

APOCALUNCH RUSH flips the archetypal tower defense game on its head. You take the first-person perspective of a BURGER TRUCK worker, who needs to have a job to eat and needs to eat to live. Ravenous customers are waiting for your burgers. Ravenous zombies are waiting for your customers.

Cooking mechanics are used to complement the innate time-based pressure of tower defense games, and a first-person perspective offers an additional armtwist: you have to aim. When faced with an ocean of zombies over the city horizon holding just your spatula and an old pistol, what will you do?

APOCALUNCH answers everybody's longest lived question: is it so wrong to want a delicious, juicy burger in tough times?

Somebody's gotta go to work if nobody else is!





APOCALUNCH RUSH

is a unique first-person cooking and tower defense "griller-killer."

Clock in, cook burgers, serve customers, shoot zombies, and clock out in this immersive minimum wage zombie apocalypse experience for the PC.

> DON'T FORGET! YOU R ESSENTIAL :)

Carefully manage your time to cook patties and dress burgers -- remember that the grill is always running!

A burger is:

- · Anything a player places between two buns!
- · Always EXACTLY what the customer orders, no matter what!

A burger is NOT:

- · Burnt or raw. Any burnt patties must be thrown out.
- · Disposable; your BURGZ are your most valuable asset.

ZOMBIES approach from the horizon. Load, aim, and shoot the company-provided OLD PISTOL.

Players are REWARDED for hitting many ZOMBIE HEADSHOTS in a row through a COMBO SYSTEM. A high combo may warrant a customer tip for good shooting!

CUSTOMERS will defend themselves, but they can't do it alone. Prioritize their safety by SHOOTING and placing TECH around your truck. There is surely something for every different kind of BURGER FLIPPER out there: something to distract, lure, or even TRAP the zombies!



CUSTOMERS

Customers are the backbone of your job. They can do no wrong. There are two kinds of customers.



IF ANY CUSTOMER GETS BITTEN 3X, YOU'LL GET WRITTEN UP AND TERMINATED, RESULTING IN AN IMMEDIATE GAME OVER

GENERIC

- Most of your customers will be the average Joe
- These customers order straight off the menu and aren't much for conversation
- They'll defend themselves against zombies but will need help

REGULARS

- Each regular will come in once a day throughout your shift
- Regulars have custom orders and can bond with you during your break phase
- These customers know a lot about killing zombies... but they attract more zombies as a result



PERKS, TEGH & UPGRADES

TECH AND UPGRADES

With the money you earned over the course of LUNCH RUSH, buy TECH to set up near your truck in the next PREP phase. You can also purchase UPGRADES for the TECH you currently own

During your break time, you can visit the store or talk to regulars.

TECH



PERK

FORGED WAIVER
PROVIDED BY REGULAR, expires
upon use or when SHIFT ends
The next CUSTOMER to get BITTEN
3x will leave rather than trigger a
TERMINATION.



PERKS

If a regular customer takes a liking to you, they may grant you a PERK. These PERKS will make it easier to get through an average day and meet your quota

A DAY IN

PREP

SET UP TECH AROUND TRUCK

"BREAK"

GO TO THE STORE GET TECH/UPGRADES

TALK TO REGULARS

TAKE ORDER

GIVE LUNCH MAKE BURGER RUSH! BURGER

And then when you're done, get up in the morning and do it ALL over again!

4 MORE TIMES!

MEET QUOTA!

You can only go home once you meet your CUSTOMERS SERVED quota, whether that be early in the day or late at night.

(Zombies get more dangerous at night.)

PROTECT (CUSTOMER

PUBLIC ENEMY

Zombies are your ENEMY. They are relentless.

During a "LUNCH RUSH" both

ZOMBIES and CUSTOMERS will come en masse. Be ready!

YOU, DOT BOSIO

- Fresh out of your prestigious illustration undergrad drowning in federal debt
- Need to work at least 5 days as a Burger Flipper under your contract at BURGZ to be considered for long-term employment, which marks you as eligible for their student loan forgiveness program
- HATE your job.



The zombies just want brains.

That's it.