

When Zombies Attack!

Attack Dice Game System

When Zombies Attack! is a fast-paced dice game that places players into the middle of a zombie apocalypse. The dead have risen and are hungry for living flesh! To escape this nightmare, players must reach a boat that will take them to safety.

Playing the Game - "Run, run for your life!"

Each die represents a zombie, a hungry walking corpse looking for its next meal....you!

Before starting the game, split the dice evenly among all players. We recommend that each player start with at least four dice. Leftover dice, if any, are placed in the middle of the play area. This area is called the Quarantine Zone or the Q-zone. Choose who goes first. There is no advantage to going first, so use any method you wish.

On your turn, roll all of your dice. This is your zombie mob. Sort the rolled dice by the symbols shown face-up (see below). When the player is done sorting, his turn ends and the next player takes his turn.

Dead Zombie - Congratulations! You put down a zombie! Set them off to the side. This is your personal graveyard pile but beware, they may come back.



Wandering Zombie - Phew! You evade a zombie! Pass these dice to any player of your choice and/or into the Q-zone, splitting them as you see fit.



Hungry Zombie - Yikes! These zombies are still in ravenous pursuit! Keep these dice to roll on your next turn. If your roll results in all Hungry Zombies see Outbreak! below.



Outbreak! - "Where do they come from?"

On a roll with all Hungry Zombies, you trigger an outbreak. Grab all the zombie dice from the Q-zone and add them to your zombie mob. Your turn is over. If there are no zombies in the Q-zone, a Dead Zombie from your graveyard comes back and joins the chase. If you have no Dead Zombies in your graveyard, your turn is over.

Winning the Game - "I'm alive!"

The first player to start their turn with no dice in their zombie mob to roll, wins! Continue play for three more rounds. The rest of the players either make it to safety or die trying by the end of their third dice roll.

OPTIONAL RULES

These rules are designed to add more flavor to your game. Choose to play with as many as you dare!

Zombie Meat - "They got me!"

If you roll all Hungry Zombies, and the Q-Zone and your graveyard are empty, you are zombie meat! Your game is over unless another player comes to your aid by passing a Dead Zombie from their graveyard to you.

Keeping it Real - "Too many of them!"

For a more realistic feel, players may only roll up to four dice at a time on their turn. If the roll of all four dice results in Wandering and/or Dead Zombies, roll again up to four more dice from your zombie mob, and so on.

Solitaire - "I Am Legend"

Simply start with as many zombie dice as you think you can handle and start rolling. Plays best if the optional rules Zombie Meat and Keeping it Real are also used.

For more optional rules or to share your own home brewed rules visit us online.



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