

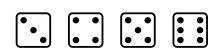
ESCAPE OF THE DEAD

minigame



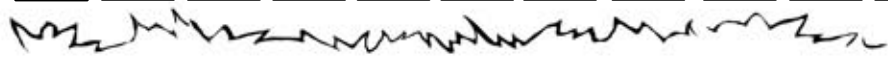
LAWN

Successfully kill a zombie on a roll of



Zombie Killed

0	1	2	3	4	5	6	7	8	9	10
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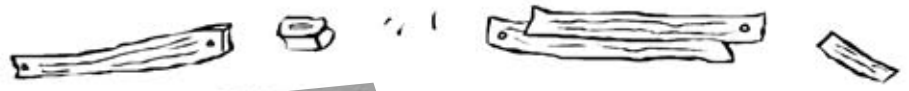
Successfully fix an hp of barricade on a roll of



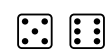
BARRICADE

Barricade's HP

0	1	2	3	4	5	6	7	8	9	10
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Successfully fix 10% of the car on a roll of



GARAGE

Car fix %

0	10	20	30	40	50	60	70	80	90	100
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Zombie Spawn Lv 1 Zombie

2 Zombies

3 Zombies

4 Zombies

REWARD FOR KILLING 10 ZOMBIES

SELECT YOUR REWARD

- A Destroy all Zombies
- B Fix 10% of the car
- C Stop Zombie spawning next turn
- D Fix 3 HP of barricade immediately

HOW TO PLAY

ALL YOU NEED TO PLAY
4 six sided dice.

OBJECTIVE. You win by fixing the car 100%.

SETUP. Put a zombie token on the lawn as the starting threat, place the the hammer token on the '10' on barricade's hp, set the gun at '0' on the zombie killed and set the wrench at '0' on the car fix% .

GAMEPLAY. This game is divided into 5 phases. Repeat until you win or lose.

PHASE 1: SPAWN ZOMBIE! Add a zombie token/s on the lawn according to the zombie spawn level below car fix%

Note: The more the car is fixed the more zombies will be spawned (e.g the first 3 box of the car fix % will spawn 1 Zombie (Z'), the next 3 boxes will spawn 2 Zombies, etc).

PHASE 2: ASSIGN ACTION DICE. You get 4 Action Dice to be spent on the 3 section of the game which are LAWN, BARRICADE & GARAGE.

LAWN. Placing dice here will attempt to kill the zombie. Each dice put here represents a shot of the revolver.

BARRICADE. Placing dice here will attempt to fix the barricade. Each dice put here represents an attempt to fix an hp of the barricade.

GARAGE. Placing dice here will attempt to fix the car. Each dice up here represents an attempt to fix 10% of the car.

PHASE 3: PLAY ACTION! You play each section by rolling the dice put there. You may play each section in any order.

LAWN. You successfully kill a zombie on a roll of 3, 4, 5 or 6 on each die. (e.g you put 2 dice there, you roll a 4 & 5, you just killed 2 zombies)

For each kill, you remove a zombie token from the lawn and increase the zombie killed by 1 for each shot you successfully fire.

BARRICADE. You successfully fix an hp of barricade on a roll of 3, 4, 5 or 6 on each die. (e.g you put 3 dice here, you roll a 1, 3 & 6, you just fix 2 hp of the barricade)

For each fix on the barricade, you increase the Barricade's HP by 1 for each successful roll (you may not increase more than 10 HP).

GARAGE. You successfully fix 10% of the car on a roll of 5 or 6. (e.g you put 3 dice here, you roll a 2, 3 & 5, you just fix 10% of the car)

For each fix on the car, you increase the car fix% token by 1.

PHASE 4: ZOMBIE ATTACK! For each zombie that are not killed this turn attacks the barricade. # of Zombies is equal to number of damage on the barricade.

For each damage decrease the barricade's HP token by 1.

You die when the Barricade's HP reach '0'.

PHASE 5: REWARD! When you successfully killed 10 Zombies, select your reward on the REWARD FOR KILLING 10 ZOMBIES and play it immediately. **Reset the zombie killed back to '0'** after taking a reward.

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Cut these tokens and try to keep them in some plastic bag so that they wouldn't dissappear thus not able to play this zombielicious game