

SURVIVE

the

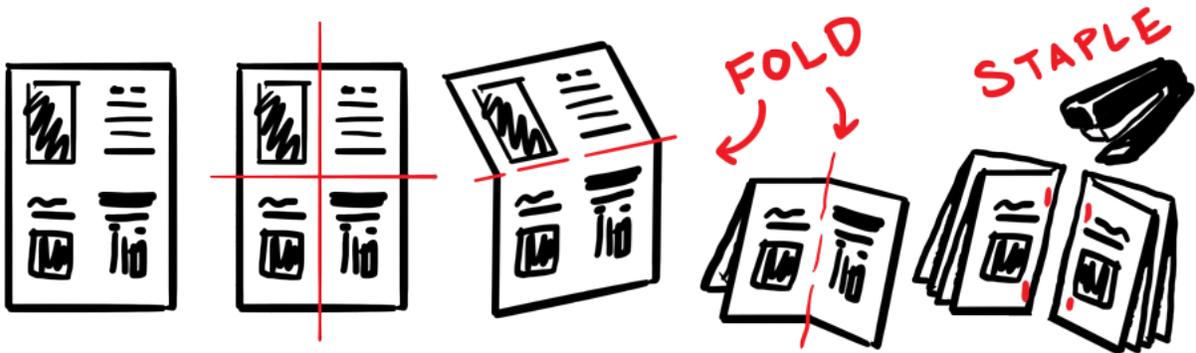
NIGHT

5 ENEMIES · 3 WEAPONS · 1 SURVIVOR

To buy or download the full instructions and game
for yourself or friends visit:

playsurvivethenight.com

Print the instructions below one-sided, then fold each page 2 times,
& staple them in order to make a booklet:



Visit wakeupinawarehouse.com for game mods & new rules!

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press start

↳ THE STORY

You sit down to a game with friends after dinner and drinks. As you sip your cup, grab some snacks, open the game, set out the pieces, and then pass around the instructions,

one-by-one each player disappears. The lights around you sizzle then blink then dim to black. The air goes stale as the darkness looms wide. You hear a lever flip with a ::THUNK:: as rows of fluorescent bulbs flicker on farther and further away. A large loading dock door breaks up the grey as you recognize the cinder block walls of a warehouse.

No friends in sight.

Above the door is a countdown timer with numbers repeating nonsensically, and directly above the clock are five dim window slots. As each slot lights up like an empty fast food menu, three placards scrape into view:

SURVIVE. THE NIGHT.



The slots slide back to frosted glass as more cards come into view:



5 ENEMIES, 3 WEAPONS, 1 SURVIVOR.

2 MINUTES. PLAN YOUR ATTACK. STAY ALIVE.

GAME ENDS, IF YOU'RE HERE, AT SUNRISE.

BEGIN.

The timer speeds to zeroes as the door rattles. You blink. Back with your friends, the one with the instructions asks,

WHAT DO YOU DO NEXT?

QUICK START SURVIVE NIGHT INSTRUCTIONS

HOW TO PLAY ↴

Use 3 Weapons to defeat, subdue or team up with 5 Enemies inside a warehouse & **SURVIVE THE NIGHT** (♥) & draws: **5 ENEMY, WEAPON, & 2 CLUTCH** cards.

Set a timer for 2 minutes to **PLAN YOUR ATTACK**. Each player creates their survival story using their **2 WEAPON** cards, **plus** a 3rd **SECRET WEAPON** you write down.

When the 2 minutes is up everyone rolls the die. **Lowest roll** becomes the first **VICTIM** to tell their tale.

All players then argue over which parts of the victim's story would actually hold up by referencing pop culture knowledge. **Vote on the victim's KNEMY cards, one-by-one, to decide if the VICTIM could have survived each enemy. Majority rules.** The victim loses a life point for each card they didn't survive.

The victim flips a coin to break a tie - heads wins. Kill the die to pick the next victim.

If a player loses all 3 life points they become a **GHOST**, discard their hand, and draw 2 new **CLUTCH** cards. Ghosts can debate, vote, and play their **CLUTCH** cards. The 1st round is over once every living player has told their tale. Keep your **CLUTCH** cards, but draw new **Enemies** & **Weapons** to start the next round & roll the die.

Player with the most life points after 3 rounds wins the game.

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WHAT YOU NEED TO ↴



5 ENEMIES · 3 WEAPONS · 1 SURVIVOR

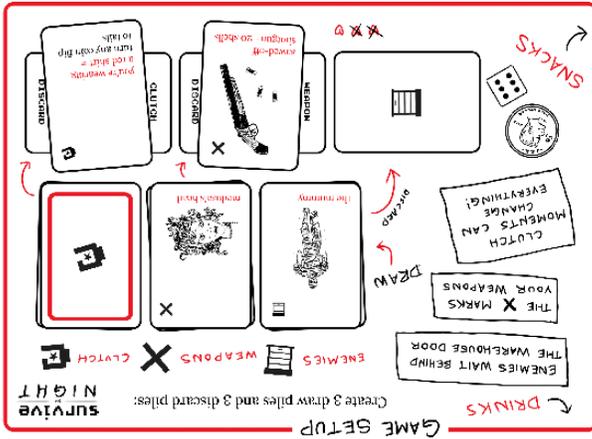
- + + + +
- 1 COIN 1 DIE 2-6 PLAYERS 1 TIMER PEN + PAPER

ENEMY CARDS	WEAPON CARDS	CLUTCH CARDS
<p>enemy cards are creatures, objects or situations that may or may not hurt you.</p>	<p>weapon cards are creatures, objects or situations that may or may not help you survive.</p>	<p>clutch cards are pop-trivia game changers that can be used at any point during the game by living or dead players.</p>

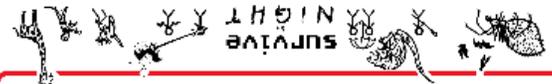
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** CARDS ARE DOUBLE-SIDED **
** FOR REPLAY VALUE. JUST PLAY THE SIDE FACING UP WHEN YOU DRAW. *

THE PARTY-BATTLE CARD GAME OF POP-TRIVIA AND NERD IMAGINATION



*SURVIVE THE NIGHT is a satirical trivia game. Don't take it too seriously.



- A night in the warehouse is 8 hours long - you must end it *inside & alive* by dawn.
- Finally, place your Enemy cards in the order you plan to defeat them. You can fight them all at once or one at a time. Parts of your tale may fall apart if you pit enemies against each other - but fail to get enough votes to back up your plan.
- Immediately claim your secret weapon by writing it down before the 2 minutes is up.
- The secret weapon can be anything or anyone you can imagine, but if you think up something no one has heard of, they may not get your back later. Secret weapons can't be repeats of previously claimed secret weapons or Weapon cards drawn by other players. As soon as they are written down they can't be used by another player for the rest of that game. Weapons are only repeated if they are randomly drawn from the Weapon card pile.
- When the timer starts each player plans their attack to defeat, subdue, or team up with their 5 Enemy cards using 3 Weapons - their 2 Weapon cards, **PLUS** a **SECRET WEAPON** each player thinks up.
- Set a timer for 2 minutes.



4 PLAN YOUR ATTACK:

2. Each player draws 5 Enemy & 2 Weapon cards face up in front of them. Then each player draws 2 Clutch cards, looks at them, and places them *face down*.

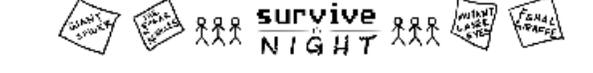
3. **POP QUIZ:** Enemy & Weapon cards could be specific characters or artifacts from history, or broad references to nightmares and heroes from campfire tales. To survive the night each player should clarify the names, origins, powers, weaknesses, or folklore of the cards in **their hand**.

- * Use your ancient pop-culture wisdom to recall characters and weapons from history that may have powers or origin stories similar to your cards. Everyone votes to discuss, clarify, or identify their Enemy & Weapon cards any of 4 ways:

TRIVIA: Take 30 seconds to share facts or tips on other player's Enemy & Weapon cards.

RESEARCH: Take 30 seconds to look up your Enemy & Weapon cards using the interwebs.

LEROY JENKINS: You got what you got. Deal with it.



*ENEMY & WEAPON cards are double-sided, calm down & just play whichever side is facing up.

ADVANCED* gameplay

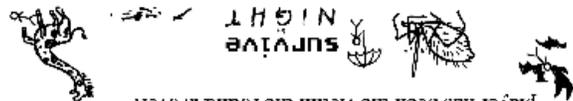
(FOR NERDY INDOOR KIDS WHO TAKE GAMES TOO SERIOUSLY...)

Use 3 Weapons to defeat, subdue or team up with 5 Enemies inside a warehouse & SURVIVE THE NIGHT

Draw 5 ENEMY cards.
Draw 2 WEAPON cards.
POP QUIZ what you got.
PLAN YOUR ATTACK in 2 minutes.
Pick 1 SECRET WEAPON - No Repeatsies.
Take turns & TELL YOUR TALE w/ flair.
LEAVE IT TO FATE & vote.

1. Everyone starts with 3 life points.
 - Enemy cards are creatures, objects, or situations that may or may not hurt you.
 - Weapon cards are creatures, objects, or situations that may or may not help you.
 - Clutch cards are pop-trivia game changers that can be used at any point during the game by living or dead players. Guess the pop culture reference, then follow the card's instructions and discard after using. If you can't guess the reference, no one will like you.

*The first round may take a while for new players. Set a time limit for voting, or find faster friends.



8. The next victim repeats steps 5 - 7. When every player has been the victim the round is over.

7. After players have voted on all of the victim's Enemy cards the victim crosses off the life points they lost, and everyone rolls again to choose the next victim.

6. LEAVE IT TO FATE:
All players then debate & vote on which enemies the victim defeated. To beat an enemy a majority of players must agree with the victim's PLAN OF ATTACK for defeating that Enemy card. In the event of a tie the victim flips a coin to decide their fate:
• Heads = the VICTIM's plan succeeds.
• Tails = the VICTIM's plan fails.
If a majority of players vote against the plan for an Enemy card, or the victim loses their tie-breaking coin flip, then the victim loses a life point at the end of the round.

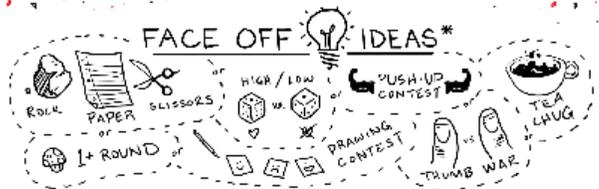
5. FEEL YOUR FATE:
Each player rolls the die to determine who the first VICTIM will be - lowest roll wins. The first victim explains their PLAN OF ATTACK. That is highly encouraged.

9. Any player with 0 life points at the end of a round dies, discards all of their cards, and becomes a GHOST. Ghosts draw 2 new Clutch cards they can play at any time. Ghosts also get to help with trivia and vote on the fates of living players through the end of the game.

10. The next round begins with living victims flipping over their hand or drawing new cards, and then repeating steps 3 - 7.

The player with the most life points after 3 rounds wins.

Ties are broken by another round of game play or through a FACE OFF:



queensbury rules

DON'T BE A JOFFEY. PLAY LIKE A CHAMPION.

UNWOUND CANON. SWARE. SWACKS.

survive NIGHT

- BE CIVIL:** Respect the rules. Be honest.
- BE CREATIVE:** Wager a rule, vote for change.
- FIGHT LIKE HELL:** Never give up, never surrender.
- STIFF UPPER LIP:** Neither boast nor forget.
- NO WRESTLING** or **HUGGING ALLOWED.**



simulation



KIM JONG UN walks in first and I wave my CHAINSAW at him to push him back towards the warehouse door just in time for 20 HELLS ANGELS to roll in with shotguns and 2x1s.

The ANGELS disorient KIM and he accidentally gets his leg ran over. While he's incapacitated A FLOCK OF CANADIAN GEESE fly into the warehouse and land. With my CHAINSAW in hand and a high school VAMPIRE SLAYER covering my back we try to create as much chaos as possible with the flock. The VAMPIRE SLAYER goes to work with her slayer-FU while I take out any GEESE or ANGELS that come at me with my CHAINSAW. As the blood and feathers fly they throw off the ANGELS just long enough for me to hide behind and flip on the ELECTROMAGNET.

Most of the HELLS ANGELS get mangled or crushed by their flying bikes, chain wallets, and body piercings. The SLAYER finishes them off with her remaining wooden stakes. While the living GEESE flap awkwardly around KIM as he groans in pain over his broken femur, DRACULA steps through the door. DRACULA, stupefied by the amount of biker blood and gore overpowering his senses, gets a round house kick to the fangs from the VAMPIRE SLAYER. While he slips on a goose neck and falls she meets his back with a wooden stake as he hits the ground. DRACULA bursts into flames as a giant 30-FT KILLER ROBOT lunges in and like a carnival water balloon bursting ends KIM JONG UN with its leg claw. I hide behind and turn up the world's largest ELECTRO-MAGNET. The ROBOT flies through the air and face plants into it, slowly crushing in on itself. The SLAYER uses biker handbags and some matches she found off a hiker corpse to tend to her wounds as we talk about college plans 'til sunrise and watch the geese fly north.

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the art you always wanted, but were too afraid to ask for. jaseycrowl.com



little grey alien w/
telepathy



nightmare pervert
w/ knife glove



30 uruk-hai



inter-dimensional
fear-eating clown



japanese dragon
lizard w/ fireballs



alien hunter w/
shoulder cannon,
spine knives, &
wrist bomb



alien queen bee



werewolves
(roll for #)



the wolf man



twilight
werewolves
(roll for #)



twilight vampires
(roll for #)



count dracula



classic vampires
(roll for #)



10 vampire bats



1 minotaur



1 battalion of nazis



30 nazi ss



4 nazi doctors



20 nazi occult
officers



anti-semite



loki w/
mistletoe dart



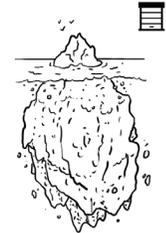
thor w/ mjölnir



psycho clown w/
electric joy buzzer,
acid flower, & a
really big gun



death



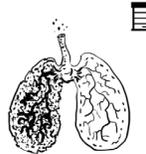
iceberg



brain eating
airborne amoebas



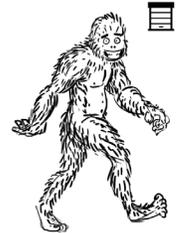
cancer
(6 hours to live)



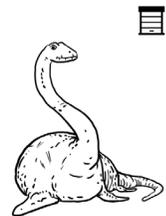
lung cancer
(6 hours to live +
you are half speed)



lime disease (you
are half speed)



bigfoot



loch ness monster



chupacabra



sasquatch



ufo w/ tractor
beam & probes



el niño



underworld
bio-exorcist



8 people crabs



pigbearman



global warming



little boy
(hiroshima bomb)



kim jong il



kim jong un



captain hook
w/ 2 musket shots



boardgame (roll die
3 times - get a 5 or
lose a life point)



timothy mcveigh
w/ van of fertilizer



10 zombie
skeletons



cranky hairy hermit
(draw 1 WEAPON
card for them)



your mom
w/ hot cookie tray



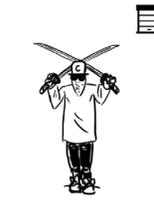
imaginary friend
anarchist w/ soap



asbestos dust



12 bloods w/ guns



12 crips w/ blades



14 KKK clansmen
on horseback
w/ ropes & guns



platoon of
al-queda
w/ 13 rpgs



the french
(whole country)



misanthropic
evil wizard



dr. jekyll



mr. hyde



evil santa
w/ bag of coal



queen of hearts
w/ flamingo clubs



apartment nemesis
w/ mail bag



he-who-shall-not-
be-named w/ wand



alien convict w/
night vision &
knives



brain thief w/
every superpower



5 men in black w/
noisy cricket guns



police blood
splatter specialist
w/ knife & tarp



genius serial killer
cannibal



4 soulless
flying magic prison
fun police



1 hydra w/
(roll for #) heads



3 flying, fire-
breathing dragons



supreme leader
of terrorist cell
(draw 1 WEAPON
card for them)



ice ninja



predator drone
fully loaded w/
remote control



shredder (heads =
ninja / tails =
office equipment)



hell ninja



(multiply die
roll by 10)-foot
giant snake



merman



(multiply die
roll by 10)-foot
giant centipede



evil genie
w/ lamp



bill o'reilly
(draw 1 WEAPON
card for them)



the los angeles
lakers



your ex
(draw 1 WEAPON
card for them)



skull-faced body-
building sorcerer
w/ havoc staff



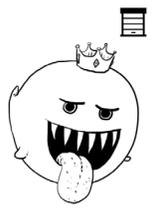
300-ft demon
bridge bouncer



lizard ninja



evil wizard/model



giant ghost king



moby-dick



satan



yahwey



cujo w/ rabies



a unicorn



the mummy



(roll for #)
reaver zombie
space pirates



evil dictator
w/ psycho power



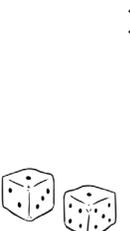
undisputed heavy-
weight champion of
the world



assassin from hell's
body armor suit



zues'
lightning bolts



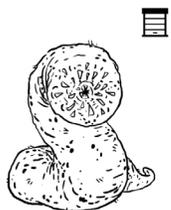
loaded dice



(roll twice for #)
navy seals w/
gear & guns



mother brain



mongolian death
worm



drunk playboy
billionaire's
superhero suit w/
assembly robots



the best wand



cryoscientist's wife
in a cryogenic tube



metaphysical force



a 10-year-old kid



gatling gun -
1000 rounds



megashark



9 assimilation
cyborg drones for
the collective



softball-sized hail



randomly
falling anvils



sassy cat burglar
(draw 1 WEAPON
card for them)



(roll for #)
laser-guided
missiles



unstable ice-magic
monarch



mummy sorcerer
of the ancient
spirits of evil



2-dimensional
moon aliens



imp from the
5th dimension



husky 4th grader
(draw 1 WEAPON
card for them)



(roll twice for #)
evolving cyborg
virus insects



extremely grouchy
prospector w/ guns



chinatown sorcerer



neurotic coyote
w/ acme catalog
& cell phone



serial killer w/
william shatner
mask & knife



creepy motel
owner w/ mommy
issues & knife



codependent
criminally insane
spaceship a.i.



1950's jock bully
w/ baseball bat



buffalo bill
(head = cowboy /
tails = serial killer)



soviet gold
medalist boxer
who will break you



the hunter
from bambi



human family



w.a.s.p. wizards



swarm of bees
from my girl



resevoir dogs
w/ guns



angry
molesting tree



excalibur



rail gun from
eraser - 30 rounds



30-foot killer
robot w/ multiple
death attachments



5 fire axes



samurai sword



nuclear warhead
w/ detonator



8 hard boiled eggs



grenade launcher -
12 rounds



bazooka - 5 rounds



ball-peen hammer



purple light sword



the bleed (space between space)



package of morton's sea salt



a magic flute that talks



the kitchen sink



david blaine's street magic



brass knuckles



snubnosed revolver - 6 rounds



chinese shovel



(roll for #) proximity mines



bucket of pig's blood & a prom



a u.s. army company - 175 equipped soldiers



toothy sinkhole



ring weapon fueled by imagination



a black hole



thumb tack



a warthog & a rhinoceros



4 baby turtles & 1 karate rat



medusa's head



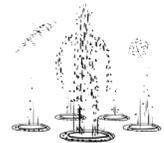
sawed-off shotgun - 20 shells



plastic freeze ray - 50 rounds



inception team



starship transporter

a



10 ultraviolet light grenades



ultimate nullifier



baseball bat



british police box, time machine & spacecraft



black hawk helicopter & team



mjölnir the hammer of thor (roll a 1 or 6 to be able to use it)



the spear of achilles



inigo montoya w/ sword



r. kelly



hercules



aladdin



mutagen ooze canister

life is like a box of chocolates = 1 die reroll & draw 1 clutch card

inspire a standing slow clap = your vote counts as 2 players

you ride away into the sunset = turn any coin flip to heads

you know kung fu = 1 coin reflip

you quote scripture = 1 coin reflip

you slip off your toilet while hanging a clock & then bang your head on the sink & invent time travel = 1 coin reflip or 1 die reroll

yippee-ki-yay, mr. falcon = disqualify one player's vote

your spaceship's computer loses its mind = turn any die roll to 1

literally do the truffle shuffle to use this card = gain 1 life point

you use a montage to train faster = gain 1 life point

land a house on a witch = disqualify one player's vote

you have had it with these monkey-fightin' snakes on this monday-to-friday plane = disqualify any or all player's votes

you blow on the game cartridge & hit restart = turn any coin flip to heads

you separate from the group = turn any coin flip to tails

you go to the bathroom alone = turn any coin flip to tails

you have premarital intercourse at summer camp = turn any coin flip to tails

your alien buddy has light-up healing fingertips & can fly bikes = turn any coin flip to heads

the government found your alien buddy & broke his heart = turn any coin flip to tails

t-rex eats you off the toilet = hum the jurassic park theme song or lose 1 life point

creepy motel owner interrupts your shower = turn any coin flip to tails

you're gonna need a bigger boat = turn any coin flip to tails

your midichlorian count is high = 1 coin reflip or 1 die reroll

you toot on a warp whistle = 1 coin reflip & draw 1 clutch card

you knock over a cabbage cart... again = 2 coin reflips (you must flip the coin twice)

you use the force = 1 coin reflip or disqualify one player's vote

you hit the airlock after slipping into a spacesuit = 1 coin reflip

the ejector seat malfunctions = turn any coin flip to tails

shane doesn't come back = turn any coin flip to tails

walk barefoot on broken glass = 1 coin reflip

you duct tape a gun somewhere on your body = 1 coin reflip & draw 1 clutch card

there is no spoon = 1 coin reflip or disqualify one player's vote

you go streaking through the quad in sneakers = turn any coin flip to heads

john woo releases doves = turn any coin flip to heads

you get a bomb note on toilet paper while you're on the toilet = turn any coin flip to tails

you have 20 seconds to comply = you have 20 seconds to roll a 6 three times - if you don't you lose a life point

toxic sludge turns you into a superhero, kinda = 1 coin reflip

get to the choppa =
1 die reroll

you steal one
quintuplet from
furniture tycoon
nathan arizona =
turn any coin
flip to tails

neuralyzer
makes you forget
everyth... =
At the start of the
round as the 2
minutes begin all
players pass their
5 ENEMY cards
to the left & then
restart the timer

get your ass
to mars =
1 die reroll

its not a tumor =
gain 1 life point

see you at the
party, richter =
turn any coin
flip to tails or
disqualify one
player's vote

come with me if
you want to live =
turn any coin
flip to heads

if it bleeds
we can kill it =
1 coin reflip

welcome
to the rock =
1 die reroll

go ahead, punk,
make my day =
1 coin reflip

you...shall...not...
PASS! =
roll the die &
get a 1 or 6 to
disqualify one
player's vote

you rip out a man's
trachea while
bouncing at the
double duece =
disqualify one
player's vote

they make you
an offer you
can't refuse =
1 die reroll

you grabbed
your fedora before
the temple door
sealed =
draw 1 clutch card

you're starting to
damage my calm =
1 coin reflip

you put your hand
into a bunch of goo
that a moment
before was your
best friend's face =
turn any die
roll to 1

say hello to my
little friend =
turn any coin
flip to tails

I will find you, &
I will kill you =
turn any coin
flip to heads

good? bad?
you're the guy
with the gun =
1 coin reflip

& i'm all out of
bubblegum =
1 coin reflip

do you feel lucky?
well, do ya punk? =
1 coin reflip or
1 die reroll

you clear a
hallway of enemies
using a hammer =
gain 1 life point

nah.
i'm just a cook =
turn any coin
flip to heads

you empty your
gun clip into the
air helplessly
as you let your
partner escape =
turn any coin
flip to tails

you're wearing
a red shirt =
lose 1 life point

you lose your hand
but gain a father =
turn any coin
flip to tails &
draw 1 clutch card

you were
actually a ghost
the whole time =
1 coin reflip

you get tricked
into watching
someone's indie
noir chain letter
death vhs tape =
steal 1 life point

ENEMY
Each round all players
draw 5 ENEMY cards.
ENEMY cards are
creatures, objects or
situations that may or
may not hurt you.



DISCARD

WEAPON
Each round all players
draw 2 WEAPON cards.
WEAPON cards are
creatures, objects or
situations that may or
may not help you survive.



DISCARD

CLUTCH

All players get 2 CLUTCH cards per game. Guess the pop culture reference then use them on yourself or any other player to change: a coin flip, a die roll, a player's entire hand, emotions, etc. If you can't guess the reference no one will like you. Discard after playing unless otherwise specified. Use them wisely. Or don't.



DISCARD

**survive
NIGHT**

is available under a Creative Commons BY-NC-SA 3.0 license. You can play and mod the game for free, but you can't sell it - that's our job. game concept: joe thomas & j.w. ellis game design/play & illustration: juseycrowd.com playsurvivenight.com wakepinawarehouse.com © 2013 - juseycrowd - jw ellis - joe thomas



SECRET WEAPON

Along with 2 WEAPON cards, each player will think up a 3rd SECRET WEAPON when you PLAN YOUR ATTACK. Write or draw your idea on a blank card or piece of paper. The secret weapon can be anything or anyone you can imagine - but players may not get your back if it's too crazy or complicated. No repeatsies.



DISCARD

SECRET X

SECRET X