They're Coming! For your Brains and your Jobs!
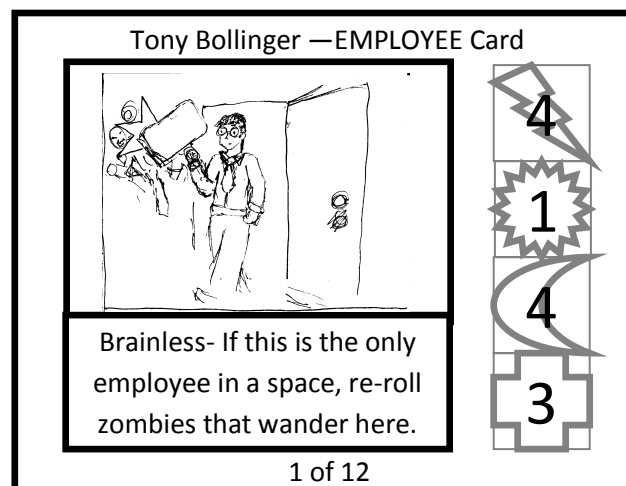
Premise

The dead have risen from the grave! And to make matters worse, they are competing with us for our employment. The new interns at the office are useless and incidentally zombies who craves human flesh. A zombie plague is spreading around the workplace, and the boss is doing nothing to stop it. How long can you stay alive AND employed?
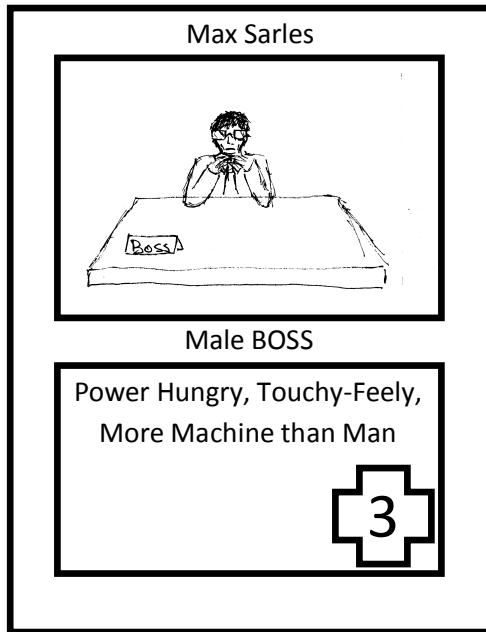
Components

Game Board: The game board represents the office space, and is separated into the following sections: The Boss's Office, the Manager's Office, the Break Room, the Copy Room, the Restrooms, and the Cubicles. Employees, players, and zombies move across the board in a chaotic scramble as the players are desperately trying to avoid their undead co-workers. Each space has a group of numbers associated with them (for example, boss's office has **1**: 1-3). These are used to help randomize movement during the wandering step of the turn.

Employee Tokens: These represent non-player employees throughout the game. As the game goes on there will be fewer employees and more zombies, so the game is constantly becoming more treacherous. Employee tokens only have a health value, and always fail zombie encounters.

Employee Cards: The employee cards represent the employees that are most determined to survive the zombie outbreak. Players are given an employee card to start the game with, and when a player dies or becomes fired, they can sometimes continue playing again as another employee if not as a zombie. Each employee card has a name, four stats (run, fight, hide, and heath), and a special ability. The lightning bolt is run, star is fight, moon is hide, and the cross is health.

Tony Bollinger —EMPLOYEE Card

4

1

4

Brainless- If this is the only employee in a space, re-roll zombies that wander here.

Max Sarles
[boss illustration]
Male BOSS
Power Hungry, Touchy-Feely, More Machine than Man
3

Boss Cards: Bosses are the oblivious enablers of the zombie plague in the work place. Each boss has 3 flaw-traits that affect how event cards are resolved. Examples might be Anger issues, Touchy-Feely, More Machine than Man, Power Hungry, ect. As event cards are resolved, they have alternate effects that are triggered by a boss card's flaws, which add variation and flavor to the game.

Event Cards: Event cards are resolved each player turn, and have a wide range of effects such as meetings, layoffs, new policies, ect. These are a mix of positive and negative outcomes that can be made better or worse by boss flaws. For example, a no-tolerance violence policy might be negated by a boss with Anger Issues. Sub-types of events might stick around (such as policies) while others can replace the wander phase (such as a meeting).

Asset Cards: Asset cards are rewards that players begin with, and that can be earned through Event cards. They make surviving the work place easier, and they usually break down to tech, achievement, deployable, and other. These can give you bonuses to rolls or re-rolls, heal injuries or strikes, or allow you to skip or negate effects. An asset like Blackmail can even make you invulnerable to strikes or firing until the boss changes.

Player Tokens: These are tokens to represent the player-employees, and they are numbered 1-7. Each player picks a number they will be represented by, and their character's token displays their number.

Zombie Tokens: Zombie tokens are cardboard pogs/chips that represent zombies. They have different numbers to determine how difficult they are to escape or defeat in the lower left corner, and numbers that determine when they wander in the upper left hand corner.

6-sided die: The game uses two 6-sided dice to resolve wandering, and a single 6-sided dice to resolve zombie encounters.

Other tokens: Keep chips or extra dice on-hand to keep track of injuries or strikes that character incur throughout the game.

Setup

Preparing the board: To build the board, print off all 4 pages of the game board and arrange them so that the black borders line up and the copy room and break room are complete.

Preparing the cards and tokens: Print off and cut-out the employees, assets, events, and bosses and shuffle them into separate piles. Also print and cut-out the employee, player, and zombie tokens.

Other Setup: Place employee tokens on each of the non-intern cubicle spaces and one in the manager's space. Then deal and a boss card to the boss's office space. Place the zombie interns in the intern cubicles, and deal each player an employee card.

Put in-place the starting policy cards (3-strikes no-violence policy, 3-strikes productivity policy, no-tolerance sexual harassment policy).

Each player swaps an employee token with their player token, and each player draws 3 assets unless otherwise stated on their employee card. Each player rolls 2d6 and adds them together. The player with the highest roll takes the first turn.

Basic Rules

A player wins the game if they are the last employee alive and employed. If an employee other than a boss dies or is fired, they are replaced by a randomly chosen face-down zombie that is inactive until the next turn. If a boss dies or is fired, replace it with the next boss in the stack.

Full Game Round: a game round occurs when each player has taken a turn. Any card or rule that refers to a full game round, it begins when the card is used and ends when that active player takes their next turn.

The Turn

1. **Event**: The Active player picks-up an event and puts it into play, resolve the effect of the card. Be sure to also apply the modified effect if your boss has the flaw displayed on the alternative effect part of the card. Some events resolve in unusual ways as described in the exceptions section. Any time an employee is fired or killed prior to the zombie encounter step, the new zombie is added face-down and is inactive until the end of the turn.

2. **Employee Wander**: The active player rolls a D6 to determine how many employees will wander. The active player removes employees from the board equal to the number rolled. An employee can choose themselves, and if they do they immediately move to another space on the board.

Then the player rolls another D6 to determine which zombies will wander. Each zombie has a number or range of numbers in their upper left hand corner, and if the number you rolled is included in that range of numbers, that zombie is also removed from the board.

The active player then randomly determines where the wandering employees and zombies go one at a time in any order by picking an employee or zombie removed from the board, rolling 2D6, and placing the character on the corresponding space. The two dice should be different colored, and decide which dice will be the first value and which is the second value. Any time your first value is a 6, the active player chooses where the employee or zombie wanders.

3. **ENCOUNTERS**: A zombie encounter occurs after all wandering has resolved, and there is at least one zombie in a space with at least one non-zombie. Non-player employees will always fail a zombie encounter, and immediately take an injury. If an employee is killed or fired during this step, a new zombie is added to the space at random face-down and inactive until the next turn. Then, starting with the active player and going clockwise, resolve each zombie encounter with a player first. Players confronted with a zombie must run, hide, or fight.

Roll a D6 and add your stat, and the bonus and/or penalties from items as needed. If you roll equal to or greater than the zombie's difficulty value you succeed in the encounter.

     -Run success causes you to immediately wander to a random space other than the space you are currently in, however on a 6 on the first value the active player can choose where you end up. Running to another space with at least one zombie requires you to choose to run, fight, or hide again. When running from multiple zombies, use the highest zombie's difficulty +1 for each additional zombie.

     -Fight success flips the zombie token over, and the zombie is inactive until the next turn. If multiple zombies are in your area, use the highest zombie's difficulty +1 for each additional zombie. Also you only need to stun 1 zombie no matter how many there are in the space. Other players in the same space also ignore a knocked down zombie, but if there are other zombies in the space they will need to resolve an encounter with them.

     -A hide success causes the zombies to wander to random spaces, and if the zombie wanders back to the original space you must re-roll your hide until no zombies return to your space. When hiding from multiple zombies, use the highest zombie's difficulty +1 for each additional zombie. If you successfully hide and there are other players in the space that haven't resolved zombie encounters yet, the zombies stay unless the last player chooses to hide.

     -Any time you fail an encounter, you suffer 1 injury regardless of how many zombies are present. An unmodified roll of a "1" is always a failed encounter regardless of bonuses, and an unmodified roll of a "6" is always a success regardless of difficulty.

4. Next turn: Flip back any zombies not flipped over this turn. The next player in clockwise order becomes the active player and the process starts over.

Character Death: If an employee other than a boss dies or is fired, they are replaced by a randomly chosen face-down zombie that is inactive until the next turn. If a boss dies or is fired, replace it with the next boss in the stack.

Come-back Mechanic: Death and layoffs in this game can be swift and arbitrary. When a player dies or is fired, and there are non-player non-boss employees left on the table, the player removes one of their choice and puts their player token there drawing a new employee card and three new assets. If the removed employee had any injuries, transfer them to your new character. If there are no such employees left to switch with, you continue playing as the zombie that replaces your character (choosing where you wander when you are active player), though you don't benefit from assets because zombies aren't smart enough to use them. You are free to exact your revenge on your friends who are still alive.

Unusual card types: Some event and asset cars have rules that are not fully expressed by the cards themselves. Any card with a sub-type from the list below has all of its corresponding rules as well.

Meeting: When a meeting event card is drawn, every non-player employee goes automatically and players can choose to skip a meeting by taking a strike. During the meeting itself, the zombies are too confused by the meeting environment to attack anyone. However after a meeting is over, every employee that wend will automatically wander.

Policy: Policies are set aside and are rules that affect the game until struck down by other cards. There are 3 starting policies that begin the game in this position and never get struck down.

Deployable: When a player draws a deployable asset, they must immediately place that asset in any space that it allows. You don't have to be in the space that the asset is placed in.

Living Dead: Bosses that have the living dead flaw are also zombies. Despite their undead state they can still give strikes and fire employees.