



↓ THE STORY

press start

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? 🧑🧑🧑

WHAT YOU NEED TO 2



5 ENEMIES · 3 WEAPONS · 1 SURVIVOR

by JASEY CROWL · J.W. ELLIS · JOE THOMAS



+



+



+



+



1 COIN 1 DIE

2-6
PLAYERS

1 TIMER PEN + PAPER



ENEMY
CARDS

enemy cards are creatures, objects or situations that may or may not hurt you.



5 ninjas +
(roll for #) more



WEAPON
CARDS

weapon cards are creatures, objects or situations that may or may not help you survive.



black hawk
helicopter & team



CLUTCH
CARDS

clutch cards are pop-trivia game changers that can be used at any point during the game by living or dead players.



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

game concept: joe thomas & j.w. ellis game design: jaseycrowl.com

**survive
NIGHT**

jasey crowl · jw ellis · joe thomas © 2013

HOW TO PLAY ² survive NIGHT INSTRUCTIONS

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



Each player starts with 3 life points (♥) & draws:
5 ENEMY, 2 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 ENEMY 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.
Roll 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.



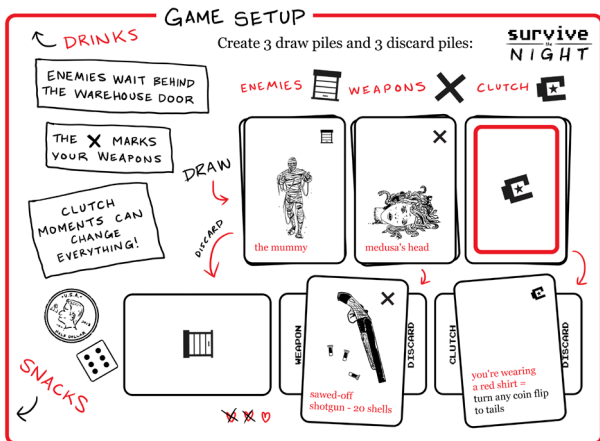
The 1st round is over once every living player has told their tale.
Keep your CLUTCH cards, but draw new Enemies & Weapons
to start the next round & roll the die.

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

survive
NIGHT

playsurvivethenight.com & wakeupinawarehouse.com





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

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

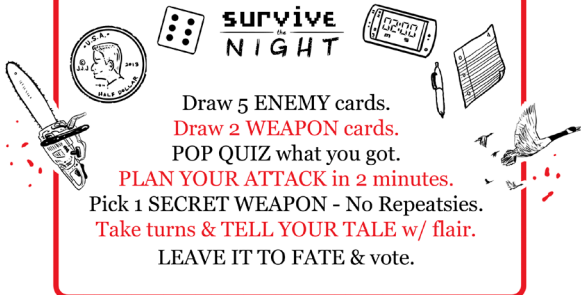
For videos, free printables, and more visit

play**SURVIVE**the**NIGHT**.com

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.**





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 3 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. _____



survive
the
NIGHT



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

4. PLAN YOUR ATTACK:



- Set a timer for 2 minutes.

- 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.



- 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.



- *Immediately claim your secret weapon by writing it down before the 2 minutes is up.*



- 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.



- A night in the warehouse is 8 hours long - you must end it **inside & alive** by dawn.



survive
NIGHT



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

5. TELL YOUR TALE:

Each player rolls the die to determine who the first **VICTIM** will be – lowest roll wins. The first victim explains their **PLAN OF ATTACK**.

Flair is highly encouraged.

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.

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.



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



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the
NIGHT



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

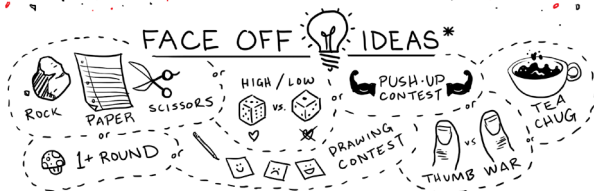
9. Any player with 0 life points at the end of a round dies, discards all of their cards, and becomes a **GHOST**. Ghosts draw 2 new Clutch cards they can play at any time. Ghosts also get to help with trivia and vote on the fates of living players through the end of the game.



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**:



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

queensbury rules

UPHOLD
CANON.
SHARE
SNACKS.

SURVIVE
the
NIGHT

BE CIVIL: Respect the rules. Be honest.

BE CREATIVE: Wager a rule, vote for change.

FIGHT LIKE HELL: Never give up, never surrender.

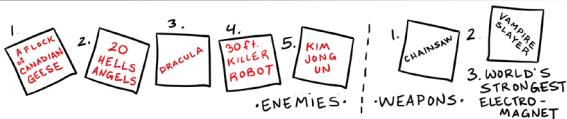
STIFF UPPER LIP: Neither boast nor forget.

NO WRESTLING or **HUGGING ALLOWED.**



playSURVIVetheNIGHT.com

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 2x4s.

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 bandanas and some matches she found off a biker corpse to tend to her wounds as we talk about college plans 'til sunrise and watch the geese fly north.



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NIGHT You can play and mod the game for free, but you can't sell it.



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

jasey crowl .com

CHECK OUT
UPDATES.

EXPANSIONS,
& **FREE** STUFF

@

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A game expansion for **survive
NIGHT**

ADVANCED

**wake
up in a
ware
house**



grenade launcher -
12 rounds



bazooka - 5 rounds



human family



w.a.s.p. wizards



rail gun from
eraser - 30 rounds



30-foot killer
robot w/ multiple
death attachments

**STN
PLAYER
STRIP**

NAME →

**LIFE
POINTS →**

Use these
Player Strips to
keep track of
life points,
secret weapons
& clutch cards

**SECRET
WEAPONS**

Scan these or
print more
Player Strips @
playsurvivethe
night.com
or find new
games at
wakeupinaware
house.com

**★ CLUTCH
CARDS**

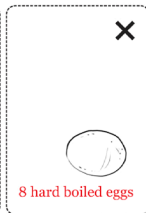
**survive
NIGHT**

PLAYER



**life
points**





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