

# THE BITE

*A Game of Survival and Guilt, Experienced by Two Players*

*You slam the door closed, your partner barely making it through behind you. You can still feel their hands grabbing at your clothes; hear their moans echoing through the halls. The occasional thumping at the door reminds you that you are still trapped, even when you've run away. You won't sleep tonight. Hell, you haven't really slept in days, but you can try to ignore it for now. As you settle in with your companion, locked away safely in this small room, the doubts begin to enter your thoughts:*

*What if they've been bitten?*

**The Bite** is a storytelling game about the decision to kill your companion who may, or may not be, infected by a zombie bite. Both players do not want to die, but both know that leaving a bite victim alive will result in death. To stall for time before making the dreaded decision, the two players will share stories about themselves.

## Setup:

Place the **Gun** in the center of the table. Place **the X card** where both players can clearly see and reach it.

Place the **Bite** card and two **Conversations** (chosen at random) face down on the table. One player will shuffle these cards, keeping them hidden, and the other player selects one card to return to the deck. Leave the remaining two cards face down on the table.

Deal each player 4 cards.

## The Game:

One player will select a conversation card from their hand and place it face up in front of them. Each conversation has a prompt, and you should talk about how this question has affected or applies to your character. These are suggestions: a player may ignore the prompt and choose to ask their own question as well.

At any time, or when the current player has finished talking, the other player may play a conversation and continue talking.

If a player has been dealt the Bite card, they should keep this information hidden.

**A player cannot play the Bite card unless it is their final card.**

When each player has one card remaining, they must make a decision: play their last card, or reach for the gun. If a player plays their last card (even if it was the bite), they have decided not kill their companion.

After playing their last card, a player cannot reach for the gun, even if their companion's last card is the Bite. The game is over.

## The Gun:

At any time, instead of playing a conversation, a player may reach for the **Gun**. If they take the gun, they must make a decision: kill my companion, kill myself, or destroy the gun.

Both players may reach for the gun. If this occurs, whoever is able to take it out of the other player's hands must make the decision. If the player holding the Gun choose the "kill my companion" or "kill myself" option, the game is over. **If the game ends this way, players do not reveal their final card.**

If the player choose to "destroy the gun", players reveal their final card and discuss their decision and the current situation. After playing their last card, a player cannot reach for the gun, even if their companion's last card is the Bite. The game is over.

## The X Card:

This game deals in difficult subject matter. Players should use the X card to flag situations or conversations that make them uncomfortable. **If a player taps the X card, respect their intent and move the conversation to a new topic.**

## Components:

12 Cards:

- 1 Gun Card
- 1 Bite Card
- 9 Conversation Cards
- 1 X card

## Game by Dan Enders, 2016

This game is available as a "Print & Play" download through DriveThruCards. You may also purchase a deck for "The Bite" through DriveThruCards.

## Special Thanks:

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