



A GAME OF ZOMBIE CONTROL FOR 1 TO 4 PLAYERS • FOR AGES 12+

INSTRUCTION BOOKLET

GOAL OF THE GAME

ZOMBIEPOX has reached your town and turned two people into full-blown zombies! ZOMBIEPOX spreads as the zombies wander through town biting people! Help the humans escape the wrath of the flesh-eating zombies by vaccinating them against ZOMBIEPOX. Cure those in the most dire situations and protect the vulnerable who cannot be immunized. We don't want zombie babies! Win the game if ZOMBIEPOX can no longer spread. Lose the game if too many people become full-blown zombies. Set your zombie tolerance level (below) to determine your challenge.

MATERIALS

Game Board • 28 ZOMBIEPOX cards • 50 red (immunization) chips
40 green (infection) chips • 6 face (zombie) chips

PLAY TIME

Approximately 35 minutes

HOW TO START

Shuffle the deck, and place it face down by the board. Place a zombie chip on each of the two zombies on the board. These are the initial zombies. Before play begins, agree on a zombie tolerance level, determined by the total number of zombies allowed on the board before the game is lost.

WHAT'S YOUR ZOMBIE TOLERANCE?

SURVIVOR: 6 ZOMBIES
PROTECTOR: 5 ZOMBIES

GUARDIAN: 4 ZOMBIES
HERO: 2 ZOMBIES

HOW TO PLAY

Select your zombie tolerance, and have the youngest player begin. Each turn follows the same steps:

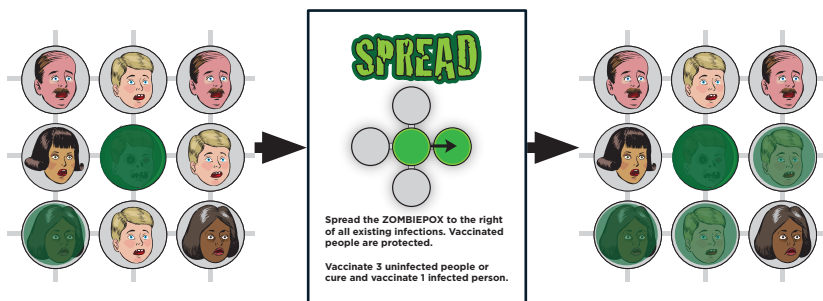
- 1) Draw a card.
- 2) Add green infection chips as directed by the card drawn (either Spread or Outbreak).
- 3) Check to see if anyone has turned into a zombie (see last page).
- 4) Vaccinate or cure as many people as the drawn card allows.

THE CARDS

There are two types of cards you will draw in your attempt to halt the swiftly spreading ZOMBIEPOX:

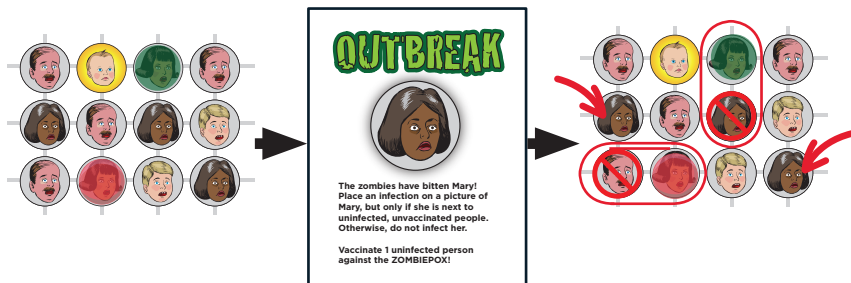
1) SPREAD CARDS

When you draw a spread card, every infected person AND zombie spreads the ZOMBIEPOX in the direction(s) shown. Chomp chomp! Cards are read from each player's perspective in relation to the board.



2) OUTBREAK CARDS

When an outbreak card is drawn, a green infection chip must be placed on a matching picture of a healthy person. **This person cannot be next to someone who is immunized, infected, or already a zombie.** If there is no such person, there is no outbreak -- this turn!



CAST OF CHARACTERS

At the start of the game, there are three groups of people in your neighborhood:

1) ZOMBIES



The zombies want nothing more than to bite into delicious healthy people. Their bites spread ZOMBIEPOX. If left unchecked, the infection can turn someone into a full-blown zombie. While infected people may be cured, zombies cannot. Once a zombie, always a zombie!

2) HEALTHY PEOPLE



Most of the folks on the board start out as healthy people. They are at risk of infection, but may be vaccinated or cured during the course of the game.

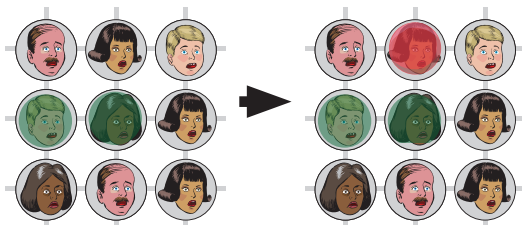
3) VULNERABLE PEOPLE



There are people who cannot get vaccinated against ZOMBIEPOX, who are shown in the yellow spaces. If they become infected, it's game over for them, and they immediately succumb to zombification and a hunger for brains. **Special care should be taken to protect them.**

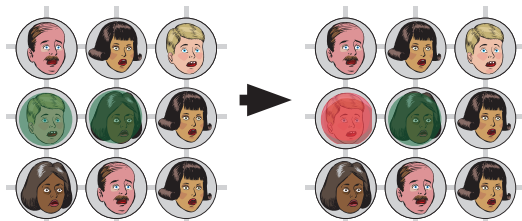
VACCINATING AGAINST ZOMBIEPOX

Choose any healthy person to vaccinate. That person becomes immunized and cannot be infected with ZOMBIEPOX.



CURING

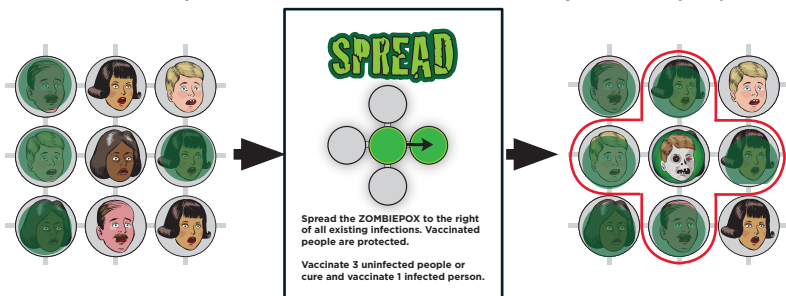
Choose any infected person to cure, and **replace** the green infection chip with a red immunization chip. Immunized people cannot be infected.



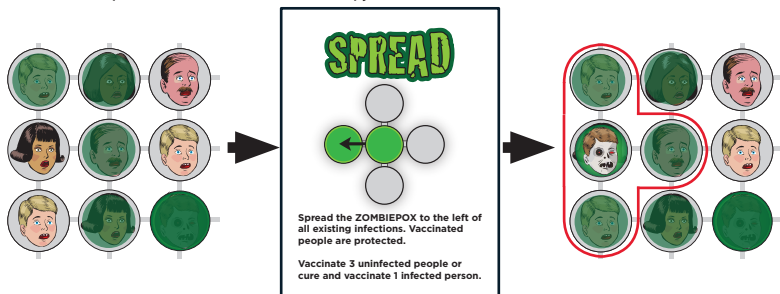
BECOMING A ZOMBIE

If ZOMBIEPOX is rampant, infected people may find themselves surrounded and succumb to zombification. To mark zombies, **replace** the green infection chip with a zombie chip. Becoming a zombie can happen in one of three ways:

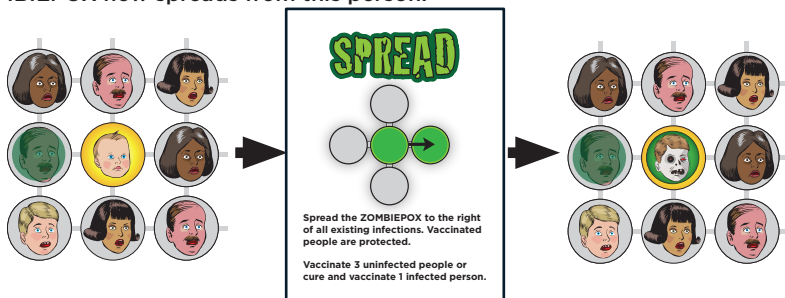
1) When an infected person is surrounded (on 4 sides) by infected people;



2) When an infected person is surrounded at the edge of the board (on 3 sides) or in a corner (surrounded on 2 sides);



3) When a person who cannot be vaccinated (a yellow space) becomes infected, that person immediately turns into a zombie. It is quite a gruesome sight! ZOMBIEPOX now spreads from this person.



Remember, zombies cannot be cured OR vaccinated; they're, like, beyond dead. Win the game if ZOMBIEPOX can no longer spread. Lose the game if too many people become full-blown zombies or if you run out of infection chips. See zombie tolerance levels to set the challenge.