

ZOMBIEZONE

2 Players - Rules Version 1.2

The year 2020. It's been 5 years since the zombie uprising that we now refer to as "Zombie Summer". You could say that we've since adapted to living with the undead... All you need to do is stay indoors, keep your weapons close, and don't trust anyone or anything. But as humans, we are a greedy species, and we found a way to make money off of the zombies. And that is where the ZombieZone comes in.

ZombieZone is a battle arena where 10 humans and 10 zombies will fight to the death... on live television. From the safety of our homes, we watch the destruction unfold, placing bets on or against mankind. And some of us will even risk our own lives for a chance at fame and fortune. Will the money hungry-humans, armed with a shotgun and a brain make it out alive? Or will the flesh-hungry Zombies multiply and take them over?

So many questions, so little time. The battle is about to begin. Enter the ZombieZone!

OBJECTIVE

Main Objective: Eliminate your opponent.

Secondary Objective: Destroy the ZombieZone. (Humans only)

COMPONENTS

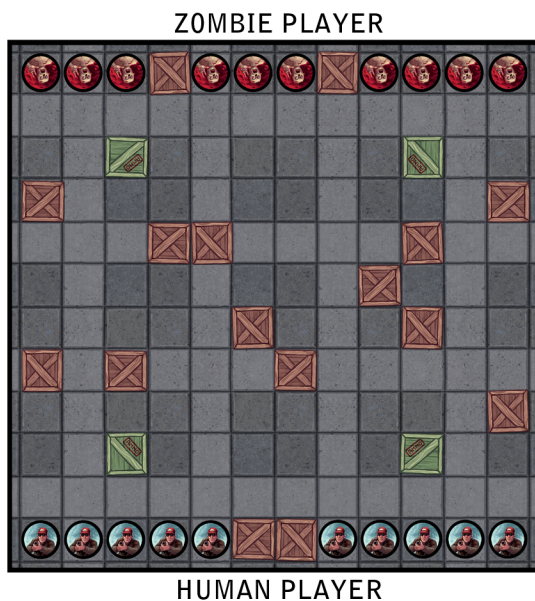
Board, 20 Zombie/Human Tokens, 20 Ammo Discs, 4 Bomb Discs, 2 Black Dice, 2 Red Dice, 1 Red Shotgun Die

Stick the Zombie Stickers on one side of the Black Tokens, & the Humans on the other. Stick the small stickers on the blank die.

SETUP

Place the game board in the center of the table between both players. Flip a Zombie/Human Token to determine the starting player. The starting player will choose to play as Humans or Zombies. After he chooses, his opponent must choose the other.

Each player will take 10 Tokens and place them on the edge spaces of the board with their unit type (Human or Zombie) face up. Starting Tokens cannot be placed on crates.



The Human player will take the 20 Red Ammo Discs and place 2 on top of each Human Token. A Human can carry a maximum of 2 Ammo Discs. He will then choose 4 units to carry a Blue Bomb Disc. A Human can only carry one Bomb Disc at a time.

Note: The Board is not symmetrical, and can be turned to face in any direction. For your first play, don't worry about the orientation. On later plays, the starting player can choose the orientation.

GAMEPLAY

The starting player will take his turn and then gameplay will shift to his opponent.

On each turn a player may MOVE and ATTACK.

MOVE

To determine your movement, you will roll two six-sided dice.

Zombies (Black Dice)

Zombies tend to move slowly and in groups.



Higher number = The amount of Zombies that may move.

Lower number = The amount of spaces they may each move up to.

Example: A Zombie player rolls a 5 and a 3. He must move up to 5 Zombies, up to 3 spaces each. The higher number is always the amount of Zombies that can be moved.

Humans (Red Dice)

Humans have a brain (at least for now), so they will choose their style of movement.



Either number = The amount of Humans that may move.

Other number = The amount of spaces they may each move up to.

Example: A Human player rolls a 5 and a 3. He can choose to move 5 Humans 3 spaces each, or move 3 Humans 5 spaces each.

Movement is always adjacent, and neither type can move diagonally.

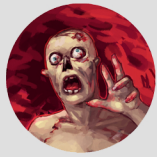
Crates: The crates are elevated. To move onto a crate (Humans Only) you will have to spend 2 of your movement roll. To exit a crate you will only need to spend 1 of your movement roll.

Ammo Crates: When a Human moves onto an Ammo Crate, he may immediately fill back up to two Ammo Discs. A Human can carry a maximum of two items.

Loose Ammo: When a Human moves onto an Ammo Disc on the board, he may immediately pick it up.

ATTACK

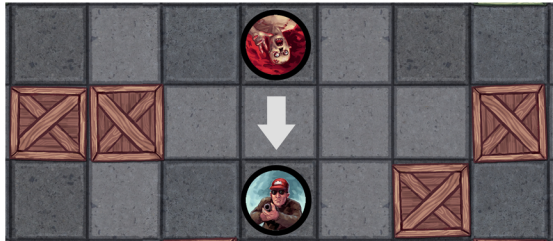
Zombies and Humans have completely different types of attacks.



Zombies

Zombies takeover the Humans, turning them into more and more Zombies.

Zombies will attack by moving into a space adjacent to any Human token. The Human token is flipped over to the Zombie side instantly.



-If another Human token is adjacent to a newly flipped Zombie, that Human is immediately flipped as well. This will continue until all adjacent Humans have been flipped.

-An attack ends the movement for that individual Zombie token.

-If a Human moves into a space adjacent to a Zombie, the Human token will instantly flip over to the Zombie side.

-If a defeated Human is carrying any items, the Human player may place those items into unoccupied adjacent spaces. Each space can only hold one item. If those spaces are occupied, each item would go to the next closest unoccupied space.



Humans

Humans eliminate zombies with their (mostly) trusty shotgun.

After a player has completed the movement for his turn, he may attack with any of his Humans. Humans can attempt to shoot the Zombies using the Red Shotgun Die and the Ammo Discs.

Ammo Discs - These are your ammo. You must have ammo to attack a Zombie.

Shotgun Die - This is the range of your attack. The shotgun will shoot from 1-3 spaces in any direction (including diagonally).

The Human player will declare which Human will shoot and which Zombie he will be trying to shoot. He will then roll the Red Shotgun Die to see the result.

Successful attack - If the die roll is equal to or greater than the amount of spaces that the Zombie is away from the Human, the attack has succeeded. The Zombie token and the Ammo Disc are removed from the game.

See below for the minimum die rolls needed to defeat the Zombies that are 1, 2 and 3 spaces away.



Failed attack - If the die roll is less than the amount of spaces that the Zombie is away from the Human, the attack has failed. The Ammo Disc is removed from the game.

A roll of "X" is a misfire. The Ammo Disc is removed from the game, and no Zombies have been harmed by that attack.

If the Human has additional Ammo, he may attempt a second attack.

Crates: When a Human attacks from the top of a Crate or Ammo Crate, he will receive +1 range to his Shotgun Die rolls. A Roll of an X is still a misfire.

A Human can attack over Crates. A Zombie can attack a Human that is on top of a Crate.

BOMBS

The four Bombs are used to blow up the ZombieZone, as an alternate win condition for the Humans. The Humans must drop a Bomb on each of the four Ammo Crates to achieve this.

Dropping a Bomb - A human may leave a Bomb on an Ammo Crate by landing on that space. The Bomb can later be picked up by another Human if needed.

ADRENALINE RUSH

When either player has only one remaining unit, that unit has an Adrenaline Rush. At this time, movement is modified and both dice are added together to determine the amount of spaces the unit can move. This Adrenaline Rush will last until as long as the player has only one unit on the board.

GAME END

The game ends immediately when all units of one side have been eliminated. The winner is the last player standing.

The game will also end immediately if all four Ammo Crates have Bombs on them. In this case, the winner is the Human player.

CREDITS

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For more information visit:
www.buttonshy.com/zombiezone