Setting: At the end of 2021, COVID-19 vaccines were being supplied smoothly and borders were loosened one by one, showing signs of recovery.

However, things started to change ever since a shocking article from New York Times was published in early 2022. The article stated that some of the Covid-19 patients started to show strange symptoms throughout states.

These were not only happening in U.S., but other countries as well. The researchers from laboratories across the world announced that the SARS-CoV-2 has been mutated, causing new symptoms.

Towards November in 2022, the number of mutated Covid patients drastically increased and more research were done. People infected with this new type of virus -people started to call it Covid-Z - suffered three consecutive fevers that came randomly.

About half of Covid-Z patients, after recovering from the third fever, acted like zombies. They were still alive unlike typical zombies. In other words, patients still had heart beating, with no vital signs.

The common symptoms known for Covid-Z were decaying bodies and slow movements. Covid-Z patients recognised living humans as prey, lacking rationality, intellect and social information processing.

The world became chaotic and all borders started to close. Fortunately, people with high level of immunity towards Covid-Z voluntarily became members of the Virus Centre and soon, vaccines for Covid-Z were invented.

Yet, due to the zombies who were roaming the city streets, there were difficulties in the supply of vaccine and some people had to directly go to the laboratory in the Virus Centre and collect the vaccine.

Player: You are one of the people who decided to face the danger and go to the Laboratory for your family and neighbours.

Let choose job? set player name? level?

Story for each location, Hospital: You are now in the hospital. While walking in the hallway, you found the first aid kit near the staircase. Choose: Get/ignore

Not wanting to risk yourself taking the lift in a hospital where the electricity supply seemed to be poor, you decided to go by staircase. At third floor, you found someone walking towards you.

If psycopath: He looks friendly with slightly chubby face, hooded chocolate-brown eyes, round nose and a big smile made by his heart-shaped lips. He realised you coming towards him as well, and he seems to want a conversation with you. (Go and talk with him/ignore)

He was holding a scapel you couldn't see from the distance. He ran towards you so that you failed to escape and got a cut. (deathValue, supposed to fight and kill?) You realised that you are not able to run away, so decided to fight back.

Ignore: You thought that it is weird to have person in the middle of the hospital hallway, so you ignored him and went up the staircase quickly so he wouldn't follow you.

You walked further upstairs and while you walk around fifth floor, you found someone resting in the bed between the curtains in the hospital room.

If doctor: The person is lying on the bed, but still awake. You could see the long blonde sticking out, and she was tossing and turning under the duvet. (choice: talk to her/ignore?)You decided to talk to her, and after a short conversation, you found out that she was a doctor. You showed her the wounds you had on the way to hospital, asking if she could give you some kind of treatment. Fortunately, she gladly helped me. (healAmount)

You thanked her then explained that you were on the way to get a vaccine, and suggested her to accompany me. She accepted without hesitation, and we went out of the hospital together. (teammate)

Ignore: Feeling suspicious, you decided to pass by as if you had seen nothing.

Cottage: You found a cottage while you were looking for a place to hide, avoiding zombies.

Psycopath: Inside a cottage, you saw a glimpse of a child sitting on the cozy sofa in the small living room. She was dozing off, probably because it was warm inside. (approach/ignore) You gently shook the child to wake her up. Actually, she was pretending to be asleep and had a kitchen knife in her hand, hidden behind her. You didn't want to hurt child but at the same time, you couldn't die. Therefore, you had to defend yourself. (deathValue?)

Ignore: You didn't want to wake her up since your initial plan was to take a break for a while, and as she seemed to be comfortable. You crept towards toilet, went in, and carefully closed the door.

huntingkit: Trying to find for something useful, you opened the right shelf and found a hunting kit.

Hunter: Looking around cottage, you then went into the storage room and there was a muscular man who looked mid 30's. He doesn't seem to notice you yet. (approach/ignore) You tapped him on the shoulder and asked what he was doing. He turned out to be a hunter, and stopped by this cottage to find for a useful weapon. He told you that he found AR-15 style 12 gauge with muzzle flash and 2 mags with 10 round capacity in the room. Thinking it would be great to accompany him, I suggested that we go get a vaccine together, and he said yes.

ignore: Seeing the size of a man, you realised there is no way to win him if you got into a fight. Hence, you quietly closed the door.

Road: You are walking down the street looking for an accessible building.

Encounter zombie: You heard the crackling sound coming from chewing pieces of meat and bones. You are feeling short of breath and barely swallowing saliva. Panic-stricken for a moment, you unconsciously dropped onto the floor and your palms touched the rough ground full of dust, but could not even realise it.

You saw the zombie attacking someone, so you stepped back into the bush falteringly. You took a deep breath to calm down, and looked at the zombie to decide whether to fight or not. (fight/ignore) After deciding that you would be able to win zombie, you ran out quickly and attacked. ignore: After trembling with fear, you finally decided to ran away.

Taxidriver: As you kept walking, you found a taxi that seemed to have person inside. You knocked on the door to have a conversation with middle-aged woman inside. She rolled down the taxi window and asked what you were doing on the road, not being in a safe place and you explained her your situation. She said she could drive you to the place where you had to go. (isBlocked) However, the road was blocked so she needed your help to clean beforehand. With her, you managed to organise blocked road and safely go to the next destination. (not) Thanks to her, you could go to the next destination safely and quickly.

Forest: You found a forest and went in wondering if you could hunt for food.

Psycopath: Walking through the damp, dark road, you realised that there was the old man between the trees. He hasn't seen your side yet. (approach) Wondering why he was in the middle of this forest, you approached him with curiosity and tried to talk to him. You didn't know because he wasn't looking in your direction, but he had dead, lifeless looking eyes with stones in his hands. Even before you realise, he looked back at you and started to throw stones towards you. (ignore) You quickly passed by, knowing that it is abnormal to have a person in the middle of this forest after zombie outbreak.

Animal: When you heard the rustling sound between the trees, you were stiffened nervously, but soon realised it was an animal that was making the sound. Going closer, you carefully looked through trees and soon noticed that the animal was a (deer). (hunt) Having been hungry, you decided to hunt after confirming that you didn't have enough food. You successfully hunt and get meat. (ignore) You decided to pass by as you were not confident enough to hunt it.

Zombie: In the middle of the forest, the zombie was finding for the next prey with ears, not eyes perhaps because his eyeballs had rotted. From zombie's mouth, a liquid suitable to express as filth rather than saliva was falling slowly. Your muscles became stiff and bones and joints hardened as if your limbs were binded due to fear. Once you make a big enough sound, the zombie will find you. (attack) You accidently stepped on the leaves, and the zombie sensed you. Now the only way you can survive is to fight back. (ignore) Staring blankly at the wandering zombie, you somehow managed to slowly and silently get back and escape.

Laboratory: Congratulations, you finally reached the laboratory! Thankfully, there are no zombies in as the guard is severe, so you are safe now. You walked into the laboratory, and there are researchers who are ready to provide you with vaccines. With them, even if you are bitten by zombies, you will not be infected.