Zombinc was a gaming corporation in the business of creating the best zombie game in existence. They had connections to the black market which they used to obtain nanites, to create and control their zombies.

They kidnapped and used non-desirables to test their nanite zombie program. By injecting the nanites into the bloodstream, they were able to not only control these individuals, but also make them have the personality of a zombie.

Nanites were used to create and control zombies. The primary program allowed the zombies to creep, crawl, groan, disassemble/reassemble, groan, and eat. Their memories as humans had been replaced.

The nanites were so advanced, that they healed wounds within seconds. Along with this, when someone is attacked by one of them and receives a wound, some nanites would transfer over and multiply, making new zombies.

(Two months before the zombie outbreak)

Zombinc hired a select group of gamers to control the zombies. The game was made so the nanites would broadcast through the zombies eyes, and make it so the world would look more cartoonish. This was done to make the players believe that they were in the game, not actually moving a body in the real world.

The new zombies, not controlled by player interaction, but stray nanites, went on a rampage. This was the true beginning of the zombie outbreak. After receiving news of the stray zombies, Zombic tried to shut down the program, after they shut down their program, they noticed that the majority of the zombies didn’t shut down. The nanites weren’t responding to the loss of the control signal. Now that the zombies didn’t respond to their controls, Zombic began to hire the people that were beta testers for the game. Their whose role was to hunt the zombies that were still alive after the shutdown.

Their strategy worked, over the last 20 years Zombinc and their hunters had wiped out almost all of the roaming zombies. But they seem to have missed one. His name is Spud.