



ZOMBIE ATTACK



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Zombies are attacking our Calculus class! We need to survive until the end of the semester, and there's a lot of work for us to do in order to make it.

At the start of the game we will break up into a total of 6 groups. You are responsible for not only your own survival, but the survival of your group, and the class as a whole.

When will the Zombies attack?

You can never be too certain. The attack will be at random, but the chance of attack will increase with each peaceful day that passes.

What can we do while we wait for the next attack?

Lots of things! The most important thing we can do is fortify our classroom by working in teams to achieve goals. Here is a list of goals for between attacks:

- ☠ We need to set up traps
- ☠ We need to gather ammunition
- ☠ We need to find weapons
- ☠ We need to find food
- ☠ We need to find medical supplies
- ☠ We need to block openings

How do we do these things?

On every calm day, each group will be assigned a random role from the list above. If there are less groups than roles, the class can decide which roles won't be assigned that day.

Each group will have a way of successfully completing their tasks, and a way of failing. It will be possible to be partially successful, as well.

What do the Zombies do during the attack?

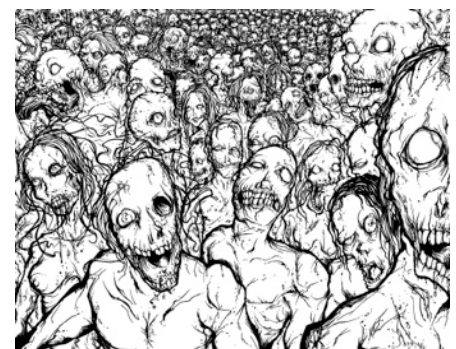
Several things, in the following order:

- ☠ They rush the classroom and encounter our traps
- ☠ Those that survive attempt to break through the blockades
- ☠ Those that get inside start attacking until they are eliminated

What can we do during the attack?

Several things, in the following order:

- ☠ Attack Zombies which are outside of the classroom
- ☠ Attack Zombies inside the classroom



- ☠ Try not to die

RULES

Checking for Attack

At start of class draw cards equal to the number of days since we've had an attack. If one says attack, we are being attacked! Days since last attack *include* days we do not meet.

Categories

There are categories teams can work on: *Reinforcements, Traps, Ammo, Weapons, Food, Medical*. These categories will be given out to random teams. If there are not enough teams, the class may decide which categories to ignore for the day.

Starting Points

The students will start the game with **5** points in each of the six categories, and with **0 Bites** each.

Being Successful

Your team will be given a series of problems, each worth some number of points. Fully correct answers earn all points. Partially correct answers earn half. Incorrect answers earn no points.

The Results of Success

A daily success adds the following to the class score for that category:

Poor (up to 20)	Fair (up to 50)	Good (up to 80)	Excellent (over 80)
+0	+1	+3	+5

Bonus Points

At the start of class three random students will be picked to solve a problem. For each correct

answer, 1 bonus point will be added to any category chosen by the class.

The Attack

On the Ground Phase

Spend two Trap Points to flip one **Trap Card**. You may stop if there are no Zombies left.

At the Door Phase

Spend two Reinforcement Points to flip one **Attack Card** and reduce the Zombie by that amount, ignoring loss of Weapons and Ammo. You may stop if there are no Zombies left.

Breaking In Phase

Repeat the following until there are no Zombies or no Students.

- A. Flip 1 **Zombie Card** and follow instructions.
- B. Do one of the following:
 1. Spend 2 Ammo and 1 Weapon Point: Flip 3 **Attack Cards**.
 2. Spend 2 Weapon Points: Flip 2 **Attack Cards**.
 3. Flip 1 **Attack Card**.

Healing

On any day with no attacks, remove **5** Medical points and heal **1 Bite** per student.

Food

Every day remove **3** Food points. If you cannot, then a Student with the most bites dies at random on that day.

Death

A Student dies if they suffer from **3 Bites**.

After the Attack

If the students survive, then the game continues.

How Many Zombies

The first Zombie attack will have **25** Zombies. Following this, each attack will have **15** more Zombies than the last.

Random Student

Students will often be selected at random for something good or something bad. The higher your **Super Points**, the less likely bad things will happen to you.

When a Students Dies

When you die, if you have enough **Super Points** you can resurrect yourself. If you cannot or choose not to by the start of the next day, then you will join the **Zombie Horde**. If all students die, the game is over!

Super Points

You can earn **Super Points** in the following way:

Task	Points
Attendance	+10 each day
Perfect Attendance	+50 per 2 week block
Homework Problem	+10 each
Quiz	+20 each
Test Rewrite	+150 each
Five Minute Video	+100 each
Powerpoint	+50 each
Attend Office Hours	+25 each

Any unused **Super Points** will carry over from one round to the next.

Effects of Super Points

Students may spend their **Super Points** in the following way. All points spent must be done before class, and once spent points are gone from your pool forever.

-100	Avoid your next bite
-250	Heal a bite
-500	Heal yourself completely
-1000	Resurrect yourself after death
Game Above, Class Below	
-100	Get a Yes/No on a Test ?
-250	Get a Hint on a Test ?
-500	+10 Class Points
-1000	+25 Class Points

Winning the Game

The last 5 Students standing and Zombie Horde with three highest scores will get the following benefits:

Rank	Bonus
P #1	+25 Class Points, Drop a Quiz
P #2	+20 Class Points, Drop a Quiz
P #3	+15 Class Points, Drop a Quiz
P #4	+5 Class Points, Drop a Quiz
P #5	Drop a Quiz
Students Above, Zombies Below	
Z #1	+15 Class Points
Z #2	+5 Class Points, Drop a Quiz
Z #3	Drop a Quiz



ZOMBIE HORDE



RECENTLY DEAD?

Don't worry! We need need a few cold men and women to help achieve our goals of world domination. Once you die, your work on this earth isn't over! Your job is to help prevent the living from succeeding, and enjoy warm brains as your reward along the way.

What will you do? You, too, will solve your own set of problems. At the end of each day, based on how you do, you will help foil the plans of those terrible humans.

Below are your rewards on a scale of Brains to Braaaains, based on your ability to solve problems. These bonuses accumulate until the next attack, so work hard to rack them up!

Brains	Braains	Braaaains	Braaaains
-1 point to any one category	-2 points to any one category	-1 point to all categories	-2 points to all categories
+0 Zombies during next attack	+1 Zombie during next attack	+1 Zombie during next attack	+2 Zombies during next attack
+0 bite to random Student during mission	+0 bite to random Student during mission	+1 bite to random Student during mission	+1 bite to two random Students during mission

Not only is it your duty to foil the living, but you will be rewarded for your efforts, as well! Your hard work during times between attacks will make it harder on the Students, and your hard work outside of class will keep you eligible for classroom benefits, too. You may be down, but you're not out!

SAFE

SAFE

SAFE

SAFE

SAFE

**ZOMBIE
ATTACK**

Kill 1
Zombie

Kill 1
Zombie

Kill 1
Zombie

Kill 1
Zombie

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Kill 6
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Kill 2
Zombies

**BITE NO
STUDENTS**

**BITE NO
STUDENTS**

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STUDENT**

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**BITE 1
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**BITE 1
STUDENT**

**BITE 2
STUDENTS**

**BITE 1
STUDENT
TWICE**