

# **A Slab to Call My Own**

by Winston Crutchfield

*Two Grave Keepers are in charge of a stately old cemetery. All is well, until one full moon the dead begin digging themselves out of their graves and wandering the cemetery in a most disorderly fashion! Determined to keep the restless dead firmly where they belong, the Grave Keepers being herding the walking dead back into their mausoleums. Sure, day shift will be in tomorrow to go about burying the ones that are still wandering free, but a respectable Grave Keeper's got to make sure that he clocks out with the same number of bodies in the mausoleum as were there when he arrived! As for that other fellow across the hill ... well, someone's got to house the extras!*

The two Grave Keepers take turns herding walking dead around the cemetery, shuffling them between the tombstones and the mausoleums. Fortunately, walking dead aren't too bright, and tend to mill about where you put them, whether it's someone else's slab, the burial yard, or one of those tombs over the hill. The first Grave Keeper to end his turn with the correct number of bodies in each of his mausoleums can slam shut the doors and win the game!

## **Components**

- 2x Grave Keepers
- 42x Walking Dead
- 3x Burial Yards
- 2x 2-Body Mausoleums
- 2x 3-Body Mausoleums
- 2x 4-Body Mausoleums
- 2x 5-Body Mausoleums

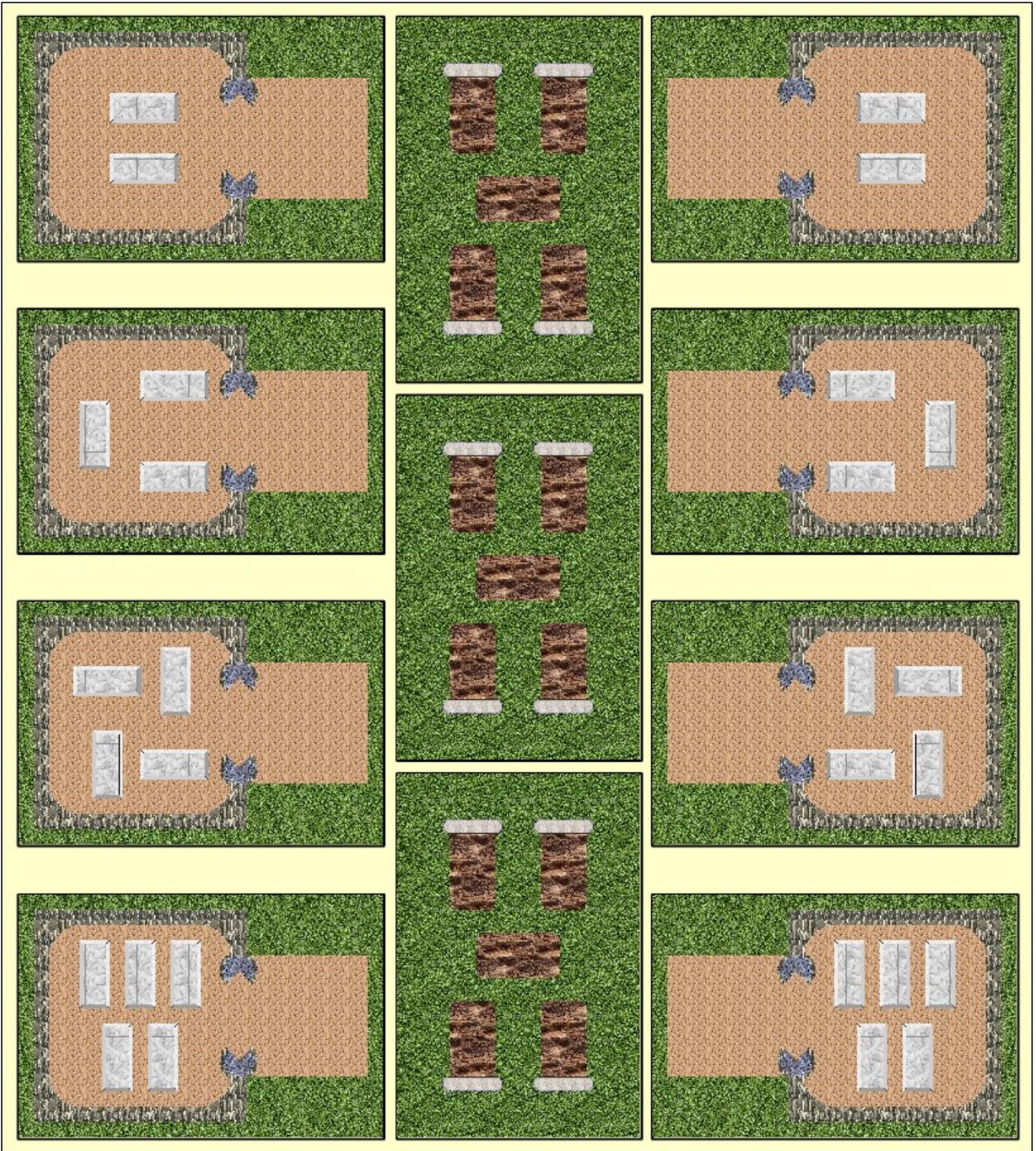
## **Setup**

1. Print and assemble two Grave Keepers and 42 Walking Dead on 4x6 inch index cards or use your own minis.
2. Print three Burial Yards and two of each Mausoleum (color or b/w) on 4x6 inch index cards.
3. Lay the three Burial Yards in a row in the middle of the Cemetery.
4. Players take turns selecting Mausoleums and laying them in a row on their own side of the Cemetery. All Mausoleums must have an opponent's Mausoleum directly across the Cemetery from it. Mausoleums need not be placed in a particular order, nor do opposing players need to possess identical arrangements of Mausoleums.
5. Place 5 Walking Dead each in 2 of the Burial Yards. Place 4 Walking Dead in each Mausoleum.
6. Each player places one Grave Keeper in one of his own Mausoleums.

## **Play Sequence**

1. Move your Grave Keeper to a Mausoleum.
2. Move all the Walking Dead out of that Mausoleum and into the empty Burial Yard.
3. Select one of the other Burial Yards and distribute all of the Walking Dead any way you want between your own Mausoleums and the Mausoleum directly opposite your own Grave Keeper.
4. When a Walking Dead is placed into a Mausoleum, the very next Walking Dead must be placed into a different Mausoleum. (No 2-in-a-row placements.)
5. If the opponent's Mausoleum is guarded by his Grave Keeper, you may not place any Walking Dead into it.
6. When all Walking Dead have been placed, the player's turn ends.
7. If at the end of any turn, all of a player's Mausoleums have exactly the correct number of Walking Dead in them, that player wins the game.

Rules and artwork are copyright © 2011 Critical Press Media. All rights reserved. This document may be distributed or printed freely.



*A suggested Cemetery layout.*

