

TURN SEQUENCE

1. Spawn Zombies
2. Commercial Breaks
3. Initiative
4. Move (in initiative order)
  - a) self and escort (fight zombies)
  - b) zombies (optional)
5. Gain Stars
  - a) Interview (roll v. other player)
  - b) Rope Line

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	move	inter- view	rope line*	zombie hits on
player	3	0 <sup>1</sup>	5,6	6
date	4	-1 <sup>2</sup>	5,6	- **
spouse	3	+1 <sup>1</sup>	6	5,6**
mom	2	+2 <sup>3</sup>	-	4-6**

<sup>1</sup> gain star on natural 6

<sup>2</sup> may not gain star

<sup>3</sup> gain star on natural 5 or 6

\* number needed to roll to gain star

\*\* only if alone

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