

Zombies come in all shapes and sizes. The sight and sound of a fresh meal draws them closer, and the scent of an **Immune Survivor** causes them to attack in a **frenzy**, doubling their condition limit.

Firearms and other violent weapons add +2 to a Contest. When a firearm is found, roll D4-1 for remaining ammunition.

When a Survivor becomes **Infected**, they gain 1 Infected Condition every hour unless they consume the blood of an Immune Survivor or remove the infected appendage. If a Survivor is Infected at the start of the game consider opening the scene with the group discovering this.

RUNNER (D4)

The walking dead are never alone. Agile but mindless, they chase scraps of food tirelessly.

Conditions: O

Bite: Causes Infection.

COLLECTOR (D6)

Some of the Infected seem to be fusing together, embracing their prey to absorb their screams.

Conditions: OO

Grapple: Causes Infection, absorbs the deceased.

BEHEMOTH (D12)

After the Collectors have gathered a crowd, they become a wrecking ball of limb and tooth.

Conditions: OOOO

Roll: Causes Injury, absorbs the deceased.

The corpses are piling up outside. Only problem is they don't stay dead long, and when they get their rotting hands on you it's only a matter of time until you join 'em. Luckily, you've been dued in to a safehouse just up the road. Can you fight off the horde and make it to Harbor City alive?

Skills

1 Cardio	1 First Aid
2 Navigation	2 Foraging
3 Composure	3 Crafting
4 Socializing	4 Awareness
5 Fighting	5 Firearms
6 Your Choice	6 Your Choice

WHO ARE YOU?

- 1 Doomsday Prepper
- 2 Famous Chef
- 3 Librarian
- 4 Shopkeeper
- 5 Religionist
- 6 Military Veteran
- 7 Medical Professional
- 8 _____

AND YOU'RE:

- 1 Immune
- 2 Lucky to be alive
- 3 The smartest
- 4 Fearless
- 5 Determined to live
- 6 Hiding your fear
- 7 Loving every second
- 8 Quiet, too quiet
- 9 Clearly the leader
- 10 Always right
- 11 Infected
- 12 _____

WITH A:

- Swiss army knife 1
- Bottle of water 2
- Cracked compass 3
- Whistle 4
- Rusty axe 5
- Pistol (d4 rounds) 6
- Dying flashlight 7
- Pack of smokes 8
- Baseball bat 9
- Dog 10
- d4 bits of Food 11
- _____ 12

BRAIN FOOD

A ZOMBIE APOCALYPSE

Compatible with *Cast Away*

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Brain Food is a fast-paced race against the clock with a focus on brutal combat and sickening circumstances. Introduce threats early and often. Consider letting dead players roll a new character as soon as their Haunt Dice are depleted.

START HERE



THE BUNKER

The party has been following clues for days, picking up a companion or two along the way to the fabled Harbor City. With food and water depleted, it's time to move on. They might salvage rudimentary weapons from the debris, such as a rusted pipe or a bit of wood, and know that the road ahead leads to The Beach. Surviving through the night without shelter is nigh-impossible, so they'll need to move quickly if they want to live. There is no turning back.

THE WOODS

Escaping the tunnel leads to a thick forest. Makeshift traps are everywhere, and there is an 80% chance of running into a group of cannibals that stalk the trees in order to poach wandering Survivors. The clues stop here, and their only chance of rescue is to stumble upon Harbor City by themselves or meet a "Harbor Cleansing Party" on their way to rid the forest of threats. A Behemoth roams occasionally, tearing down trees in its wake and consuming the wildlife.

THE ROAD

Vehicles litter this miles-long stretch of asphalt. The heat threatens *Dehydration* and the open fields to either side hide the occasional horde of undead. Investigating vehicles or other such landmarks has an 80% chance to reveal D6 Runners, and a 20% chance to reveal a potentially useful Supply such as a Firearm, Snack, Water Bottle, Blanket, or Bandage.



THE TUNNEL

Notes found in the lighthouse point to a rocky archway that opens to a small, hidden cove. A dark tunnel leads into the cliff at the back of the cove, spilling a knee-deep stream into the ocean and housing a horde of Runners in stasis. Alerting the somnambulant ghouls at any point in their trek through the tunnel will cause them all to wake in a **frenzy**.

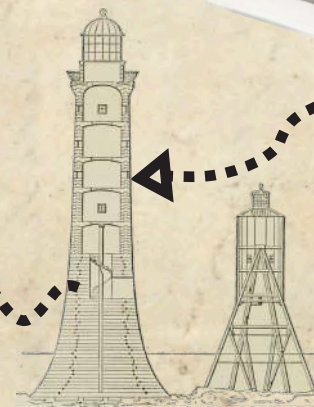


HARBOR CITY

The community has built a makeshift city out of found materials deep in the woods. Led by a council of militant tyrants, Harbor City survives through harsh routines and restrictions. If an Immune Survivor arrives, they can be sacrificed to create a cure. Speaking out against the community is to be exiled and offered to the Behemoth. Will the Survivors fit right in, or will they rally the people against their abusers?

THE BEACH

A rocky trail leads to sands that stretch along the coast as far as the eye can see. Corpses lie half-buried every few feet, some in large piles that appear to be burned or melted together. Not all of them are dead. Some still crawl out to sea, drawn together by an unknown force. Others leap from the sands hungry and violent.



THE OUTPOST

An enormous lighthouse breaks the skyline, and clues painted on the walls reveal it to be a safehouse. It has long been abandoned, however, and a handful of runners claw at the walls, begging to be let in. The Supplies inside are plentiful, but are guarded by D2 clever Collectors hiding in the shadows. The monstrosities will stop at nothing to embrace and absorb their prey.

