

Noel Nova

## **Title: The Contagion Zone**

### **CORE IDEA**

The premise of Contagion Zone raises deep questions about human survival, morality, and truth in the face of collapse. At its core, the game explores not just the horror of infection but the consequences of societal failure when control systems—like quarantine zones—break down.

### **Speculative Qualities**

- **The narrative's willingness to explore uncomfortable themes (collapse of trust, fragility of social order, and the blurred line between humanity and monstrosity) challenges players to look inward, not just outward.**
- **The game world is built around systemic collapse, which allows for emergent storytelling. Encounters with the infected, moral decisions about who to trust, and the**

**discovery of hidden truths create unique pathways for each player.**