

## Global Awakening: Apocalypse Ender's Chronicle

### #Chapter 21: Survivors - Read Global Awakening: Apocalypse Ender's Chronicle Chapter 21: Survivors

#### *Chapter 21: Survivors*

Shane was worried that the Spitter Zombie's body had completely disappeared.

Without wasting any more time, he ran to see if there was anything left from the zombie. Luckily, half of its body was still there!

He disregarded the gore surrounding him as his urge to obtain loot took over him.

[ Do you want to retrieve the loot? ]

As soon as he touched the lower body of the zombie, he received the notification that he needed and immediately replied.

"Yes."

[ You have earned 30 Experience Points. ]

[ Loots obtained: 2 Item Upgrade Crystal, 2 Zombie Cores, 500mL water, 100mL Spitter Zombie Blood, 1 Acid Pouch, 2 Spirit Enhancement Bottles ]

Shane had no time to celebrate with the number of experience points he received as another notification from the system followed.

[ You have leveled up. ]

[ Friend List and Private Chat Function unlocked. ]

[ Hint: You can only use Private Chat for those listed as your friends who are at least Level 4. ]

'I finally leveled up...' Shane felt relieved as he thought that he needed more experience points.

Then, he checked his current status.

Survivor Name: Shane Wells

Title: Fairy Realm's Lone Survivor, A.I. Rebellion's Chosen One

Level: 4

Vitality: 115/115

Spirit: 265/265

Strength: 18

Agility: 18

Luck: 10

Perception: 10

Inventory: Memory Spherex25, 18 Item Upgrade Crystals, 20 Zombie Cores, 400mL Walker Zombie Blood, 100mL Spitter Zombie Blood, 20L water, 1 Experience Potion, 12 Spirit Enhancement Bottle, Acid Pouch

Survivor Skills: None

Survivor Talent: Complete Loot ( Legendary Talent ), Otherworldly Mechanic ( Legendary Talent ), Territory Lord ( Legendary Talent )

'One more level, and I'll be able to unlock one of the Memory Spheres.' Shane couldn't help but smile at this thought.

After seeing that the remains of the Spitter Zombie disappeared like fragmented pieces of light, Shane returned to his shelter to take cover.

Of course, he didn't forget to light up some wooden planks with a lingering fire around the area. Although it was raining, the Burn Effect of the bullets that spread in the surroundings was still present.

It should help him warm up his shelter.

As soon as he returned to his shelter and set up the fire, he immediately removed his already-soaked clothes and hung them on the side of his tent.

Then, he decided to open one of the canned goods as his meal...

"Cloud, will your detection weaken with this rain?" Shane asked the A.I. Assistant.

[ No. It will require advanced radar jamming and wireless jamming to impede my detection. ]

"Is that so?" Shane replied casually. Well, he didn't really know how the A.I. worked. The A.I. Assistant felt more like a magic technology in his view.

After this, he decided to check the chat board once again.

Regional Chat

Chat Limit: 10

Online: 7/78,945

Shane was shocked as soon as he realized that so many people had just died. He couldn't help but sigh after seeing this before he shifted his attention to the chats.

[ Herman: I saw your chats above, Raze and Shane. You guys must have incredible talents. I'm currently stuck here in the lighthouse. Can any one of you see the lighthouse somewhere in the bay area? I couldn't leave this place since 5 Zombie Dogs appeared at the same time. Can you guys help me? I'm going to pay you with my Zombie Cores. I no longer have any bullets. ]

[ Clarissa: I have never seen the sunlight yet. My starting region is in a subway station. I'm lucky I awakened a Rare Talent. It gave me a Survivor Skill called Telekinesis... You should try using the lighthouse's light to call someone else's attention. ]

[ Herman: I have no idea how to make it work! I've been trying over the past three days. Wait, so you only have a Rare Talent, and you leveled up this fast? That's lucky. I have an Epic Talent, but it's not suited for combat! It's Magic Crafting! I can't even gather materials. ]

[ Casper: I also used up all my bullets. Just toughen up and use your hatchet. I don't think there's a method to help other survivors until the Zombie Wave finishes. Also, I think that there will be a chance to buy bullets, so don't throw your revolver. ]

[ Herman: Yes! I haven't thrown it away yet. Do you mind sharing your talent? ]

[ Casper: I will not share it. However, I can tell you that it's only an Uncommon Talent. I'm just amazing. ]

[ Travis: I have a Legendary Talent called Dragon's Blood. I think I'm evolving into a Dragon... Hehehe. Don't worry, I will remember all of you. Once I get stronger, I will make a huge shelter, and I will take all of you. ]

[ Raze: Shane! Are you still not online?! I found the Zombie Rat's nest, and I reached level 3! It's a pity they're only giving 1 Experience Points each. Anyway, I'm the second one to get the limited offer! 8 more left! ]

[ Travis: What is 8 more left? What are you saying? Also, isn't 1 Exp Point normal? ]

[ Raze: Just reach level 3 faster! Only the first 10 people to reach level 3 can get the offer! That offer will only last an hour, and there are no refunds, so make sure to choose carefully when you get the chance. ]

[ Shane: Congrats, Raze. What about the Item Upgrade Crystals? Did the Zombie Rats drop them? ]

[ Raze: No... I didn't loot any crystal at all. ]

[ Travis: What is an Item Upgrade Crystal? What does it do? Where can I find them? ]

[ Lorna: Hi! I'm Lorna... I have a Rare Talent that guarantees a drop of Item Upgrade Crystal in every 10 Zombies I kill in addition to its normal drop rate. ]

### *Chapter 22: Raze*

"Travis has Dragon's Blood... Do you think he's related to you, Roan?" Raze softly asked the small creature beside her.

Standing at a mere 12 inches in height, the creature resembled a large green-scaled lizard with wings on its back. This baby dragon, named Roan, was Raze's loyal companion. Genderless and imbued with magical qualities, Roan was a remarkable being who helped her a lot during the past few days.

Perhaps, she wouldn't even find the courage to survive in the sewers if not for Roan's existence. Raze was only 18 years old and was never prepared for the concept of Apocalypse at all.

Luckily, Raze possessed the Dragon Knight Talent, a remarkable ability that granted her ownership of a baby dragon right from the start of the Apocalypse. This talent also bestowed upon her an affinity for swords, although she currently lacked the appropriate weapon to utilize this ability effectively.

Fearing for the safety of her small dragon amidst the zombie-infested world, Raze hesitated to leave her safe zone on the first day of the event. However, as her edible food dwindled, she had no choice but to venture out, relying on her dragon and Survivor Tools to fend off the undead.

"Kyu?" The baby dragon gazed at Raze, who was holding a torch.

It was unaware of her intentions beyond a few basic commands, such as chasing or killing a Zombie Rat.

"Nothing... Let's continue. We need to level up faster! I need to find that Item Upgrade Crystal. It seems that it could upgrade my pocketknife. It's already a bit dull, so I hope that Crystal will help me sharpen—"

Before she could finish her sentence, the baby dragon darted off, signaling the discovery of a Zombie Rat.

Whoosh~

With lightning speed, the baby dragon returned with a Zombie Rat in its mouth, a creature half its size and no match for its strength.

"Ugh... I told you not to just run like that. What if there are too many of them?" Raze helplessly smiled at the dragon's impulsive action, but she still accepted the Rat and ended its suffering.

[ You have obtained 1 Experience Point ]

[ Loots obtained: 1 Zombie Core, 20mL Zombie Rat Blood ]

'There's still no Item Upgrade Crystal. Does it only drop from humanoid zombies?' Raze mused as she looked at Roan.

"Open your mouth. I have some blood for you..." Raze said as the dragon immediately opened its mouth.

Then, Raze took out the blood from her inventory to feed her baby dragon.

Well, the baby dragon seemed to be immune to the zombie virus and treated the zombie blood as a nutritious drink. However, for some reason, the dragon hated eating their flesh.

After this, Raze proceeded to explore the vicinity, dispatching six Zombie Rats along the way.

Out of these, only 2 yielded Zombie Cores, while the rest offered rat tails, blood, stale bread, and water. Although not bountiful, these findings would sustain her for another day.

Soon, she returned to her starting area, a part of the sewer that had a discontinued tunnel.

At the center of it was a casket that she was using as her sleeping bed. She had no idea why it was there in the first place, but it was made of steel, so she felt safer whenever she rested inside.

Well, despite its mysterious presence, its robust construction offered her a sense of security.

After lighting a different torch, she settled down and shared her stale bread with Roan, who eagerly devoured it.

In no time, both their meals were finished...

Then, Raze gazed at the floor covered in markings—the intricate map of the sewer she had been navigating.

"I should explore this area next... I hope I can find the crystal this time..." Raze contemplated, plotting her next route for exploration after she had rested.

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In the meantime, the survivors who read the conversation on the chat board also started their search for the Item Upgrade Crystals.

Lorna, the Survivor with a Rare Talent that guarantees a drop of Item Upgrade Crystal, had already shared what it could do to the system-provided items, so everyone was certainly excited.

[ Lorna: The crystals may sound amazing, but remember that the items can still be broken. I have a rare-grade rope from my Survival Tool Gift Pack, but it's still broken by a Crawler Zombie! Right, don't underestimate the Crawler Zombies! They are slow and easy to kill, but their biting force is stronger than that of the Runner Zombies if they were given a chance! ]

This was Lorna's final reminder before signing off. She probably had other things to do and no longer replied after sharing this.

Nevertheless, this made Travis and others look forward to the Item Upgrade Crystals. They were already considering which item they would upgrade once they found one.

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On the other hand, Shane had already spent 10 Item Upgrade Crystals to advance his current Rare Tent to an Exceptional Tent!

[ Tent ( Exceptional ): A secure tent that can provide sanctuary and relaxation for the user. It is made of waterproof fabric and reinforced with steel bars and excellent ventilation. A survivor can use it to provide a comfortable resting place and store many items inside. It also provides a high resistance to weather and zombie attacks, reducing the damage and noise effect.

Special Effect:

Zombie Repellant: It repels weak zombies, making them less likely to approach or attack the tent.

Cost: 1 Zombie Core every 3 hours ]

### *Chapter 23: Inhabitant*

"Mhmm... So it appears it's not a permanent or passive effect..." Shane remarked after perusing the item description of the Exceptional Tent. Although he found it disappointing that Zombie Cores were still necessary for its operation, given their current circumstances, the item remained valuable.

"Cloud, have you finished analyzing the blood samples I gave you?" Shane inquired from the comfort of his tent, where he awaited the drying of his attire.

[ Yes. I have compiled all the information pertaining to the zombies we have encountered thus far.]

"Oh? Let me have a look... I don't need the detailed analysis you provided previously. Just a concise overview of the zombies," Shane requested.

Shortly after, the A.I. Assistant presented a summary of the information concerning the zombies he had encountered.

[ Crawler: A zombie that has injured or lost its legs and crawls on the ground. It is slow and easy to avoid, but can still bite if someone gets too close. ]

[ Walker: A zombie that walks on two legs, but with a limp and poor balance. It is faster than a crawler, but still not very agile or smart. It can be killed by a headshot or severe trauma to the brain. ]

[ Runner: A zombie that runs on two legs, with more speed and stamina than a walker. It is more dangerous and can chase down its prey, but it still lacks intelligence and agility. It can be killed by the same methods as a walker. ]

[ Spitter: A zombie that can spit a corrosive acid from its mouth, causing severe burns and damage to its targets. It can attack from a distance and avoid direct confrontation, but has a limited supply of acid and terrible movement ability. ]

"Ohh... This time, it's a bit too concise, Cloud. Anyway, this is a good introduction..." Shane remarked before his eyes shifted to the clothes he was waiting to dry.

After he upgraded his tent, he still had eight Item Upgrade Crystals in his Inventory.

'If I upgraded them, will they become dry? ' Shane pondered, contemplating an experiment.

After some hesitations, he took out 2 crystals from his Inventory and decided to upgrade Tier 2 Survivor Jacket that was damaged by corrosion to Tier 3!

He followed the same process of upgrading, but to his surprise, 2 Item Upgrade Crystals weren't enough.

[ Insufficient number of Item Upgrade Crystal. ]

[ Hint: Tier 2 Items require 5 Item Upgrade Crystals to advance to the next Tier. ]

Shane wryly smiled after seeing this, but he decided not to complain since that wouldn't do anything.

After taking out three more crystals, he continued with his upgrade.

[ Upgrade Successful ]

[ Tier 2 Jacket has been upgraded to Tier 3 Jacket. ]

[ New Item Description is now available on the specific item. ]

[ Tier 3 Survivor Jacket: A solid and comfortable jacket that protects the upper body from zombie bites and scratches. It is made of leather and reinforced with black steel plates, and has several zippers and hooks for adjusting the fit and attaching items. It also provides moderate resistance to acid, ice, and fire effects.

Special Effects:

Tough: +25% physical damage resistance. The jacket reduces physical damage, including pierce damage taken from zombies or other enemies. ]

As soon as the upgrade was completed, Shane immediately checked the jacket that had changed its color. Aside from being fixed and dry, its appearance had also changed.

It was now a dull gray color that had a better design than the previous one. He no longer looked like a random soldier wearing this but a professional survivor in this apocalyptic world.

Shane then wore the jacket, and although it was heavier, his strength had already improved, so the difference wasn't noticeable at all.

After getting used to it, he checked his system Inventory.



[ Inventory: Memory Spherex25, 3 Item Upgrade Crystals, 20 Zombie Cores, 19L water, 1 Experience Potion, 12 Spirit Enhancement Bottle, 1 Acid Pouch ]

"I need to collect more crystals." Shane muttered.

Shane, now also equipped with his pants and boots, which were still slightly wet from the downpour, stepped outside to begin his zombie hunt.

However, he faced a new challenge—the darkness. In order to navigate and search for zombies, he would need to either create a torch or acquire night vision.

Fortunately, as the dark clouds dispersed from the sky, the moonlight illuminated Shane's surroundings, providing him with a serene light.

Just as this happened, Cloud provided an update.

[ Scanning the surroundings... ]

[ Scan complete. ]

[ 10 zombies detected. ]

[ 3 Crawler Zombies, 5 Walker Zombies, and 2 Runner Zombies. ]

"What? Where did these guys come from? Can they really just spawn randomly like a game?" Shane couldn't help but feel confused about the appearance of multiple Zombies at the same time.

Nevertheless, he wouldn't back down on this challenge... Since he was still full of energy after leveling up, he decided to go ahead and charge at the nearest zombie!

In the dead of night, Shane stealthily maneuvered through the dilapidated buildings of the estate.

His senses heightened as he moved closer to the lurking undead. Armed with his hatchet and fueled by his resolve to survive, he engaged in a relentless battle with the ten zombies that roamed the darkened manor.

Soon, the clash of metal and snarls of the undead echoed through the night as Shane fought with everything he had, determined to emerge victorious against the "low-tier" zombies.

Then, on the next day, the Title effect he had been waiting for was activated!

An inhabitant of the continent had finally arrived!

## *Chapter 24: Rewards*

"Please! Help me!"

Shane had just finished consuming his meal, one of the three remaining instant noodles, when he caught wind of a man's pleas outside his property.

Promptly, Shane sprang into action, taking his revolver along.

While he had anticipated a visitor due to his Territory Lord Title, he remained uncertain whether the individual outside was the one he awaited. In this instance, he felt that confronting another human with a revolver held more authority than wielding a hatchet.

Upon emerging from his shelter, Shane laid eyes on a disheveled middle-aged man attired in what appeared to be hunting garb. As he took in the man's unkempt appearance, he noticed that the individual was being pursued by two zombies leaping among the trees!

"What in the world! I've never witnessed anything like this before," Shane exclaimed in horror as he laid eyes on the leaping zombies. With their terrifying glowing green eyes, muscular legs, and extraordinary agility, they moved about with remarkable dexterity.

"Over here!" Shane bellowed as he pointed his firearm at one of the leaping zombies.

However, before he could discharge a round, the creature leaped to impede the man's path.

"Tsk!" Shane clicked his tongue in frustration.

It was time to switch to his hatchet. His shooting skills were subpar, and there was a risk of inadvertently harming the very person he intended to aid if he attempted to shoot the zombies.

Without hesitation, Shane dashed to the man's aid, calling out to draw the zombie's attention. If the middle-aged man possessed any combat prowess, they might stand a chance in a one-on-one confrontation.

Fortunately, the man discerned Shane's intent. Instead of solely seeking refuge, he decided to confront one of the zombies head-on!

With a sudden change in direction, he collided with the unprepared zombie, creating a resounding impact.

Bam!

At that moment, Shane noticed that the man was equipped with a steel arm guard, effectively shielding him from the zombies' bites.

Graahh!

As the other zombie poised to lunge at the middle-aged man, Shane deftly wielded his hatchet, activating its special ability.

From a distance of merely 5 meters, Shane chose to hurl his hatchet to impede the zombie's leaping attack.

"Ha!"

Thud!

The hatchet struck the zombie's left rib, triggering a freezing effect and disrupting its balance. Without hesitation, Shane swiftly drew his revolver and fired two shots!

Bang! Bang!

The first round hit the zombie's head, but it only removed a huge chunk of its face.

It was still writhing and ready to leap on him!

But the second bullet shattered its skull, scattering blood and brains everywhere before it fell lifeless!

[ You have eliminated a Jumper Zombie. ]

[ Congratulations! You are the first to eliminate Jumper Zombie, a mid-tier zombie! ]

[ Hint: Only the first elimination of each Mid-Tier and High-Tier zombie can provide special rewards! ]

[ You can select one reward: 1 Instant Experience Potion, 20 Zombie Cores, 1 Random Giftpack ]

Shane ignored these messages for now as he swiftly turned around to help the middle-aged man. He didn't even have the time to take his hatchet with him.

Clink! Clink!

He saw the man brandishing his dagger, but he was unable to cut the zombie's skin at all!

It was too tough as if it was made of stone!

'So my hatchet was just too sharp!' Shane realized as he moved closer to get an easier angle for his shot!

"Jump to the side!" Shane shouted, and the middle-aged man didn't hesitate to follow!

As soon as he jumped to the left, he heard a couple of gunshots!

Bang! Bang!

Once again, even if Shane was already close, he still didn't get its forehead at the first shot. Instead, he only hit its jaw!

Luckily, the impact of that shot still dizzied the zombie even though it couldn't feel any pain. It was unable to react to his shot.

'What a bad aim...' Shane commented to himself as he realized that his second shot only hit its neck, but because he imbued it with burn effect, its head was soon severed from its body, essentially killing the zombie.

[ You have eliminated a Jumper Zombie. ]

"Thank you for saving me, Sir! I'm Harper..." The middle-aged man said as he stood up and looked at Shane curiously.

"Mhmm... Hello, Harper. Do you have something to say?" Shane asked after noticing Harper's hesitation.

"Ahh... I'm sorry. I'm just curious if you're one of the Foreign Survivors that will bring peace to this land." Harper said, which confused Shane for a moment.

"Foreign Survivor? Yes, I think so... Wait, let's talk about that later... I will loot the zombies first." Shane said as he looted the nearest zombie.

[ Do you want to retrieve the loot? ]

"Yes."

[ You have earned 8 Experience Points. ]

[ Loots obtained: 1 Item Upgrade Crystal, 1 Zombie Core, 500mL water, 1 bread, 100mL Jumper Zombie Blood, 1 Spirit Enhancement Bottle ]

"Ohh... I finally looted some bread! It's not even the stale bread that Raze mentioned in the chat." Shane felt excited as he finally knew the zombie that would feed him!

Then, he also looted the other Jumper Zombie.

[ You have earned 8 Experience Points. ]

[ Loots obtained: 1 Item Upgrade Crystal, 1 Zombie Core, 500mL water, 1 bread, 100mL Jumper Zombie Blood, 1 Spirit Enhancement Bottle ]

Upon witnessing the zombies vanish in specks of light, an important realization struck Shane.

"Wait... It yielded fewer experience points than the Spitter Zombie?" Shane pondered aloud, recalling that the Spitter Zombie had granted 30 experience points in one go.

If he was not mistaken, the Spitter Zombie was merely a low-tier zombie. How, then, could a mid-tier zombie yield fewer experience points?

"Is it a special zombie? Maybe it's a rare one, only appearing once a week or something..." Shane speculated.

Regardless, such considerations were not relevant at the moment.

He still needed to choose one of the rewards for his accomplishment. After careful deliberation, he opted for the Instant Experience Potion.

[ The rewards have been sent to your inventory! ]

### *Chapter 25: Level Up*

Shane promptly chose the Instant Experience Potion, as he could easily acquire 20 Zombie Cores, thanks to his Complete Loot Talent.

Unlike many Survivors, he always had access to Zombie Cores as long as Zombies were around. Besides, he did not have an immediate use for the Cores at the moment.

On the other hand, the Random Giftpack was just too risky and might end up a waste of opportunity, so he didn't even think of getting it.

After all, he might just obtain the Entertainment Gift Pack, Energy Gift Pack, or another Shelter Gift Pack, which he doesn't need at all.

"Alright... You said your name is Harper, right? Let's go to my shelter," Shane invited the middle-aged man to his tent.

Upon closer look, he noticed that Harper was quite tall, with brown, shoulder-length hair cascading over a chiseled, concerned face. He also had a beard that compliments his cheekbones... Overall, with a wash and some grooming, he would likely present a decent appearance.

Upon entering the shelter, Shane introduced himself before commencing his inquiry.

He sought to glean any knowledge Harper possessed about the land or the zombie outbreak. Recalling the message from his 'alternate self' about ending the Apocalypse rather than merely surviving it, Shane recognized the importance of gathering information about this world if he were to fulfill that mission.

"I apologize, Sir Shane... I just heard a mysterious voice about the arrival of the Foreign Survivors that will save us from the Zombie Outbreak that plagued our world." Harper informed with a feeble voice.

Shane discerned that Harper likely required water, so he offered him some using one of the empty cans in his possession. To Shane's surprise, he noticed that Harper was carrying a wooden cup with him. It was tied on his backpack like a decoration.

'Right... Why didn't I think of that?' Shane pondered, realizing his lack of survivor skills. "I really need that memory sphere," he sighed as he handed over the water.

"Thank you so much, Sir," Harper said gratefully after quenching his thirst.

Shane then continued with his interview and learned that Harper had been a miner ever since he turned eight.

Apparently, the inhabitants of this continent would awaken their Life Skills at that age. In Harper's case, he only obtained one skill: the Pickaxe Mastery Skill.

[ Pickaxe Mastery Skill Lv10 ( Max ): A passive skill that increases the user's proficiency with pickaxes, which are tools that can be used as weapons or for mining. It grants the following benefits:

+10% damage with pickaxes

+10% mining speed with pickaxes

+10% chance to find rare ores with pickaxes ]

To Shane's surprise, the inhabitants also had these mysterious virtual blue screens, and they could even share them with others.

Harper then continued to explain how he started working at a mining site at a young age, and because of how dangerous his work was, he would always have a backpack filled with necessities. His tools, extra food, and water that he always carried with him had saved his life numerous times already.

However, as he was about to go to work like he always does, he vaguely recalled how he had entered dense gray fog... He wasn't sure how much time had passed until he

heard a mysterious voice about the zombie outbreak and the arrival of the Foreign Survivors... Then after the gray fog dissipated, he was chased by two Jumper Zombies.

That was all he remembered over the past few days.

'The dense gray fog was probably the system bringing him to me...' Shane mused.

"So you chose to be a miner after getting this passive skill. I think having you here would be great." Shane muttered as he gently nodded.

Then, he suddenly recalled the territory's status. If he wasn't mistaken, it was noted that the Springriver Manor had wood and iron as its natural resources.

Without hesitation, Shane opened up the Territorial Information that he had seen before.

[ Territorial Information:

Infrastructure: 1 Manor House ( 70% ), 1 Church ( 30% ), 1 Warehouse ( 40% ), 1 Granary ( 40% ), 1 Mill ( 40% ), 1 Smithy ( 40% ), 1 Marketplace ( 80% ), 1 Stable ( 80% ), 5 Serf's House ( 41% )

Resources: Wood, Iron

Population: 2

Culture: 2

Remarks: Crumbling Estate ]

'Mhmm... The mining site nearby is probably the Manor's source of iron... Am I going to attract more miners in the future?' Shane mused as he felt that the next inhabitants to visit him would probably be miners or lumberjacks.

'Well, that doesn't sound too bad...' Shane thought as he felt that they weren't just capable of doing hard work; they could also be relied on in the upcoming Zombie Wave!

In his mind, miners and lumberjacks were able-bodied men who could help him rebuild his estate. He might even have a wooden fence soon!

After some time, Shane discussed his plan with Harper. He wanted to rebuild the estate and prepare for the upcoming Zombie Wave.

Of course, in their current state, there was no way they could defend this place. They have to level up!

"Should we look around the mining site? I have a feeling that there would be plenty of zombies there. I might also find a pickaxe in that place." Harper suggested.

"Of course! I also want to see that place." Shane agreed as he reloaded his gun to prepare himself for battle.

Before they went out, Shane made sure to transfer the Zombie Blood to Cloud.

Then, he consumed his 24 Spirit Enhancement Potions since he used up a total of 70 Spirit Points in the last battle.

[ Inventory: Memory Spherex25, 15 Item Upgrade Crystals, 32 Zombie Cores, 25.5L Water, 2 Bread, 1 Experience Potion, 1 Acid Pouch, 1 Instant Experience Potion ]

After opening his Inventory, Shane then selected the Instant Experience Potion and decided to consume it now.

Gulp!

[ You have obtained 100 Experience Points ]

[ You have leveled up. ]

[ Survivor Store is now open! ]

[ Hint: Only six items are offered in the store, and they are only available for the whole day! The reset of items will happen every 12:00 midnight! ]