RESTRICTED ZONE



THE RESTRICTED ZONE RULES

Winning Conditions: In order to win the battle, a Clan must obtain **50,000,000 Victory Points**. If neither clan can reach 50,000,000 Victory Points then the Clan with **most points after 30 minutes** will win the battle.



Preparation Time: Upon entering the battlefield, players will be placed in a **starting zone.** Players will have **5 minutes to prepare and strategize.**



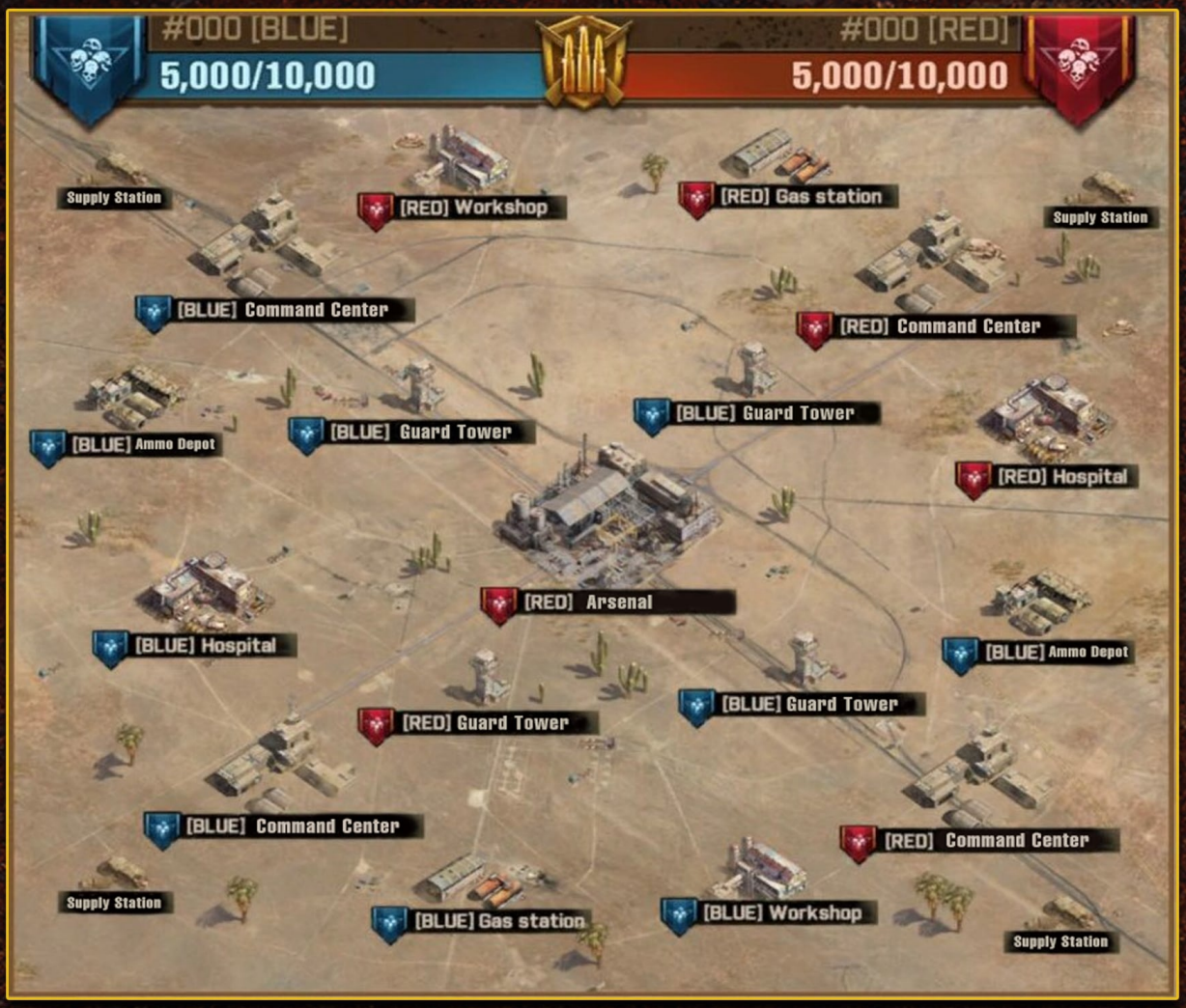
Capturing/Defending Buildings: Initially buildings will be **occupied by walkers.** They will have to be defeated in order to occupy the building. The Clan who **kills the last wave of walkers will gain the right to occupy first** and the troops that killed the last wave of walkers will directly be placed as garrisoned and will defend the building.

If an opposing clan wishes to take this building, they will have to **defeat garrisoned troops and then defend the building** for a certain amount of time.



THE WALKING DEAD SURVIVORS

THE RESTRICTED ZONE
MAP LAYOUT



THE WALKING DEAD SURVIVORS

THE RESTRICTED ZONE BUILDINGS



ARSENAL

Occupying this building will grant a 45K Victory Point bonus upon first occupation, then provides 1,500 Victory Points each second, as well as a periodic Victory Point bonus. The periodic bonus will increase as the occupation time increases. (300K/600K/900K/1.2M/1.5M/1.8M).



COMMAND CENTER

Once this building is occupied, all Clan members can relocate to the corresponding area on the map and the occupying clan will receive 1,350 Victory Points each second. First occupation bonus is 40.5K Victory Points.



GUARD TOWER

Occupying this building increases damage dealt to enemies in the arsenal by 5%. (This buff is stackable). Occupying this building will grant a 36K Victory Point bonus upon first occupation, then provides 1,200 Victory Points each second.



HOSPITAL

First occupation grants a 36K Victory Point bonus. After occupation, the occupying clan will receive 1,200 Victory Points each second and healing speed of wounded troops is increased by 100%. (This buff is stackable)

Important Note: This data and information is based on the current beta test. Actual data may vary upon final release.

THE WALKING DEAD SURVIVORS

THE RESTRICTED ZONE BUILDINGS



GAS STATION

First occupation grants a 27K Victory Point bonus. Occupying this building will grant 10 points of Adrenaline upon first occupation, then 2 further points of Adrenaline for each minute of occupation. All members of the occupying clan will also receive a 50% march speed increase. Occupying this building will also grant 900 Victory Points each second,



WORKSHOP

First occupation grants a 31.5K Victory Point bonus, All clan members will receive 1 Restricted Zone relocation upon first occupation, and 1 more relocation every 10 minutes of occupation. Occupying this building will also grant 1,050 Victory Points each second,



AMMO DEPOT

The occupying clan will receive a 20% attack + defense buff. (This buff can stack). Occupying this building will grant a 36K Victory Point bonus upon first occupation, then provides 1,200 Victory Points each second.



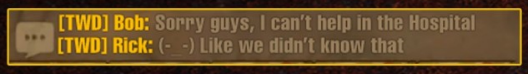
SUPPLY STATION

During the battle, Supply Stations will refresh periodically and will offer 500 Victory Points per second for formations gathering there. Only one person can gather from each Supply Station.

Important Note: This data and information is based on the current beta test. Actual data may vary upon final release.

THE WALKING DEAD SURVIVORS
THE RESTRICTED ZONE
TIPS AND TRICKS

Communicate!



Discuss with your clan-mates to find the best time for everyone, choosing a time that is not suitable might cause you to have an incomplete team. Communication once inside the Restricted Zone is also vital, communicate regularly via in-game chat or if possible set-up a voice call to communicate in real time more efficiently.

Know your opponent!



You will be able to see who your opponent will be ahead of time. Perhaps you can create a new game in their region to get some useful information before the battle.



Strategize!

Create a plan, create smaller teams within your Clan's participants and give them a special task to focus on within the battlefield.





Adapt!

Your primary plan will not always work, be sure to have a plan B or plan C and be ready to adapt in the midst of battle.



Research!

Learn about what each building can grant you and its purpose in the battle.

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