Zombie Run

Zombie Run was a PvE (Player vs Enemy) event in which players were pit against an increasing number of zombies. The player with the most points by the end of the game was crowned the winner. The arena resembled ruins, providing a variety of areas suitable for fighting and defending. Each round was controlled by the server.

Mini-Game Features

- Points for each zombie kill
- Upgradable armor and weapons
- Automated random enemy spawning
- Game spectating
- Gradual increasing difficulty