



Zombierun

One player starts as a zombie and spreads the virus by getting close to other players. If all players become zombies before time runs out, the zombies win.



How to Play

- ✖ When the game starts, it designates one player as the zombie.
- ✖ The zombie's goal is to turn all players into zombies before the time is up.
- ✖ By getting close to a player, the other player is automatically turned into a zombie.
- ✖ Now this zombie can also turn other players into zombies.

Attention: new zombies first have a time-out period, during which they cannot yet tag other players.

End of the game

- ✕ The zombies win if all players have turned into zombies before the time is up.
- ✕ Has not everyone become a zombie when the time is up? That means the regular players win.

Colors and interaction

- *Green*
zombie
- *Green blinking*
time-out
- *Purple*
regular player



For the most recent manual
go to:
www.picoo.com/games/