

Mystery Box : Roll a D6

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|----------|---------------|
| 1. RPK | 4. M72 LAW |
| 2. L96A1 | 5. Ray Gun |
| 3. SI2 | 6. Teddy Bear |

Perks

-  = Stamina Up : \$2000 - Movement allows Player to move 2 grid spaces per 1 action
-  = Double Tap : \$2000 - +1 shot/action (does not affect M72 LAW)
-  = Quick Revive : \$1500 - Allows Player to revive after death w/ 2 health
-  = Jigger-nog : \$2500 - Player gains +2 health
-  = Speed Cola : \$3000 - Reloading no longer takes an action

Pack-a-Punch (PAP) = +1 Atk, +1 shot/action, +1 RoA, fully reloads ammo

Map Key

-  = Wall Gun, X = number for wall gun in the weapons page
-  = Zombie Window
-  = Mystery Box : \$2000
-  = Perk : Dependant of perk
-  = Door : \$700
-  = Power : Must turn on in order to buy perks
-  = Starting Location
-  = Lava - 1 grid movement costs 2 actions

- Movement alternates between the Player and Zombies
- Movement is performed by the Player's "actions"
- The Player has 3 actions at the start of each movement, every 10 rounds the Player gains 1 extra action
- The Player begins with 2 health and \$0

Actions

- Shoot: Shoot weapon
- Buy: Buy perk, wall weapon, or mystery box
- Reload: Reload weapon
- Move: Move 1 grid space

1-Player: After the player uses actions all zombies get 1 movement. Zombies move to the closest tile to the player. Zombies spawn closest to Player

2-Players: After the player uses actions all zombies get 1 movement. Zombie Player can move all zombies at will. Zombies spawn at Zombie Player's will.

Player	Player Name : Health : Actions : Money :
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Zombies

Zombie Statistics

Round 1-5

- Basic Hp: 2, Atk: 1, Move: 1

Round 6-10

- Basic Hp: 3, Atk: 1, Move: 1

- Runner Hp: 2, Atk: 1, Move: 2

Round 11-15

- Basic Hp: 4, Atk: 1, Move: 1

- Runner Hp: 3, Atk: 1, Move: 2

- Hell Hound Hp: 3, Atk: 2, Move: 2

Round 16-20+

- Basic Hp: 5, Atk: 1, Move: 1

- Runner Hp: 3, Atk: 1, Move: 3

- Hell Hound Hp: 4, Atk: 2, Move: 2

Boss Zombie: Hp: 20, Atk: 2, Move: 1

Zombie Spawn

- Round 1 start with 3 Zombies

- Round 6 there is +1 Runner

- Round 11 there is +1 Hell Hound

- Every 10 rounds there is 1((Round)/10) Boss Zombies on that round only

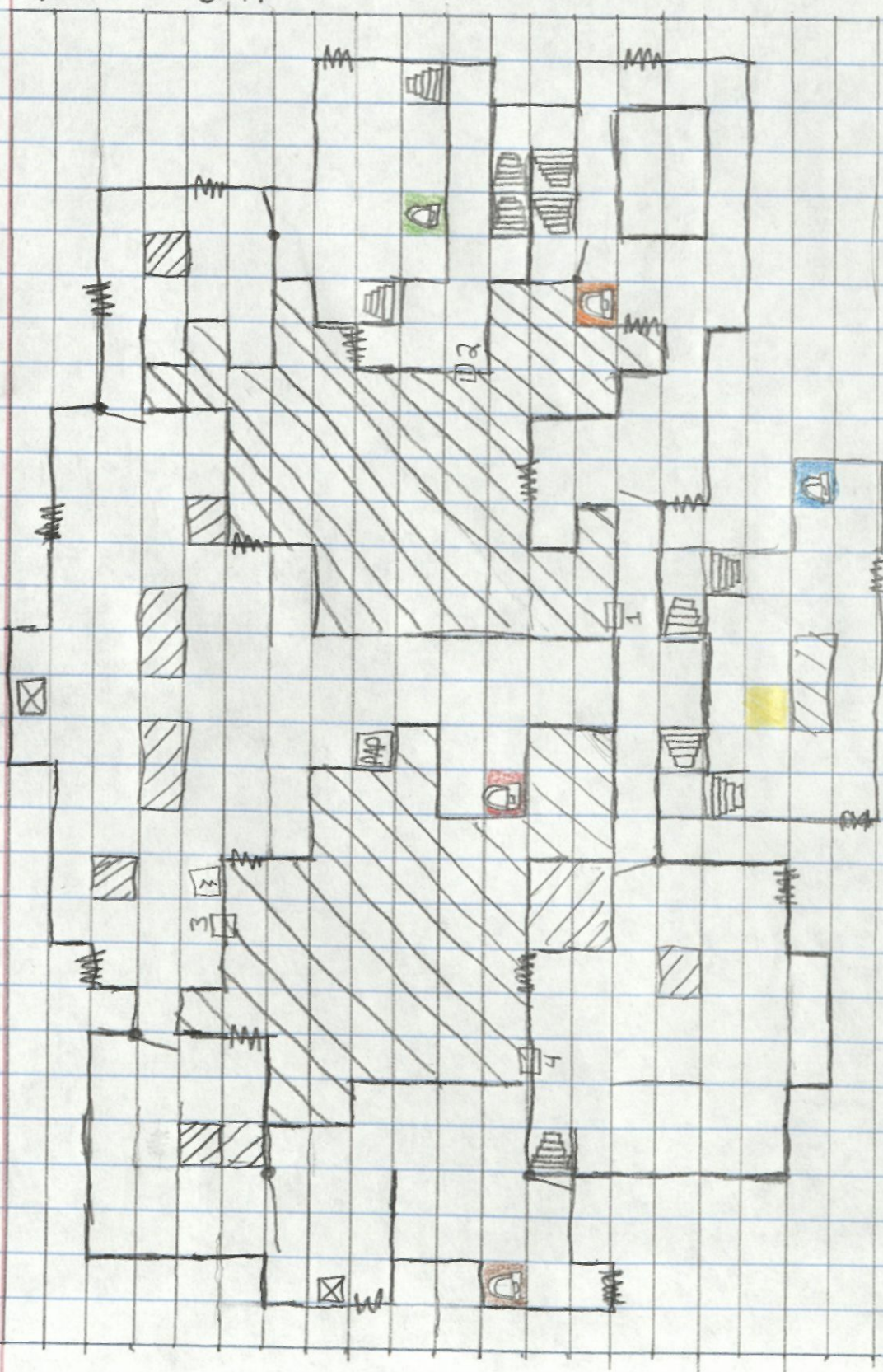
- Every 2 rounds there is +1 Zombie

- When unlocked, every EVEN round there is +1 Runner

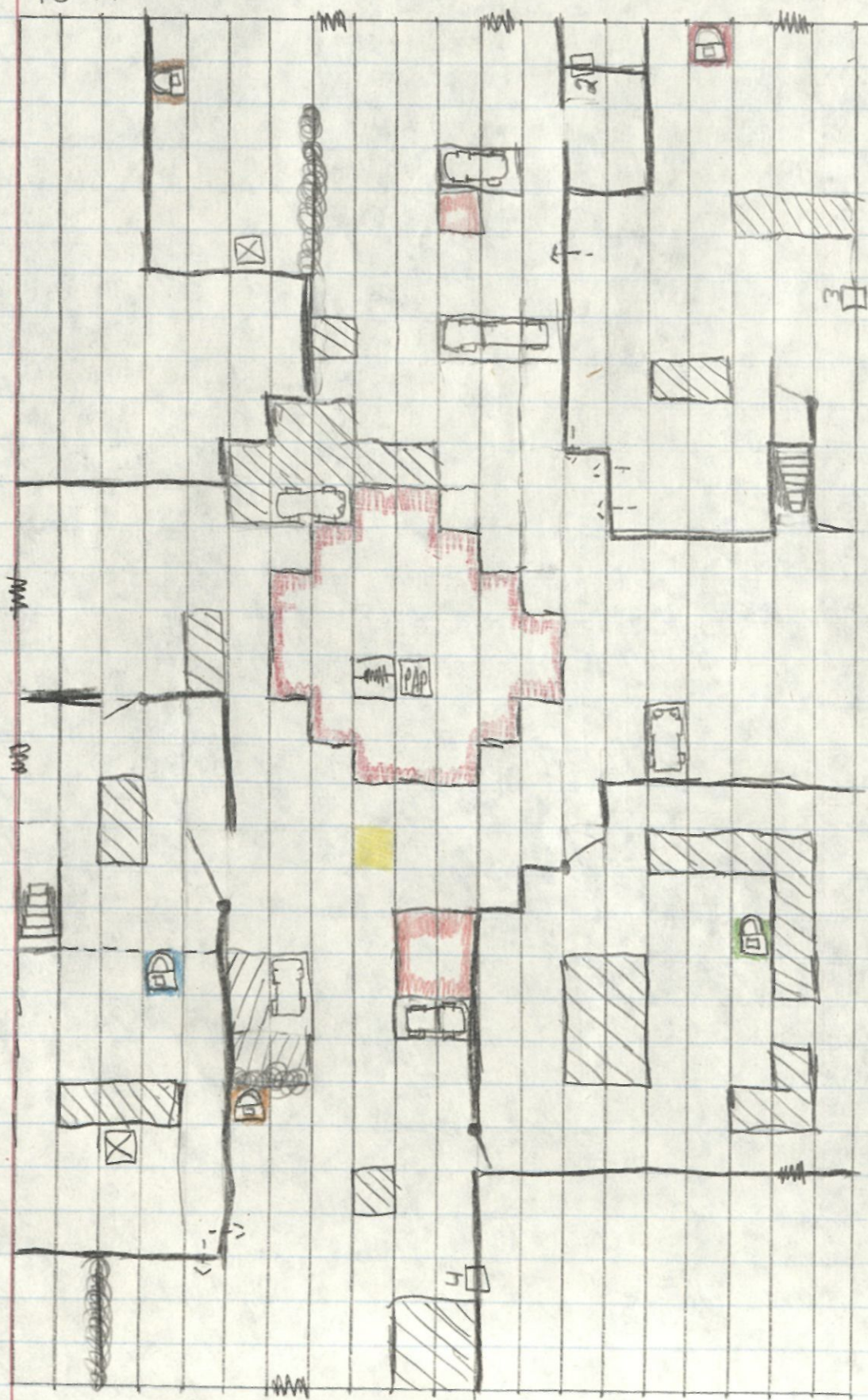
- When unlocked, every ODD round there is +1 Hell Hound

- Every zombie kill = \$100

Kino Der Toten

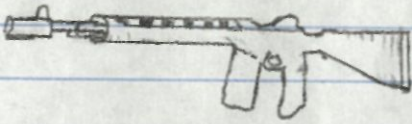
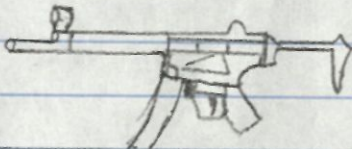
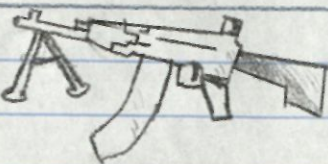
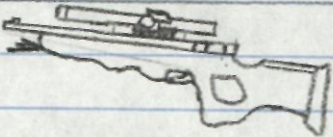
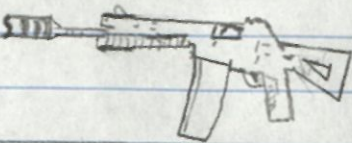
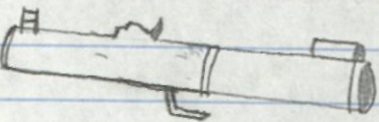
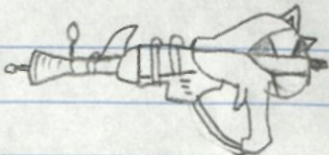


Town



Weapons

Rounds of Ammo = RoA

M14 \$500 Wall-1 Olympia \$500 Wall-2		Atk: 1 Reload: 6 RoA: 5	2 shots/action		
MP5 \$1000 Wall-3 MPL \$1000 Wall-4 M1911 Starting		Atk: 1 Reload: 12 RoA: 4	3 shots/action		
RPK Box-1		Atk: 1 Reload: 15 RoA: 5	3 shots/action		
L96A1 Box-2		Atk: 3 Reload: 5 RoA: 4	1 shot/action Can shoot through multiple zombies but -1 Atk per zom		
512 Box-3		Atk: 1-2 Reload: 6 RoA: 5	2 shot/action 1 block radius Atk = 2 2 block radius Atk = 1		
M72 LAW Box-4		Atk: 3-4 Reload: 1 RoA: 8	1 shot/action 1 block radius Atk = 4, Player Hrl All other radius Atk = 3		
Ray Gun Box-5		Atk: 1-2 Reload: 8 RoA: 6	2 shots/action Main target Atk = 2 Adjacent to main Atk = 1		
Teddy Bear Box-6		Atk: N/A Reload: N/A RoA: N/A			

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