Lop Nur Zombie

Introduction:

In a small town in the west, a group of scientists are conducting scientific experiment secretly. However, a "virus outbreak" accident results that persons in the laboratory are infected with the virus and mutated into zombie and start invading remaining normal human beings in the town. In order to rescue his companions, the hero comes to the center of the town alone, but he finds that the species and strength of the zombie is even more terrible than those outside. As he goes deeply, he comes closer to his companions but also closer to the truth of the accident at the same time...

Details:

Lop Nur Zombie is a shooting game unfolded in the view of first person. The player acts a hero who enters the zombie town in order to rescue his companions. There are a lot of decryption elements throughout the game. It is easy to get started on the game, but if the player wants to be proficient, he must practice frequently, for example, virtual magazine change operation, limited bullets for use, widespread zombies reviving. We design many psychological obstacles in the game: e.g., the player is bitten by the dog so that he can't move when the zombie attacks him from behind. Many bold friends are startled by this. There are more small details in the game that challenge the IQ and courage of the player who must explore slowly. Now, come to the world of Lop Nur to experience it!

Introduction of controller keys

Lop Nur Zombie is a VIVE-based game. The operating controller adopts VIVE standard controller.
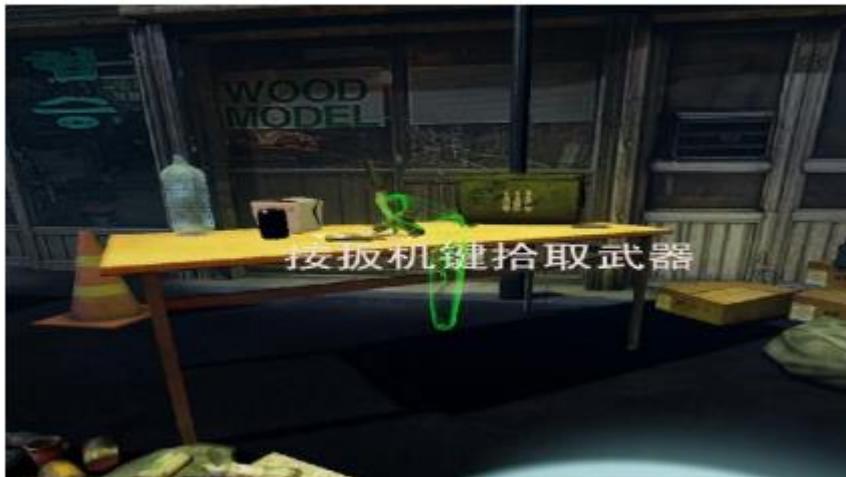

扳机键	Trigger key
握把键	Grip key
APP 键	APP key
触控板	Trackpad
菜单键	Menu key

Trigger key: shooting

Trackpad: The upper-half circle of the trackpad is used to switch between left handed gun and right handed gun

The lower-half circle of the trackpad is used to discard the magazine that has been loaded.

Operating instructions:

After starting the game, the system will give voice prompt: press trigger key to pick up the weapon; press the controller side key to discard the weapon. Also there is text prompt: press trigger key to pick up the weapon and magazine.

The two controllers in the game respectively represent our left and right hands. Therefore, be sure to allocate corresponding controller according to your left and right hands before starting the game.

Come to the replenishment table and pick up the gun and magazine. Start the game.

Magazine change method:

During the game, the system will give voice prompt for magazine change: take out the magazine from waist ammo pack, put it at the magazine position of the gun, pull the trigger and pull the rifle bolt to complete the magazine change process.

After all bullets are used up, try to find replenishment point provided on the way and replenish ammo. Rational allocation of ammo is the key to success.

Some replenishment points in the game provide powerful submachine guns at Touch the submachine gun and press the trigger key to pick up the submachine gun.

Details that need attention during the game: When the player gets into trouble, think about it. There must be a solution. Shoot the lock ring on the suspension bridge to create advantages for impassable sections.

During the game, the system will give out grenades. Press the trigger key to pick up the grenade, and then press the trigger key to throw it. Be careful not to hurt yourself with the grenade.

When you see your companions at the end, don't let down your guard. The real BOSS is coming.

Find out the weaknesses of the BOSS so that you are more likely to kill it.