

Zombie Attack!

Zombie Attack is my attempt to make a fast paced, violent, gory and most of all fun game! The fast paced goal seems to have fallen by the wayside, but I'll let you be the judge of my achievement of the other goals. 😊

The objective in Zombie Attack is simple, fight your way through 8 waves of Zombies, taking care not to hit too many uninfected and collecting weapons and ammo along the way. At the end of each level is a bunker where you can rest and see if your score is good enough to continue.

Controls

Use the joystick to move around the playfield, when your player approaches the top or bottom, the screen will automatically scroll. Press the fire button to discharge your current weapon.

Press the SPACEBAR to switch between available weapons.

Weapons

Knife – not the best thing to bring to a zombie fight, but better than nothing. Get close and stab and slash away!

Shotgun – Yee-haw! Single shot, medium range, wide dispersion – great for picking off the undead when you don't want to get too close. Not so good for the living, but heck, them's likely city folk anyways!

AK-47 – Yup you heard that right, a real live Kalashnikov! Grab this baby and tear into those zombies like there's no tomorrow!

Flame Thrower – Did someone say BBQ? When conventional Zombie cures are not enough, you can light up the night with the flame thrower. This baby will damage anything (but buildings) in its path!

Grenade – When you need to blow something up real good, there ain't nothin' better than a couple of hand grenades ('cept maybe a couple more). Grenades have a long range and great stopping power!

Game Play

As previously indicated, your objective is to survive each level and cure as many infected as possible. As you move through the level you will notice both infected and uninfected will converge on your position. The Infected are hungry of course, and the uninfected have decided that you're their savior. Hopefully you won't disappoint!

When an infected gets too near an uninfected bad things happen and the world suddenly has one more zombie. In large crowds this behavior can spread exponentially, so be sure to clean up the infected as soon as you see them!

Various caches have been left around the playfield, open them to find new ammo and weapons and health.

To end each level, you must fight your way to the nearest bunker where you can lick your wounds and tally up your score. Before you start a new level, you must have proven your skills in combat and target selection. The latter requiring some ability to shoot more zombies than regular folk! Your score is calculated in the following manner:

Cure Ratio = Total Number of Cured Zombies divided by the Total Zombie population of the current level

Murder Ratio = Total number of slow moving people accidentally killed divided by the Total Zombie population of the current level

Total Score = Cure Ratio - Murder Ratio

To pass on to the next level, your Total Score must be 50% or better

System Requirements

Atari System 400 or 800 with 48K
1200XL, 600XL (with 64K), 800XL
65XE, 128XE, or XEGS

Video NTSC

Keyboard for XEGS

Joystick Connected to Port 1

Monitor Colour