

# Beginner's guide

The guide is complete and finished. With questions that you may have in the game - you can understand by yourself, having the knowledge described in this manual. Updates of the manual will only if appears in the game new gameplay elements. If you what you can't understand - make the effort.

## How to play?

So, you've registered entered the game and appeared in the training location. What to do next how to play? For starters you will need resources to craft the first tools and a workbench. But where to find these resources and how do they look? And what will be needed in the beginning, and that is to collect at last?

## Where to find resources?



**If you can't find the resources(stones for example) - so you're not looking hard enough!  
Follow the map to the initial location of resources is not enough!**

Resources that are needed at the beginning and will always be useful - it's sticks and stones. The sticks are extracted from trees, stones falling from the rocks. For the extraction of both resources you will need tools. But if the trees you will see at once, the stones have to search. But don't worry, not for long. Bit of to walk away from the initial location. The stones can be found not only in the forest. In large numbers they are in the desert biome. If you can not find the resource immediately - look in other parts of the map, check out the other biomes.

**Don't forget to make sure that the inventory of the squad was not overloaded - or when you walk the map will not be loaded.**

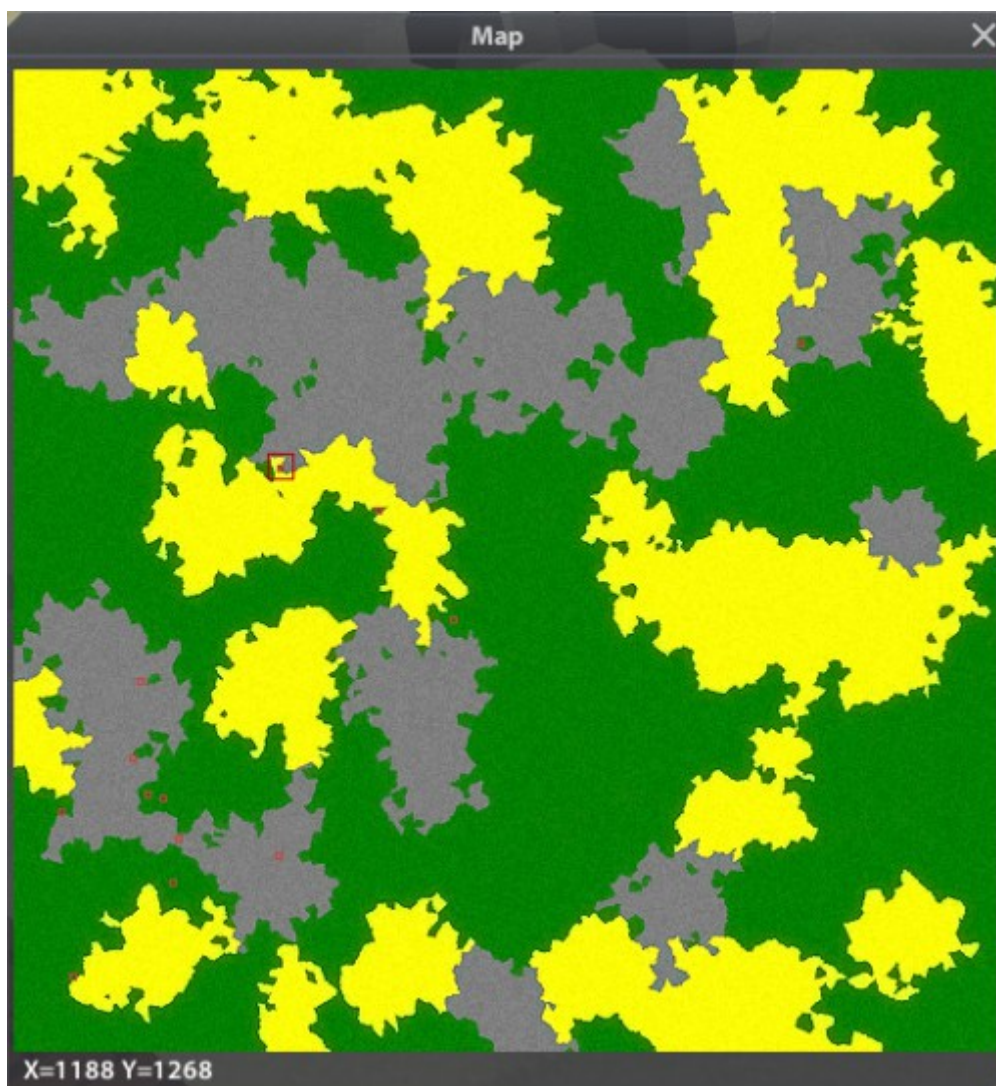
*To get the grass you need to click RMB on cell with a grass adjacent by to your units. For mining*

ore, coal and granite you will require pickaxe. While for the extraction of some resources such as sand, pipe, or rubber so you must have specialized tools. What is indicated in the pop-up window on mouse hover.

**Rubber can be extracted from trees of desert and grass-ant. Trees grow in the desert. Grass-ant can be found in the forest biome.**

## Where to go?

And here we come to the question - where to go? The game has three biomes - forest, desert and mountains. In the mountains no pickaxes nothing to do, so we don't need. Trees can be found in the forest biome a lot of stones in the deserts, although they can be found in the forest. Assistance in orienting you will have a map [M], a red square is a visible you area of the world. Go around the mountains need to find some stones and sticks.



Pulsating squares on the map are the beacons of players. Hover over them with the mouse appears the name of the lighthouse. They will help to determine where the settlement players or someone's house. When you learn the required technology will be able to build the same.

## What to crafting first?

When you have some resources you can assure yourself the first tools and weapons. Basic crafting is available without a workbench on the button [C]. Hammer you at first the time don't need, but getting a shovel, axe and cudgel worth it.



Using axe to can get wood logs. Put a hatchet in active slot and begin to chop the tree, except the sticks will to drop wood logs. You will need them for your first workbench.

Shovel will be useful to you, if you want something to bury or dig. For example seeds. After you cut down a tree, or ripped off the plant, put a shovel in the active slot and right click on the cell where the plant was. With some probability you will find there the seeds of that plant that just broke. As in holes to conveniently store your good, even if you already have a house.

Weapons will be useful to those who care about their safety. Although bots will not attack you first(**except zombies, they are just aggressive!**), it is useful to have weapons, if you get bored and want to warm up. Tools can also be used as a weapon, you can always pick up a tool for genocide zombies in taste.

Now you have a choice - to fight with zombies, or to begin the construction of his house. And don't forget to study the technology.

## How to build?



You can find an abandoned house where no one lives - if you put your altar next to deserted buildings, they will become your.

**Without the Altar of Power you can't put anything except a wooden workbench, sign and the lighthouse!**

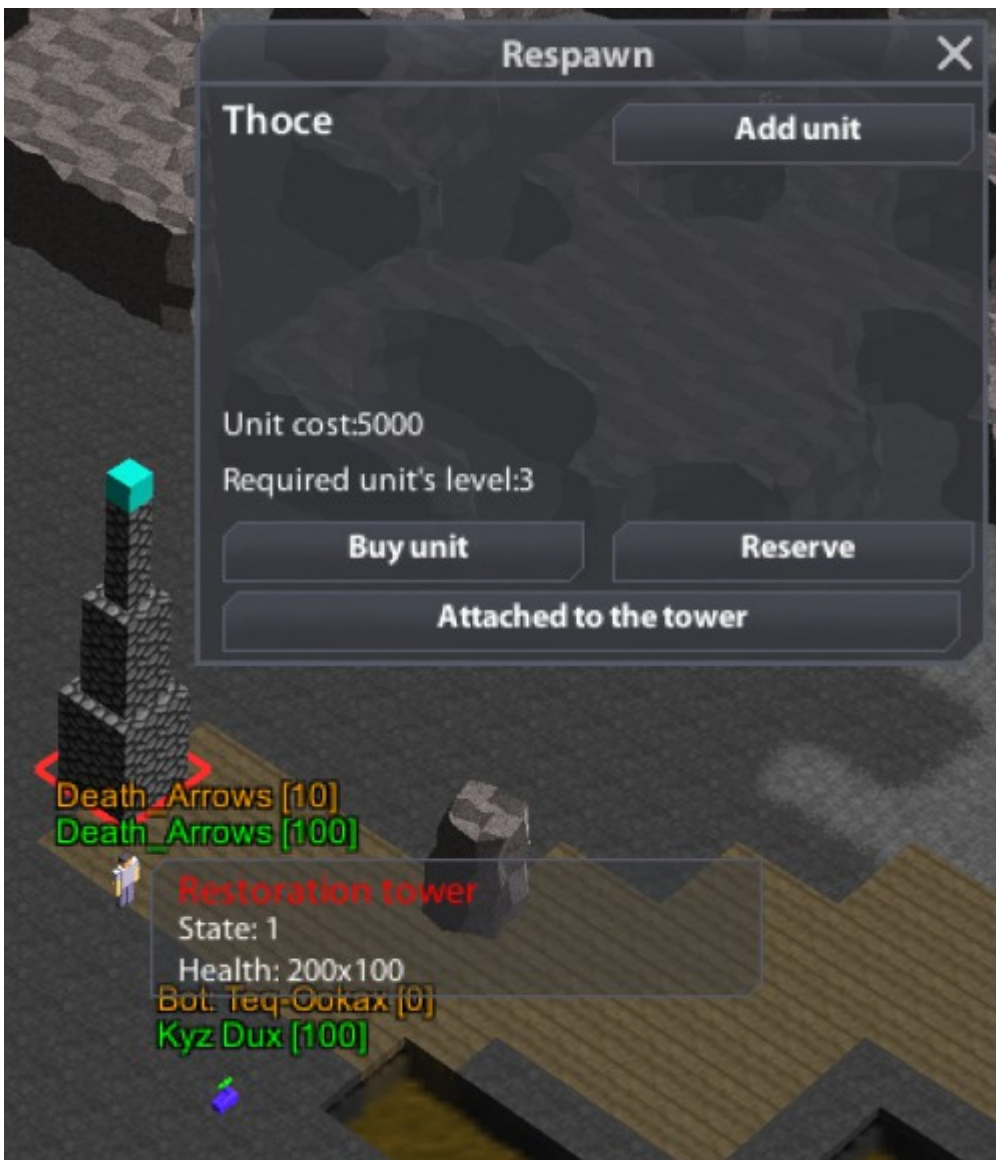
**Crystals for the Altar out of the "zombie shaman" and "zombie bosses". Can't kill? Buy them from players(very rare can be find in the desert).**

Well, you've already created a workbench. To put a workbench - put it in your active slot and right click on a free space.**Back to pick up the workbench NOT POSSIBLE. You can break only if it is in your territory or create as many objects that he himself has collapsed.** Now placed a workbench but if you want to put other types of the workbenches or for example to put up a wall or wooden chest them put will not work .Put will not work smoothly as long you do not on your private territory by using the **Altar of Power**. The altar opens a technology "Fundamentals of construction". It can be crafted on a wooden workbench. Once you create you put - you will be available for beginning territory 25(5x5) cells around your altar. On this territory you can put any of their buildings. Other players will not be able to break them. Players will be unavailable containers

and they will not be able to dig in your territory. Until your altar nourishes dark energy. The altar consumes 50 energy for every cell every day(6 real hours). To fill altar you'll need bones or skulls of zombies.(or other items charged dark energy) - Put them in the active slot and click RMB on the altar. If you decide that 25 cells is not enough for you - you can buy more at a price of 100 coins per cage in the settings group. Rotate the structure will help you with the wrench. And to destroy buildings and the floor click can right-clicking with tools in hand: axe for wooden walls, for everything else hammer.

I recommend reading an article about Farming, and a separate article about the Altar of power

## How to fight?



*Faces of the bots on the right will help you to find another victim. Clicking on a face moves the camera on the bot and will help you to understand where he is.*

**After the update 0.4.8 zombies can attack you. Bypassing their spawners party if you do not want to get involved in the fight.**

**Before the fight don't forget to lock on to the tower restoration or on your altar of power. In**

**the event of death this is your a spawn point.** There can buy and add to the game new units. Resurrection towers scattered around the world. The altar of power will be available to you if is to build. Other people's altars of power not available to you.

Combat in the game is realized step by step. To attack the zombies go into step mode, select his nickname and attack. After 30 seconds the battle begins where each unit goes in turn. You can start fighting as soon as I get some weapons. Death does not threaten you with anything except for a small period of recovery and revival from the last tower to which you are attached. During the fight, you transfer items from the inventory of the unit to a personal inventory so make sure everything you need is already in the inventory unit. Every action in battle requires movement points(AP), a blow, a shot, changing weapons, switching slots, lifting objects from the ground. Battle with the zombies - the best way to upgrade your unit, so grab a club, put on the pants out of burlap, and forward - to meet the rotting zombie, Milla Jovovich!

**The reward for dead bots except the experience and TR will the loot that drops with them. This is a red cube that can be raised standing on the cell and pressing [G]. It can be: parts of their bodies (bones, skulls, ears, etc.) charged dark energy(which will extend the life of your altar). And also: leather, coins, premium coins, crystals, etc. From any bots that falls out - find out for yourself.**

Some tips for successful survival:

- As soon as possible buy a second unit(500 coins) - together in combat will be easier
- When you select the enemy you can hover your mouse over his nick - in the pop-up window will be visible to the squad
- For starters look for units with the rats - they are the weakest opponents
- On the battlefield, choose a position where you will be surrounded by the smallest number of cells(for example angle) - so you will have to attack fewer bots
- Upgrade your units with precision; the more you will get the greater your chances in battle

## What to upgrade?

Received a new level? Now you can pump the settings of your unit, every point of the parameter is multiple points of distribution(value in parentheses). Upgrade your **accuracy** - this option you will definitely need if you are tired of smearing on bots. The maximum accuracy value is 100 points. When you get there - the question "what to pump next?" is likely to disappear by itself. By the way on the accuracy of the unit also affects how pumped skill in a certain weapon type. It swings but not with level, but with each blow. You can look up how many you hit every skill in the "Skills" your character. The more skill the more accurate you will beat the weapons of this type.

**Experience is given for dealing damage to the bot resource extraction.**



## What technologies to learn?

Every 10 minutes the game will bring you 4 technology points (TP). And each murder zombies 5 TP. Murder rats - 2 TP, etc. These points(the number you have you can see in the top left of the screen) is spent on researching technologies that unlock new items for crafting.

*Start learning with workbenches and parts of weapons. Learn the equipment that you need now. Providing yourself with armor and weapons first, it will be easier to earn TP for home improvement and additional equipment in the future.*



Learn the Tectree Choose the direction that is most relevant for you at the moment - and start studying. Be careful - some of the items that will be available to you after studying the technology require to craft certain workbenches. What can you see in this article.