MIRA SAFETY

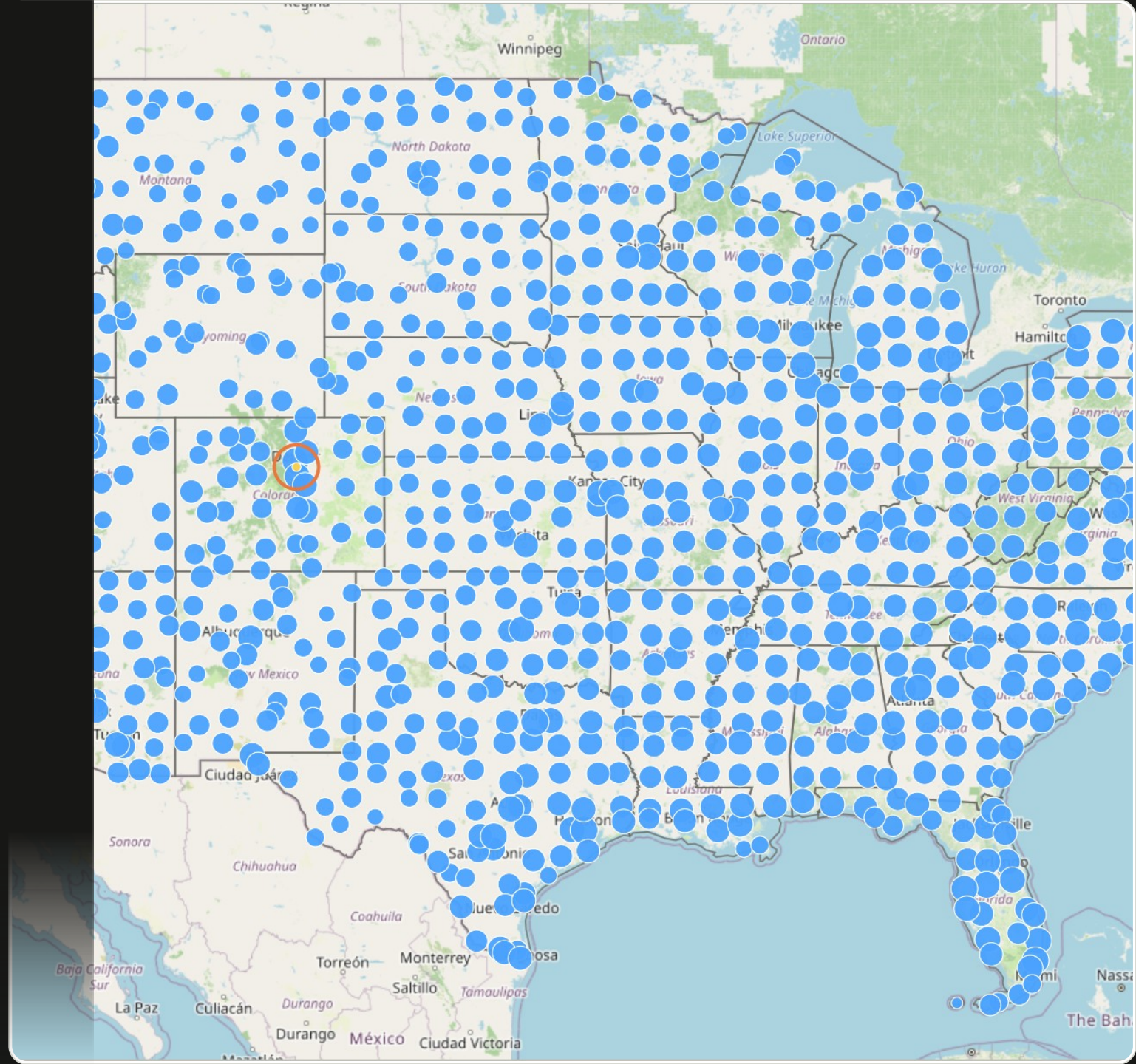
Infection Simulator

Customer guide

How to choose an origin, set the game rules, and follow the changing population.

LIVE PRODUCTION GUIDE

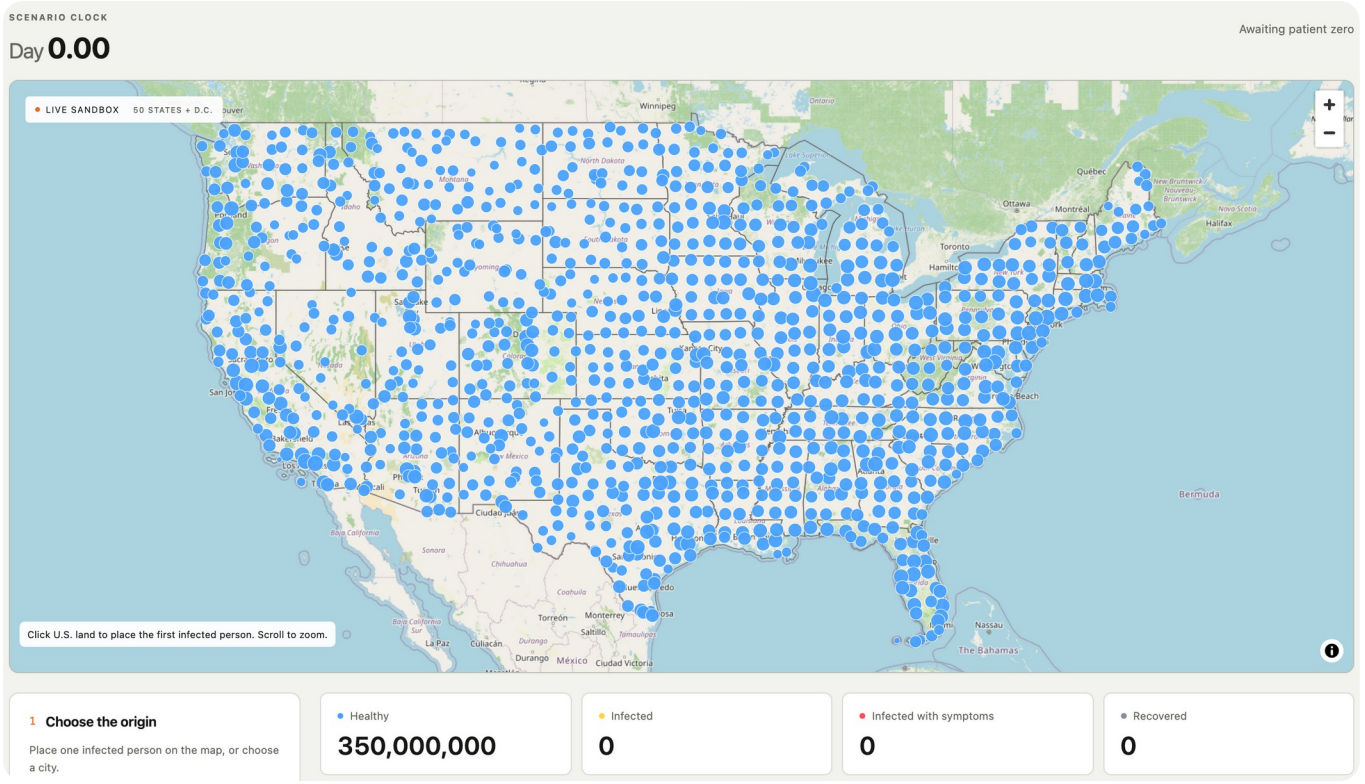
Prepared for customer use · October 2026



ORIENTATION

The Infection Simulator workspace

STANDALONE WEBSITE



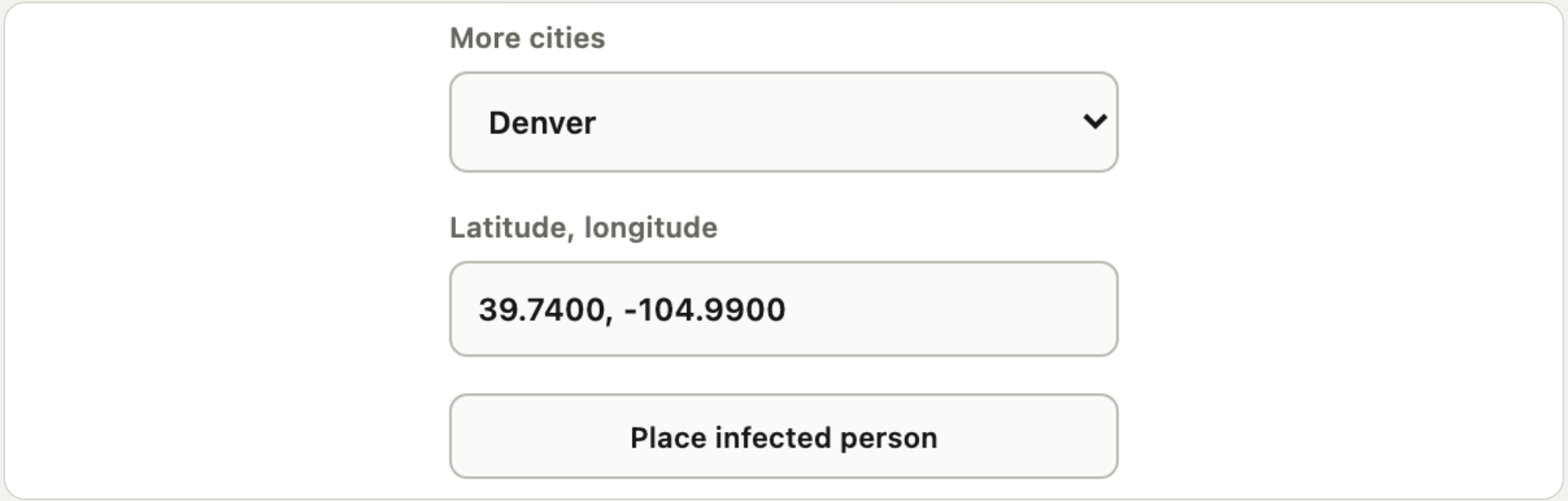
Scenario setup The controls sit below the map on the left. Choose an origin, then set the rules.

Map & results The map spans the page. Population statistics sit below it, beside the controls.

Scroll below the map to reach Choose the origin, Set the rules and Let it unfold.

1. Choosing the starting point

STANDALONE WEBSITE



Click on the map

Choose a land location in the United States. The orange ring marks the starting point.

Choose a city

Select a quick city button or use More cities. Anchorage and Honolulu are included.

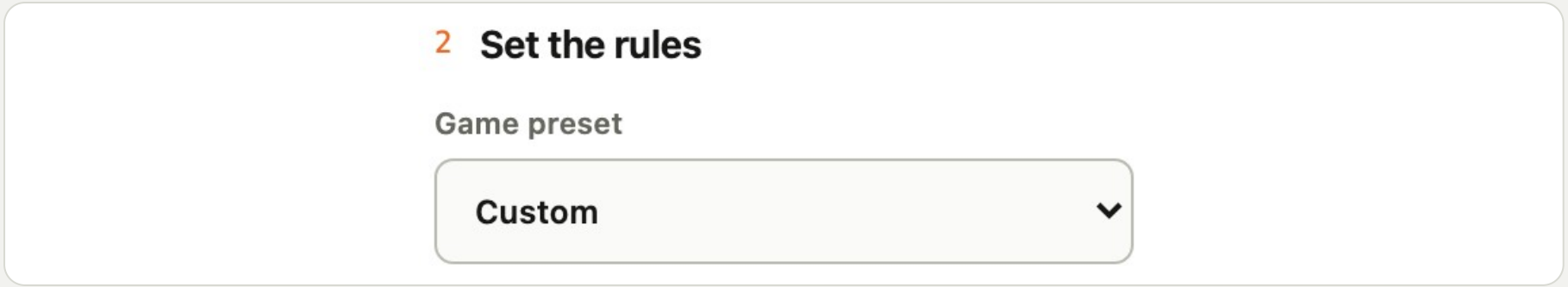
Enter coordinates

Type latitude, longitude, then select Place infected person. Check the orange ring before starting.

A new scenario begins with one infected person. Canada, the ocean and other countries cannot be selected.

2. Presets and custom settings

STANDALONE WEBSITE



Game preset

Choose one of seven named presets. Each loads the incubation period, active period, infection chance and wandering speed.

Custom rules

Choose Custom or edit a field to create your own game settings. Editing a preset changes the selection to Custom.

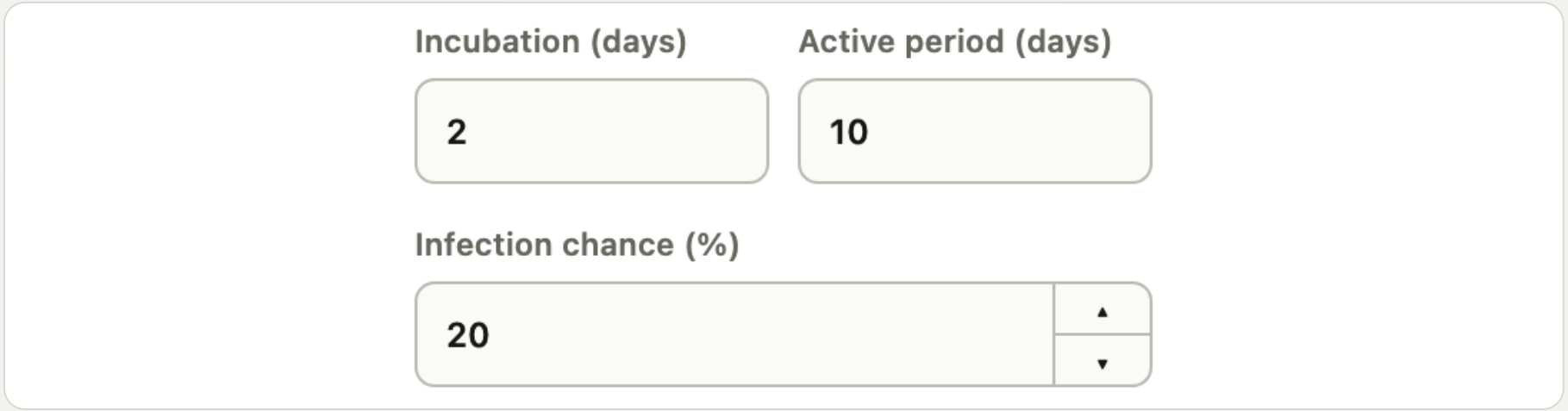
Fictional scenarios

The preset names describe arcade scenarios. Their values do not reproduce the clinical behavior of the named diseases.

Choose your preset before starting. After time advances, Reset scenario unlocks the rules again.

3. The rules explained

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Incubation (days)

0-30 game days in the yellow stage. Yellow points can infect others in this game.

Active period (days)

1-30 game days in the red stage. When this period ends, the point becomes gray.

Infection chance (%)

0-100% per game encounter. Type a value or hold an arrow. An empty field becomes 0.

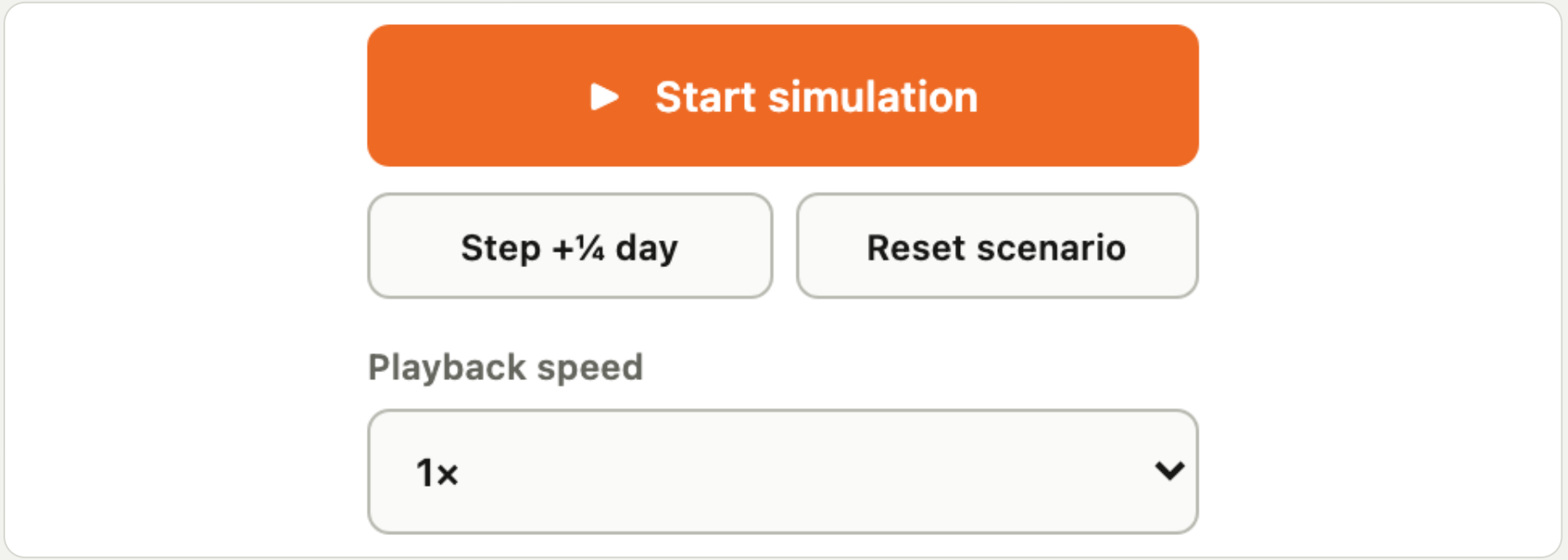
Wandering speed

Slow, Normal or Fast changes local wandering. Red points move at 30% of the selected speed.

Both yellow and red points can infect others. The percentage is a game rule, not a daily infection rate.

4. Starting, pausing and stepping

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Start / Pause / Resume

Step +¼ day

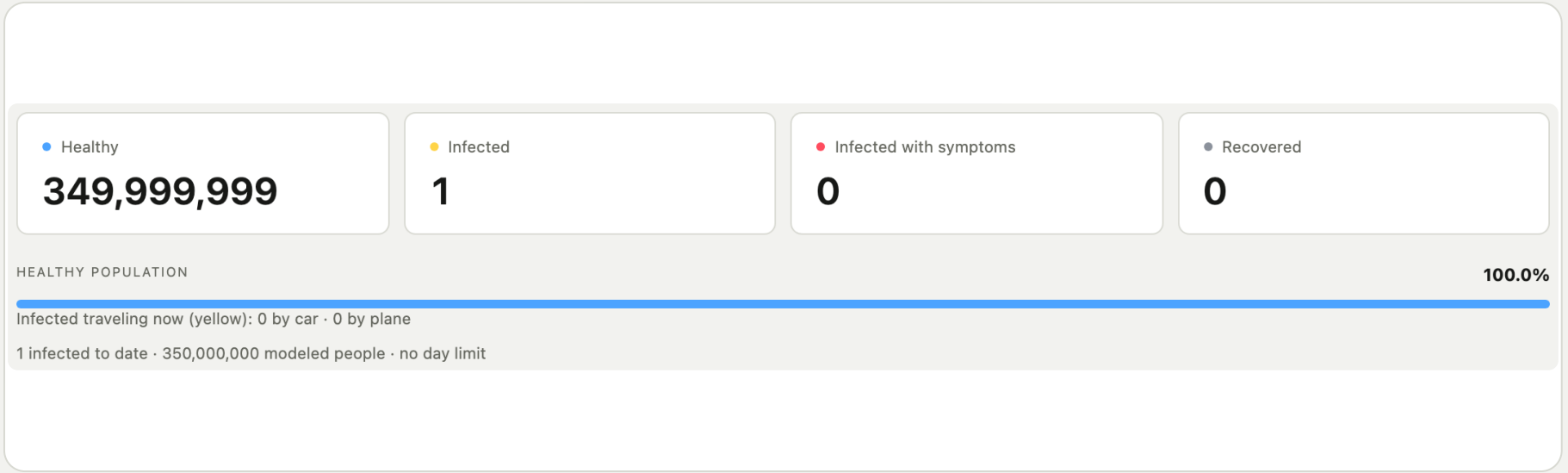
Playback: 1× / 4× / 16×

Start simulation begins the game. Pause freezes it and Resume continues. A step advances 0.25 day. Playback speed changes the clock rate.

There is no day limit. The game ends when no healthy people remain or no yellow or red infections remain.

5. The four population states

STANDALONE WEBSITE



Healthy (blue)

People who have not been infected in the current game. They wander locally.

Infected (yellow)

People in the incubation stage. They can infect others and take game trips.

With symptoms (red)

People in the active stage. They can infect others, move more slowly and stay local.

Recovered (gray)

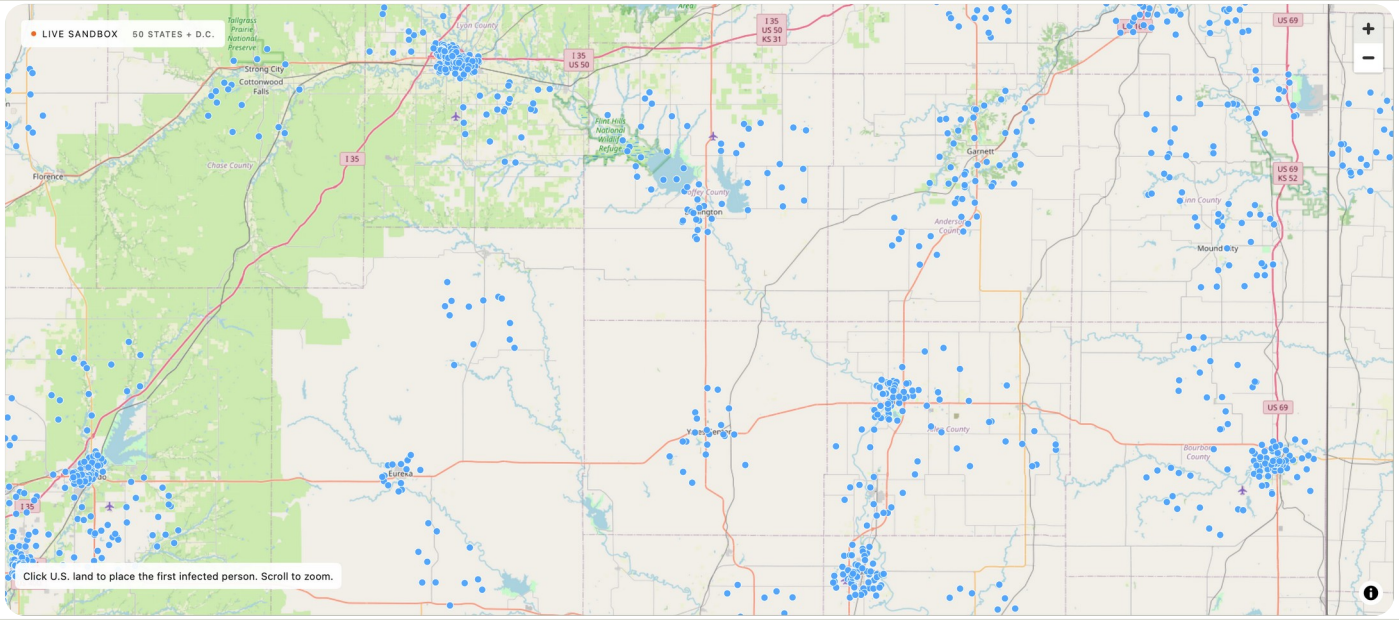
People who finished the active period. They keep moving and cannot infect others again.

The four population counts always add up to 350 million. The Healthy bar shows the share still uninfected.

READ THE MAP

6. Zoom, movement and population

STANDALONE WEBSITE



Zoom and pan

Use + and - to zoom. Drag the map to explore. Pause makes the view easier to inspect.

More detail nearby

Zooming in reveals more independently moving dots. Zooming out shows a smaller overview.

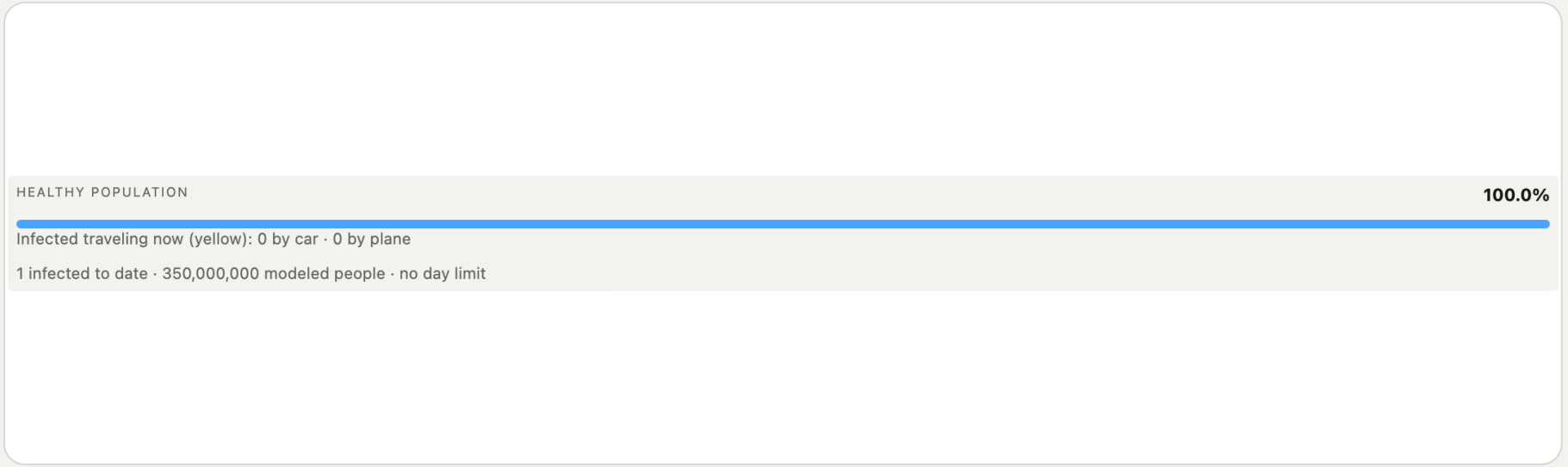
Population groups

Dots represent groups of modeled people. The map uses Census population shares, scaled to 350 million.

The game covers all 50 states and D.C. Individual positions and encounters are synthetic.

7. Local movement and city trips

STANDALONE WEBSITE



Local wandering

All colors wander randomly. Points do not chase healthy people.

Cars and planes

Only yellow points take trips between settlements or city hubs. Red points stay local.

Alaska and Hawaii

Travel to the Lower 48 uses planes. Cars stay on the same landmass.

Travel counts

The line below the Healthy bar counts modeled yellow people currently traveling by car or plane.

Trips are synthetic game events. Real roads, airport operations and travel schedules are not modeled.

8. Repeating and sharing the game

ARTICLE / EMBEDDED VERSION



Repeat a scenario

Reset scenario returns the clock to Day 0 with the same origin and crowd. Change the rules, then start again. Record the settings when comparing runs.

Website or article

Use the Infection Simulator tab or play inside the article. The embedded version uses the same controls. Share the page URL and your settings separately.

Scope of the game

Infection Simulator is a fictional infection sandbox. It uses synthetic encounters and trips. It does not predict real cases, treatment effects or medical outcomes.

The page URL opens the game. It does not save your current settings, population state or simulation progress.