

CAUTION: ZOMBIES INSIDE

HOW TO PLAY

ALL YOU NEED TO PLAY: 4 six sided dice.

OBJECTIVE: Fix the car & get out of here!

SETUP: Put a zombie token on the lawn as the starting threat. Place the gun token on 0 Zombies Killed. Place the hammer token on 10 Barricade Strength. Place the wrench token on 0% State of Repair.

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

PHASE 1: SPAWN ZOMBIES

Add zombie tokens to the lawn according to the car's State of Repair. The more the car is fixed, the more zombies will spawn.

For example: at 70% repaired, 3 zombies spawn; place 3 zombie tokens on the lawn.

PHASE 2: ASSIGN DICE

You get 4 actions (1 per die) to distribute between 1 or more of the 3 areas of the game.

LAWN: Placing dice here will allow you to attempt to kill the zombies.

Each die put here represents a gun shot.
BARRICADE: Placing dice here will allow you to attempt to repair the barricade.

Each die put here represents an attempt to increase the strength of the barricade by 1.

GARAGE: Placing dice here will allow you to attempt to fix the car. Each die put here represents an attempt to repair 10% of the car.

PHASE 3: ROLL ACTIONS

Roll the dice you put in each area. You may roll for the areas in any order.

• **LAWN:** You successfully kill a zombie for each roll of 3, 4, 5 or 6. For each kill, remove a zombie token from the lawn and advance the gun token 1 space to the right. *Do not move the gun token beyond 10.*

For example: you have killed 9 zombies so far, you put 2 dice here; you roll a 4 & 5; you just killed 2 zombies; remove 2 zombie tokens from the lawn and move the gun from 9 to 10.

• **BARRICADE:** You successfully repair part of the barricade for each roll of 3, 4, 5 or 6. For each repair, move the hammer token 1 space to the right. *The barricade may not be stronger than 10.*

For example: the barricade is at 6 strength; you put 3 dice here; you roll a 1, 3 & 6; you just increased the strength of the barricade by 2; move the hammer from 6 to 8.

• **GARAGE:** You successfully repair part of the car for each roll of 5 or 6. For each repair, move the wrench 1 space to the right. For example: the car is 70% repaired; you put 4 dice here; you roll a 2, 3, 3 & 5; you just repaired 10% of the car; move the wrench from 70 to 80.

If the State of Repair is 100%, the car starts, you escape, and you win the game!

PHASE 4: ZOMBIE ATTACK

Each zombie on the lawn attacks the barricade and decreases its strength by 1. For each zombie token on the lawn, move the hammer token 1 space to the left.

For example: there are 3 zombies remaining on the lawn; the barricade is at 8 strength; move the hammer from 8 to 5.

If the Barricade Strength is 0, the zombies invade your house and eat you. You also lose the game.

PHASE 5: REWARD

If Zombies Killed is 10, take one of these actions now: a) you just found a stick of dynamite – remove all zombie tokens from the lawn; b) your power drill starts working again – increase the strength of the barricade by 3; c) catch your breath – skip the next Spawn Zombie phase; or d) you locate some WD40 – fix 10% of the car.

After taking this action move the gun token back to 0.

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is a version of **ESCAPE OF THE DEAD** (2010) by Jason Sondoh. It uses his great game design and the wonderful art of Robertson Sondoh Jr.

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HOW TO ASSEMBLE

ENVELOPE: Print page one. Cut away grey edge areas. Carefully fold on all four dotted lines. Apply glue to the back (non-printed side) of the two thin flaps. Fold along the centre fold to create the front (address side) and back (game side) of the envelope, then fold the thin flaps over the back of the envelope, adhere the flaps to the back and let glue dry.

RULES: Print page two. Cut page into three parts along dotted lines. Cut away the grey areas surrounding the rules.

ZOMBIE & MARKER TOKENS: Glue the zombie infested quarter of page two to cardboard (optional). Carefully cut out the 10 rectangular zombie tokens and three square marker tokens.

STORAGE: Store the rules and tokens inside the envelope when not battling zombies.

MAILING: When sending Zombies to a friend, carefully seal the envelope with a small amount of glue or transparent tape. Do not mail dice.

