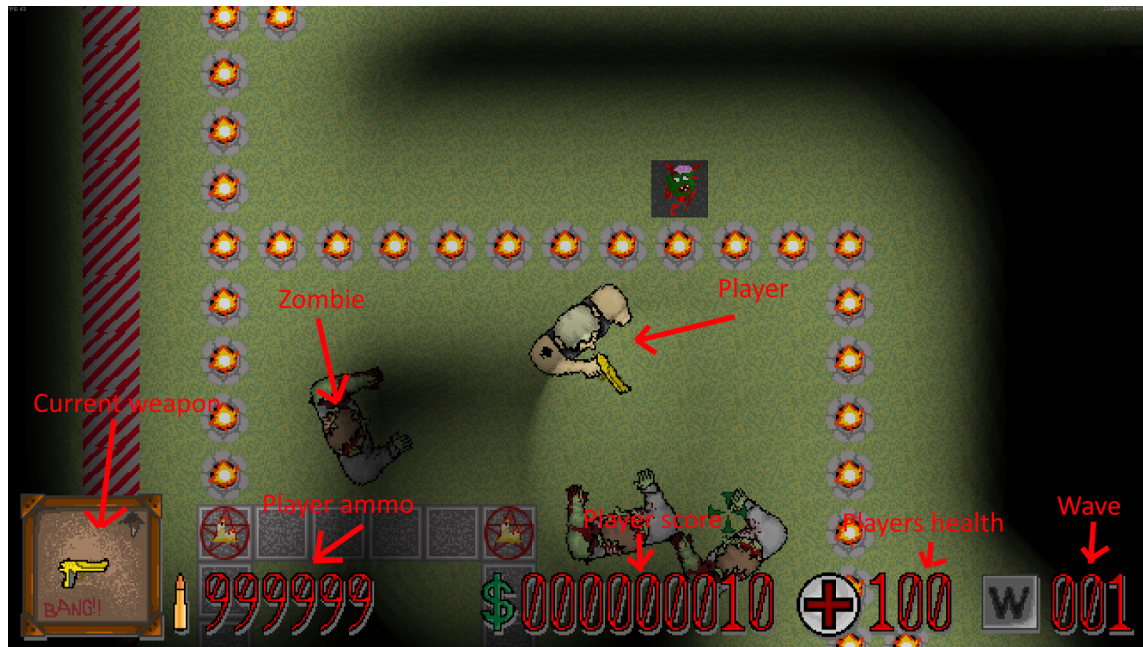
1. Enter the port number. You need to enter the same port as the host.
2. Enter the host's IP-address. We suggest the host use [WhatsMyIP](#) to get the host's IP-address used over the internet. If the game is to be play on a local network, the IP-address can be acquired by running cmd.exe and entering the *ipconfig* command.
3. Click the *Join!* button and you are ready to go!

Troubleshooting: If you can't connect to the host, try this:

- Deactivate the windows-firewall or other firewalls
- Try another port (or for experienced users; try port-forwarding a port)
- Make sure you entered the right IP-address

How to play the game:

Zombienado gameview: portraying a player getting attacked by zombies



The goal of the game is simple. Survive as long as you can... and kill as many as you can. To WASD-keys are used to move your character around. The mouse is used to look around and mouseclick to shoot.

Zombies are the game's enemies. Zombies are killed by shooting them. Different weapons may deal different damage to the zombies. Each wave, a number of zombies are spawned and have to be killed to continue. Number of zombies spawned increase each wave.

Between each wave players are allowed a break where they can buy weapons. The store allows you buy 9 different weapons. The weapons have different stats, such as damage, rate of fire and max ammo. The more expensive the weapons are the better they are. Weapons are bought with the player score or cash as it's also called. Cash is earned when a zombie is killed by any player.

Zombienado storeview: store where players can buy weapons with their hard earned cash.



The player has health. Health is dropped when zombies are close to you. When health is dropped below zero the player dies. If other players are alive when the wave ends, the player will be revived with 50 health points. After each wave, the player gains 20 health, however players can't have more than 100 health points.