

Simple Beamer Class

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April 24, 2019

Game type

Simple
Beamer Class

Game Type

Story

Gameplay

Buildings

Score

- Turn based
- Strategy
- Resource management
- Apocalypse preparation

Story

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- The world is ending in nuclear fire and your job is to keep your citizens safe. To do this, you need to reallocate resources and fortify buildings while choosing whether or not to tell your citizens of their impending doom. However, you don't have much time, and you need to do your best to avoid panic.

Gameplay

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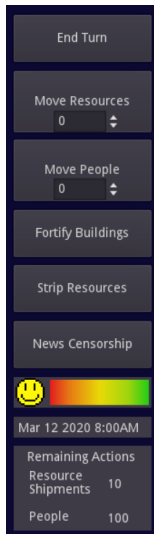
Story

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Score

- Reallocate resources and people
- Designate key buildings
- Fortify key buildings
- Get the highest score possible!



Buildings

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- Stadium - High cost to fortify, but offers a high population capacity
- Factory - Good for starting resources, and has a high base integrity.
- Apartment - Low upgrade cost, decent population capacity, and also good for starting resources
- House - Easy to upgrade, but doesn't offer much else. Good for the early game.
- Farm - Difficult to upgrade, but offers more resources, beneficial for end game.

Score

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- Population - Saving as many people as possible is the ultimate goal
- Resources - Determines for how long your people survive
- Structural Integrity - Determines which buildings will survive the initial nuclear blast.