The following is a list of “unspoken rules” to map building in Project Zomboid.

Following this ruleset will allow you to create the same object in the vanilla game.

**For example:** In order to draw a matching road to connect to the existing road in the game paint your road 3 pixels wide to equal a 1 lane road.

* 3px 1 lane road
* 6px 2 lane road
* 9px 3 lane road
* 12px 4 lane road
* 15px 4 lane road w/ center lane