

**Zombie
Attack!**



**Role
Card**

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Building Knower

Congratulations! Your museum is the one the group must defend against zombies. As the Building Knower, it's up to you to guide the group around the museum and let them know about resources that will be useful for surviving the undead hordes. Draw a floor plan of your museum to orient your band of merry zombie defenders.

Knowing the nooks and crannies of your museum will come in handy.

Decider

Every group needs a leader, particularly during emergency situations like The Zombie Apocalypse. It's up to you to make the tough calls in order to keep group members and collections safe. You are the Decider.

Beware of dissent in the ranks.

Hysteric

The Zombie Apocalypse is on the museum's doorstep and you're having none of it. How dare the undead scare you with their brain munching, shambling, and gore? You're freaked out by the entire situation and, by golly, you're going to let those zombies and the rest of your group know it. You are the Hysteric. Every situation you face is an opportunity to panic and resist constructive efforts to survive.

Try not to scream too loudly.

Museum Neighbor

You know everything going on at the museum before museum staff do. Unauthorized cars parked in the lot during off hours? The heating system shutting down when the museum is closed? Zombies getting a whiff of brains and heading for the museum? As the Museum Neighbor, you're on it. You'll do anything to defend the museum against the zombie hoardes.

What resources might you have access to as the Museum Neighbor?

Scribe

How often does humanity face a Zombie Apocalypse? As the Scribe, it is your job to record this historic event for those who manage to survive. Make note of your group members, the collections you're trying to save, and the major actions your group takes to fend off the undead. What you record is for posterity!

Feel free to use Twitter or other social media to record this historic event. #aaslh zombie

Afflicted One

In any random group of rag-tag zombie defenders, there is likely to be someone with a serious health condition. You are that someone. You are the Afflicted One. Even on a good day, your heart is nonchalant about keeping a regular beat. The stress of facing the zombie hoardes is enough to put your heart in permanent atrial fibrillation.

Did you remember your medication?

Opposer

Your group has a leader and it's not you. What does the Decider know about surviving a zombie attack? Not nearly as much as you do. You've watched every George Romero zombie movie ever made at least twenty times. You can quote random lines from "Sean of the Dead." You should be the Decider. Because you're not, you are the Opposer.

Disagree with every move or decision the Decider makes.

Innocent Youth

Museums attract young people. During a Zombie Attack, there will likely be children in the building. As the Innocent Youth, you represent young museum audiences. Because children will often take the most unlikely situations as a matter of course, use your Zen-like manner to bring calm and practicality to your group's efforts to survive.

Be on the lookout for solutions that might be obvious but are overlooked.

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Scenario

Hunger

Fighting zombies is hard work. Eventually, you and your group members will get hungry and thirsty. Where will you find food and clean water? What resources are in the museum? Will you have to leave to meet these needs? If so, where will you go and how will you avoid the zombie hoards waiting outside?

Scenario

Breach

Zombies have found a way in to the museum! Where is the likeliest point of entry? Will group members fight or flee? If you stay to fight, what will you use as weapons? If you flee, where will you go? Is it survival of the fittest, you're all on your own? Or do you have a plan to regroup at an agreed-upon location? Is there a zombie-proof room in the museum where you can hide?

Scenario

Power Outage

You're not the only one dealing with the Zombie Apocalypse. The undead are causing havoc around the world. The power goes out and communications are disrupted. How will you stay in contact with the outside world? What will you do for power, light, heat? Discuss the number of modern tools and functions that are dependent upon electricity. What are your alternatives in a world without power?

Scenario

Collection Threatened

As if you don't have enough to manage with zombies, the living have decided there may be items in your museum that will help them fight the undead. What would you sacrifice from the collection for the good of humanity? Would you give up collections without a fight? Would you ever be willing to sacrifice the Precious items you selected earlier? If not, where could you hide or secure them for safekeeping?

Scenario

Turned

One of your group members has turned into a zombie. Choose which one. What will you do with the person who has turned? What does this person want you to do? When the person is fully zombified, who will take on his or her role?

Scenario

Medical Emergency

The Afflicted One's heart condition is acting up and s/he is feeling seriously ill. What does the group do? Is there anyone among the group with medical experience? Does the museum have any medical resources that might help? If not, where is the nearest place you can seek medical help? How will you get there with the Afflicted One?

Scenario

Fire

The Hysteric smells smoke. No one listens until the Hysteric heads for an exit. In an attempt to stop the Hysteric from leaving or letting in zombies, group members head for the door and look outside to find a couple of crashed cars on fire, close enough to put the museum at risk. What do you do? Attempt to put out the fire? Escape to a new location? How do you save yourselves while also saving your Precious items?

Scenario

Flood

When it rains, it pours. Zombies are clawing at the windows and a pipe bursts in the museum's collections area. Does the Building Knower know how to turn off the water? What does the group do about saving the collections? Who keeps an eye on the zombies?

Zombie Attack!

Precious

Your museum collections are at risk due to the Zombie Apocalypse. Which 3 items are most critical for you to save?

Of the 3, which is most precious?

List the 3 on the back of this card and circle Precious. These are the items you are protecting during the zombie scenario. Share with group members.

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3 Skills

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1 Simple Action

When you return to your museum, take 1 simple action toward disaster planning.

1. Learn where utility shut-offs are and teach another staff member or volunteer.
2. Provide a copy of your emergency plan to local police.
3. Make a list of the top 10 collections items to save during a disaster. Let others know.
4. Do one simple action of your choosing. Write it on back of this card as a reminder.

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