



DEAD ZONE *REVIVE*

A COMMUNITY RUN REVIVAL OF THE CLASSIC ZOMBIE SURVIVAL MMO.

FACT SHEET

TITLE	Dead Zone Revive
DEVELOPER	Switch Compagnie
PROJECT LEAD	Sullivan MICHEL
BASED IN	France
RELEASE	Open Alpha
PLATFORMS	Web browser, Windows, Steam
PRICE	Free to play, no pay to win
WEBSITE	deadzonegame.net
PRESS CONTACT	contact@switchcompagnie.eu

ABOUT

Dead Zone Revive is a free, community run revival of the classic browser based zombie survival MMO. Lead a group of survivors through a city overrun by the dead: build and defend a compound, send teams out on real time scavenger missions, and fight to keep your people alive one raid at a time.

Rebuilt from the ground up by fans, the project preserves the original experience while fixing, balancing and expanding it with new content, quality of life and a modern always online backend. There is no pay to win: every survivor, weapon and upgrade is earned in game.

KEY FEATURES

Build and fortify a survivor compound against the horde	Recruit, equip and level a roster of survivors with deep RPG stats
Scavenge real time missions across a zombie infested city	Raid other players, join alliances and fight alliance wars
Craft weapons, gear and effect books from salvaged parts	A community run revival, preserved and expanded

LINKS

DISCORD	discord.gg/deadzonerevive
STEAM	store.steampowered.com/app/3919900
FORUM	forum.deadzonegame.net
WEBSITE	deadzonegame.net

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