

# TRAPPED IN A MALL WITH SOME ZOMBIES

## A SCENARIO FOR A GRANDIOSE DISASTER

### CREDITS

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#### *NOTE FOR USE*

This document is a Scenario for *A Grandiose Disaster*, and requires those rules to play. You will need to print it out to use. It is formatted to print easily on 8.5x11 paper. You will also need to print out the Character Templates, which are not included in this document. Find links and downloads at: [NDPDESIGN.COM/AGD](http://NDPDESIGN.COM/AGD)

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## WHAT THIS IS

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**T**rapped In A Mall With Some Zombies is a Scenario for *A Grandiose Disaster*, a Live Action Role Playing Game. It requires a copy of the game rules to play. This Scenario is for 6-12 players, and designed to take about 2-3 hours to play. One of the players is also an Organizer, the person who prepares the materials for play and keeps the game on track. The Organizer can play a character in the Scenario, or stay outside of the game and simply administer play, depending on preference and comfort level.

Before play, each player will create a character with a background tied to the other players' characters. You'll start with a general idea of who your character is based on a provided Template, then you add details until you are satisfied. Finally, you will create relationships with the other characters and add a backstory, often guided by Extra Information cards provided by the Scenario.

Then you will go through this Scenario, scene by scene. In each scene, you will react to what is going on around you, interact with the other players, and maybe have to choose who lives and who dies. Your character might die, but that's all part of the game! Nothing wrong with that. If and when you die, you join the Peanut Gallery and enjoy the show as you watch your fellow players make the final decisions and figure out who ends up surviving the Grandiose Disaster!

A GRANDIOSE DISASTER PRESENTS:

# TRAPPED IN A MALL WITH SOME ZOMBIES

**I**t is modern day. You are in the old Shopping Mall in the suburbs. This place is kinda run down, but it's still popular with the teenage crowd, the elderly mall walkers, and, well, people like you. The mall is doing some sort of promotion for something called Vita\*Pow Energy Weight-Loss Drink, for those who care.

You were in the food court grabbing some lunch when you heard an announcement over the loudspeaker: **"Attention shoppers. The mall has become overrun with zombies. The national guard will be arriving as soon as possible. Please make your way to the mall exits in a quick and orderly fashion. Thank you. This is not a joke."**

You thought it really was a joke until you saw that the food court was surrounded by a horde of undead. How will you escape?

## THINGS TO THINK ABOUT:

- ① Why did you come to the mall? Clothes shopping? Window shopping? Meeting friends and hanging out? Whatever else it is that people do in malls these days? Maybe you even work here, you poor poor soul.
- ① Have you already been shopping? Do you have a lot of packages? Will you leave them behind?
- ① What does your character think of the possibility of zombies before they are proven real? How would they react to suddenly being surrounded by actual undead?
- ① How do you feel about the other people in the mall with you, not just those with whom you have a history?

## SCENARIO NOTES

**T**his Scenario uses additional rules, listed on the next page. Please read them before you begin character creation.

In addition to Extra Information and Extra Angst this Scenario uses Bite Cards.

This Scenario includes two new character Templates: The Teen and The Senior Citizen (find them on **P 33** of the main rulebook). There can be any number of these characters in the Scenario in case you want to play a group of teens. Other Templates can be played as these ones if they make sense, like the Teen Genius, or the Senior Investor.

The Scenario starts with lunch in the food court and the announcement over the loudspeaker (in bold, above) will begin the second scene.

### THE FOLLOWING CHALLENGES ARE USED IN THIS SCENARIO:

- ① Agility
- ① Cleverness
- ① Knowledge
- ① Resources
- ① Toughness

## HOW TO USE THIS DOCUMENT

**P**rint out or copy all pages of the scenario, single sided. Each page is one scene, stack the pages with Scene 1 on top. Place this intro page on top of the stack, where it's easy for players to read and reference while they make characters. Print out the Extra Information and Bite pages and cut into cards before play. Also print and prep the Extra Angst cards, if using them. You will also need copies of the Character Templates from the main *A Grandiose Disaster* rulebook. You can download those, and purchase pre-printed Character Information cards, at [NDPDESIGN.COM/AGD](http://NDPDESIGN.COM/AGD).

# TRAPPED IN A MALL WITH SOME ZOMBIES EXTRA INFO

## FROM SCENE TO SCENE

In this Scenario, you will start in a specific part in the mall. Each scene after that will be a desperate run from store to store until you either reach the exit of the mall or you die. Fight the zombies and run from store to store to end each scene. Don't go "past" the next scene; when you reach the next store, start the next scene.

Also, there will be times when you can choose from two different paths to continue. When that happens, you may skip over some scenes. You will never go back to skipped over scenes, so consider your paths carefully. The different paths will be color coded **Green** and **Blue**. Different paths may contain different icons, so be aware that your Characters Abilities may end up not triggering depending on which path you choose..

## BITE CARDS

One of the tropes of Zombie movies are the characters who get bitten by zombies, but don't tell anyone until they turn into zombies themselves, then turning on and attacking the group. Bite cards are used to allow this in the Scenario.

Before the game, print two copies of the Bite pages, cut them into cards and shuffle them into a randomized deck of Bite cards.

During the Scenario, **draw a Bite card when your character becomes Wounded**. Do not show this card to any other player; it is for your eyes only. You might also be instructed to draw a Bite card even when your character is not **Wounded**; in this case, while you may be infected you are not otherwise injured.

Put another way: anytime you are **Wounded**, draw a Bite card, but if you otherwise draw a Bite card that does not make you **Wounded**.

## THE BITE CARD WILL HAVE ONE OF THESE TWO RESULTS:

- ∅ No Effect: This is the best possible result. The attack had no additional effect (although if you were Wounded, you still are Wounded).
- ∅ Bitten: Your character has been bitten and infected, and will turn into a zombie at some future scene as indicated by the icon on the card. When you turn into a Zombie, another character must pass a Challenge (of any kind) or you kill another character. Both you and the now-dead character leave the Scenario after the scene and join the peanut gallery.

You may not show the results of your Bite card to other players, but you may tell them that you have been bitten. If you choose to hide your bite than no amount of searching they do can reveal it.

If you are Bitten multiple times and have both icons on your cards, you turn into a Zombie whenever the first one appears on a scene.

**Important note: If you do turn into a zombie during a scene, wait until the narration is finished and the scene has begun before you start your roleplaying.**

EXTRA INFORMATION  
FOR THE CELEBRITY

You are here as a spokesperson for Vita\*Pow. You haven't actually tried their energy weight-loss drinks, but you'll be happy to push it on people. There's supposed to be a little ceremony where you are introduced just after lunch. While you wait you've decided to slip into the food court to meet your adoring fans.

EXTRA INFORMATION  
FOR THE INVESTOR

You have invested big in this Vita\*Pow stuff, so it better pay off. There's a big marketing push at the mall. Maybe you should see if you can drum up a little interest in it somehow.

EXTRA INFORMATION  
FOR THE ELECTED OFFICIAL

You hate shopping here. The mall owners have bribed the local government and this mall is not up to code. It is poorly built and has no fire exits. In an emergency, you would all have to exit out the one big door on one side of a mall. You call this place a death trap when you joke about it to your cronies. Prices can't be beat, though.

EXTRA INFORMATION  
FOR THE DOOMSAYER

You are an employee of the Vita\*Pow corporation. You are extremely worried about this product. It really hasn't been tested at all. Some scientists somewhere just slapped some chemicals together with some electrolytes and artificial flavoring. You don't think it will promote weight loss at all.



EXTRA INFORMATION  
FOR THE MEDICAL WORKER

You've been reading recent studies about how certain electrolyte chemicals can cause simulated brain function in a brain-dead body. So far it has only been tested on mice, but it might work on higher mammals too.

*You might be one of the Vita\*Pow researchers; that's up to you.*

EXTRA INFORMATION  
FOR THE COP

Management has called for extra security in the Mall due to this Vita\*Pow event. You can decide if you are a mall cop or a real cop, or even corporate security for Vita\*Pow.

EXTRA INFORMATION  
FOR THE CHILD

You know, they have a toy store and a pet store in this Mall. You'd really like to go to them.

Unfortunately, you will be ***Distraught*** with horror in any scene that takes place in the Toy Store or the Pet Store.

EXTRA INFORMATION  
FOR THE REPORTER

You are here covering the new Vita\*Pow opening. Vita\*Pow is some sort of weight loss energy drink that has paid your bosses in advertising, so they sent you to keep the marketing people happy. Yay. Well, there are free samples, and you've heard rumors of a celebrity here. Maybe something interesting will happen.

EXTRA INFORMATION  
FOR THE GENIUS

You work for the FDA. You know that Vita\*Pow is not FDA approved and you seriously doubt it is healthy and can do what they claim.

EXTRA ANGST

You care a great deal about the people in your Relationships. You will freak out (become **Distraught**) if any of the people in your Relationships (positive or negative) turn into Zombies.

EXTRA ANGST

You can't stand scary movies. You will freak out with terror (become **Distraught**) during Scene 3.

EXTRA ANGST

You have an elderly aunt who was really repressive and uncomfortable to be around. She used to collect those ceramic figurines and every time you see one, you think of her. Normally, that isn't too bad, but with the stress you're under here, you will be **Distraught** during Scene 4.

### EXTRA ANGST

The sight of someone turning into a zombie is too much for you. You will be **Distraught** with horror during Scene 6 (**not** Scene 6a).

### EXTRA ANGST

You recently got out of a bad relationship. Last night you discovered some fancy lingerie that was supposed to be a gift (for you or your ex). Being in the lingerie store in Scene 5 will bring back all those bad memories as well as a lingering fear of whether your ex is safe. You will be **Distraught** during Scene 5.

*Draw a different Extra Angst if this does not work with your character background.*

### EXTRA ANGST

For reasons that will become clear, you will be **Distraught** with frustration in Scene 7.

### EXTRA ANGST

You decided to try some Vita\*Pow before the Scenario started. It tasted terrible. Draw a Bite card when you get to the scene with this icon:



## EXTRA ANGST

You are not sure what to do anymore. You will be **Distraught** with despair in Scene 9b (**not** Scene 9a).

## EXTRA ANGST

When you were a young child, your father was a health nut. But he didn't pay too much attention to the supplements he took and died from an overdose of a supplement that turned out to be mostly amphetamines. Because of that, you've always mistrusted health and fitness stores. This will overcome you in Scene 10 and you will be **Distraught** with horror.

## EXTRA ANGST

You will recognize someone you love as a Zombie during Scene 5 and will be **Distraught** with horror.

## EXTRA ANGST

There is something about the smell of Vita\*Pow that just sickens you to your core. You will be sickened (**Distraught**) during Scene 6a (**not** Scene 6).



BITE CARD:  
**YOU HAVE  
BEEN BITTEN**

You will turn on the scene with this icon:



When you turn, another character must pass a Challenge (of any kind) or you kill a character. Both you and the now-dead character leave the Scenario after the scene and join the peanut gallery.

*Do Not Reveal This Card*

BITE CARD:  
**YOU HAVE  
BEEN BITTEN**

You will turn on the scene with this icon:



When you turn, another character must pass a Challenge (of any kind) or you kill a character. Both you and the now-dead character leave the Scenario after the scene and join the peanut gallery.

*Do Not Reveal This Card*

BITE CARD:  
**YOU HAVE  
BEEN BITTEN**

You will turn on the scene with this icon:



When you turn, another character must pass a Challenge (of any kind) or you kill a character. Both you and the now-dead character leave the Scenario after the scene and join the peanut gallery.

*Do Not Reveal This Card*

BITE CARD:  
**NO EFFECT**

You will not turn. You continue to be **Wounded** or **Distraught**, but you have no more ill effects from being bitten.

*Do Not Reveal This Card*

BITE CARD:  
**YOU HAVE  
BEEN BITTEN**

You will turn on the scene with this icon:



When you turn, another character must pass a Challenge (of any kind) or you kill a character. Both you and the now-dead character leave the Scenario after the scene and join the peanut gallery.

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When you turn, another character must pass a Challenge (of any kind) or you kill a character. Both you and the now-dead character leave the Scenario after the scene and join the peanut gallery.

*Do Not Reveal This Card*

BITE CARD:  
**NO EFFECT**

You will not turn. You continue to be **Wounded** or **Distraught**, but you have no more ill effects from being bitten.

*Do Not Reveal This Card*

# THE FOOD COURT

SUGGESTED TIME LIMIT: 15 MINUTES

6+

PLAYERS

## SCENE 1

You are having lunch in the food court, or maybe you work there. Some of the people just outside the food court seem a little out of it, but it is an afternoon in a suburban mall so you pay them no mind.

There is a big banner up for something called Vita\*Pow behind a stage as if there will be a presentation or something later.

In the meantime, you can socialize with friends, or maybe bump into someone you know, or just enjoy your mall kiosk lunch.

*The scene ends when the players are ready.*

***Continue to the next scene in 15 minutes.***





# AND ZOMBIES!

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 2

You know, those people lurching and shambling just outside the food court are starting to become alarming. They are making guttural moans and their eyes don't seem to be focused on anything.

Also, they seem to be attacking and biting other people, dragging some away for purposes unknown.

While you are, um, digesting all this information (and your lunch), a voice comes over the loudspeaker, **"Attention shoppers. The mall has become overrun with zombies. The national guard will be arriving as soon as possible. Please make your way to the mall exits in a quick and orderly fashion. Thank you. This is not a joke."**

There is a moment of silence and then sheer panic as the shoppers and employees start running everywhere and screaming.

Unfortunately, the zombies are also everywhere. It is chaos and confusion but your group manages to stick together and duck into a nearby storefront to hide from the zombies.

*The scene ends when you are in the storefront.*

**Choose a character to become Wounded.**

**Then, all non-Wounded characters draw lots to select who draws a Bite card.**

# SHOES AND MORE SHOES

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 3

You duck into the closest storefront to the food court. You're safe for now. Unfortunately, it is a shoe store and doesn't have much in the way of effective weaponry against the zombies.

An argument breaks out. Some want to barricade the doors against the zombies. Some want to break the displays down into weapons and fight. Some want to head immediately to the next store. And some are still in shock or disbelief.

But the argument is cut short as zombies pile through the door, intent on devouring you or dragging you away! You fight them off as best you can and run to the next store, hoping to get closer to the exit.

*The scene ends when you enter the next store.*

***Make an Agility Challenge or choose a character become Wounded.  
Then, all non-Wounded characters draw lots to select who draws a Bite card.***

***9+ Players: Also make a Toughness Challenge or  
choose a character to be Wounded.***



# GREETING HUT

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 4

Greeting Hut is even worse in terms of weaponry. There is a sporting goods store a few stores down, but you still need to get through a horde of zombies first.

If someone who is knowledgeable about the mall can work with someone who is clever, maybe the two of them could figure out a shortcut to the sporting goods store.

Otherwise, you'll have to take your chances fighting the horde as you go to the next store.

*The scene ends when you have made a decision and you leave this store.*

***Make a Cleverness AND a Knowledge Challenge to skip to **Scene 6a** (the shortcut), otherwise proceed to scene 5 (the next store).***

# ELIZABETH'S LINGERIE

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 5

The quantity and ferocity of zombies is definitely increasing. You can see that some of the zombies have been recently gnawed upon; they must have been shoppers who were bitten or dragged away. This means that whatever is causing the zombies is contagious by bite.

And your selection of potential weapons is getting worse. You need a plan! There is just one more store between you and the sporting goods store, but there are just too many zombies to make a run for it.

You'll have to head to the next store, fighting all the way.

*The scene ends when you enter the next store.*

***Make a Toughness Challenge or choose a character to become Wounded. Then, all non-Wounded characters draw lots to select who draws a Bite card.***

# SUBURBAN OUTFITTERS

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 6

At first, you think this clothing store is full of other refugees trying to escape from the horde, but then you realized you've mistakenly stumbled into a nest of zombies.

Worse, you can see they are feeding on some of your fellow shoppers who are pleading for you to kill them. You even see someone die and then turn to a zombie before your eyes. Ugh!

And the zombies are alerted to your presence. You need to get out now!

*The scene ends when you enter the next store.  
Skip Scene 6a and go directly to Scene 7.*

**Choose a character to die.**

# THE SHORTCUT

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 6A

The back way seems to be a great discovery at first. You are making good time getting to the sporting goods store.

But then you turn a corner and come to a toppled set of boxes. It looks like Vita\*Pow had set up here for their event. The floor is slippery with pungent yellow liquid leaking from the fallen and crushed boxes.

Worse, there is a small infestation of zombies here. You can hear moans in the hallway behind you around the corner.

You must have been followed! You have no choice but to fight your way out.

*The scene ends when you exit the hallway and enter the next store.*

**Choose a character to die**

**Also make a Toughness or Agility Challenge or  
choose a character to draw a Bite card.**



# WORLDWIDE SPORTS

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 7

You made it. The sporting goods store is a welcome refuge, relatively free of the undead.

Unfortunately, it's pretty picked over. Worse, you can see a great throng of the undead just outside the store, almost as if they are waiting for you.

You take a short time to catch your collective breath and scrounge for weapons, and then you head out through the throng, fighting your way to the next store.

*The scene ends when you enter the next store.*

*Make a Resources Challenge or choose a character to die.*

**9+ Players: Also choose a character to become Wounded.**



# CLOTHING BARN

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 8

Sigh. Another clothing store. Just how many clothing stores does this mall have any way?

Luckily, some other shoppers have already pushed the racks into a sort of barricade, so you have a moment to catch your breath.

You know that there is a health store close by. If you can get there quickly, you might be able to find medical supplies to help the wounded.

You really have two choices. You can either try to fight your way through the zombies. This would be a good choice if you have some Agile or Tough people with you. Or you can go through the next store, which might be better if you have more Clever or Knowledgeable people with you.

A character may make a Resources Challenge to examine scenes **9a** and **9b** while you decide.

*The scene ends when you decide and leave the store.*

*If you choose to fight the zombies, go to **Scene 9a**.*

*If you try to sneak into the next store, go to **Scene 9b**.*





# THE PHONE CART

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 9A

The zombies are all over the place, and your path is blocked by one of those kiosk cart things they set up in the middle of the halls to sell cases for cell phones and assorted cell phone paraphernalia.

You have no choice but to fight your way through, dodging zombies all the while.

*Continue to Scene 10 after this scene, skipping Scene 9b.*

*The scene ends when you enter the next store.*

***Make a Toughness or Agility Challenge or choose a character to die.  
Also choose a character to draw a Bite card.***



# CRYSTALS & THINGS

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 9B

A new age shop? That might be useful if you were being chased by demons or vampires, but what could you do against zombies?

Well, the stock is mostly untouched. Maybe there is someone among you who is knowledgeable about such things or someone who can come up with a clever solution, because the zombies have seen you and are heading this way.

*Continue to Scene 10 as usual after this scene.*

*The scene ends when you enter the next store.*

***Make a Knowledge or Cleverness Challenge or choose a character to die.  
Also choose a character to draw a Bite card.***





# FITNESS FOR YOU!

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 10

Whew! You have made it to the relative safety of the Health store. And they have some medical supplies here too.

There are a few employees here, but they seem strange and listless. They keep mumbling about Vita\*Pow and directing you to the big Vita\*Pow display in the store.

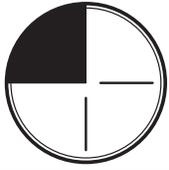
As you look closer, you notice that some of them seem to be starting to foam at the mouth, a strange yellow foam that flecks at the corners of their dull, listless grimace.

And then, almost as one, their eyes turn yellow, then roll into their heads and then they are zombies!

It's Vita\*Pow! Vita\*Pow is turning people into zombies! You must get out of here and warn someone!

*The scene ends when you enter the next store.*

**Choose a character to die.**



# CHEAP TOY KNOCKOFFS

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 11

Oh great, a crappy toy store. And worse, it is full of not only zombies, but zombie children.

At first they are actually playing with the toys, but then all at the same time they notice your presence, stand and attack.

You need to get out of here now!

*The scene ends when you enter the next store.*

**Choose a character to die.**





# TEATOPIA

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 12

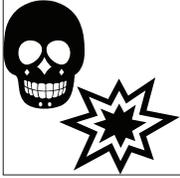
Ah, one last break before the final push. You have one more store to go to after this, and then you can get out of the mall and into the—hopefully—waiting arms of the National Guard.

And there is something about this store, maybe it's the tea, but something is keeping the zombies at bay. Perhaps here you can rest, relax, and prepare for the final push through the zombies.

*The scene ends when you enter the next store.*

**Continue to the next scene in 7 minutes.**





# PAWS FOR EFFECT

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 13

This is it, the final store before the exit. There are very few zombies here. They tend to cluster closer to the center of the mall, not coincidentally where the Vita\*Pow display is set up. How long has it been? A few minutes? A lifetime? You are just glad for it to end.

You take stock and look around. A pet store, one of those independent ones that still sells puppies and kittens and... the cages are all broken open. Oh that can't be good.

You are attacked on all sides by adorable zombie puppies and kittens.

*The scene ends when you leave this store.*

**Choose a character to die.**



# THE NATIONAL GUARD

FINAL SCENE

6+

PLAYERS

## SCENE 14

You burst forth from the mall into the fading daylight. A small squadron of people in camo and riot gear are there and they immediately swing their guns at you.

You freeze in place and then follow their instructions to prove you are not zombies. With a sigh of relief, you are led in to a truck and driven away. You can hear gunfire as the National Guard takes care of any zombies that try to leave the mall.

*The scene ends when the players are ready.*

**Roll Credits!**