

ZOMBIE ATTACK

Story So Far:

Soong Institute has been leading the way in innovation in the medical field for years. They have the most advanced technology and some of the greatest minds at their disposal ... but one of their top scientists has gone rogue. Frustrated by the restrictions enforced by the state and corporation, Dr. Julianna O'Donnell, has left the lab, created a new strain, and ignored regulations in order to go ahead with testing. Needless to say, the first tests have not gone well. The latest test has had unexpected and unintended results and now her makeshift lab in the library has been overrun and locked down. Dr. O'Donnell has gone missing and her notes and supplies are in disarray. You and your team have been brought in to contain the outbreak and shut it down.

We have a sampling of Dr. O'Donnell's notes and a basic map of the lab. There is a light armory inside, but it could be hard to reach. For security reasons, most notes kept by the scientists are written in code; we've gathered some scientists to help you out, but they are not equipped or trained to deal with this outbreak so they must stay in the safe zone.

As Cleaners, your job is to go in, gather the notes, and bring them to the scientists to decipher. We have no intel on the abilities of the Infected, so use extreme caution.

There are two ways to end this:

You can collect keys and intel to find and unlock the Fail-Safe Switch which will shut down the entire lab

- The Fail-safe keys are located throughout the building but no one knows their locations. You must collect intel to find 3 keys to access the Fail-Same room and switch.

OR

You can collect intel and supplies to create an antidote.

- Dr. O'Donnell's notes are a mess, find and bring the notes and the ingredients to the scientists to decipher so you can unscramble and make the right mix.

Two teams

- Each has a home base that functions as a safe point where zombies may not enter nor tag them. Teams may enter one another's bases for safety but they may not use their scientists.
- Each team starts with 4 nerf guns with darts and one first aid kit.
- Each team gets one "scientist" player who must stay in the base at all times; they are the only players who can open and read the clues.
- Each team can work on either mission.
- To revive a zombified teammate, an active teammate must bring the first aid kit and teammate to the Armory or Base and turn in the first aid kit. revived teammate gets first aid kit sticker.
- Spent darts must be left on the floor! Players cannot pick them up for reuse!

The armory (Staff Desk) contains

- Extra blaster charges @ cost of 1 brain.
- Extra First aid kits @ cost of 3 brains.

Player / Objective / Skills:

Zombies –

- shuffle around the lab trying to “attack” the Cleaners. You may not run and can only move slowly; you must remain moving at all times.
- When you tag a Cleaner, they must freeze for 10 seconds, take/place a sticker from/on their badge; and continue moving, no waiting to immediately “re-tag” the same player.
- If you are taking/placing a 3rd sticker, the Cleaner becomes infected and cannot help their team. However, cleaners can be revived by teammates at the cost of one first aid kit.
- If you are shot by a nerf gun, remove a brain and give it to the shooter. When you are out of brains, you are neutralized and must remove yourself from the game.

Player / Objective / Skills:

Scientists –

Collect keys and decipher clues written and left behind by the rogue scientist, Dr. O'Donnell. You must stay in the safe zone and must wait until Cleaners bring you clues; you are the only ones that can open clues! Once you've deciphered the clue, instruct Cleaners on where to go to gather their next key.

Player / Objective / Skills:

Cleaners –

- navigate the lab, collect notes/clues/keys, and stun/neutralize as many infected as possible.
- When you shoot, “stun”, a zombie they must freeze for 5 seconds.
- Take one of their brains when you stun them. Collected brains can be turned in at the armory for ammo or First aid kits.
- When you are tagged by a Zombie you must freeze for 10 seconds. Give one sticker to the zombie / let the zombie place one sticker on your badge.
- When you are tagged a 3rd time, you are infected and cannot help your team or enter the safe zone but you must remain in motion. You cannot tag other players.
- Your teammates may revive you at the cost of one first aid kit. to do so, they must come out into the neutral area, collect you, and take you back to their base/the armory for revival
- You may be revived once, if you are tagged again after being revived, you are a zombie and may not be revived again

Staff Setup / Rules to win

- Hide 6 Keys in difficult locations
- Place 6 clues with instructions to finding keys in somewhat obvious locations
- Hide 8 scraps of paper to assemble for antidote. (players get no clues to where these are)

How to Win:

Players must collect 3 keys or 1 full sheet and turn it in to their base leader (staff) to confirm victory. 1 staff located at each base, one at armory. Some staff roaming.

Each answer key contains 4 "substances"

- 1 answer key contains 4 green circled items
- 1 answer key contains 4 pink circled items

Players may turn in EITHER to win.

Supplies needed:

- Nerf guns.
- Dart refills.
- Zombie Brain Necklaces - Brain drawing, stock image, or clipart printed out and laminated then clipped to ribbon/string/yarn as a necklace.
- Cleaner Badges - Police or other "official" looking badge drawing, stock image, or clipart.
- Zombie Bite Stickers - Small, sticker sized pictures of a zombie from clipart or stock images, laminated and taped to badges for easy removal, or as stickers for application to badges.
- Revived Stickers - Stickers that say "revived" or even just pieces of colored tape applied to players' badges after they've been revived.
- Antidote Pieces - Hand written scrambled notes that are cut into puzzle pieces and laminated before being sealed in an envelope of folded paper.
- First Aid Kits - Drawing, stock image, or clipart of a first aid kit that is laminated.
- Keys - Drawing, stock image, or clipart of a basic key that is laminated.
- Clues - Riddles or clues written to highlight a certain area of the library, or service offered by the library. Can be broad or specific.

Example Clues:

1. I can read this book without my eyes, it's about things that fly through the sky.
(hide key near audio books about bird or planes etc.)

2. Full of art and bubble speak, if you like comics you should take a peek.
(hide key near graphic novels)

3. Long long hair and different beds, don't let these tall tales fill your head.
(hide key near fairy tales)

4. Alohomora unlocks a door; need one more? Look in book four.
(hide in Harry Potter and the Goblet of Fire)

5. One more key? A mystery! These smart boys will help you see.
(hide near Hardy Boys books)

6. Can't see the forest through the trees? Take a holiday to find more keys
(hide near holiday books)