



ZOMBIE APOCALYPSE

The Parlour Game

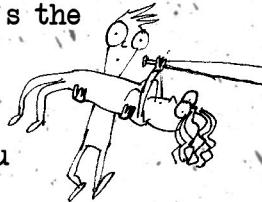
THE END



BLISS - Both you and your buddy escape through the same doorway, window, air vent or whatever. You get to live on a desert island forever, together. Well done.

BITTER SWEET - Both you and your buddy escape, but through different exits. You'll never know if they got ripped to pieces only a few minutes later... Still, you're alive. And that's the main thing.

BITTER NASTY - You made it, but your buddy didn't. Something you'll learn to deal with in time... Unless you smashed them to the ground on your way to the door?



HEROIC AND/OR STUPID - You ended up zombie meat but your buddy made it.

NATURAL SELECTION - Both you and your buddy ended up zombies. Fucking useless.

NO BUDDY - You were one of the initial wave of zombies! It's people like you that cause Apocalypses in the first place.

VARIATIONS

YOU NEED YOUR SHOES -

Everyone takes off their shoes and they all get thrown around the room at the beginning of the game. If you escape, you can be ranked by what shoes you manage to escape with. From best to worst: Both your original shoes; a matching pair; one of your original shoes; an odd pair; a single shoe; no shoes at all.

PET LOVE - Place any number of pets in the room. The first person to pick up a pet gets it as their buddy. Escaping with a pet alive counts as a 'Bliss' win. Pets can't be Zombies.

BIRTH OF THE MASTER RACE - Only the first pair of buddies to escape the room are in 'Bliss', everyone else falls into the useless and dead category.

