

ZOMBIES!!!

Mega-Zombies

OBJECTIVE:

Each team must rescue the 6 people as indicated by the specially marked chits and have the majority of their members and the rescued people to the Helipad before the other team.

SET-UP:

- One helipad should be placed in the middle of the table.
- A townsquare should be placed on both sides of the helipad, four tiles away (not placing the tiles between, but marking the distance with tiles). Both teams will need to build tiles to the helipad in order to make it there.
- Take 10 hearts, 10 bullets and the 6 marked chits and place them face down, mixing them up well.
- Shuffle the rest of the tiles and place them face down.
- Shuffle the cards and deal 3 to each player. All players start with 3 hearts and 3 bullets as usual.
- All players start on their TownSquare.

GAME PLAY:

- A player from each team takes a turn at the same time. All phases of the turn do not need to be taken at the same time until the discard phase. The next two may not take their turn until both previous players have discarded or chosen not to discard.
- Cards that target an “opponent” must be played on the other team. All other cards are played as usual.
- When a tile is drawn, the appropriate number of chits are placed on the tile without looking at them. Example: If the tile calls for 3 bullets and 2 life, 5 chits will be placed. You won’t know what they are as they are face down. Once all chits are placed, no more are placed even if the tile calls for them. Zombies will still continue to be placed. Tiles may not be placed so that it connects to the helipad or the other team’s board.
- The hearts and bullet tokens are used as usual. The specially marked chits do not add any special abilities. But if the player who is in possession of the chit dies, the chit is placed on the square where they died. The bullets and life tokens, once used or lost due to death, are removed from play.
- Once a team collects all specially marked chits, that team will not draw anymore cards but may play the ones in their hand as usual. They may now make their way to the helipad.
- There is no zombie movement phase until the other team has collected all six chits, even if your team has not. At that time, you roll to move zombies on the other team’s board as usual. No zombies are moved off of the helipad.
- **PLEASE DO NOT TELL OTHER PLAYERS ON YOUR TEAM WHAT TO DO. STRATEGY MAY BE DISCUSSED IN BETWEEN TURNS.**
- All other rules apply.

WINNING CONDITIONS:

- The first team to get the majority of their team and the majority of the “rescued people” to the center square of the helipad wins. You don’t need to collect the Zombies that you’ve killed.