

**1. Hello :) Could you tell us something about you and your company.**

Cryptozoic Entertainment is a premier developer and publisher of original and licensed board games, card games, collectibles, comics, and trading cards, including the DC Comics Deck-Building Game, The Big Bang Theory: The Party Game, and Ghostbusters: The Board Game, one of the most funded tabletop games in Kickstarter history. Following a philosophy and core principle of "Fans First," the dedicated gamers and fans of the Cryptozoic Entertainment team are focused on producing fun and amazing products along with epic events that bring all gaming fans together as part of the Cryptozoic community.

**2. What games has your studio designed?**

A ton! Some of the most notable are the ones listed above. You can find all the other various titles we have published here: <https://cryptozoic.com/games>

**3. Actually, your company is working on board game based on the famous TV show *The Walking Dead*. Can you please tell me something more about this game? How did you interested in this subject?**

Designed by Adam and Brady Sadler, **The Walking Dead: No Sanctuary** is a unique take on the survival horror game genre that allows 1-4 players to enter the world of AMC's *The Walking Dead* and take on a multitude of different enemies—both dead and alive—all with their own distinctive motivations and ways of moving around the board. The board game includes the characters played by Andrew Lincoln (Rick Grimes), Steven Yeun (Glenn Rhee), Laurie Holden (Andrea Harrison), and, of course, Norman Reedus (Daryl Dixon)! This is the miniatures game *The Walking Dead* fans have been waiting for, with over 30 highly detailed and realistic walker and survivor figures. Gameplay utilizes over 200 printed cards—including Event Cards, Search Cards, and Location Cards—that create varying scenarios in conjunction with the 12 double-sided map tiles, which highlight memorable areas from the show. The game also comes with over 100 tokens and 10 custom dice.

Following the conclusion of the game's successful Kickstarter campaign, we launched a Pledge Manager. It will be open though at least September, allowing backers to finalize the items they've ordered, order more add-ons, pay for shipping, and fill out their mailing information. In addition, [non-backers can use the Pledge Manager for one last chance to purchase the game](#) with its numerous Kickstarter-exclusives figures and components that will not be available at retail.

To sign-up, please visit the Pledge Manager

<https://cryptozoic.pledgemanager.com/projects/the-walking-dead-no-sanctuary/participate/?ref=bigbaddice>

**4. Who will be able to play the game, it will be easy to explain rules for new players?**

Both fans of the show and the core gamer audience will be able to play this game. It comes with tutorial scenarios to help teach anyone to play.

**5. How do you think - is it the game for players who will just start they adventure with board games or only veterans of this kind of entertainment should start with this game.**

**The Walking Dead: No Sanctuary** is a great game for beginners, while offering deeper play elements that gaming veterans will be able to appreciate. The first Scenario offers an excellent introduction for newcomers, since it guides players through a three-part mission while having them experience the core mechanics of the game. Each Scenario can be scaled to offer an increase in difficulty, meaning even the tutorial Scenario can be made into a challenge for intermediate players.

**6. Could you tell us something about gameplay and game modes?**

**The Walking Dead: No Sanctuary** is a 1-4 player game that scales in difficulty. There must be always be four Survivors during gameplay. So, if there are only 1-3 players, the missing players are replaced by the flipside of one or more Survivor Cards, allowing Survivors to be utilized as Allies. Rather than having players manage multiple card decks, Allies make things simpler: They are assigned to a player, do not have a deck, and have only three abilities, though they operate like regular Survivors in most other ways. They provide a unique dynamic since a player will not only have to plan ahead for his or her character's actions and how it will affect the group, but for any Ally characters as well. Like any other character, Allies must adhere to the Leader's Approach and may help or harm the group based on how Compliant or Defiant they are.

The game also introduces different Walkers, as well as Rivals and Strangers that you will have to work against and save, respectively. Each Scenario in the game (and in the expansions "What Lies Ahead" and "Killer Within") follow the events of episodes from the show, incorporating thematic gameplay mechanics that make each time you play a fresh experience that explores the tactical side of surviving during an apocalypse.

**7. Is the game will be random like Robinson Crusoe and players should adapt to the situation or players can plan their moves in the incoming rounds.**

Each Scenario of the game has set objectives that must be accomplished in order for your group to move forward. Although there is a set path, a number of decisions come into play organically to meet these requirements, as players must constantly react to the decisions of the Leader. Think of this as "controlled randomness," since the choices the Leader makes set the tone for that round. Because the rest of the group does not know the Leader's decisions beforehand, they are all forced to adapt. The Leader may face penalties for poor decision-making as his team may choose to be Defiant for the short- or long-term benefit of the group. Every outcome on the board will be based on how players interact with each other in trying to beat the Scenario. The only truly random situation is the placement of Walkers when they spawn.

**8. Can you please tell me more about re-playability?**

The game comes with more than 10 Scenarios for backers who pledged to the No Survivor tier (whether they pledged during the campaign or via the Pledge Manager). These Scenarios are drawn directly from episodes of the TV show and take between 45-90 minutes to play. Players may find they want to repeat Scenarios that end in a loss. In addition, with almost 20 unique playable Survivors, you can mix and match your team to play Scenarios again with non-canon groups (i.e., not the groups that participated in the events in the TV series), which can really ramp up the difficulty for your play group!

**9. Are you inspired by any other game?**

As gamers, we're inspired by each game we play no matter what genre or who publishes it. We just love the experience of gaming! For Adam and Brady Sadler, the designers of **The Walking Dead: No Sanctuary**, they were probably inspired by a lot of the past projects they've designed. For this game specifically, they had to take everything they knew about zombie games and throw it out the window so they could make something completely different. Their goal was to create a game that focuses on the interaction and tough decisions a leader and a group will need to make to survive, instead of just trying to kill as many walkers as possible. Their love for AMC's *The Walking Dead* TV series meant that they were obsessed with making sure the gameplay mechanics stayed true to the story and themes of the show.

**10. At the end tell me please which board games do you personally prefer. What is the best board game you like to play.**

Each one of us at Cryptozoic have our own long list of favorites. For me, I love campaign games and games that offer unique mechanics. I started off old school with *Advanced Dungeons & Dragons* and *Magic: The Gathering* (Alpha Edition) but haven't really had the time to invest in them lately. I don't truly have a favorite game, since it really depends on my mood or my playgroup on a certain day. Still, games like *Mansions of Madness*, *Onitama*, *Mad Science Foundation* (one of our new games!), *Descent: Journey to the Dark* (2nd Edition), *Ticket to Ride*, *Mystic Vale*, *Sentinels of the Multiverse*, *Forgotten Realms*, and *Mice and Mystics* make me smile. With my tastes being all over the place, I can say that I believe that **The Walking Dead: No Sanctuary** offers a level of challenge and variety that almost all gamers out there will be able to appreciate.

- Alex Lim: Crowdfunding Project Manager

**Thank you for the interview.**