Panda Power

Title: Call of Duty: Blop 2 - Zombie Mode

Goals: Zombie Player Eliminate the Soldier Player

Soldier Player Avoid the Zombie, and eliminate the opponent player.

Method: Mechanic conversion

Expectation: Survival

Shooting Use dices to collect the points and

Variation of the weapons Pistols, Machine Gun, Ray Gun

Variation of the Zombies Dogs, Genetic Zombies

Barricade Wooden Barricade

5.

Additional mechanics

1. Zombies move with 20D. The rolled number needs to be distributed among zombies units.

Weapons (Soldiers):

You roll a 6D.

1. Pink – Pistols
   1. Dice roll + 2 attack
2. Green – Machine Gun
   1. Dice roll + 4 attack
3. Black – ray gun
   1. Dice roll + 5 attack

Zombies:

You roll a 6D.

1. Yellow – weak
   1. Dice roll is attack
2. blue – medium
   1. Dice roll + 2 attack
3. red – hard
   1. Dice roll +4 attack

Phases:

Spawn:

1. Soldiers start out with 3 pink pistols.
2. Zombies start out with 4 yellow, 2 blue, 1 red zombies.

Movement:

1. Soldiers start out with rolling a 6D.
   1. Each unit can move the amount that was rolled.

Player goal:

* The goal for soldiers is to kill all the zombies or reach the point.
* The zombies need to eliminate the remaining soldiers.

Reward (Weapon level up):

1. After killing a zombie the player has the chance to roll for an upgrade with a 6D.
   1. Above 3 machine gun.
   2. 5 and 6 is ray gun.
      1. You cannot upgrade from pistol to ray gun. Only from Pistol > Machine > Ray gun.
      2. The upgrade for machine gun holds 2 turns.
      3. Ray gun upgrade holds for 1 turn.