

# Survive the Night

Developed by Neomc



# How to Play

Survive the Night is a game where the goal of the entire struggle is to keep the King alive! The King is positioned under the Tree of Spirit, a way to ward away most undead and evil spirits... but not these zombies.

Zombie armies will begin to attack from all sides, following the path to reach the king! You must kill all zombies coming in before they reach the king! The King has 25 health which are lost at a rate of 1 per second, so you have plenty of margin should one break through! But be warned, these brain-hungry beasts are a bit more difficult to deal with then you think!

You can choose one of 5 classes (defaults to Scout if you don't pick one), and from there you must brawl through the zombies for as long as you can. The zombies attack from 8PM to 8AM (12 mins of gameplay), you must hold off the army until then!

GAME IS FOR ANY NUMBER OF PLAYERS! HOWEVER, 4-8 PLAYERS IS HIGHLY RECOMMENDED AS TO APPLY PROPER STRATEGIES THAT CAN WORK DURING THE GAME! ANY LESS WILL RESULT IN YOU LOSING IN UNDER THREE MINUTES!

# Settings

There are three setup options you can use to make the game more interesting! The "Blood" setting allows players to form a "blood trail" as they walk if they are injured, and the "Powerups" setting allows silly in-game boosts or negative boosts to make things more interesting! Also, don't forget to pick a game difficulty option from the top!





# Classes

You can pick from one of five classes to use during the game! Press the button next to the start game button to pick a class!

# TANK

The Tank class gets the following:

- Full Diamond Armor
- Diamond Sword
- Slowness I
- Bow (Punch II, Infinity)
- Arrow



# Scout

The Scout class gets the following:

- Iron Helmet
- Chainmail Chestplate
- Leather Leggings and Boots
- Iron Sword
- Speed III



# Archer

The Archer class gets the following:

- Full Chainmail Armor
- Bow (Flame I, Punch II, Infinity)
- Arrow
- Iron Sword



# Medic

The Medic class gets the following:

- Gold Helmet
- Iron Chestplate and Leggings
- Diamond Boots
- 3 Splash Potions Regeneration every 2 secs
- Iron Sword



# Warlock

The Warlock class gets the following:

- Full Gold Armor
- Blaze Rod (Knockback X, Smite V)
- Iron Sword
- 3 Splash Potions Insta-Health every 2 secs



# Powerups

There are 20 possible powerups, each with its own gag line and name! These powers can aid you or restrict your ability to fight effectively! By default they are enabled, switch the setting off to disable them!

Every 30 seconds, there is a 25% chance of a powerup occurring!



# Strategy

The recommended strategy is to have one person on the king like a bodyguard, and the other players man the first rim around the spawn near the bridges! This way you can minimize zombies passing through!



# Credits

- ✓ Developed by NeoMc
- ✓ Design based on a pattern strategy used in Mineplex servers! Thanks for the inspiration!
- ✓ Idea from brainstorming!

