

SETUP:

Player Team starts at the 1 square. Zombies start at the Z! square. Place two tokens on the “saved in the nick of time” meter of the board for every player. These can be spent for reprieve at any point.

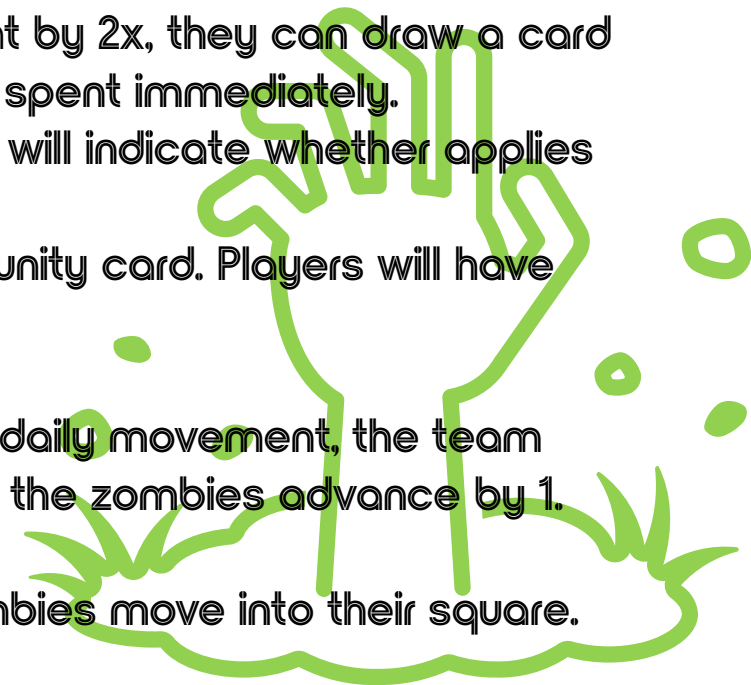
HOW TO PLAY:

Teams should be made up of 1 - 4 players. At the beginning of the game, each player must make a daily commitment (ex. number of words, time spent writing, etc.). If players quit or complete before the game is over, the rest of the team can proceed.

TURN ORDER

- 1. TEAM MOVEMENT.** To advance 1 square, all members of the team must meet their daily commitment.
- 2. DRAW CARDS.**
 - **YOU'RE WELCOME.** If a team member exceeds their daily commitment by 2x, they can draw a card from the You're Welcome Deck, which can be saved for future use or spent immediately.
 - **EVENTS.** If team moves onto a blue square, draw an event card. Card will indicate whether applies immediately or the following day.
 - **OPPORTUNITY.** If team moves onto the purple square, draw an opportunity card. Players will have option to pursue the opportunity the next day.
- 3. ZOMBIE MOVEMENT.** Each day, except day 1, after the team has resolved daily movement, the team must roll a dice for movement of the zombie horde. If the roll is 3 - 6, then the zombies advance by 1.

GAME END. The team wins by reaching Square 50 alive. The team loses if the zombies move into their square.



EVENT DECK

UNEXPECTED HELP

You hear the moan of zombies coming closer – when suddenly arrows whistle through the air. There's an unknown person on the roof shooting at them!

Zombies don't move next turn.

FIRE

You siphon gasoline from a car, and sprinkle it across the street. With one strike of a match, a wall of fire roars up. Good for now, but how long will it last?

Zombies retreat 1 square

GRANDMA'S ATTIC

You remember that Grandma kept something in the attic – yes, here it is, her old revolver with two bullets still in the chamber.

Draw an extra You're Welcome for the Group

SNOWSTORM

A bit unseasonal, but whew, it's snowing thick and fast. Climate change. Zombies don't seem to like this much. Good time to hole up and catch your breath.

Daily requirement is ½ for 3 days across the team

JUST A BIT FARTHER

If can just go a bit farther, there may be a drug store down the block that hasn't been completely raided.

Anyone who exceeds daily requirement at all for following day gets a You're Welcome card

YIKES

One of the team has tripped and fallen and the horde is closing in. This could be the end...

1 person must work 2x tomorrow (or 2 people work 1.5x etc.) or lose half your YW cards.

SHHH

You didn't mean to knock over that shelf of metal paint cans in the garage but Wow, that was loud!

After rolling for zombie movement at end of day, roll again. If you get 5 - 6, advance zombies 1 square (unless relevant YW card played)

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BOTULISM

Ugh the only thing worse than zombies is zombies and food poisoning. Something you ate was no good.

Discard a YW card if you have one. If you don't nothing happens.

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OPPORTUNITY DECK

FOOD STASH

Find someone's basement Costco stash.

If every member of the team achieves 150% of their goals, advance 2 squares. If you fail, roll 2x (instead of 1x) for potential zombie advance.

RAID A STORE

Looks like they still have stuff in there.

If every member of the team achieves 200% of goals, move forward an extra square. If you fail, roll 2x (instead of 1x) for potential zombie advance.

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TREEHOUSE

It looks like a great place to hide because zombies can't climb...right?

Each player has option to work 150% to earn a You're Welcome card. If anyone fails, roll 2x (instead of 1x) for potential zombie advance.

GAS STATION

What's in the backroom?

If more than half the team works 200%, zombies retreat 1. If anyone fails, roll 2x (instead of 1x) for potential zombie advance.

SCHOOL

The janitor had some useful stuff in the broom closet, but is it worth the risk?

Each player has option to work 150% to earn a You're Welcome card. If anyone fails, roll 2x (instead of 1x) for potential zombie advance.

RESTAURANT

Should have lots of knives and stuff. Maybe also zombies.

Each player has option to work 150% to earn a You're Welcome card. If anyone fails, roll 2x (instead of 1x) for potential zombie advance.

BASEMENT

A quiet hiding spot - just don't get trapped there.

Each player has option to work 150% to earn a You're Welcome card. If anyone fails, roll 2x (instead of 1x) for potential zombie advance.

CREEPY ATTIC

Safer because you can see them coming...as long as they aren't already there.

Each player has option to work 150% to earn a You're Welcome card. If anyone fails, roll 2x (instead of 1x) for potential zombie advance.

YOU'RE WELCOME DECK

SOME GUY'S
RUSTY AXE

1 DAY REPRIEVE

SOME GUY'S
RUSTY AXE

1 DAY REPRIEVE

A GOOD
SHARP
KITCHEN KNIFE

1 DAY REPRIEVE

A GOOD
SHARP
KITCHEN KNIFE

1 DAY REPRIEVE

ROPE

1 DAY REPRIEVE

SOME GUY'S
RUSTY AXE

1 DAY REPRIEVE

SOME GUY'S
RUSTY AXE

1 DAY REPRIEVE

A GOOD
SHARP
KITCHEN KNIFE

1 DAY REPRIEVE

A GOOD
SHARP
KITCHEN KNIFE

1 DAY REPRIEVE

AXE ... BODY
SPRAY

Sub
alternative
writing work
for one day

TWO BY FOUR

Sub
alternative
writing work
for one day

A STRONG
DOWNWIND

Prevent
zombie
advance 1
time

MEAT LOCKER

Prevent
zombie
advance 1
time

FLOCK OF
WILD TURKEYS

Prevent
zombie
advance 1
time

TENT SPIKES

Prevent
zombie
advance 1
time

YOU
NEIGHBOR'S
SLIP N SLIDE

Prevent
zombie
advance 1
time

BAND AIDS

1 player only
needs to hit ½
of daily target

ROPE

1 DAY REPRIEVE

DUCT TAPE

1 player only
needs to hit ½
of daily target

DUCT TAPE

1 player only
needs to hit ½
of daily target

CANDY

1 player only
needs to hit ½
of daily target

CANDY

1 player only
needs to hit ½
of daily target

BAR OF SOAP

1 player only
needs to hit ½
of daily target

BAR OF SOAP

1 player only
needs to hit ½
of daily target

CLEAN T-SHIRT

1 player only
needs to hit ½
of daily target

CLEAN T-SHIRT

1 player only
needs to hit ½
of daily target

BAND AIDS

1 player only
needs to hit ½
of daily target

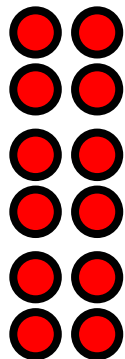
GAME TOKENS



Team token



Zombie token



Saved in the nick of time tokens