

ZOMBIES - TEAM SURVIVAL

OBJECTIVE: You and your partner must get to the Helipad before another team.

GAME SET-UP: The game is set-up as usual. Players on teams should sit at least one other person apart. One will have a regular shotgun guy and the other will have a decapitated shotgun guy of the same color. There should be a total of 4 teams per game. All start on TownSquare. Special made deck will be used.

GAME PLAY: The team players do not have to stay together, but they may share cards, bullet and life tokens but the cards played in front of them can only be used by that player - not both. When one player dies, they both go back to TownSquare and are refreshed with three life and three bullets, as well as discarding the cards in front of them (both players). Team members may communicate with each other, including letting the other person know which cards they have in their hand.

WINNING CONDITION: The first team to get both players to the center square of the helipad or collects 40 zombies between both team members wins.