tutorial\_welcome\_picture = dianeKill

tutorial\_welcome\_caption = Diane Moon

tutorial\_welcome\_text = Eu não vou mentir para você [Name]... essa cidade ja viu dias melhores. Está tudo tomado por mortos vivos. Sem energia, sem água corrente, sem comida exceto o que achamos ou cultivamos.

tutorial\_welcome2\_picture = dianeRun

tutorial\_welcome2\_caption = Diane Moon

tutorial\_welcome2\_text = Araste o mapa para olhar ao redor e rode a bolinha para dar zoom We're safe in our 5 reclaimed buildings, but the darker ones outside are teeming with zed. [Tap] a building for more info.

tutorial\_guards\_picture = dragging

tutorial\_guards\_caption = Dragging a survivor

tutorial\_guards\_text = Someone's defending this building, but there are no massed zombies nearby to defend from! Drag this survivor to another building and assign them to something useful.

tutorial\_fortBuildings\_picture = building

tutorial\_fortBuildings\_caption = Reclaimed Buildings

tutorial\_fortBuildings\_text = Once we've reclaimed a building into our fort, we can use it for housing, farming, defense, or other things depending on the building type. Our goal is to reclaim [completionGoal] buildings.

tutorial\_nonfortBuildings\_picture = building

tutorial\_nonfortBuildings\_caption = Outside Buildings

tutorial\_nonfortBuildings\_text = Buildings outside the fort might contain food, supplies, and survivors. But there are also zombies lurking out there, so watch out! Drag a survivor onto a building to send them on a mission.

tutorial\_scouting\_picture = scout

tutorial\_scouting\_caption = Scouting

tutorial\_scouting\_text = We won't know what's in a building until we send someone to scout it. Scouting also reveals how many zombies are milling around there, and makes later missions safer.

tutorial\_recruit\_picture = recruit

tutorial\_recruit\_caption = Recruiting survivors

tutorial\_recruit\_text = Other survivors! We should recruit them, assuming we have enough houses and food for them. <font color\="#003EBA">Leaders</font> are better at recruiting missions.

tutorial\_reclaiming\_picture = reclaim

tutorial\_reclaiming\_caption = Reclaiming buildings

tutorial\_reclaiming\_text = If a building is beside our fort and zombie-free, it's safe to reclaim and extend our fort walls around it. <font color\="#0DBA00">Builders</font> will get the job done faster.

tutorial\_scavenging\_picture = scavenge

tutorial\_scavenging\_caption = Scavenging for food

tutorial\_scavenging\_text = You'll have the best chance of finding food in houses or grocery stores. Places like malls may have valuable equipment. <font color\="#E5B000">Scavengers</font> find more stuff, faster.

tutorial\_killing\_picture = killing

tutorial\_killing\_caption = Killing Zombies

tutorial\_killing\_text = Zed are everywhere. Drag a <font color\="#EC1C24">soldier</font> out of the fort and pick the gun icon to kill zombies. Do it regularly so they can't grow into a massed horde and attack us.

tutorial\_killingStarted\_picture = killing

tutorial\_killingStarted\_caption = Killing Zombies

tutorial\_killingStarted\_text = Clearing out stray zombies stops them from becoming massed hordes, but until you reclaim the building, new zombies will just keep shambling back into it.

tutorial\_tech\_picture = science

tutorial\_tech\_caption = Research

tutorial\_tech\_text = Research projects can give many different fort-wide bonuses. For best results, assign <font color\="#AE1CC4">engineers</font> to research in a laboratory.

tutorial\_workshop\_picture = workshop

tutorial\_workshop\_caption = Crafting

tutorial\_workshop\_text = Assign survivors to craft items in workshops, from ammunition to anti-zombie traps once they are researched in a lab. <font color\="#AE1CC4">Engineers</font> are faster at it.

tutorial\_useless\_picture = building

tutorial\_useless\_caption = Useless Building

tutorial\_useless\_text = Some buildings have no use to us. We should have a <font color\="#0DBA00">builder</font> replace these with something better. Farms are a good bet since there's only so much food to scavenge out there.

tutorial\_radial\_picture = radial

tutorial\_radial\_caption = Mission types

tutorial\_radial\_text = Drag survivors onto buildings to assign them to missions. Stack extra survivors on to finish missions faster and with less danger.

tutorial\_stack\_picture = stack

tutorial\_stack\_caption = Stacked Survivors

tutorial\_stack\_text = [Tap] (or [tap] and hold) a stack of survivors to spread them apart so you can select individuals. Survivors assigned to missions together may become friends... or enemies.

tutorial\_colinPanel\_picture = dianeRun

tutorial\_colinPanel\_caption = Diane Moon

tutorial\_colinPanel\_text = [Tap] a survivor's name to see their skills and other information.

tutorial\_skills\_picture = skills

tutorial\_skills\_caption = A level 4 leader

tutorial\_skills\_text = Every survivor learns one skill: <font color\="#003EBA">leaders</font> by leading, <font color\="#0DBA00">builders</font> by building, and so on. They can change by training at a school. You're special [Name]: you can improve all five skills.

tutorial\_missionDanger\_picture = missionDanger

tutorial\_missionDanger\_caption = A dangerous mission

tutorial\_missionDanger\_text = Survivors can be injured or killed if they scavenge too far away or head out to kill zombies without scouting first. Drag on an extra <font color\="#EC1C24">soldier</font> to make a mission safer.

tutorial\_starvation\_picture = starve

tutorial\_starvation\_caption = Starvation!

tutorial\_starvation\_text = Adults need to eat 1 food ration per day. Running out upsets everyone, and people may stop working, become sick, or leave the city. Scavenge or reclaim a farm so we have something to eat.

tutorial\_hurt\_picture = hurt

tutorial\_hurt\_caption = Injury and death

tutorial\_hurt\_text = If someone gets injured, lucky for them it wasn't worse. They'll have to spend a few days recovering before they can work again. People recover faster in hospitals.

tutorial\_happiness\_picture = happiness

tutorial\_happiness\_caption = Keep them smiling

tutorial\_happiness\_text = See that smiley face on the left? That's the average happiness of our survivors. If it's low people might refuse to work, or worse. Churches, bars, and time off missions make people happier.

tutorial\_speed\_picture = speed

tutorial\_speed\_caption = Speed controls

tutorial\_speed\_text = Adjust the game's speed via the clock icon at the bottom right. If you switch it to paused, you can play in turn-based mode instead.

tutorial\_zombieUnit\_picture = zombie

tutorial\_zombieUnit\_caption = A massed zombie horde

tutorial\_zombieUnit\_text = When zed gather beside our walls they turn into a dangerous massed horde. It will attack soon, so better post someone on guard duty beside it. <font color\="#EC1C24">Soldiers</font> make the best defenders.

tutorial\_dangerHigh\_picture = highDanger

tutorial\_dangerHigh\_caption = High danger level

tutorial\_dangerHigh\_text = Zombies are massing at our walls! They'll attack the weakest adjacent building soon. The danger icon at the bottom left shows how bad it will be.

tutorial\_unpause\_picture = speed

tutorial\_unpause\_caption = The go button

tutorial\_unpause\_text = Press the GO button to start time ticking. The game will pause automatically when a menu is showing.

tutorial\_factions\_picture = factions

tutorial\_factions\_caption = Gustav the Trader

tutorial\_factions\_text = Other factions have their own forts here in [CityName], and they aren't necessarily friendly. If they like us they'll send trading convoys. If not, watch out for raiders.

tutorial\_oneuse\_picture = resources

tutorial\_oneuse\_caption = Resources

tutorial\_oneuse\_text = Looks like you've got an instant-use item. [Tap] one of the resource buttons to the left to open the resources info menu. You can check the fort's inventory and use instant-use items from there.

tutorial\_materialsLow\_picture = resources

tutorial\_materialsLow\_caption = Low on Materials

tutorial\_materialsLow\_text = We're low on materials. Our <font color\="#0DBA00">builders</a> need them to reclaim or build buildings. We can get more by demolishing buildings or chopping wood in the forest.

tutorial\_ammoGone\_picture = resources

tutorial\_ammoGone\_caption = Out of Ammo

tutorial\_ammoGone\_text = We've run out of ammunition. Any guns our survivors have equipped will no longer give a defensive bonus. Our <font color\="#AE1CC4">engineers</font> can craft more ammo in a workshop.

tutorial\_equipment\_picture = equipment

tutorial\_equipment\_caption = Out of Ammo

tutorial\_equipment\_text = Each survivor can hold one weapon and one tool that improve their skills. If you find a piece of equipment in an event, [tap] on the +1 equipment icon to equip it.

tutorial\_houses\_picture = houses

tutorial\_houses\_caption = Need More Houses

tutorial\_houses\_text = Suburbs and apartment buildings each have room for [numColinsPerSuburb] survivors. We're full up, so we will need to reclaim or build more houses before we can recruit anyone else.

tutorial\_policies\_picture = policy

tutorial\_policies\_caption = Policies

tutorial\_policies\_text = Policies have permanent effects for the fort after you choose them. They can be changed later from the Government tab of the info menu.

tutorial\_infoMenu\_picture = resources

tutorial\_infoMenu\_caption = Info Buttons

tutorial\_infoMenu\_text = [Tap] any of the icons along the left of the screen to open the info menu. It'll let you keep tabs on survivors, resources, other factions and government management.

tutorial\_goal\_picture = dianeKill

tutorial\_goal\_caption = Diane Moon

tutorial\_goal\_text = Hey, looks like we're still alive! Good start. Remember our goal here in [CityName] is to grow our fort to at least [completionGoal] buildings.