Zombono will have a short co-operative campaign that provides the game’s lore. It will be playable with a very high number of players and will have an emphasis on very high activities. It will be fairly short (8 maps) and will take the form of a world tour – starting in Florida, where the zombie apocalypse began – the zombie-ogre alliance needed the stupidest human in history to create the zombie, so where else would you start?

At the start of the campaign you can pick a class (see the classes) and possibly also a team. In any case, you are one of the Alpha Team – absolutely cracked warriors hired by the United Nations to obliterate the Zombie-Ogre Alliance’s invasion of Earth, triggered after NASA decided to drill into Europa to find signs of life. They succeeded (they only found weird looking fish though, which was to be expected, as, after all, Europa is barren on the surface and all the life lives in an undersea ocean), but they accidentally awoke the Dynamic Damaging Deuterium Dilithia Detectors (DDDDD) of the Zombie-Ogre Alliance, an alliance of Zombies and Ogres, as well as various other allied species with aims of gala

1. Florida

The limitations of the technology the Zombie-Ogre Alliance had invented to subjugate “stupid humanity” with zombies meant that it was required that patient zero of the zombie pandemic was the stupidest human ever – so the zombie apocalypse had to begin in Florida; therefore, as the area with the highest concentration of zombies, you are first deployed there by the UN. You fight your way through luxury hotels, spa resorts, golf courses, retirement homes, McDonalds, gubernatorial mansions and the odd crack den or two before finally chasing and murdering Ogres (and a few rogue police officers that decided to shoot at you for literally no reason) through the swamps of the glorious town of Dunedin, as the population refused to take any antidote - all at a frenetically fast pace. What could possibly go wrong?

1. Sahara Desert

After sailing across the Atlantic fleeing the thousands of Ogres (who can’t swim) chasing you, you find yourself in another Zombie stronghold, as there is barely anyone left there to resist their onslaught (the indigenous communities there having been wiped out as they were by their previous European colonisers!). You embark on a mission that would, usually, be exceptionally boring – except the very minor fact thatyou are being chased by the undead, and eventually you start going insane – and you start hallucinating that you are beginning to see Ghosts, who, it turns out are actually just straight up real ghosts deployed by the Zombie-Ogre Alliance (level specific enemy ??? probably not) and they want to kill you too. Can your life get any worse? Ends with a miniboss Zombie, Herr Loser (temporary name), who you defeat before/after? (setpiece moment?) fleeing on a motorboat.

1. Britain

You end up in the UK after Spain turns out to be a no-go zone, being entirely overrun with zombies (who were once Brits on holiday!). You wonder why there are any zombies here, as you thought they would kill themselves out of horror at the miserable weather, not to mention the misery emanating from the people around them – in fact, some of them did – you find a pile of zombie corpses that couldn’t take the horror of having to eat British people for breakfast, lunch, and dinner, every single day. But not enough – there are still millions of zombies running around various housing estates, Asdas, Tescos, pothole-filled roads, and disintegrating primary schools everywhere – not to mention a few picturesque London tower blocks! Therefore, it’s your job to kill them. The miniboss for this level is a true British – A true Brexit geezer, a 78 year old genetically modified super-woman holed up in the only place a true patriot, with undying loyalty to Rule Britannia, could hole themselves up in during a zombie apocalypse – an illustrious Greggs Extra, founded in 2038 after overwhelming demand for Greggs after the end of the Fourth Cost of Living crisis led to the construction of a series of new “super-Greggs” restaurants modelled after Tesco Extra.

After you kill her, hundreds more true Brexit geezers, awakened from their decades-long slumber by the ruckus you caused, confuse you for an immigrant (as you arrived on a small boat) and demand your immediate and summary deportation to France. As they have sticks, you must do what they say and are run out of the country.

1. France

After your British escapade ended in you being deported by the citizens that you just saved, you end up in France. The first thing you realised is that the citizens immediately started rioting by throwing baguettes, snails, Molotov cocktails and other traditional French delicacies at the Zombies, Ogres and Ghosts. The Zombie had observed these various traditional French activities and deployed an innovative solution to control the civilian population: a Riot Zombie, a Zombie genetically merged by the Ogres’ greatest scientists (they are generally very intelligent creatures, although they do tend to rapidly develop an extreme infatuation upon discovery of anything that is called ‘Ogre’, owing to their extreme egotism) with a French riot cop. As it turns out, this means that these specific sub-type of zombies show extreme contempt and hatred for any form of life around them (even other zombies) and will stop at nothing to attack and kill you – even at the cost of their own life. You have to defeat several packs of Riot Zombies deployed to keep order (as well as Ghosts) before eventually ending up in Paris (renamed to Zaris after the People’s Councillor of the Zombies, Zaris Zaris Zaris Z III), before eventually ending up in Paris, where you have to simultaneously fight rioting citizens, rioting Riot Zombies (who are now themselves on strike due to the inability of the Alliance to consistently pay them any amount of money at all, but they are still fighting the citizens), and the Big Riot Zombie himself – Banuelle Macaroni. After this, you receive intelligence information that the main Zombie base is in Russia, and therefore proceed to head towards Russia – but first you must pass through Germany.

1. Germany

When the Alliance had been studying Earth prior to beginning the actual invasion, they found that the country that Earthlings called “Germany” had produced many members of humanity with an extreme predilection to control – and, most importantly, an extreme propensity to commit wholesale massacres of other humans – so much so that other humans, known for their irrationality, went as far as to inventing nuclear bombs merely to crush them and their allies. It was considered by the Alliance that those individuals could be revived to better control the Earth’s population. However, those plans were ditched after it was discovered that there were individuals within Germany, right as they were studying it and with some popularity (albeit very uneven across regions) that were committed to attempting to recover this historical oddity about Germany. However, this plan went disastrously wrong – first, the Alliance heard some rumours about a catastrophically failed “Bernd Hall Putsch”, and then all the people they were analysing magically disappeared! Therefore, they had to return to the original plan. The result was the Cod Zombie, a zombie bizarrely obsessed with the belief system Humans called…what was it? Joos? Jaws?

Anyway, you fight your way through various *Finanzamts, Kraftfahrzeughaftpflichtversicherung* centers, “Burgermeister” stores, and places you seriously have a seizure simply attempting to pronounce. Your goal is to reach a Zombie base in literally the middle of nowhere, where they are producing Cod Zombies en masse (apparently based on the person responsible for this so-called “Bernd Hall Putsch”?) and kill the originator of the Cod Zombies while taking down the clones, before continuing to Russia for the final showdown!

1. Belarus

You are travelling to what you believe is the final showdown in Russia when the UN radios in to tell you that they were in fact wrong – the Alliance is not based in Russia, but actually in the rather presciently named town of Ogre, Latvia! You are already close to where you *believed* the base of the Alliance was ­– the contested Belgorod Oblast, Russia, and you were travelling through the country of Belarus to get there. But you are now forced to suddenly turn north and head for the real – true – final showdown – however, as soon as you start on your journey you realise that everyone here has gone mad since the Zombie Invasion, and has somehow convinced themselves that the Soviet Union still exists. Worse, they’ve all resolved to embark upon the Great Patriotic War 2.0 – against all foreigners, be they undead, ogre, ghost, or human, for the glory of the New USSR. You fight your way through KGB monitoring stations, collective farms, Gosplan bureaucrats (and the new Bureaucrat Zombie, a hilariously stubborn zombie that straight up refuses to die)

One of the ways they have achieved this is to declare all foreigners “enemies of the revolution” and attempt to deport them to the gulag – the gulag is in a middle of a snowy area and is where you fight the final boss of this level and the last true miniboss in this game’s co-op mode - Richard Nixon/Alexander Lukashenko’s brain, kept alive and with robotic parts added like in Futurama but turned up to eleven.

1. Ogre, Latvia
2. The Fucking Moon