

Zombie Cinema

ESCAPE

Human community collapses completely. Only individuals might survive.

Zombies exhibit deeper purpose. People betray each other to the zombies.

CHARACTER START

Zombies can get everywhere, escape is the only option. Organization fails.

Weak people give up or break down. Condition spreads along new vectors.

Zombies appear with new abilities or behaviors. The phenomenon is still not fully understood.

Zombies break in, unless stopped by disciplined soldiers or a prepared chokepoint.

Zombies are few and slow, easy to avoid or overcome.

Zombies present a grave danger in open air, but sturdy walls and doors still offer protection.

ZOMBIE START

Zombies appear only indirectly: rumors, delusions and newscasts, for example.