

# THE SIMPSONS

## INTRODUCTION

It's a normal day in Springfield, except for the Nuclear Plant's meltdown... Everybody has turned into a hungry zombie, well, into a yellow hungry zombie. Everybody but the Simpsons.

Now the Simpsons are trying to reach the international airport of Springfield, but they must accomplish some task before reaching the plane.

## CHARACTERS

- Homer Simpson: His movement is reduced by 1, to a minimum of 1. If Homer fails an attack he only loses ½ heart (if you don't have half hearts tokens, just flip 1 heart token). He must go to the church (the Lawn & Garden Store tile) and kill the Ned Flander's zombie.

- Marge Simpson: She has no special powers. She moves and attacks like a human in the standard play. She must go to the Hospital to take the anti-radiation pills. Dr. Hubbert's zombie has got them, so... kill him.

- Bart Simpson: His movement is at plus 1, due to his skateboard. Bart can't kill zombies, just tip them (see special rules for tipping zombies). He must go to the Toy Store to recover the ruby nose of Krusty. Obviously, Krusty's zombie, who is wearing it, will not lend it easily

- Lisa Simpson: Her movement is reduced by 1, to a minimum of 1. Lisa can't kill zombies, just evade them. However, she only needs a 3 to evade a zombie. She must go to the Police Station to recover her saxophone, which was seized for waking Chief Wiggum. Ralph Wiggum's zombie it's trying to recover his love at the police station.

- Maggie Simpson: Her movement is reduced by 2, to a minimum of 1. Maggie can attack a zombie 1 square away from her at a cost of 1 movement point. If she fails that attack, she doesn't lose a heart token. She can use bullets normally. If the zombie is in the same square as Maggie and she fails the attack, she loses a heart normally. During another player's movement Maggie can be taken in arms and carried with the other player. She is the only one who must not accomplish any task. She just can get out of here as fast as possible,

- Abe Simpson: His movement is reduced by 1, to a minimum of 0. If his movement is reduced to 0 he is taking a nap recovering from a heart token. He attacks normally (when moving). He must go to the Army Surplus Store to recover his war helmet.

## SPECIAL RULES

1.- You only have 1 hour to reach the airport (the Helipad tile) or the airplane will leave without you, sorry man!

2.- Victory cannot be achieved by killing zombies.

3.- Remove the following cards: "Bad Sense of Direction" "Claustrophobia" "Don't Think They're Dead"

4.- Maggie Simpson can win by arriving alone to the central square of the helipad or by being carried by another character. In this case there will be two winners (or a tie).

5.- Characters may be chosen by players or randomly distributed among them.

6.- When a character dies the zombie who kill him or her is tipped (it is eating the corpse). Untipping a zombie requires one zombie movement and it can't move farther in this turn.

7.- Extend the "All The Marbles" card text with: "or tip all zombies in the player's tile"

8.- Tipped zombies can't move or attack characters, and no other zombie can enter a square already occupied by a tipped zombie. If a character is in the same square as a tipped zombie it can try to kill him (if it is neither Bart nor Lisa) and attack him normally. If the attack fails, untip the zombie and lose a heart token.

9.- In the mission tiles you must arrive to the square with the name of the tile, where it will be some special zombie. Use the glow in the dark zombies: they can move 2 squares and you need a 5 or 6 to kill them. (Lisa needs a 4 to evade them)

