

Zombie Game.

By Danni.

Introduction:-

Zombies have happened. It is now up to you to survive as long as possible and send as many as you can back to Hell. But that's not the worst of it. Somebody has turned the world into a sixteen colour, low resolution hell.

System Requirements:-

A 64bit computer.

Controls:-

- ARROW KEYS – Move UP, DOWN, LEFT and RIGHT.
- i – Inventory.
- SPACEBAR – Use.
- ESC – Pause or Back.

Profile System:-

Zombie Game can keep your personal high score and other stats. All is required is that you enter your name upon start and the highly sophisticated code will remember you and your previous progress.

Character:-

You will be thrown into an 'open world' filled with a large amount of obstacles and items. You will begin off as a green circle, however lose health and your colour will begin to change. Before covering anything else, it is important to understand what the symbols on your character represent.

- **Green Fill** – You are healthy, with full or near full health.
- **Yellow Fill** – You are halfway to death. Nothing to panic about.
- **Light Red Fill** – You are close to death. Heal as soon as possible.
- **Dark Red Fill** – You are absurdly close to death. Healing should be a priority.
- **Red X (Yellow if fill is Red)** – You are infected. This means your health will slowly decay until it results in death or you use an infection healing item.
- **Blue Cross** – You are wearing Armour. This is good!
- **Pink Circle** – You have taken Adrenaline. This is also good.
- **Grey Cross** – You have taken Pills. This is good too.
- **Pink Circle around character sprite** – You are using a Flare. This is another good thing.
- **Dark Green Circle** – You are using the Bezerk powerup. This can be good, depending.
- **Blue Circle** – You have taken Infect-Protect. This is good.

Money + Vending Machines:-

On first play you will be given a random amount of money. If you ever run out of money, you will be given another random amount. Using this money you can prepare yourself in the thirty seconds given to you before the zombie

waves begin. Money is spent in Vending Machines, represented by a [Blue Box](#). The first map you spawn on will always have a Vending Machine. Here is what is what you can buy, how much it costs and what it does.

HEALTH ITEMS

- **Ten Health** – It costs 25 money and heals you Ten Health Points.
- **Fifty Health** – For 50 money this will heal you Fifty Health Points.
- **Full Health** – Self explanatory. It will fully heal you for the meagre price of 100 money.
- **Infection Heal** – Costs 10 money and will remove your zombie infection.
- **Infect-Protect** – For the rock bottom price of 50 money, this delightful item will protect you from zombie infection for one whole minute. Your health will still be vulnerable to attack however.

WEAPON ITEMS

- **Flare Gun** – Costs 50 money and will dispose of two zombies at a time for you.
- **Knife** – Cheap and effective, for just 5 money a knife will successfully kill one zombie.
- **Shotgun** – A true weapon of mass destruction, for 100 money it will wipe out three zombies at a time.

OTHER ITEMS

- **Armour** – For 75 money the super awesome Armour of the zombie apocalypse will keep you safe and sound from all zombie damage for ten seconds!
- **Adrenaline** – Adrenaline will increase your pace for twenty seconds at the price of 50 money. Great for running away from zombies, however may make it challenging to exit some rooms.
- **Pills** – The opposite of Adrenaline, Pills will give the perception that the world is moving slower than it is. Costs 50 money.
- **Flare** – A flare repels zombies from approaching you, allowing you to sneak past horde filled rooms. Lasts thirty seconds and costs 50 money.
- **Bezerk** – An excellent post-apocalyptic drug that turns you into an official badass, allowing you to insta-kill any zombie you touch for twenty seconds. However it costs 150 money and has the brutal side effect of instantly halving your health when taken.

SPECIAL ITEMS

- These items are not available to buy. They are for you to discover and find out about yourself. Suck it.

Seaching:-

As you can tell, post-apocalyptic inflation is beyond ridiculous and you'll find yourself with very little items for your spending allowance. But it's okay, because the incredible open world provides you with plenty of searchable objects that may contain something. Remember, you're in a rush, so if searching once doesn't produce anything, try a second time and you may be in luck. Money, Health Items, Weapon Items, Other Items and even Special Items are scattered in random places all across the open world.

Hiding:-

Some objects contain items for use, others can contain you for hiding in. This may buy you some time or clear a blocked path as the zombies lose interest in finding you and move elsewhere.

Keys:-

You'll notice some exits are red and are adamant they're locked. You'll need to find appropriate keys to pass through.

Death:-

Death occurs when you run out of health. When you die, some all knowing, all seeing, God-like entity will decide your score and money earned based on your performance and will even highlight your new records in green for you. Unlike Points, the Wave Counter and the Time Survived, Money passes over from game to game. This means a good performance will allow you to be more prepared for the next time you choose to fight back the zombie invasion.