

By: RadicalRoadkill

It is my pleasure to welcome you to the world of Zombie Estate 2, stranger. We don't have too many living visitors nowadays, unfortunately, with the rampant Zombie infestation and all.

I know it would be quite rude to ask this considering we've just met, but would you mind doing me a favor?

I have a number of properties around the country that are just infested with these undead freaks; would you be able to help me out by protecting them? It'll be fun I promise, it's like an old-school wave-based shooter, just in real life.

I would usually give you a reward, but resources are tight with the current situation of the world. In my humble opinion, killing the zombies is its own reward; they do drop money after all.

Perhaps you can make good use of that money at that rumored mystery shop that appears at each of the locations?

You Start with 0 CP

Locations:

You can choose where to start, but will have to do each of the levels at one point, or fail the Gauntlet. Each 'Level' will require 25 waves of Undead (of varying size and difficulty) before being secured.

1. The Estate

2. Zombie High

3. The Mall

4. Skyscraper

5. Desert Town

6. Office

7. The Farm

Drawbacks:

I Roll to Punch the Zombie + 50 CP

With this drawback, instead of starting with a weapon (You will receive any bought weapons post-Jump), you start bare handed. Are you sure about this? I wouldn't want to touch a Zombie myself, all that rotting flesh grosses me out, yuck.

Jumper Can't Jump + 100 CP

How unfortunate, it seems that for the duration of the Jump you have lost your ability to jump, hop and any other form of propelling yourself upward or over a distance in either a single quick motion or a series of similar motions. Get used to climbing, my friend.

What are These Graphics? + 100 CP

You now get to experience the world of Zombie Estate 2 in all of its 8-bit glory! This will be very jarring for someone who is used to a 3D existence such as yourself, regardless of what perks you have to mitigate it.

Clowns. Why Did it Have to Be Clowns? + 100 CP

You weren't afraid of clowns before? Well, you are now. This is a slight problem, as not only are there large amounts of clowns in this world, but they are also Zombies. Enjoy.

Extended "Contract" + 200 CP

Sorry, my friend. It seems that it will take twice as long to secure each location than it normally would, 50 waves of undead abominations,

instead of 25. My bad, really. Numbers were never my thing. I did have people for that, before the Zombies of course.

Economic Meltdown + 200 CP

It seems that the economy hasn't fared too well against the apocalypse; the shop will now be charging double the price it normally would for all items and ammunition. It seems it's a seller's market right now, Jumper, pray for your wallet.

All I Know is That I Must Kill + 300 CP

You have a thirst, one that can only be quenched by the blood of your enemies. You must kill a Zombie every minute or you will violently explode into a miserable pile of non-Zombie killing guts, due to your lack of commitment to the gauntlet.

Ain't Got Time to Reload + 300 CP

What are you, a B-Movie action hero? You now can no longer reload and can only use a projectile based weapon until it's held ammunition is empty, such as a magazine for a gun, or a bolt for a crossbow.

A Special Surprise, for a Special Person! + 400 CP

Normal Zombies? How quaint. Unfortunately those don't exist in this world. There are now only special types of Zombies, with the less powerful special Zombies replacing regular Zombies and the remaining types becoming more common than previously.

One Hit Wonder + 600 CP

You really want more points, hmm? Upon taking this drawback, you will now perish from a single hit from a Zombie, Ghost, etc. Your durability will otherwise be normal, excluding all forms of enemies that you can encounter in this world.

Horde Mode + 600 CP

You thought this Jump was too easy, huh punk? This shifts the Jump into high gear, multiplying the amount of Zombies by 100 and removing the shop from each of the levels. Let's hope you're a clone of Macgyver or something, otherwise good luck making any weapons and ammo.

Perks:

Inventory - Free

You are given an 'in-game' inventory (Togglable HUD included) for weapons, medkits, etc. This perk adapts to other 'game' based perks to better suit your entire set of abilities, and will stylistically be an 8-Bit interface.

Top of the Foodchain - 100 CP

To survive in a hostile environment, it helps immensely to be in good shape. Luckily for you, your chances of surviving this have gone up, as you are now at the functional peak of the human body. While your capabilities aren't quite superhuman, you are still above an overwhelming majority of the human race in any physical aspects. As an additional benefit, this perk also corrects any physical and mental injuries you may have received prior, should you wish.

Dress to Impress - 100 CP

Normally, having the wrong outfit can be a life or death situation in an apocalypse and with all of the wacky and non-practical outfits that people wear in this world, even more so. But with this perk, any potential problems with wearing impractical outfits are avoided. For example, while wearing a mascot costume you are still able to fit through a small door. This essentially gives minor cartoon physics to what you are wearing, allowing you to do what you normally would be able to, despite bodily restrictions that may come from what you are wearing.

Knight in Blood Stained Armor - 200 CP

My, my, aren't you a blast from the past? You have obtained immense skill in all common melee weapons, such as an axe or knife. You also have a large amount of skill in more exotic forms of melee weaponry, such as a sword or mace. While the skill you receive with the perk decreases based on how rare a form of weapon is, you will instinctually have a basic understanding of any melee weapon found in the Jump, regardless of how rare it is.

Do They Shit Gold? - 200 CP

'Do They Shit Gold?', well it seems that they do for you at least. Anything that you kill will now have a chance of dropping loot in the form of money, ammo, or a med-kit. The likelihood and amount received will depend on the difficulty of the enemy, such as a boss monster possibly giving you a pile of gold, while a normal squirrel could give you $0.50. The med-kits given by the perk will apply themselves to you upon being squeezed, healing you by 20% (should your health be measured statistically).

Sharpshooter - 300 CP

You're a regular Annie Oakley, aren't you? Your skill with a gun is incredible, with skill comparable to only the most skilled sharpshooters in history, like Annie Oakley or Simo Häyhä. This includes all forms of pre-modern firearms, modern firearms and other weapons that act similarly to the previously mentioned guns. Some examples would be a flintlock pistol, a modern semi-auto handgun and a handheld railgun.

I Don't Take Sick Days. - 300 CP

Quite the immune system you have there, my friend. You are now immune to all forms of mundane and supernatural diseases and bio weapons, much like the Zombie virus that is currently plaguing this world. This immunity can be used to create cures for the diseases and bio weapons that your immune system has encountered.

By the Power of Duct Tape, I Have the Power! - 400 CP

Who needs the mystery store when you're around? You can create makeshift weapons out of almost anything, like the main character of a certain 1980's tv show. Your thinking speed is increased greatly, with your imagination also equally increasing, as to think up a greater number of wacky weapons for yourself. These will generally be more simple, such as making an IED out of cleaning supplies or a handmade pipe shotgun, but can be more advanced should you have the prerequisite knowledge. An example of this would be you having the ability to manufacture something such as a freeze ray and you are inside of a mad scientist's lab, you could very likely whip up a makeshift cryo-bomb or something similar.

In My Element - 400 CP

With all of the crazy weaponry in this world, it's only natural the elements would be harnessed at some point; something that is even more of a boon for you than anyone else. This is because not only do

you excel at using those types of weapons, but also using the elements themselves against your enemies; such as using the environment against the Zombies (i.e. a campfire, a lake, etc). You are so good at this that it could be said that you are five times more effective with these elements than someone else would be. (The elements in question are fire, water, earth, air, lightning and ice)

Mad Science is the Best Science! - 600 CP

Upon the purchase of this perk you become capable of not only being a scientist and inventor, but a mad scientist! You are given a significant increase in both your intelligence and in your knowledge of the formal and natural sciences, being able to weaponize your vast knowledge very easily. Due to your nature as a mad scientist, the stranger the science is, the more skilled you are at it and the greater the results. Sure, you could make a regular rocket launcher fairly easily, but why do that when you can make a Cattle Launcher that results in ten times the amount of damage? This also boosts the 'By the Power of Duct Tape, I Have the Power!' perk by quite a bit, considering your significant newfound knowledge.

Items:

Peashooter - Free

It would be rather rude if I just let you go without having a weapon, no? I have a prototype weapon that my company was working on prior to the apocalypse, a pistol with a more affordable ammunition type, peas. Yes, this gun shoots peas, but don't underestimate the power of your vegetables! They do the same amount of damage as a .22 handgun and hold 30 peas per magazine!

Swanky Outfit - 100 CP

Looking good, my friend! You've been given a thematic outfit that is made to compliment your looks and showcases your main ability(s),

such as someone who manipulates ice receiving an outfit that would fit a winter-esque theme. The outfit is made of a high-quality material and gives you moderate protection to both cutting and blunt damage received. This outfit will also be resistant to any side-effects of powers and weapons that you may use.

Better Than Nothing - 100 CP

You are given a Low-tier weapon from the game, such as the Uzi or Baseball Bat, unfortunately most are relatively mundane in nature, you get what you pay for after all. Weapons purchased from this option are not fiat-backed, you only get one each purchase, so make them count.

I Will Survive - 200 CP

You are given a survival pack with many basic necessities, such as water, canned food (can opener too, duh) and other objects you would expect a survival kit to have. These objects will regenerate every 24 hours, however, objects taken from it will disappear upon regeneration.

Bang For Your Buck - 300 CP

Sometimes you need a bit more than a peashooter to help you through the next round, you can now choose a Mid-tier weapon from the game, such as the Rocket Launcher or the Laser Shotgun. Weapons purchased from this option are fiat-backed and will be replaced upon destruction and will appear in your warehouse or current place of residence.

Kaboom? Moo. - 500 CP

There are many powerful and strange weapons to behold within this world, you are now able to choose from the most powerful weaponry

available. Some examples of the weapons available are the Cattle Launcher, the Nuke Gun or the Mega Bubble. Weapons purchased from this option are fiat-backed and will be replaced upon destruction and will appear in your warehouse or current place of residence.

Anti-Zed Formula - 600 CP

Where on Earth did you find this?!?! We could have used this years ago! You now have an adaptive anti-Zombie formula, that somehow turns infected individuals back to normal. This can be used on all types of Zombies and still work fine, even if it wouldn't make sense, such as the Zombie Ghosts becoming Human again (if they were ever Human). If a lifeform was only ever a Zombie, it will die and disintegrate, instead of turning back into a previous living form. This formula will adapt to any form of Zombie, including supernatural, natural and man-made viruses. (This may not be used during the Gauntlet)

Mystery Shop - 1000 CP

What on earth is this!? It seems that you have come across a mobile Mystery Store! This item comes as a small brown box with a button on the top of it. When pressed it will expand into an automated Mystery Store; it will sell all available guns in the game. What makes this extra special is the fact that the Mystery Shop will update each Jump you take, gaining weapons from new Jumps, with prices being based on rarity and how strong a weapon is like the Mystery Shop usually does. The shop will not have one of a kind items or game-breaking weapons that could be in a Jump, such as Excalibur or something similar, but it will still manage to have an impressive collection of the rarer and more powerful weapons of a Jump. The Shop cannot be cheated, or charmed, for it is both a machine and fiat-backed to be unshakeable in the face of any supernatural abilities that would give items for free, on sale or anything similar. You must buy the weapons legitimately and for full price, cheap-ass. The Mystery Shop is fiat-protected and will respawn in the warehouse or your place of residence should it or it's box be destroyed. What the Mystery Shop takes as currency will depend on the Jump, with the main currency of the world, such as credits or dollars being the usual method of exchange. Prices will adjust

according to the worth of a currency, such as a shotgun that is $500 could translate to 250 credits or something similar.

Companions:

Split Screen - Free (You Can Only Import Up to 3 More 'Players')

Make some space on the sofa, Jumper, other players are joining the game! You now get to bring some friends for some couch co-op, allowing up to 3 companions to join you in your Zombie killing fun!

Character Select - 200 CP

You get to choose a character from the game to have tag along who are skilled in a weapon and in their career, such as Snomis Gerg being skilled with a Nekta Gun (a laser gun of sorts) while being a mad scientist or Cherry being skilled with a nail gun while being a nurse.

Author's Notes:

Both Zombie Estate 2 and it's prequel are childhood favorites of mine, I played them a bunch on the Xbox 360 back in the day and recently came across it once more on Steam. After playing it for a bit, I thought it would make a decent Gauntlet Jump, so here we are.

The game is a 2D Zombie wave-based shooter where you can control a large number of wacky characters (sentient Broccoli) and use an even larger number of crazier weapons, such as an explosive Cattle Launcher.

It's a pretty good game with a fair bit of replayability, so I would encourage you to buy it if you can. The price is also very good for what you get, with it being somewhere below $6 (depending on your region) and going on sale for half off fairly often.

As always, constructive criticism is very welcome, so that I can improve any future Jumps or Gauntlets I make. Thank you very much for checking out my Gauntlet.

Special Zombies:

The special Zombies mentioned throughout the Jump are: Fire Witch, Clown, Goliath, Ice Goliath, Ghost, Slime, Tar Zombie, Skeleton, Fat Zombie, Hazmat Zombie, Munching Zombie and the Brain Zombie.

An in-depth guide was created on the Zombies by Medz on the Steam Guides for the game (as the wiki linked further down for the game is bare-bones).
https://steamcommunity.com/sharedfiles/filedetails/?id=842826626

Characters and Weapons:

There are a very large number of characters and weapons in this game, a complete list is provided in the website below.

https://www.giantbomb.com/zombie-estate-2/3030-58723/