

Zombies Attack!

Are You Prepared? Can you last a week?
A game of survival for 2 to 6 players.

Setup: Each player has a set of cards including Player, Player Zombie, and a set of 6 defense cards

Shuffle the Zombie Encounter cards (12 various), and place face down in the center of the table.

Choose a starting player and give them the Hot Zone card. The Hot Zone card holder is the first player with regard to Zombie Encounters and Defense play resolution begins with them.

Play: The game consists of 6 turns (representing days) in which the players must choose one defense card to face the Zombie Encounter for that day. All players start by secretly selecting one defense card they play for the turn.

The starting player (with the Hot Zone card) turns over the top card of the Zombie Encounter deck to reveal any Zombie activity the group faces for that day.

Beginning with the Hot Zone/first player, compare the chosen Defense with the Zombie Encounter. The first player may be able to resolve the encounter, if not comparison continues with the next player to the left/clockwise of the starting player, and so on until the Zombie Encounter is completed.

Once the Zombie Encounter is resolved, bite markers distributed, and used defense cards set aside, the Hot Zone card is passed to the next active player clockwise/to the left who then begins the next turn/day.

Defense Cards: Each player starts with a set of 6 Defense cards such as Hiding (x1), Firearm (x2), Baseball Bat (x1), and Panic (x2). Players choose one of these Defense cards to play each turn/day of the game. Each card can be played only once, then is set aside. The only exception is the Baseball Bat card which can be played a second time if the player previously played Panic and survived the Zombie Encounter. Description of the Defense cards are as follows.

Hiding: prevents a player from all types of Zombie Encounter cards, essentially safe from being bitten by any Zombies that day. It is your best Defense card so use it wisely. When played by the Hot Zone/first player any Zombies in the day's encounter continue on clockwise to the player on the left who must defend against it. If all players use the Hiding card on the same turn, that Zombie is avoided for the day and moves off, not to return. There are plenty of Humans elsewhere to Bite!

Firearm: safely destroys one Zombie in an Encounter, preventing that player from being bitten. If the Zombie Encounter is a Lone Zombie or a Fast Zombie, the Firearm card will destroy that Zombie, removing it from that day's encounter. If it is a Small or Large Pack then the Encounter Card continues to the next player to the left/clockwise and is compared with their Defense card. Only the Zombie Horde causes a bite to the player of the Firearms card.

Baseball Bat: protects a player from Lone Zombie, Small and Large Packs, but not from a Fast Zombie or the Zombie Horde. If a player has played Panic in a previous turn/day, then that player may use their Baseball Bat a second time.

Panic: is a common reaction when facing Zombies, particularly as the days go by and ammo is scarce. This Defense card leaves the player open to all Zombies to be encountered. Players choosing Panic for their Defense must hope a Zombie Encounter is either dealt with by early acting players to their right/counterclockwise, or that the encounter is the card Distracted. A Lone Zombie, Fast Zombie, Small and Large Pack will Bite a Panicked player and then move on to the next player clockwise/to the left. If everyone played Panic these Zombies will surround the group until everyone is Bitten.

Zombie Encounter Cards: Lone Zombie (x2), Fast Zombie (x2), Small Pack (x2), Large Pack, (x2) Zombie Horde (x1), and Distracted (x3), for 12 total cards. The cards are shuffled at the start of the game to make the possible encounters random. If playing with only 2 or 3 players, some Zombie Encounter cards may be removed for game balance.



Zombie Encounters start with the turn's first player/ Hot Zone card holder. This Player is the first to deal with the turn/day's Zombie threat. If Hiding, the Zombie Encounter moves on to the next player clockwise. If the first player uses Firearms or Baseball Bat they may successfully protect themselves and even destroy the Zombie, depending on what Zombie Encounter card is revealed. Hot Zone/first players who Panic are Bitten and the Zombie moves on. Each Zombie Encounter card starts with the Hot Zone player and continues clockwise/left around the table until it is either eliminated or encountered by the last player.

Lone Zombie: is the simplest threat to deal with. Hiding, Firearm and Baseball Bat prevent this Zombie from Biting the player. Firearm and Baseball Bat will remove this Zombie from the game. Players who are Bitten become Lone Zombies added to the next turn/day's encounter.

Fast Zombie: is a much more aggressive threat, capable of closing with a player before they can swing a bat. Only Hiding and Firearm cards prevent a player from being bitten, though Firearm will remove the Fast Zombie from threatening further players.

Small Pack: of Zombies are dangerous to lone humans and so more than one player using either Firearms or Baseball Bats must defend against these Zombies. Small Pack requires 2 players using either Firearms or Baseball Bats to eliminate it. If one player uses a Firearm or Bat and the next player uses Panic, then the second player is Bitten.

Large Pack: like Small Pack requires multiple Defense cards to eliminate them. There are so many of them that 3 players must use Firearm or Baseball Bat cards to eliminate the threat.

Zombie Horde: is the most devastating encounter. So many Zombies are tearing through your location that only Hiding prevents a player from being Bitten. No amount of shooting or swinging will save you.

Winning the game is as easy as remaining Unbitten until after turn/day 6. On the 7th day help arrives and Unbitten players are rescued. Human Winners. Bitten players are put down. Zombie Losers.



Turn Sequence

Choose first player, give Hot Zone card.

Shuffle Zombie Encounter cards and place in center of table.

All players choose 1 Defense card for turn

Hot Zone player turns over the top Zombie Encounter card and begins encounter resolution.

Zombie Encounter resolution continues as needed clockwise around the table.

Bitten players are marked.

Hot Zone card passed to left/clockwise and next turn begins with players choosing a new Defense card.

Zombie Encounter revealed and any Bitten players join in as Lone Zombies.

6 turns/days are played. All Unbitten players by end of turn 6 WIN, rescue arrives on 7th day. Bitten players LOSE.



Another Game Convention

Clarion Inn Hudson, OH

May 20-22, 2011

www.anothergamecon.com

Zombies Attack! is a game designed by "Super" Dave Radzik of Another Game Company, LLC, managers of AnCon: Another Game Convention. The free PDF print and play version is provided to promote the game convention AnCon and game play in general. For more free games and information on AnCon and many game groups visit our web site:

www.anothergamecon.com

Instructions: Print on heavy card stock,, one set this page for each player (2-6). Cut out and place in protective card sleeves for ease of use.

Hiding

Full Defense

Hiding protects against all Zombie encounters and prevents player from being Bitten this turn.

www.anothergamecon.com

Firearm

Medium Defense



Firearm protects against all Zombie encounters except Zombie Horde.

Firearm

Medium Defense



Firearm protects against all Zombie encounters except Zombie Horde.

Baseball Bat

Light Defense



Protects against only Lone Zombie and Small Group encounters but not Fast Zombie, Large Group and Zombie Horde.

Panic!

No Defense

No matter how prepared you are, Zombies still manage to surprise you, catch you unarmed and out in the open. Hopefully someone else will protect you.

Panic!

No Defense

No matter how prepared you are, Zombies still manage to surprise you, catch you unarmed and out in the open. Hopefully someone else will protect you.

Player

You are Healthy now.
Can you last a week?

Keep in front of you until you are bitten. If unbitten on day 7 you are rescued. If bitten, on next turn flip over and add to Zombies.

www.anothergamecon.com

Player Zombie

OOPS!
Looks like you didn't
make it one week.

Add to Zombie encounter for next turn. Acts like a Lone Zombie and must be dealt with in addition to the day's Zombie encounter

Turn Sequence

Choose first player, give Hot Zone card.

Shuffle Zombie Encounter cards and place in center of table.

All players choose 1 Defense card for turn

HZ player turns over the top Zombie Encounter card and begins resolution.

Zombie Encounter resolution continues as needed clockwise around the table.

Bitten players are marked.

HZ card passed to left/clockwise and next turn begins with players choosing a new Defense card.

Zombie Encounter revealed and any Bitten players join in as Lone Zombies.

6 turns/days are played. All Unbitten players by end of turn 6 WIN, rescue arrives on 7th day. Bitten players LOSE.

Instructions: Print on heavy card stock, one set this page total. Cut out and place in protective card sleeves for ease of use.

Fast Zombie



Zombie Encounter

Hiding and Firearm prevent being bitten.

Lone Zombie



Zombie Encounter

Hiding, Firearm and Baseball Bat prevent being bitten.

Small Pack



Zombie Encounter

Attacks continue around until TWO Firearms and/or Baseball Bats are played.

Fast Zombie



Zombie Encounter

Hiding and Firearm prevent being bitten.

Lone Zombie



Zombie Encounter

Hiding, Firearm and Baseball Bat prevent being bitten.

Small Pack!



Zombie Encounter

Attacks continue around until TWO Firearms and/or Baseball Bats are played..

Large Pack



Zombie Encounter

Enough for everyone! Every player not using a Handgun, Baseball Bat or in Hiding is Bitten.

Large Pack



Zombie Encounter

Enough for everyone! Every player not using a Handgun, Baseball Bat or in Hiding is Bitten.

Zombie Horde



Zombie Encounter

Too many to fight! Only Hiding prevents a player from being Bitten.

Instructions: Print on heavy card stock, one set this page total. Cut out and place in protective card sleeves for ease of use.

Distracted



Zombie Encounter

Zombies are preoccupied and you are safe for this day./turn

Distracted



Zombie Encounter

Zombies are preoccupied and you are safe for this day./turn.

Distracted



Zombie Encounter

Zombies are preoccupied and you are safe for this day./turn.

Hot Zone



You are on the front line and will be the first person Bitten if not defending or hidden. Pass to left at end of this turn/day.

www.anothergamecon.com

Bitten!

Tomorrow (next turn/day) you will be a Zombie!

Bitten!

Tomorrow (next turn/day) you will be a Zombie!

Bitten!

Tomorrow (next turn/day) you will be a Zombie!

Bitten!

Tomorrow (next turn/day) you will be a Zombie!

Bitten!

Tomorrow (next turn/day) you will be a Zombie!

Bitten!

Tomorrow (next turn/day) you will be a Zombie!



Another Game Convention
Clarion Inn Hudson, OH
May 20-22, 2011
www.anothergamecon.com

Play the all new

Zombie Apocalypse Interactive

To determine the fate of the world. Humanity or Zombies will dominate.

Only at AnCon
10 AM to 2 PM

**Sunday
May 22nd**