

They Are Millions Guide

“In a post-apocalyptic world, where all that remains are steampunk villages and zombies, you must take the mantle and ... survive...”

They Are Millions is an RTS game where the goal is to survive for 10 days. Zombies will be repeatedly coming to your home base, you will need to gather resources, continue your colony, and defend against the onslaught of zombies.

Buildings

In They Are Millions, there are four types of buildings, ‘Colonists’ that increase your human colony capacity, ‘Resources’ which increase your resource gather capabilities, ‘Military’ which attack the zombie onslaught, and ‘Defense’ which helps protect your base

Colonists

The colonists tab has three different types of buildings, a wood house, a stone house, and an apartment complex, each providing you with workers which you can use to power defence, military, or resource gathering buildings.

Resources

The resources tab has four different types of buildings, a fisherman cottage which helps you gather food from the sea, a farm which helps you gather food from land, a quarry which helps you gather ores for buildings, and a sawmill which helps you gather wood for buildings.

Fisherman's Cottages must be placed near water blocks, the more water blocks that surround it, the more food you can gather. Farms must be placed near dirt blocks, the more dirt blocks that surround it, the more food you can gather. Quarries must be placed near rocks, the more rocks surround the quarry, the more ore you can gather. Sawmills must be placed near trees, the more trees that surround it, the more wood you can gather.

Military

The military tab spawns different controllable units for you to use against the zombie army as well as two ranged buildings that attack zombies. Soldiers are a short-ranged, versatile, jack-of-all-trades unit. Rangers are quick, mid-range units that are good for scouting. Snipers are slow-moving, slow-attacking, high-range units that are good for defense. Titans are high-damage, slow-moving, mid-range, high-health units that are also good for defense. Ballistas are low-damage, high-fire-rate, high-range buildings. Machine Gun Turrets are low-fire-rate low-range high-damage buildings.

Defence

The defence tab places walls and gates made of either wood or stone to help defend your base, units, and buildings. Stone placements are sturdier but cost more to build. Wood placements are less sturdy but are cheaper to build.

Unit Selection

You can select singular units by clicking on them. You can select multiple units by left-clicking and dragging to create a selection box. You can move your units by right-clicking them to a position

Zombies

Zombies are hungry, rambling, shadows of the former selves. They attack the first thing they see and only have one thing in their mind: you. There are three types of zombies, regular zombies, infected harpies, and infected venoms. Regular zombies are recently turned humans, they are slow moving and by themselves aren't much of a danger but in a horde they are dangerous. Infected Harpies are quick moving, fast-attacking turned humans who mutated after exposure to radiation.(talk about when they first enter in a wave) Infected Venoms are slow moving, high-range turned humans who mutated after a failed cure.