

ZOMBIE CORPS(E)

OBJECTIVE: Kill all the zombies on the base and make it to the helipad first.

SET-UP: Place the front gate, straight away and a four way. All players start on the first square (furthest from the base) of the front gate.

Place a zombie on every legal square, choosing randomly from the zombie bag. There are 12 glow in the dark zombies that will be chosen and placed randomly. It takes a 5 or 6 to kill these, and they move two squares instead of one. Use the specially made deck.

GAME PLAY: Tiles are drawn as usual, but a zombie is placed on every legal space. Players proceed through the base until all the zombies are killed, and then they must make it to the helipad first.

Once a zombie is killed, it is removed from play (do not place it back in the zombies bag). Drawing tiles and cards as usual. The player with the MOST zombies places the helipad. Zombie movement is also as usual.

One half hour before the end of the event, no more cards may be drawn.

WINNING CONDITION: When all the zombies are killed, the first player to the center square of the helipad wins.