

1001 uses for zombies in gaming

Presented by zombiesoftheworld.com and Role Playing Public Radio

art by Ean Moody - moodyillustrator.com

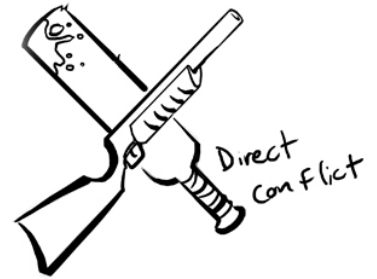
Zombie type – roll 1d10

1. Lone zombie
2. Horde – one direction or location
3. Infected human
4. Survivors vs. Zombies – fighting or evading the undead
5. Hidden zombie
6. Surrounded by zombies - most or all exits cut off
7. Zombie siege – only safety is in a building/location
8. Survivors not attacking zombies - capture/study/hide
9. Multiple hordes – two or more directions/locations
10. Organized Resistance vs. zombies



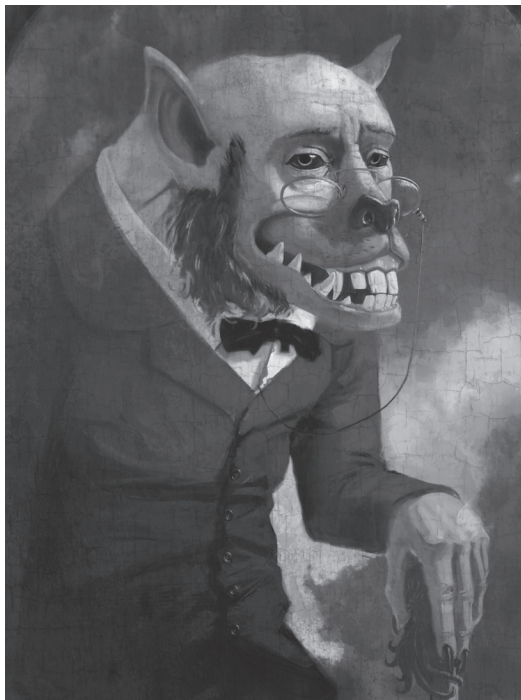
Conflict Goal – roll 1d10

1. Travel – the protagonists must go through the location
2. Get an item – item can only be reached by resolving conflict
3. Rescue – save one or more survivors from danger
4. Hide from a threat - disabling or destroying threat not possible
5. Disable or hinder a threat – temporarily stop or weaken a threat
6. Destroy a threat – permanently eliminate a threat
7. Gather information – the only way to gain the info is to resolve the conflict
8. Internal Motivation – the goal is set by the personal motives of the characters
9. Control location – hold or use a location
10. Recruit survivors – get the help of other survivors



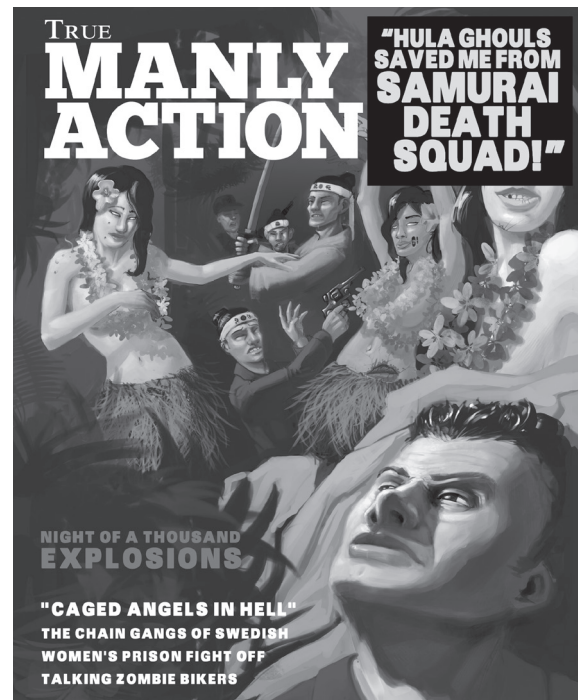
Conflict type – roll 1d10

1. Straight fight – Kill opponents to resolve the conflict
2. Ambush – A fight in favor of the attackers using surprise
3. Set piece fight – fight making use of unusual terrain or other environmental features
4. Physical challenge – requires athletic skills and actions to resolve
5. Social challenge – interact with survivors or intelligent zombies in the right manner
6. Trap – an avoidable and fixed danger that can be neutralized with the right actions
7. Priorities – the characters must pick between mutually exclusive goals
8. Puzzle – an obstacle that can only be overcome through logic
9. Prisoner's Dilemma – characters must trust each other to resolve the conflict
10. Multiple conflicts – two or more conflicts occurring at the same time



ZOMBIES of the WORLD

Zombies menace humanity, yet we barely understand them. There are books that show you how to kill the undead but this is the first study to explain the importance of zombies to us. It reveals the undead to be a valuable part of our ecosystem and the key to new discoveries in medicine and technology. Few outside the scientific community even realize that creatures like the Egyptian Mummy (*Mortifera mumia aegyptus*) are actually zombies. Even if we could annihilate all zombies, we would lose knowledge potentially vital to our own survival. Learn more at zombiesoftheworld.com

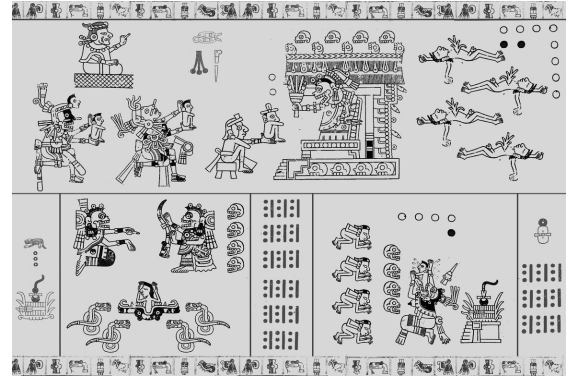


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Presented by zombiesoftheworld.com and Role Playing Public Radio
art by Violet Kirk (aazureddragon.blogspot.com) and Tom Rhodes (tomrhodes.blogspot.com)

Zombie genre tropes

- Survival horror – short term and immediate
- 'Cosy Catastrophe'
- Apocalyptic or Post Apocalyptic
- Zombies are infectious - anyone can be one
- Breakdown of civilization – who can you trust?
- Mashup with other genres/tropes

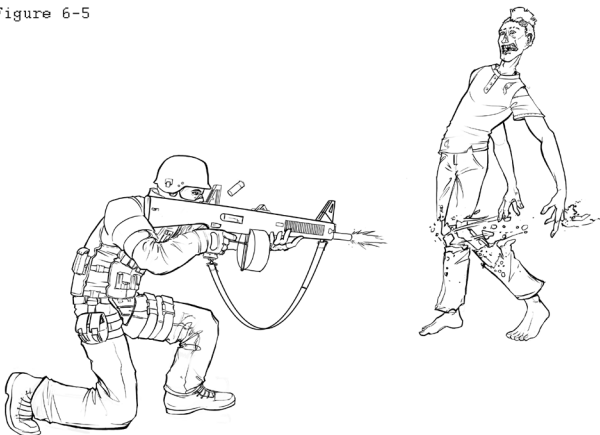


Reversing common tropes

- Local and immediate: look at the big picture – global and social history
- One or few zombie types: speciation of zombies with varying traits
- Infection: scientific and ecological themes – save endangered species for research
- Post Apocalyptic: Civilization adapts to the undead - changing to survive
- Cosy Catastrophe: If civilization does fall millions of people still survive
- Mashup: pick genres seldom used with zombies - mystery or time travel for example

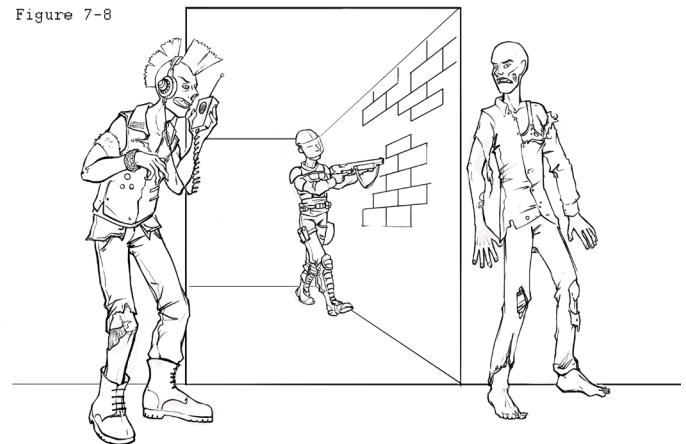


Figure 6-5



Neutralize a talking zombie's mobility by shooting their knees first.
Use high caliber weapons with extreme stopping power to ensure success.

Figure 7-8



Develop a daily password for communications security.
Talking zombies are smart enough to use captured radios to lure team members away and ambush them. Beware of calls for more paramedics.

Above: Illustrations from the New York City Police Anti-Zombie Tactical Response manual. Several teams of hunters have been trained to hunt down all Talking Zombies within New York. Given the resilience and intelligence of the Talking Zombie, this is a monumentally difficult task. Constant training is essential.