

## Problem:

A problem with the game is that one player can easily break the game. The game depends on all players, who control both the zombie and human dice, to roll them both equally fast. If a player decides to not roll the zombie die, or roll it slowly, the humans will win every round. There will be a penalty to that player who wasn't rolling the die in good faith, but since the game is cooperative, he can win along with all the other players.

There are a few different ways I can think of to address this:

- Creating a greater penalty for being caught with the zombie die. Currently the player caught just doesn't get any resources for that round which is not a huge penalty. To thoroughly discourage not rolling the die, the penalty would have to move that player closer to a loss condition. But at the same time it would have to be fair for players who are playing as intended. It should also fit within the flavor of the game – being caught with the human die results in getting "bitten", but how would the player, who is supposed to be the human, be affected by the zombie getting killed?
- Take the zombie's movement out of control of the players. This would require a way for the zombie to move by itself in real time. This isn't impossible. There is a game called *Shark Attack*, where a mechanical shark goes in circles around the game board as the players try to keep their fish ahead of it. Another possibility is using a phone or tablet app to augment the game. The app could move the zombie, and the players would have to press a button to let it know as the dice passed. I don't particularly like this idea for a couple of reasons – if the zombie is just a virtual thing, it takes some of the urgency and excitement out of the game; it also removes the opportunity for players who have died to continue playing as zombies.
- A third possibility is to have the humans and zombies be distinct players, each only rolling their own dice. At the beginning of the game, one player will be chosen to be a zombie and the rest are humans. The human players take turns rolling the die for the human to move, but the zombie player always rolls for the zombie. The problem with this approach is in how to mark where the zombie is at any time.

## **Solution:**

The solution that I decided on is the third option from the above list – by making the zombies and humans distinct players. To address the problem of keeping track of the human and zombie positions, I introduced a small track for pieces to go around. When the human players roll a 1, they advance the human token and pass the die. When the zombie player rolls a 1, he advances the zombie token and then keeps rolling. As players die and become zombies, more zombies are introduced onto the track, and each zombie player gets his own die. The rules reflect the change in detail.