

Keyboard Kommander ApoKeylypse

ADVANCED STRATEGY GUIDE



Disclaimer:

Keyboard Kommander ApoKeylypse has a low barrier to entry but beware! For those who wish to become master zombie hunters there are complex strategy elements available. This info is need to know as you may find yourself obsessed with the deep degree of tactical choices. When you turn this page you're starting down the path of becoming a zombie slaying Keyboard Kommando. Keep your fingers on the home row, because it's about to get apoKeylyptic in here.

ARE YOU READY?

About Zombies

Keyboard Kommando Tips: You can tell how much health a zombie has by the color of its word. The redder it is, the less health it has left. Also the more the word blinks to white, the more powerful that zed is. keep an eye out for the ones that blink real fast.

The Standard

- Weaker than everything else
- Can drop any buff
- Slow



The Tank

- Deals more damage
- Lots of health
- Slow



The Sprinter

- Rushes the player
- Low Health
- Easy to stun



The Nurse

- Heals other zombies
- Powers up other zombies
- Low Health
- low attack power



The Grub

- Fast
- Eats zombies to get stronger



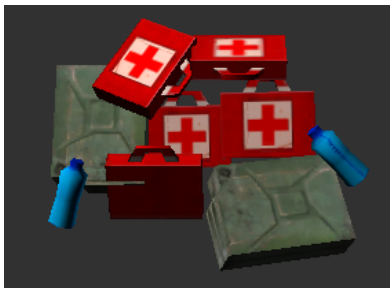
The Rager

- Rages on attack
- Runs fast and hits hard in rage state



Health Kit

- Zombies sometimes drop healthkits
- Can be destroyed to restore Fort health



Variations

- Mutant
 - Faster
 - Hits harder
 - More aggressive
 - Purple hue
- Cyborg
 - More health
 - Mechanical parts
 - Special tactical gear



Difficulty Setting

- Five difficulties
 - Keyboard Kadet
 - Keyboard Komrade
 - Keyboard Kaptain
 - Keyboard Kolonel
 - Keyboard Kommander
- First three for learning the game
- Last two are fast paced
 - More Zombies
 - Strategy needed to survive
- Difficulty increase over time
 - More Zombies
 - Stronger Zombies
 - Faster Zombies
 - More Complex Words



Weapons & Fort

Keyboard Kommando Tips: You can use coins that zombies drop to buy weapon upgrades and better weapons!



Mortar

- Starting weapon
- Does good amount of damage
- High Splash Damage
- Slowest projectile speed

Blaster

- Most expensive to buy
- Stuns enemies
- Does almost no damage
- Good for crowd control
- Good for highscores

Laser Carbine

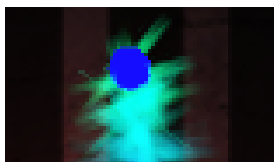
- Pushes zombies
- Low Splash Damage
- Penetrates through zombies
 - Can hit a few with one shot
- Great for enemies with a lot of health
- Drains a very small amount of health from zombies and gives it back to the player
- Highest projectile speed

Bullets

- Shot every time a player types a letter.
- Will slow down the corresponding zombie

Projectile

- Main damage dealer
- Fired when a player completes a word
- Different for each weapon



Keyboard Kommando Tips: If there's a zombie on screen with the word "cat" and another with the word "scatter". Kill the "cat" zombie first. That way all your "cat" bullets will also hit the "scatter" zombie. That's what we Kommandos call a two'fer.

Weapon Upgrades

- Hit Power (increases base damage on direct hits)
- Knockback (pushes enemies away from the fort)
- Splash Damage (increases area of effect damage)
- Stun chance (chance to immobilize zombie)
- Projectile Speed (How fast projectiles move)



Keyboard Kommando Tips: Upgrades affect weapons differently. Play through a few times to try different combinations and see what works best for your playstyle. Or just go with what you think is most awesome, it's your call.

Weapon Cycling

- Change weapons to avoid running out of energy
- Get Advantages of different weapons
- Using one weapon charges your inactive weapons



Keyboard Kommando Tip: Cycle through the weapons to build up combos and take advantage of Zombie patterns and behavior. Blasting away zombies with the blaster can prove useful to protecting the fort and in combination with the Mortar can rack up a very high score.

UBERcharging and undercharging

- Press + to raise power level
 - up to level three
- Press - to lower power level
- More damage at higher power levels
- Use more energy at higher power levels

Energy Replenishment

- Firing depletes energy
- Projectiles are weaker and slower when weapon energy is low
- high powered shots will deplete the selected weapon's energy
- Replenish energy by typing the word over the tesla coil
 - Type multiple words in a row for more energy

Keyboard Kommando Tip: You can overcharge the tesla coil by typing a lot of words in one hit and then have it continue to charge you up while you keep fighting zombies. I love taking out zombies with all my weapons on max while the tesla coil keeps my gear juiced up.



Coins

- Zombies drop coins
- Used to buy weapons and upgrades
- Occasionally, a zombie will drop a jackpot of many coins
- Get More coins with a higher Kombo

Overkill

- Killing an enemy that has low health with an overpowered projectile to get some extra coins

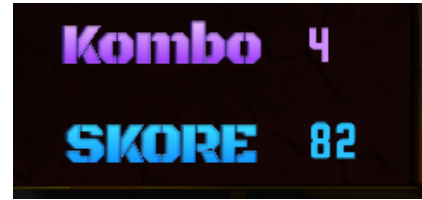


Score

- Increases with each zombie kill
- increases at a higher rate when player has racked up a Kombo

Kombo

- incremented when words are typed
- Incremented When zombies are destroyed
- is reset to zero when a word is mistyped
- more coins achieved with a higher kombo



Bufs

- Collected from special zombies
- Powers up your character
- Lost on any typing error
- Lost when fort attacked
- Picked up from dead zombies

Buff KomBoing

- Choose to combine
- or focus on just one
- Diminishing returns for more picked up
- supports different playstyles
- Can Give tactical edge in specific situations



Yellow

- Increases Projectile Speed
- Dropped by Sprinters

Green

- Increases Currency pickup
- Dropped by Grubs

Red

- Increases Health Regeneration
- Dropped by Nurses

Blue

- Increases Explosive area of effect damage
- Dropped by Ragers

Difficulty Algorithm

- Oscillating Difficulty
- Designed to give players brief moments of respite
- Surprise them with larger waves
- Test Typing ability with shockingly hard waves
- Kolonel and Kommander difficulties much more intense

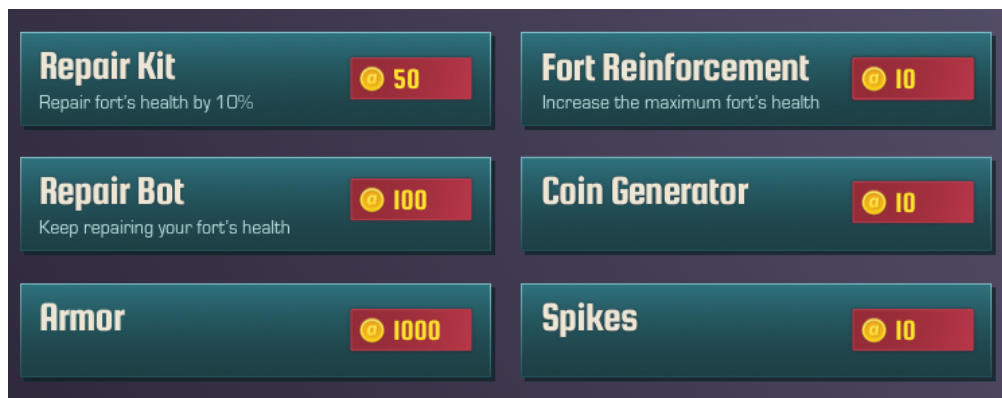
Enemy AI

- Statuses
 - Crippled enemies move much slower
 - Stunned enemies are temporarily stuck in place
 - Suppressed enemies don't move for one second
 - Enraged enemies move much faster
- Behaviors
 - Grubs will seek and consume other zombies
 - Nurses will seek and heal other zombies
 - All zombies will try to push each other out of the way to get to the player

Enemy Waves

- Enemy count increases steadily over time
- Enemy number will fluctuate due to difficulty algorithm

Fort Upgrades



Repair Kit

Repair fort's health by 10%

Repair Bot

Repairs forth health over time

Armor

Backup armor for the fort

Fort Reinforcement

Increases maximum fort health

Coin Generator

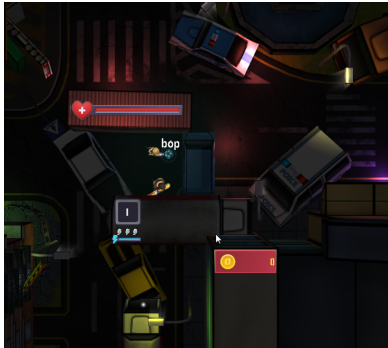
Slowly accumulates coins for you

Spikes

Defends against zombies

Levels

The City



- Zombies come from four directions
- Plenty of clutter to get them stuck on
 - Force them into choke points with blaster
 - Hit with mortar in tight spots
- Short distance between you and them

The Compound



- Two spawning locations
- Use blaster to cluster enemies
- Easy to cluster them by the wall or generator
- Hit with Area of effect when clustered
- Slow down and spread out enemies with blaster

The Outskirts



- Three spawn positions
- few obstacles for zombies
- Laser is effective at a distance
- Use blaster to make up for lack of obstructions

The Kamera

- Seeks zombies for you
- Moves around
- Shakes when you're attacked
- Hones in on lone zombies
- Zombies may try to sneak Around the Kamera
- Intentionally hides nonessential parts of UI during intense sections
 - Increase tension
 - focus the action

Keyboard Kommando Tip: When the zombies swarm make sure to USe the Kamera to your advantage. It will pan from horde to horde while it's doing this memorize one target word in each horde. that way you can take out the zombies in those positions with the mortar later.

Detailing of UI

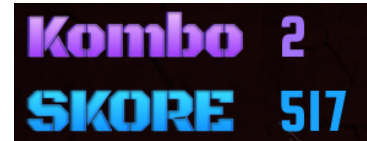
Time Left in Round



Coins



Current Kombo & Skore



Health Bar



Weapon Energy Bar



Game Over Screen with Stats

