Zombie RISK

## Object of the Game

To conquer Canada by occupying as much of the board as possible with your survivors.

## Setup

Select a color and, depending on the number of players, count out the "survivors" you'll need to start the game.

If 2 are playing, see special instructions.

If 3 are playing, each player counts out 35 survivors.

If 4 are playing, each player counts out 30 survivors.

If 5 are playing, each player counts out 25 survivors.

If 6 are playing, each player counts out 20 survivors.

Roll one die. Whoever rolls the highest number takes one survivors piece from his or her pile and places it onto any province/territory on the board, thus claiming that province/territory.

Starting to the left of the first player, in turn, everyone places one survivor onto any unoccupied province/territory. Continue until all provinces/territories have been claimed.

After all provinces/territories are claimed, each player in turn places one additional survivor onto any province/territory he or she already occupies.

Continue in this way until everyone has run out of survivors. There is no limit to the number of survivors you may place onto a single province/territory.

This pack forms the draw pile.

Whoever placed the first survivor opens the game.

## Game Play

On your turn, try to capture provinces/territories by defeating your opponents' survivors. But be careful: winning battles will depend on careful planning, quick decisions, and bold moves.

You will have to place your survivors wisely, attack at just the right time and fortify your defenses against all zombies.

Each of your turns consists of three steps, in this order:

1. Getting and placing new survivors.
2. Attacking.
3. Fortifying your position.

## I. Placing New survivors

At the beginning of each turn, calculate how many new survivors you can add to your provinces/territories based on:

1. How many survivors have been awarded for classroom behaviour, hard work, good teamwork, etc.
2. The value of the “regions” you control.

## Regions

In addition, at the beginning of your turn, you will receive survivors for each region you control. (To control a region, you must occupy all its provinces/territories at the start of your turn).

The number of extra survivors is different for each region:

1. St. Lawrence Lowlands - 3 survivors
2. Cordillera - 7 survivors
3. Arctic - 2 survivors
4. Atlantic Region - 7 survivors
5. Canadian Shield - 6 survivors
6. Interior Plains - 5 survivors

Tip: No matter how many survivors you receive at the start of your turn, deploy them carefully-either to prepare for an attack or to defend against one. It is an excellent military strategy to move your survivors to the front, heavily fortifying provinces/territories that border zombie/enemy provinces/territories.

## II. Attacking

After placing your survivors at the beginning of your turn, decide if you wish to attack at this time.

The object of an attack is to capture a province/territory by defeating all the opposing survivors or zombies already on it. The battle is fought by a roll of the dice. Study the board for a moment. Do you want to attack?

If you choose not to attack, pass the dice to the player on your left. You may still fortify your position if you wish. If you decide to attack, you must follow these rules:

You may only attack a province/territory that's adjacent (touching) to one of your own, or connected to it by a dashed line.

**You must always have at least two survivors in the province/territory you're attacking from.**

You may continue attacking one province/territory until you have eliminated all survivors or zombies on it, or you may shift your attack from one province/territory to another, attacking each as often as you want and attacking as many provinces/territories as you like during one turn.

## To Attack

First, announce both the province/territory you're attacking and the one you are attacking from. Then roll the dice against the opponent who occupies the opposing province/territory.

Before rolling, both you and your opponent must announce the number of dice you intend to roll, and you both must roll at the same time.

You, the attacker, will roll 1, 2 or 3 red dice: **You must have at least one more survivor in your province/territory than the number of dice you roll.**

Hint: The more dice you roll, the higher your odds of winning. Yet the more dice you roll, the more survivors you may lose, or be required to move into a captured province/territory.

The defender will roll either 1 or 2 white dice: To roll 2 dice, he or she must have at least 2 survivors or zombies on the province/territory under attack. Hint: The more dice the defender rolls, the higher his or her odds of winning, but the more survivors he or she may lose.

## To Decide A Battle

Compare the highest die each of you rolled. If yours (the attackers) is higher, the defender loses one survivor from the province/territory under attack.

But if the defender's die is higher than yours, you lose one survivor from the province/territory you attacked from; put it back in your clear plastic box.

If both highest rolls are the same, the attacker loses a survivor. \*If the battle is between zombies and survivors, tied roll always goes to the survivors.

If each of you rolled more than one die, now compare the two next-highest dice and repeat the process.

## III. Fortifying Your Position

No matter what you have done on your turn, you may end your turn by fortifying your position.

You are not required to win a battle or even to try an attack to do so.

Some players refer to this as the "free move".

To fortify your position, move as many survivors as you would like from one (and only one) of your provinces/territories into one (and only one) of your adjacent provinces/territories.

Remember to move troops towards borders where they can help in an attack and leave at least one survivor behind.

## Zombie Mechanics

Zombies (teachers) additionally will have a turn, their only goal is to wipe out as much of the human population as possible. Each turn they will spawn 3 survivors in provinces/territories they already occupy, additionally they will randomly drop into one of the areas on the map with 6 zombies and engage in battle with whichever team occupies the province/territory. If they already occupy the province/territory, 6 zombies are added. Zombies cannot be eradicated, and will respawn at the beginning of their next turn if they are fully defeated during other teams turns. The teacher gets to decide if the zombies will move into another province/territory and attack or if they will stay and accumulate.

## Notable Rules:

* If during any attack, the team opposite the zombies loses an survivor, that survivor becomes a zombie since they are infected
* When zombies cross bodies of water to attack, they automatically lose half the zombies that are crossing.
* Every zombie in the northern provinces/territories will completely be eradicated every 5 turns (on Mondays)?
* When zombies are in a battle, even on a tie the zombies lose.
* If zombies own an entire regions, they will gain the same benefits as survivors who own a region.

\*Zombies can (and will) win the game.

## End of the Game

The game will go on for a given amount of turns set by the teacher. The team that has the most provinces/territories conquered wins. In the event of a tie, the team with the most survivors on the map wins.