

ZOMBIEZONE

2 Players - Rules Version 1.2 (Postcard Edition Rules)

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!

***NOTE:** This is a very quick sample of ZombieZone. The full game has a larger board, more units, bombs, a second win condition, and a lot more space to do what you need to do. This is more like the ZombieCloset, but it'll give you a taste of the gameplay.*

OBJECTIVE

Eliminate your opponent.

COMPONENTS

Components Provided: Postcard Board

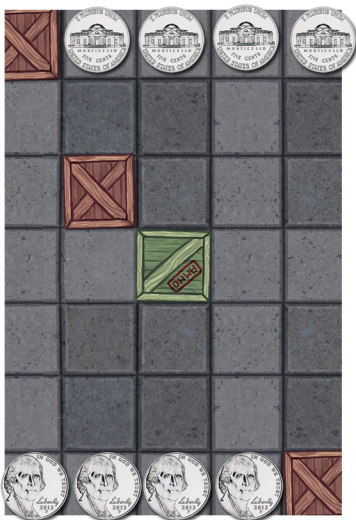
Components Needed: 8 Nickels, 8 Pennies, 2 or 3 Six-Sided Dice

SETUP

Place the postcard in the center of the table in-between both players. Flip a coin 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 4 Nickels and place them on the 4 edge spaces of the board with their units (Humans/Heads or Zombies/Tails) face up. Starting tokens cannot be placed on crates.

ZOMBIE PLAYER



HUMAN PLAYER

The Human player will take 8 Ammo Discs (Pennies) and place them on top of their units. A unit can only hold two items at a time.

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

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

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 a 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 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).

When using a standard die, you will need to convert your numbers as follows:

1 = X
2 = 1
3 = 2
4 = 2
5 = 3
6 = 3

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

Successful attack - If the die roll is equal to or higher 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.

A Human can attack over 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.

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.

CREDITS

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