

OK, first things first. Nazis. Fuck em. That won't be too hard since what good American likes Nazis? None. That's who.

Two. Fuck zombies. I don't want to have to deal with their undead drama. Ever.

Which brings me to my third and most important point. NAZI ZOMBIES (flash title across screen along with creepy music). These, ladies and gentlemen, are just the absolute worst kind of people you could ever encounter. Good thing you are equipped with a knife and a gun. These will prove worthy in the next coming minutes.

So here these muthafuckas are, walking, stumbling drunkenly even, like the undead fascist Germans they are...for the first two rounds, which are conveniently tallied in the lower left hand corner of your screen...you are gonna want to let the nazi take down the barrier, but don't stand too close. After he's destroyed your property, which I think is just rude, you have the right to take him out. shoot three times, then stab...as such. (show you shooting then stabbing the first few zombies)

Why this method, you ask? Well, you want to max out your points while it's still fairly calm. By letting it take down the barrier, you are giving yourself more points when you build up the whole thing again, getting ready for the next vandalizing zombie. It's not enough that they are after you to kill you and eat your flesh, they want to destroy your hard work as well! What douches, seriously. Secondly, by shooting three times, you get thirty points but by stabbing as the fourth wound infliction, you get the 130 points awarded for such a brave stabbing. Just compensation for having to get so close to a fascist. However, this method only works for ooooh the first two rounds. Then it gets personal.

I should probably say before I go any further that although nazi zombies are beneath us in every way, their numbers become increasingly greater as the rounds progress. You will never actually win. The point of this is to survive as long as possible and go out with a bang, taking as many assholes with you as possible.

Ok, moving on....around round 3, if you are still a little unexperienced, you should buy one of the two guns in the area, located on the wall. I like this one (show you buying it). This is why you want to get as many points as possible because there are doors to open, electricity to activate and guns to buy as well as power ups to help you survive, which will all be discussed in due time, my young grasshoppers.

Sometimes, different bonuses will appear in green after you kill a zombies. These are completely random and include insta-kill, max ammo, double points, window fixing and bomb. (show what all these do)

At this point, you are gonna want to aim for the head to save ammo. Headshots usually kill in one shot but there are those resilient ones who still walk around with blood gushing out of their neck. Stab them. Do not give a fuck.

Right now, I am playing online which is why there are four people working together. However, this is only available on xbox live. If you do not have said xbox live subscription, then why do you have an xbox? Just kidding. But it's kinda the point of getting an xbox. Anyways, offline, you can only play one or

two player. This obviously puts you at a disadvantage but it is doable to reach high levels. With my ex-boyfriend, who was ironically German but not completely fascist, we reached round 28. Let me just say, that shit was IN-TENSE.

Ok, moving on. Occasionally, one of your comrades will fall victim to a lawless zombie or even the unthinkable could happen: you could meet the same fate. Luckily, there is a short grace period where you can still fuck up zombies in your proximity while you are dying which also gives another player time to come revive you. You get points for reviving. Sometimes though, they will not get to you in time in which case you will have to sit out for the rest of the round until they finish it. You come back, but you start off with your shitty pistol again so get a gun STAT!

In this map, called Der Riese, there are teleporters that need to be linked to the mainframe, which is this thing. As soon as your team feels they have accumulated enough blood points to advance, open one of the two doors. This costs money, don't be a Jew.* Also, take turns. If someone else opened the first door, then you should get the second door and someone else should get the third door. Ideally this is how it's supposed to happen but there are some assholes on live that are sheisty as fuck and they refuse to spend their money. Also, fuck em. If they die, don't revive them. But NEVER talk shit online because then they won't revive you. Too many people don't get this. They talk all sorts of shit and it comes back to bite them in the ass.

Ok, so now you are in this section. This box that creepily plays jack in the box music is the gun box. You go to it, pay the 950, and it will randomly give you a weapon. Make sure to trade this weapon out for your pistol, not your other gun, if you have another one. You can have two guns on you at a time. Since everyone else is getting a gun from here too, the box will eventually 'run out'. This is denoted by a teddy bear. The box then moves to another location which you will have to look in the sky for a light to find out where it is.

You also have grenades and occasionally, specialized explosives like monkeys or Molotov cocktails. Do not forget about these! Use them often! Whenever someone says 'make a crawler' this means throw a grenade to explode zombies and one or many of them may be left with half bodies, literally crawling towards you. Kill all but one so you have time to go around and buy upgrades like fast reload or juggernaut and also, to fix windows. Once everybody is done preparing for the next round, kill that Halfling by stabbing and quickly gather to prepare for more good deed doing.

Ok. Quick question. What is worse than a nazi zombie? You may be thinking, 'well, nothing of course' but you would be wrong. Once you hear an electric guitar and see lightening, prepare. Two words: Hell Hounds. Yeah, it's exactly what it sounds like. Dogs who aren't in the least bit cuddly and who are just as fascist as I assume Satan is. You already know what to do but I'll remind you anyways: fuck them up. Do not pet them. They have rabies. And probably malaria.

After the slaughtering of these non living animals, which will come up multiple times, you continue with nazi devastation. You can activate the electricity in this room then start the actual power to it when stuff becomes too much to handle. Use this as a last resort. Also, it costs money. For me, the best part is being on the catwalk in the back room and just piling up bodies as they run at you. Bouncing betties

should be placed on the catwalk as they will save your ass in case you fail (which should never happen, right??). Na but really, they are great.

When you decide to purchase a power up like saaaay fast re load, try your very damnest to not go down because you will lose it, even if you are revived. Let me tell you, these shits are way too expensive to lose them. It sucks when it happens. You just feel shitty all over.

As you can see, there is this teleporter. Remember to try and leave a crawler at the end of every round so you can run errands. Errands such as linking the teleporter. One person stands in it, activates it and another person goes to the mainframe, which is in the area you started at, activates that, then teleportation happens, signaling the linkage of these machines. A bonus will always appear right here after teleportation. Get it if you want. Usually, I don't get the hammer only because it doesn't allow for us to get the points by rebuilding the barrier ourselves.

There are three teleporters to link. Find them and do the exact same thing you did with the first one. Once all three are done, you can upgrade your gun for a hefty price. But it's totally worth it. Also, there is a large machete you can buy which is like a knife upgrade. This also will come in handy when you are running out of ammo and these athletic running undead corpses are all up in your biznezz...typical inconsiderate zombie behavior.

Eventually, you will be overtaken. Legend has it that nazi zombies end at level 70 but nobody really knows. All we can do is give the middle finger to the nazi regime and to zombies all around the world by dominating and taking as many of them with us as we can. This... will be our legend...

*Make sure there are no Jews, so you don't insult them.