

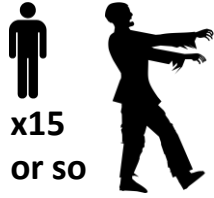
Players

ZOMBIE (SLOW SPEED LIMP)
 Drags one leg when it walks.
 Tries to tag humans and break down shelters. If a Zombie tags with *one hand*, the human is infected on their next round, then becomes a zombie. A two-hand tag removes the human from the game.

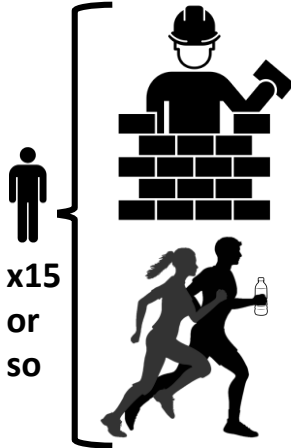
DEFENDER (NORMAL)
 Default Human player, walks at normal speed.
 It takes two Humans to lift barricades and place them along the outside perimeter of a shelter.

RUNNER (FAST RUN)
 Carries a water bottle to run during Human turn, turns back into a standard Defender if the bottle is not held.

SHELTER - Human players are safe if they stay inside a shelter with a barricade placed on each wall. *Zombies can cross a non-barricaded wall (rope, marking off a square). A zombie may carry away a SINGLE card on their round, but will always drop it and chase a human if one passes close.*



x15
or so



x15
or so



Resources

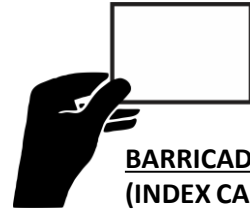
WEAPON (cloth)
 Ball up cloth and throw at zombie Player to "kill" and remove the zombie from the game. Pick it back up to reload. Be careful!

WATER BOTTLE
 Allows a standard Human player to become a Runner during human turn

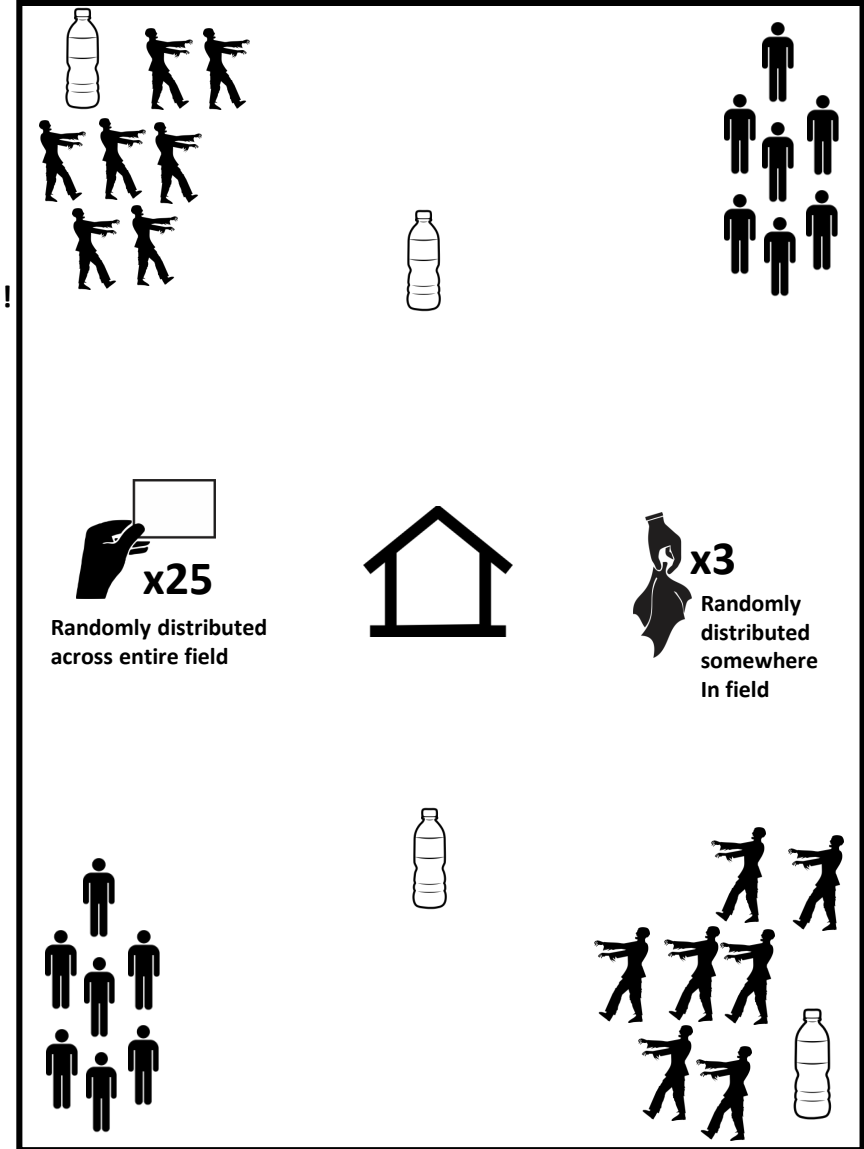
BARRICADES (INDEX CARDS)

Represent heavy objects that can be scavenged by Human players to build extra layers of barricades to strengthen a Shelter. When FIVE layers thick, Zombies can no longer break through or remove layers of barricade.

ROUNDS: Humans and Zombies alternate turns in 6-second rounds. When the whistle blows, the moving team must freeze and wait.



The Playing Field



HUMAN WIN: Get 5 barricades on each wall of the shelter...
 ...or "kill" and remove all zombies from the game.

ZOMBIE WIN: Successfully turn all humans into zombies ...
 ...or "kill" and remove all humans from the game.