

Z.O.M.B.I.E.™ : THE GAME

Zillions Of Mutated Bodies Infecting Everyone

Objective: Defeat your opponent by destroying their Z.O.M.B.I.E. horde!

Number of players: 2

Starting the game

Players must decide ahead of time how big to make their Z.O.M.B.I.E. hordes. We recommend 5-10 Z.O.M.B.I.E.s in each horde. Both players should start with the same number of Z.O.M.B.I.E.s. You may mix and match different types of Z.O.M.B.I.E.s.

Players start on opposite sides of the board in their respective graveyards. Each player rolls one six sided die (1D6) and the player with the highest roll plays first.

Game play

Begin your turn by rolling 1D6. You must move one or more of your Z.O.M.B.I.E.s the total number of spaces that you rolled. You may move in any direction (straight, back, left, right, or diagonal).

Attacking

To attack another Z.O.M.B.I.E., your Z.O.M.B.I.E. must be in the same square. You can never have more than two Z.O.M.B.I.E.s in the same square. Announce your attack and then roll 1D6 to determine your attack strength. If you are using bonus stats and you are attacking on your Z.O.M.B.I.E.s bonus terrain, add the appropriate bonus to your attack strength.

Now the defending ZOMBIE must roll 1D6 to determine their defense strength. If you are using bonus stats and you are being attacked on your Z.O.M.B.I.E.s bonus terrain, add the appropriate bonus to your defense strength.

Compare your attack strength to your opponent's defense strength. The Z.O.M.B.I.E. with the highest strength wins and the losing Z.O.M.B.I.E. is removed from the game.

Winning

To win you must defeat all of your opponents Z.O.M.B.I.E.s.

Bonus stats

Green Z.O.M.B.I.E. gains +2 to attack/defense in forests

Blue Z.O.M.B.I.E. gains +2 to attack/defense in water

Glow-in-the-Dark Z.O.M.B.I.E. gains +2 to attack/defense in swamps