



# ZS New Player Guide

Welcome to Zombie Slayer. Now that you've found your feet it's time to start eradicating the zombie hordes and take back what belongs to humanity. Along the way you are going to battle tough **Bosses**, rival **Slayers**, and challenging **Raids**.



First things first, you are going to need to know how to fight. You should start by going to your **Fight List**. Here you'll see a list of other players in your fight range (10% above or below your level). You can see their current health and squad size which will help you know if you want to take them on.

Whenever you attack you will take your **Total Attack Power** (your attack, equipped items, and items your **Top Squad** is using) and put them against your target's **Total Defense Power**. The strongest of the two will win the fight and deal the most damage.

Your **Health** also comes into play during a fight. It determines how much damage you can take but also the maximum damage you can deal per attack.

Each attack will cost you **Stamina** and will earn you **Experience** and **Cash**. Watch out though, fighting also makes enemies. By reviewing your **Rivals List** you can see everyone who had the gall to take you on.



Let's talk about the bigger fish to fry. The post-apocalyptic world of Zombie Slayer is home to plenty of **Bosses** – tough customers who've been around long enough to yield serious loot if you can take them on.

Find the bosses available to you on the **Bosses Page**. Just like normal fights, it takes **Stamina** to fight bosses. When fighting bosses you can make regular attacks or **Power Attacks**. Power attacks use more stamina but also earn more cash and experience.

To defeat a boss you will need to eliminate them before the fight timer runs out. If you are having trouble you can always invite other players to help you out. If you'd like to invite other players to help on your boss, click the **Help** button to share an invite or the **Share** button to post a link in the chat.

Keep an eye on your **Social Feed** and the **Job Chat** for help requests! No good deed goes unrewarded. Helping others will earn you cash, experience, items, and much needed allies.



Now that you can fend for yourself it's time to earn some cash and expand your safe zone. One of the best ways to do that is to complete **Outbreaks**. Outbreaks use up **Energy** and every outbreak you complete will earn you cash, experience, and unlock new bosses and **Challenges**.

Visit the **Outbreaks Page** to see what work is to be done in your current location. Handling these outbreaks take energy and the higher the cost the better the payout.

If you run out of energy you won't be able to do more outbreaks until you get more. Your energy regenerates over time, but you can always get more by leveling up or using a **Boost**.



With outbreaks out of the way **Challenges** will be unlocked. Challenges are minigames where you can win extra cash, experience, and UN Credits without having to spend energy or stamina. You can find all of your available challenges by going to your outbreaks page and navigating to the **Challenges Page**.

Every challenge requires tokens (like **Keys**, **Ammo**, or **Chips**) to complete. These regenerate once an hour, but you can always ask your friends for more.

Earn experience by returning the favor and helping your fellow Slayers. If you are having trouble finding these requests you can filter your social feed to show **Challenge Help** requests.



Nothing says success quite like a giant vault full of **Cash!** Cash can buy you a lot of things like healing from your Personal Medic, better inventory, combat actions like hitlists, and new **Properties**.

Storing your money in your **Vault** will protect you from losing money when other Slayers fight you. Even better is to take that money and reinvest it in **Properties** which will generate a steady flow of income when you aren't playing.

After you buy a property you can upgrade it from the **Properties Page**. Upgrades will take some time to complete but you can always speed that up by spending some UN Credits.

Income is earned every hour, but that can be reduced by using certain **Characters**. Keep an eye out for items that have upkeep costs. It's always a good idea to check your **Inventory** and sell off inventory you don't need.



There are three kinds of inventory items: **Weapons**, **Gear**, and **Vehicles**. Each item has attack and defense stats.

You'll earn inventory from all kinds of places – some will drop when fighting bosses, while others can be purchased with cash, **UN Credits**, or **Loyalty Points**.

Your best items will be automatically equipped to your **Personal Loadout**. Everything else will be used by your **Top Squad**.

Adding friends to your Squad Members and getting Hired Squad Members are the two ways to increase the size of your squad. You will need to trade in UN Credits with the United Nations to get Hired Squad Members and accept or share invites to recruit other players into your squad.

Since your Top Squad can bring additional weapons, gear, and vehicles into combat, you will find that your unequipped items are as valuable as your equipped ones. Fortunately, your allies are smart and will automatically use the best possible items available to them. Growing your squad's power is key to winning fights.

Keep tabs on your inventory – no one wants to go to war with last year’s weapons. You can buy, sell, and manage items from the **Inventory Page**.



Now that you know how to fight rivals, complete outbreaks, battle bosses, manage properties, and stay on top of challenges, the only thing left is to make allies and join a powerful **Faction** or create your own.

**Inviting** other slayers to join you is key as they will greatly enhance your power whenever you fight. Plus, allied slayers can message you, exchange **Gifts**, and help you in battles, outbreaks, and challenges.

The best way to rise to power is by joining a Faction. Factions consist of up to 25 members, compete for the top ranks on weekly **Leaderboards**, fight each other during **Faction Wars**, and will be an endless source of knowledge and support.

It is never too late to join a faction or create your own. Visit the **Faction Page** to get yourself sorted into the powerful ranks of fellow slayers.



**Raid Bosses** are challenging fights that take a team of slayers to defeat. They provide a ton of experience and the chance of acquiring high quality loot.

Raid Bosses are unlocked with 4 different **Keys**. Keys can drop from outbreaks in specific Locations, each yielding a different key. outbreaks with higher energy costs have a higher chance of dropping a key.

Even with a large and dedicated team, it will often take several days to defeat a Raid Boss so you’ll want a team of at least 20 Slayers to help battle a Raid Boss. You can invite players through the **Invite Tab** on your Raid Boss’ page. Fortunately, players don’t have to be a squad member to be invited.

When fighting, you will want to keep a close watch on the Raid Health Bar, as the Boss will deal a lot of damage whenever someone attacks it. When your group’s health is low you will do less damage and earn less experience per attack.

Loot is claimed when the Raid Boss is defeated. If the fight timer runs out before the Party can take it down, the Raid Boss will escape without dropping items.



**UN Credits** are an essential currency used to get you:

- Rare and powerful weapons, gear, and vehicles.
- Hired squad members who can bulk up your squad size.
- Refills to your energy, stamina, or cash.
- Upgrades to properties, items, and squad.
- New characters with unique abilities.

UN Credits can be earned by defeating bosses, finishing challenges, winning wars, and completing achievements.

If you feel that you aren't progressing as quickly as you'd like, you are also able to buy UN Credits with real life currency by visiting the United Nation's page.



Zombie Slayer is a social game that hinges on you finding allies and making rivals. One of the best ways to do that is within the **Chat**.

The Chat window will always be on your page and can be expanded. Once expanded you will find the World, Faction, Job, and Lounge chats.

- World Chat – A friendly spot for everyone on the server.
- Faction Chat – Where you and your fellow teammates can meet and plan.
- Job Chat – A server-wide place for boss links and squad recruitment.
- Lounge Chat – Where players go for unmoderated, competitive talk.

The Lounge Chat is the most popular but also the most contentious. Within the lightly-moderated walls of the Lounge Chat you will find rude talk and players looking to make rivals. You can click through player's names within the Lounge Chat making attacking and bountying other players very easy. Slayers beware!



That wraps up your Zombie Slayer crash course! For more detailed game info, check out the Pirate Clan [Knowledgebase](#) and [Forums](#).

Good luck and happy slaying!

