



ZombieRun



Players

6+



Age

5+



Duration

3 min

Rules

- ✘ At the start of the game one player is randomly selected as zombie.
- ✘ The aim of the game is to change all players into zombies, before the time is up.
- ✘ When a zombie is close to another player, he contaminates the other player with the zombie-virus.
- ✘ The new zombie can start transforming other players to zombies too.
 - ✘ Note: a newly created zombie first enters a time-out period, during which time they cannot transform other players. During this period the Picoo flashes green.



End of the game

- ✘ The zombies win when all players are transformed to zombies before the time is up.
- ✘ Are there still regular players when the time is up? Then the regular players win.

Colors

- Green: zombie.
- Blink green: time out period.
- Pink: regular player.

