

Global Awakening: Apocalypse Ender's Chronicle

Chapter 26: First Memory Sphere!

"Finally! A store!" Shane exclaimed in surprise, as he didn't expect that reaching level 5 would give him such a convenient function of the system.

"Survivor Store..."

As soon as he said these words, a different virtual blue screen appeared before him. It was quite similar to the limited store that he had seen before. However, this time, instead of 5 discounted items, he could see 6 items with no discounts whatsoever.

"Harper... Just wait for a minute. This won't take long." Shane said to the waiting man outside their shelter.

"Alright. I'll just look around, Sir Shane." Harper replied. Since Shane was a Foreign Survivor who could save their world from the Zombie Outbreak, he ought to respect Shane even though he was younger.

In the meantime, Shane checked the six items and found three of them familiar.

[Zombie Toast: A weird and disgusting toast that is made from zombie flesh and blood. It can be used by a survivor who is desperate for food and willing to try anything, but with a high chance of side effects and consequences. It has a +50% chance of restoring the user's health and vitality, but also a +50% chance of causing the user to become insane.

Price: 6 Zombie Cores

Quantity: 10/10]

At this time, Shane couldn't really think that anyone would dare to try eating this. This Zombie Toast was just too risky, and it could potentially end your life as well.

'Well, unless there's some talent that nullifies these side effects, no one should dare to eat it.' Shane mused as he checked the following items.

It was the Rage Potion that was now worth 20 Zombie Cores each and the Treasure Map that was 60 Zombie Cores after the 75% off was removed.

He was familiar with all these three as they were in limited store before.

"Right... That treasure map was only worth 15 Zombie Cores at that time." Shane remarked as he recalled its price in the previous limited store. He couldn't help but lament as he should've probably tried earning more Zombie Cores at that item.

Unfortunately, he had only 32 Zombie Cores at this time, so there was no way he could get the item.

Then, he continued to check the other items.

[Zombie Doll: A cute and creepy doll that resembles a zombie in appearance and sound. It can be held by a Survivor who wants to avoid getting noticed by low-tier Zombies but with limited durability and effectiveness. It has a +100% chance of making low-tier Zombies ignore the user. It is completely ineffective against Spitter Zombies, Mid-Tier, and High-Tier Zombies. This item can be used twice for three hours by popping the zombie doll's eyes.

Price: 30 Zombie Cores

Quantity: 3/3]

Shane felt that this was certainly a good item, but not for him, who wanted to hunt low-tier Zombies. Well, it could at least be used during an emergency.

Then, he continued to check the next items.

[Tier 1 Hunter Gloves: A pair of gloves that enhance the grip and damage of the hands. They are made of leather and reinforced with mysterious dust and have a fingerless design for dexterity. They also provide some resistance to acid-based attacks from Spitter Zombies, reducing the damage and burn effect.

Price: 10 Zombie Cores

Quantity: 1/1]

[Tier 1 Hunter Jacket: A leather jacket that protects the torso from zombie bites and scratches. It is decorated with spikes and patches and has several pockets and belts for carrying items. It also provides some resistance to fire-based attacks from zombies or other sources, reducing the damage and burn effect.

Price: 20 Zombie Cores

Quantity: 1/1]

"So there's another set of clothes..." Shane remarked as he looked at the images displayed on the blue screen.

After some thought, he decided to buy both the gloves and jacket.

There was no other place where they could get a set of new clothes or equipment, so he felt that this was an excellent opportunity to get some.

Of course, Shane wore the Hunter Gloves and as for the Hunter Jacket, he decided to give it to Harper. Apparently, Harper's jacket looked quite pitiful. It was filled with holes, and aside from giving warmth, it didn't give him any protection from zombie bites.

After Shane closed the Survivor Store, he finally opened his Inventory to take out his Memory Sphere!

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

After selecting a Memory Sphere, the familiar blue orb materialized before him.

[Do you wish to absorb the Memory Sphere?]

"Yes..." Shane replied without hesitation.

[Memory Sphere absorption complete.]

[You have obtained Part 1 of 25 Memory Fragments]

[You have learned a Survivor Skill: Firearm Mastery]

[You have learned a Survivor Skill: Fishing]

[Firearm Mastery Lv10 (Max): The Survivor can use any firearm with ease, and has increased accuracy, damage, and reload speed. The Survivor also has a chance to find more ammo or spare parts for their guns.]

[Fishing Lv10 (Max): The Survivor can catch fish from any body of water, using various tools or methods. The Survivor also has a chance to catch bigger or rarer fish, or find other items in the water.]

Shane felt dizzy momentarily as he absorbed his alternate self's memories! As expected, it contained information about his first Apocalypse, the A.I. Rebellion, and Survivor Skills that he had forgotten!

"Amazing... One of my problems is finally solved!" Shane exclaimed as he saw his current stats.

Survivor Name: Shane Wells

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

Level: 5

Vitality: 120/120

Spirit: 385/385

Strength: 19

Agility: 19

Luck: 10

Perception: 10

Inventory: Memory Spherex24, 15 Item Upgrade Crystals, 2 Zombie Cores, 25.5L Water, 2 Bread, 1 Experience Potion, 1 Acid Pouch

Survivor Skills: Firearm Mastery, Fishing

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

Chapter 27: Mistake?

Shane stood on his spot for a little longer as he carefully browsed through the information he had obtained.

According to the memories contained within the sphere, the start of the A.I. Rebellion was actually a lot better than the Zombie Apocalypse.

They would start in various human shelters as they hid from the androids of Anima. They have to live in the underground or shelters disguised as hills covered with dirt, trees, and rocks...

Their adventure would start as metal scrap collectors, which they could turn into weapons through the shelter's furnace.

Nevertheless, they would start with groups of fellow humans to fight against the machines controlled by Anima. This was a lot better than starting alone in the Apocalypse... The death rate was even so high!

Of course, these memories confused Shane for a while. After all, his title, A.I. Rebellion's Chosen One, could only be obtained by befriending Anima, the enemy that must be eliminated in this A.I. Apocalypse.

[A.I. Rebellion's Chosen One: The Survivor gains access to Cloud, an A.I. Assistant who can provide helpful information, advice, and support in various situations.

Requirements: Become a trusted ally of Anima, a civilization ruled by machines.]

"Did I betray the humanity and join Anima? Ugh... Whatever... It must be a long story." Shane muttered as he decided to ignore this for now. It was not even his past or future but in an alternate timeline itself... Even if he really betrayed humanity at that timeline, the Shane of this world should not feel guilty.

Anyway, he quickly completed his preparations as he planned to level up and unlock more features in the Apocalypse System.

He had to make sure that he'd be able to clear the first Zombie Wave in the best way possible.

'There must be a reward for clearing the Zombie Wave, and it will probably depend on our performance. I have to get stronger. If I manage to find a bunch of Zombies, I should probably consider using the Experience Potion...' Shane mused as he went out of his tent to call for Harper.

Initially, he wanted to use his Experience Potion during the Zombie Wave. That way, he'll ensure that its 12 hours of effectiveness would not be wasted.

However, he also felt that he could prepare better for the upcoming Zombie Wave if he got to level up faster and unlock more features of the system.

At the very least, it was now obvious that with each level-up during this early phase, he would get something new from the system.

With this in mind, he knew that the earlier he unlocked those features, the better!

Shane, holding his hatchet in his right hand and revolver in his holster, followed Harper, who wore his new Hunter Jacket.

Because Shane had no other weapon to give him, Harper could only use his dull dagger for now.

As they headed to the mining site, they met two Crawler Zombies and took them out easily. With two of them working together, these slow-moving Zombies weren't any threat at all.

After retrieving the loot, Shane turned to Harper.

"Have you ever seen the Giant Zombie?" Shane asked as he gestured to him to continue walking. He had A.I. Cloud that could alert him of any Zombies nearby, so he was not afraid of being ambushed by zombies.

"Giant Zombies? I've never seen them, Sir Shane." Harper answered after some thought.

As they continued walking, Shane soon spotted the entrance to the iron mining site. Moreover, Cloud had already warned him of the zombies' presence near the site entrance!

[Eight Zombies detected.]

[7 Walker Zombies, and 1 Crawler Zombie.]

"Harper... There are zombies about 20 meters ahead..." Shane said as he noticed Harper walking slowly.

After a gentle nod, they entered the mining site cautiously. Harper looked for signs of zombies while Shane started noticing the metal scraps.

The place was dark and damp, with rusty pipes and wires hanging from the ceiling.

They heard groans and moans echoing from within the mining site, indicating that there were many zombies lurking around.

'I think it's not a bad idea to collect these metal pipes and wires later...' Shane mused as he noted in his mind to bring them to his shelter once they cleared the Mining Site.

As they continued moving forward, Shane was surprised that there were still torches that were lighting up the tunnel.

Nevertheless, as he wondered whether he could take one of these torches, they finally encountered a group of Walker Zombies.

Graahhh!

Just like the ones outside, the zombies had pale skin, sunken eyes, and rotten flesh.

However, they wore miner's uniforms and helmets, which made it harder to kill them with a headshot.

"There are many of them, but they can't surround us, just be mindful of their bites!" Shane reminded.

As the battle started, he used his hatchet to chop off the zombies' heads while Harper stabbed and sliced them in the neck with his dagger... It was quite difficult for Harper since he didn't have the same strength as Shane, but he could at least eliminate 2 Walker Zombies.

Targeting their skulls may be harder with their helmets, but aiming for their necks would also give the same result!

They managed to clear the group without much trouble, but they knew that there were more dangerous zombies ahead.

They continued to explore the mining site, hoping to find some valuable materials or even a pickaxe for Harper.

"This is..." Shane's eyes lit up as he saw what was before him.

They stumbled upon a pile of broken machinery and tools, which looked promising!

However, as they approached the pile, they heard a loud shriek from behind.

They turned around and saw a very unusual Runner Zombie, incomparable to those he had encountered before! Shane even felt confused as to why Cloud classified it as a Runner Zombie!

It had red skin, sharp teeth, and claws.

Furthermore, it wore a torn shirt and jeans and a helmet that covered most of its face. However, Shane could vaguely see a long tongue from it!

"Cloud! That's not a Runner Zombie!"

Chapter 28: Level Up

There was no way Shane would make a mistake since he had seen many Runner Zombies already.

The one that was charging at them was definitely a different type of zombie!

At the very least, it must be a variant of the Runner Zombie!

Shane quickly aimed his revolver at the zombie's head, hoping to shoot through the helmet. In any case, with his max Firearm Mastery Skill, he wasn't worried that he would miss at this distance.

Bang!

He pulled the trigger, and his aim was accurate. However, the bullet bounced off the metal!

'What? So tough?' Shane was surprised. Even though he didn't activate the Special Effect, the revolver he was using was still boosted by its Exceptional Rank!

'Can I even loot that helmet? I must have it...' Shane thought as he confirmed from Cloud that no other zombies were around.

Bang!

As he fired the second shot imbued with Burn Effect, the "Runner" Zombie somehow dodged this shot and leaped at him.

This zombie seemed quite intelligent and learned that his weapon could shoot projectile!

Furthermore, with its athletic ability, it felt as if he was fighting with a combination of Runner and Jumper Zombie!

Bam!

Shane barely blocked the zombie's claws with his hatchet, but the impact knocked him down. His revolver was also thrown aside because of the clash!

The zombie then tried to bite his neck, but Shane pushed it away with his free hand...

To his surprise, he easily overpowered the zombie!

'It's light!' Shane's eye's lit up. However, as he struggled to get up, the zombie prepared to attack again.

Harper saw Shane in danger, and rushed to help him. He threw his dagger at the zombie's head, hoping to pierce through the helmet.

However, the dagger hit the zombie's eye, causing it to scream in pain!

The zombie staggered back, clutching its eye.

Harper then ran towards the zombie, and grabbed the pickaxe he had found on the ground just now. Without wasting his time, he struck the zombie repeatedly in the chest and on its head!

'Die! Die! Die!'

Harper repeated his action until it stopped moving!

As soon as he confirmed that the zombie was dead, the man heaved a sigh of relief as he looked at the Foreign Survivor.

He then helped Shane stand up and checked his wounds, if there were any.

"Are you okay, Sir Shane?" Harper asked, worried.

On the other hand, Shane was looking at something else.

[You have eliminated a Violent Sprinter Zombie.]

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

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

'I knew it... It's not a Runner Zombie...' Shane thought as he felt that he should scold the A.I. later. Anyway, he selected the Instant Experience Potion once again.

"Ahem... I'm fine, thanks to you, Harper. That was a close one." Shane replied. Although he could still fight back with his hatchet's special effect, he was still grateful for Harper's timely actions.

He then looked at the dead zombie, and cursed. "Damn, these helmets are annoying. We need to find a better way to deal with them." Shane said as he noticed that even with Harper's Pickaxe Skill, he didn't even dent the helmet it was using!

"Harper, can you loot the zombie?" Shane suddenly asked.

"I can, Sir Shane. However, it will always give me zombie bones... or maybe zombie cores if I'm lucky. Aside from those two, I won't be getting anything." Harper replied.

"So you don't have terrible luck, huh..." Shane muttered as he placed his hands on the zombie corpse.

[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 Violent Runner Zombie Blood, 1 Rough Rider's Helmet, 1 Spirit Enhancement Potion]

"It's eight experience points similar to the Jumper Zombie..." Shane muttered as he checked the loot.

Nevertheless, with the addition of a helmet to his collection, he felt that this mining site exploration would come a lot easier.

Then, they decided to leave the pile of metal scraps and look for another spot. They hoped that they would not encounter any zombies stronger than that Violent Sprinter.

In the meantime, while there were still no zombies being detected, Shane gave the 100mL Violent Sprinter Zombie Blood to Cloud and asked.

"Cloud, what happened? Why did you fail?"

[The Violent Sprinter Zombie's Essence has similarities with the Runner Zombie. During detection, the Violent Sprinter was recognized as having a 0.1% chance as a Spitter, a 5% chance as a Crawler, a 15% Walker, a 75% chance as a Runner, and a 9.9% Unknown.]

Shane could only sigh after hearing this. Nonetheless, this made him realize that the A.I. Assistant wasn't omnipotent. It could only rely on the data that it was getting from him and the surroundings around them...

In short, he had to be careful from now on, even with the A.I.'s assistance.

Then, Shane recalled the Instant Experience Potion he just obtained and decided to consume it now. After taking it out of his Inventory, he immediately uncapped the bottle and drank it in one go.

Gulp!

[You have obtained 100 Experience Points]

[You have leveled up.]

[You can select one Gift Pack among the options.]

[Energy Gift Pack, Entertainment Gift Pack, Medical Gift Pack, Stealth Gift Pack, Survival Tools Gift Pack, Transport Gift Pack, Water Gift Pack]

Chapter 29: Otherworldly

'So they're back...' Shane thought as he saw the available Gift Packs in the choices. Essentially, what remained were the Gift Packs he didn't pick during the initial phase of the Apocalypse.

After some consideration, he decided to choose the Survival Gift Pack which contained, a fire starter, a compass, a pocket knife, a whistle, a rope, and a thermal blanket.

He was debating whether to select Medical Gift Pack or the Survival Gift Pack but he went for the latter since he believed that they wouldn't get injured for a while. However, if given an opportunity, he would definitely select the Medical Gift Pack next time.

"Now... What to do with this machinery?" Shane mumbled as he eyed the machine.

The machine looked like a large drill, with a metal rod and a spiral bit. It was covered with dust and rust, and had wires and cables attached to it.

It seemed to be used for digging into the ground, but it was broken and useless now. Shane wondered if there was anything valuable inside the machine, or if he could salvage some parts from it.

Then, it was at this time that he recalled one of his talents.

[Otherworldly Mechanic (Legendary Talent): The Survivor can easily create and modify any mechanical device, such as weapons, vehicles, automatons, and gadgets. The Survivor has limited access to alien technology and materials unavailable to other Survivors.]

'I can easily create and modify mechanical devices? It doesn't seem like I can do it. Do I need to activate it or something?' Shane pondered, uncertain of how to harness this remarkable talent.

However, as he reached out and made contact with the machinery, a startling transformation unfolded before his eyes.

In his eyes, the once mundane machinery underwent a remarkable change, reminiscent of a game interface.

There were glowing hues of red and blue illuminating various components, conveying a important message to Shane.

He immediately knew the radiant blue segments indicated the machinery's good condition, while the crimson glow highlighted areas in need of repair.

Furthermore, a miniature holographic projection materialized, offering Shane an intricate 3D visualization of the mechanism, enabling him to commence the repair process.

As he examined the array of options that materialized before him, he was presented with the choice to either Dismantle or Repair the mechanism, signifying the extraordinary capabilities at his disposal.

"Fascinating... This is an incredible talent!" Shane exclaimed, which startled Harper for a moment.

However, seeing that Shane was looking at blank space, Harper immediately knew that Shane was looking at his own blue screen that the Lord of the Realms gifted to them.

Instead of bothering him, Harper simply shifted his focus as he guarded the surroundings.

Meanwhile, after Shane examined the Repair option, he realized that he wouldn't just need metal scraps, ores, crystals, or any game-like requirements to fix it. He would have to use so many materials!

Well, since he doesn't have them, he was also given another option.

[Do you like to purchase the missing parts from the Anima Store to repair/improve the machine?]

Just like what was described in his talent, he had access to alien technology and materials!

"Yes..." Shane answered. He simply wanted to know the price needed to repair this machine.

[Calculating Price...]

[Zombie Cores x50, Power Cores x5, Reputation Points x2]

[You have insufficient resources to complete the transaction.]

"That's too much... What's Power Core and Reputation Points anyway?" Shane shook his head as he saw the price he had to pay.

After some thought, he recalled how he didn't even need such a piece of machinery in his shelter. It was better to turn it into a different device or machine that would help him in his shelter!

With this in consideration, he decided to Dismantle the machine, as he was also curious about what he could get from it.

Then, as he selected the option, the machine started to break down into smaller pieces!

He saw the parts and metal scraps floating in the air, as if waiting for him to collect them.

However, as he was about to reach out his hand, they all vanished in an instant!

[You have obtained Metal Scraps x30]

[You have obtained Metal Plates x20]

[You have obtained Grease x10]

[You have obtained Power Core x2]

[The items have been transferred to your Inventory.]

Shane was amazed by the items he had obtained, especially the last one.

He had never seen anything like it before, so he wondered what it was and what it could do.

Without hesitation, he checked his System Inventory and picked up one of the Power Cores to see the description of the item, if there was.

Luckily, although the item wasn't upgraded, there was a default description to identify it.

[Power Core: A device that stores and supplies energy. It can be used to power up mechanical devices, such as weapons, vehicles, automatons, and gadgets. It has a limited capacity, and needs to be recharged or replaced.

Energy: 5/100]

"Incredible..." Shane felt a spark of excitement, as he imagined the possibilities. He could use these items to create amazing devices that would help him survive and thrive in the Apocalypse.

He had no idea what kind of machine he could build, but he could not wait to try them out, and see what he could make with the help of his Talent.

He looked at Harper, who was watching him with awe and curiosity.

Well, Harper just saw how the machinery got dismantled and disappeared in a matter of seconds, so he was certainly curious about what was going on.

Shane then smiled, and said, "Harper, we just hit the jackpot. I'll explain it to you later. Anyway, I'm only detecting eight more Zombies. After killing them, let's go back to our shelter..."

Chapter 30: Reputation

After some time, Shane and Harper successfully eliminated all the zombies within the illuminated sections of the mining site.

However, upon realizing the absence of torches along their intended path, they opted to cease their exploration and make their way back to safety, laden with salvaged metal scraps and wires to bolster their resources at the shelter.

As they've gone out, the fog seemed to have gotten thicker. Luckily, Shane carried a torch with him, illuminating their path.

[No Zombies Detected.]

Shane heaved a sigh of relief after confirming that there were no zombies hidden in the fog.

"Continue scanning the surrounding area, Cloud."

[Yes, I will.] The A.I. assistant responded.

As they traversed the eerie terrain, Shane recalled something and inquired, "Harper, are you not troubled by the fog?"

He recalled that according to the system, this is a contaminated fog that affects the inhabitants of this world.

"Previously, the fog made it challenging for me to breathe. However, after spending time in your shelter, it has become much more bearable." Harper responded after reflecting on his improved condition.

Harper was actually unsurprised by this since he knew about the invaluable advantages of aligning himself with the Foreign Survivors. He was well aware that associating with them would yield unforeseen benefits, and being able to survive in the fog was just one of them.

"That's reassuring." Shane concurred after acknowledging Harper's account.

As they continued to walk, Shane was suddenly informed by the A.I. about the approaching zombies.

Thanks to the A.I.'s assistance, they were able to detect the impending threat before it caught them off guard.

As soon as they dropped the metal scraps, wires, and pipes they were carrying, three Jumper Zombies emerged from the fog!

As expected, the fifty-meter or so detection could easily be crossed by this type of zombie!

They quickly took out their weapons... Shane used his Hatchet and Harper used his Pickaxe as they faced the Jumper Zombies.

'Tsk... They were wearing helmets. Were they miners as well?' Shane thought as he felt he should've given the helmet he looted to Harper.

After all, Harper's attributes were low, and he was only a talented miner. Furthermore, his Pickaxe wasn't even a Rare Quality, so there was a chance that his weapon would shatter!

With this in mind, Shane knew that he had to take this fight seriously and end it as quickly as possible.

Graahhh!

As the Jumper Zombies leaped from the trees and aimed for their heads, Shane and Harper dodged their attacks and swung their weapons at them.

These Zombies were large, and they couldn't just block their attack, or they'd get knocked down.

Ha!

Shane's hatchet cut through the Jumper Zombie's helmet, and hit its skull in one swift motion...

[You have eliminated a Jumper Zombie]

However, the Jumper's Zombie's tough helmet and skull made it difficult for him to pull out the hatchet! It was stuck!

Harper, on the other hand, had a bit of an awkward weapon but he still pierced through the Jumper Zombie's chest, and made it bleed.

Within that clash, they managed to kill one of the Jumper Zombies and injure the second one.

But the third one was still alive, so Shane pulled out his Revolver to finish off the Zombie that Harper had injured.

Bang!

[You have eliminated a Jumper Zombie]

With such a close range and his Firearm Mastery, he accurately hit the back of its head.

It even pierced through its head and hit the shoulder of the third Jumper Zombie!

Nevertheless, it wasn't enough to deter the Zombie.

As Harper attacked the third Zombie, it jumped back, and avoided his attack!

'I knew it... It's not mindless at all. It can tell that it's in danger... Is it because it's mid-tier Zombie?' Shane frowned as he saw the third Jumper Zombie's action.

Although very low, these Zombies definitely have intelligence!

He wanted to just shoot the Zombie again, but his A.I. detected three more approaching zombies! Although they were only Runner Zombies, he felt that he should save the bullets for now since they were fighting two versus one.

Graah~

The Jumper Zombie then looked at Shane and Harper, and snarled.

Harper wasn't blind either, and he knew it was smarter and stronger than the other Jumper Zombies they'd fought.

It actually waited for an opening and then jumped again!

This time, it aimed at Harper, who was weaker and slower than Shane. Nonetheless, this allowed Shane to pull out his hatchet from the other Zombie.

Bam!

Harper tried to block the Jumper Zombie's attack with his Pickaxe, but the Jumper Zombie was too fast and powerful.

It knocked the Pickaxe out of Harper's hand, and landed on his chest.

Thud!

The Runner Zombie pinned him down, and tried to bite his neck!

"Haahhh!" Harper screamed and pushed the Jumper Zombie away with his hands.

Luckily, he was equipped with his armguard, which protected him from being bitten. Furthermore, the Jumper Zombie was lighter than he expected, so he succeeded in pushing it away.

He struggled to get up, while the Jumper Zombie prepared to attack again.

"Die!"

Shane saw Harper in danger, and rushed to help him. He threw his hatchet at the Jumper Zombie's head, hoping to kill it.

Whoosh~

The hatchet flew through the air, and hit the Jumper Zombie's helmet!

Thud!

The helmet cracked, and the Jumper Zombie's head turned into ice before shattering into pieces!

Just like that, the Jumper Zombie fell to the ground, dead.

[You have eliminated a Jumper Leader Zombie.]

"There are three more Runner Zombies! Get ready!" Shane reminded as he swiftly looted the smart Jumper Zombie.

[You have earned 30 Experience Points.]

[You have earned 1 Reputation Point.]

[Loots obtained: 2 Item Upgrade Crystal, 2 Zombie Cores, 500mL Water, 5 Bread, 100mL Jumper Leader Zombie Blood, 1 Spirit Enhancement Bottle]

[You have leveled up.]

[Trade Function is now open!]

[Hint: Trade is only available among listed friends.]