WORLD-Z LEAGUE

BY DAVID GREGG

A dexterity game where players pick a team of zombies, hide them around a post-apocalyptic town, and compete to knock over the other teams by firing rubber bands downrange.
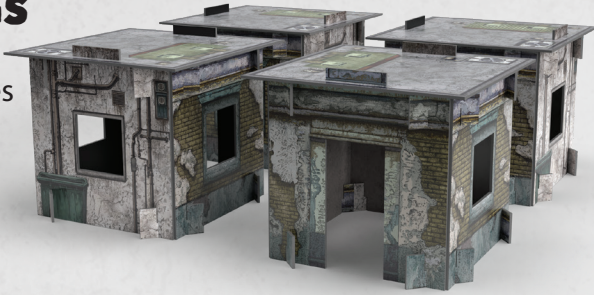

Example of a completed 4-player build phase

OBJECT

Have the highest score at game end by knocking over the other players' zombies while avoiding your own.

CONTENTS

4 BUILDINGS
each with 4 walls, 1 roof and 8 braces

16 WOOD ZOMBIES
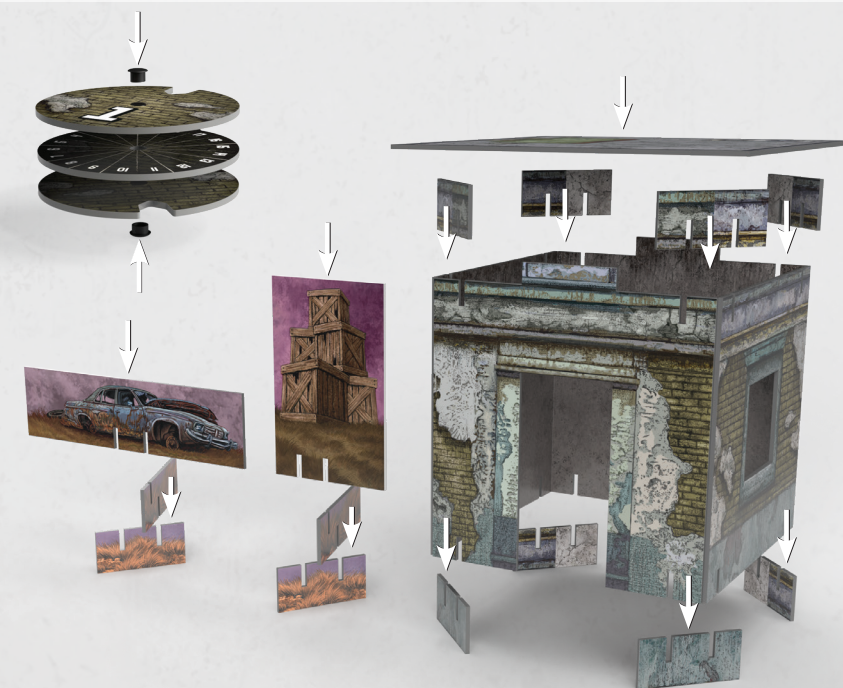4 each of 4 colors with values 1, 1, 2, 3

4 SCORE DIALS
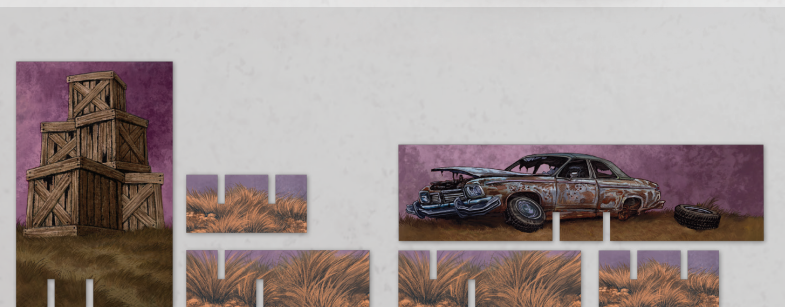1 each with player #'s 1, 2, 3, 4

40 RUBBER BANDS

4 OBSTACLES
each with 1 face and 2 braces

ASSEMBLY INSTRUCTIONS

SETUP

1. Assemble the buildings and obstacles as shown, then set them aside for now.

2. Clear a flat playing surface. 3 feet wide by 2 feet deep is recommended.

3. Place something to mark a distance of approximately 7 paces away. This will be where you will shoot from. You can use any convenient object to mark the distance, like a chair or shoe. If you want to modify the difficulty or provide a handicap, adjust the distance (for example, make it easier by setting the mark 5 paces away, or harder by setting it 10 paces away).

4. Flip the score dials face-down. Each player randomly selects a dial and sets it to 0 points, the empty space. The player # on the dial is used to determine turn order.

5. Each player selects a color and takes 8 rubber bands and the 4 zombies matching their color.

GAMEPLAY

World-Z League is played over a series of rounds alternating between building and shooting. The number and style of rounds depends on the number of players:

1 PLAYER-
1 round, controlling all 16 zombies, and firing 16 bands.

You are attempting to hit every color and calculate the score for each of them separately.
Then remove the highest scoring color and total the scores for the remaining 3 colors. A perfect score is 21 points.

2 PLAYERS-
2 rounds, with players controlling 2 colors, and firing 12 bands per round.

The first round will be executed in player order – the player with the #1 dial will go first, then #2. The second round will be executed in reverse player order; the player with the #2 dial will go first, then #1. The #3 and #4 dials can be used for tracking additional points scored if needed.

3 OR 4 PLAYERS-
When playing with 3 or 4 players, you may choose to play as singles or in teams.

A standard game is 2 rounds, firing 8 bands each. The first round will be executed in player order. The second round will be executed in reverse player order.

If you would prefer to play a longer game, play 1 round per player, firing 8 bands each, and rotating the first player for each round. For example, in round one the player order will be #1, #2, #3, #4. In round two the player order will be #2, #3, #4, #1.

BUILD PHASE

See rulebook cover for an example of a completed 4-player build phase.

BUILDINGS

In turn order, players will take turns placing 1 building anywhere on the playing surface and placing a zombie inside that building. The zombie should be placed inside the building near the wall, facing the player's shooting mark, and with its face visible and back (with value) hidden. Players should not move behind the playing surface so that they do not accidentally see the values.

NOTES:
- Buildings may touch or stack, but their roofs may not overlap.
- Zombies must be placed upright (not laying on their side).
- Zombies must be placed against doors or windows so that at least half of the zombie is exposed. There is a small mark to indicate the mid-point on the zombie.
- Buildings cannot provide additional cover to previously placed zombies when viewed from the shooting mark.

Placing zombies in buildings.

OBSTACLES

Players then take turns picking out and placing one of the four obstacles (cars and boxes) and setting a zombie behind the obstacle they just placed. Similar to buildings, they must do this in a way that leaves the zombie at least half-exposed.

NOTES:
- Obstacles must be placed directly on the table, they may not be stacked on each other or on buildings.
- Obstacles cannot be used to give additional cover to previously placed zombies when viewed from the shooting mark.

Placing zombies behind obstacles.

ZOMBIES

In turn order, each player will place both of their remaining two zombies at the same time. They must be placed in a way that leaves them fully exposed; they cannot be behind buildings, obstacles, or other zombies. Each player may place one of these zombies on the roof of a building. It is ok for there to be more than 1 zombie on the same roof.

SHOOT

On your turn, move to the shooting area marked during setup. Fire a single rubber band, attempting to knock over the other players' (or team's) zombies. Players will continue taking turns in this way until all bands have been shot. Resolve the shots as follow:

- **If you knock over your own zombie:**
  leave the zombie as-is on the playing surface.

- **If you knock over an opponent's zombie:**
  remove that zombie from the playing area and hand it to the person whose player-color matches it. Increase your score dial by the value on the back of the zombie. Then, if there are any zombies that were previously knocked over by their own players, remove and score those zombies as well, increasing your score dial based on the value on the back of the zombie.

- **If you knock over buildings or obstacles:**
  leave the building or obstacle where it landed until the end of the round.

END OF ROUND

After every player has fired all of their rubber bands, the play area is cleared, and the game continues with a new building phase. Remember to change which order the players will shoot in each round.

NOTES:
- Score dials do not reset between rounds.

- If ANY player starts their turn without an opposing zombie remaining in play, the round ends immediately for everyone.

END OF GAME

Once all rounds have been completed the game ends and the player with the highest score on their score dial wins.

TIE-BREAKER
- Place all zombies on the table (no buildings or obstacles) and take turns firing.

- Players lose a point for each missed shot.

- At the end of each firing round players no longer tied for first are removed from the tie breaker.

- The last player remaining wins.

VARIANT: PENALTY SHOT

Each player starts with 7 points. When a player knocks over their own zombie it is removed and the player loses its value by reducing their scoring dial as appropriate.
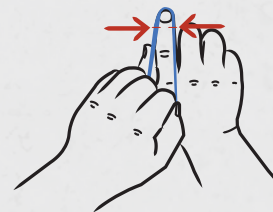
SHOOTING TECHNIQUE
WARNING: DO NOT AIM RUBBER BANDS AT EYES OR FACE.
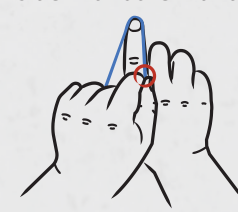Technique Video- https://trickortreatstudios.com/technique

STEP 1
Load band on index finger
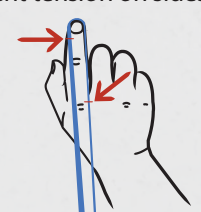
STEP 2
Grab half way up one side with other hand

STEP 3
Stretch the band causing different tension on sides