

ZombieSim: What's Going On Here?

ZombieSim simulates the zombie infestation reaching a human settlement, ranging from just a hundred people all the way to several thousand. You'll have the chance to try out different zombie resistance measures to see how effective they are in fighting back against the plague and saving humanity. There'll be a lot happening on screen, so here's a guide to what you're seeing.

- Black areas represent buildings.
- Gray areas represent roads and open areas.
- Green dots represent zombies.
- Magenta dots represent regular humans.
- Pink dots represent humans who are running around and panicking after seeing a zombie or seeing other humans panic.
- Blue dots represent any military police you may have in your city.

Here are your zombie resistance options:

- We have a vaccine, though it's expensive.
- We can give people zombie stunners because that's what they want—it makes folks much more likely to fight zombies, and a bit more successful at eliminating them.
- There are training pamphlets and classes on how to avoid zombies and defend against their attacks. And we can call in help and get some of our citizens trained and supplied as troops.

