

TECHNO ZOMBIES MOBILIZED



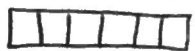
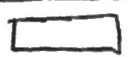
Campaign 1-2

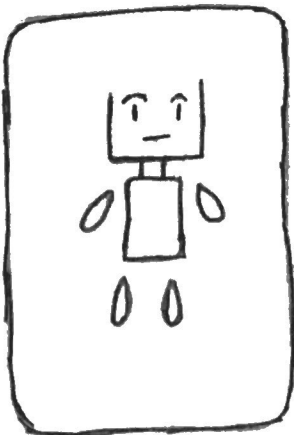
Multiplayer 1-4

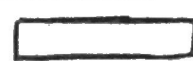
Techno Zombies 1-2

Profile

Clan Logo 

Clan Name 
Weapon 
 



Name 
Wins 
Points 

Hats



Hair



Shirts



Shoes



Accessories



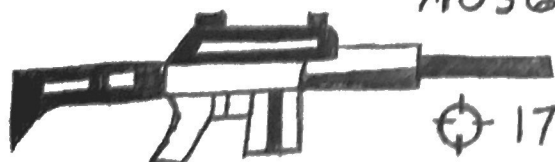
Multiplayer

 / 14 Players

 / 10 Score

Maps
Map 1 — Map 2

Shop

MG36  1200P
17

Bolt  500P
12

zoo Vac hair  700P

 Bald 0P

Weapons

M4A1  15

AK-47  18

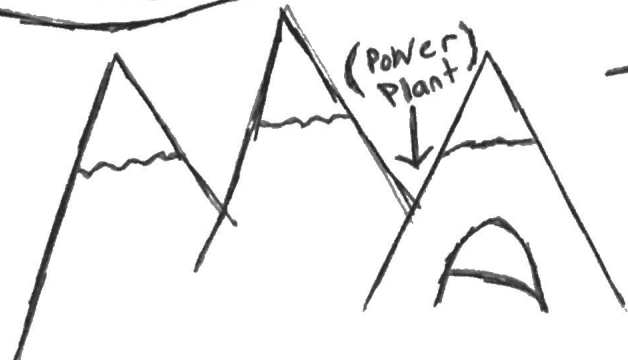
X-B3  10

P200  5

shuriken  4

knife  20P

Ripped  50P

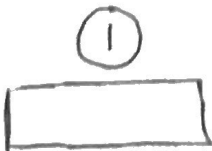
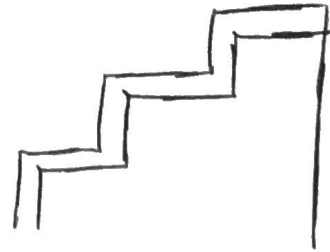
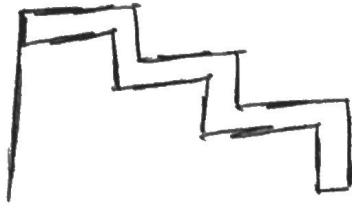


Camp
Lv 50

(Zombie)
Farzikin



Map 1

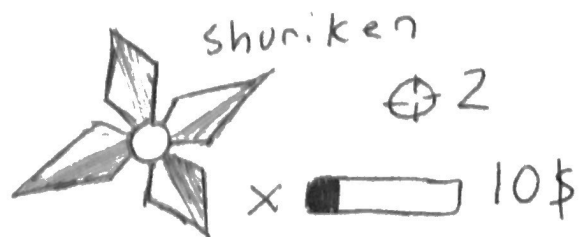
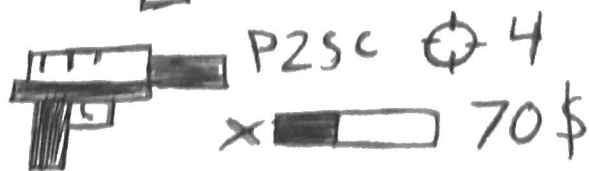
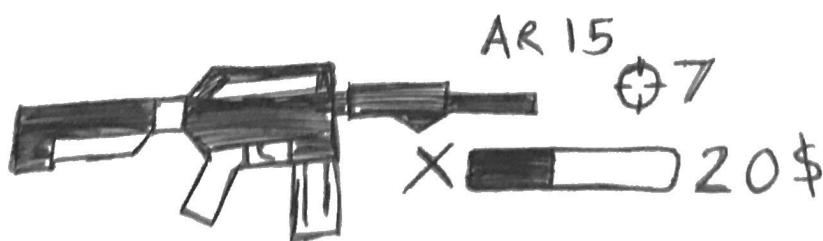


[Rules For Techno Zombies]

- * You start of with \$500 so spend wisely with the Weapons
- * Get a sepret sheet of paper to keep track of your stats
- * Also you start of with 50HP but Each wave it multiply X2
- * Each Wave the Zombies get stronger X2
So that means they gain X2 HP X2 Attack
- * You also kill 3 zombies per Wave and it will add +1 per Wave


- * to fight Zombies Compare you range of your Weapon to the Zombies Attack and then subtract the number and What ever number you get it will take damage to the Zombie and do the same when it's the Zombie turn to Attack.
- * To upgrade Weapons it will cost 10\$ to upgrade your Weapon X2 and the price will go up X2
- * If you die you have to start all over from the start
- * Kill Zombie = 20\$ it will go up X2\$ per Wave also
- * it will take 5 seconds for Zombies to spawn

Gun Wall



Map 2

