

ZOMBICIDE CHRISTMAS EVENT: "UP ON THE ROOFTOP"

It's the holiday season, and while there is certainly white snow on the ground, Santa appears to have gotten stuck coming down a chimney. And in a zombie infested neighborhood, no less! And what's worse, he's lost his naughty and nice list!

Gather your friends, find Santa, and help him retrieve his list. He may look a little worse for wear, but who wouldn't be a little ghoulish after a long night of delivering presents?

REQUIRED MATERIALS

Zombicide: Season 1 Core Box
Zombicide VIP #2 Box

GAMING NIGHT MODE

The Gaming Night Mode allows you to play all night long without being bothered by sudden death. Defeated Survivors rise up in the middle of the battle to keep on fighting beside their friends. The goal here is simple: never get left out of a game because your Survivors are defeated! To play with the Gaming Night Mode, apply these rules.

1 – Gaming Night rules replace Resurrection rules (featured in Angry Neighbors).

2 – When a Survivor is defeated, lay down his miniature. Ignore him for all game effects until his return, as if he was removed from the board.

At the beginning of any subsequent Players' Phase, before the first player acts, return the Survivor (in his Survivor or Zombivor aspect, you choose). Discard all of his Equipment and Wounded cards. He loses his experience points as well. Upon his return, he gains:

- As many experience points as the least experienced Survivor on the board. You don't have to choose the same Orange and Red Skills as the Survivor previously had.

- Equipment: Draw Equipment cards until you find two weapons. Discard the other cards (including Aaahh!! cards). Ongoing game effects previously applied to the Survivor are removed. If the odds seem too steep after a team wipe, don't be afraid to start the Mission again. Having fun shall be the ultimate rule.



VICTORY CONDITIONS: ALL THE GOOD GIRLS AND GOOD BOYS

Santa has to finish his Christmas present delivery, so it's up to you to help! Victory shall be had, and Christmas will be saved if:

- Players successfully rescue Santa from whatever chimney in which he's stuck.

- Players recover Santa's List (GREEN OBJECTIVE MARKER) and escape through the exit!

SPECIAL RULE: SANTA CLAUS IS COMING TO TOWN

Before he can finish his run, Santa has to be rescued from the chimney in which he's stuck!

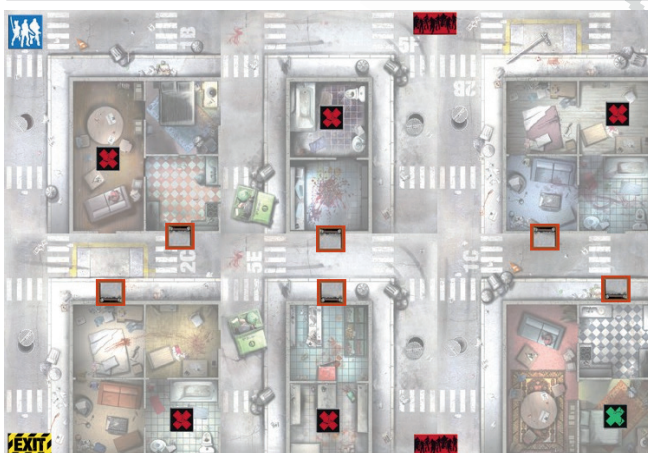
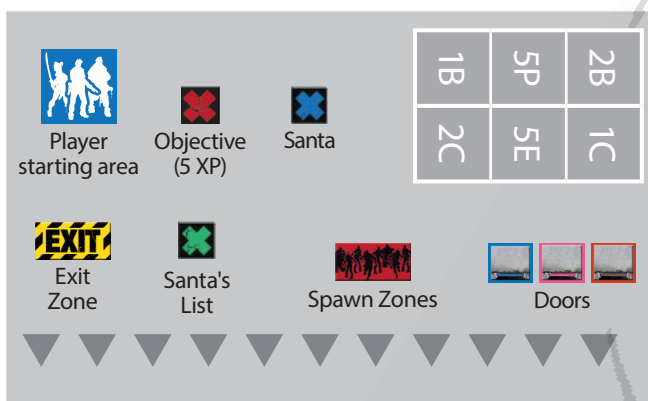
Players should select four RED OBJECTIVE MARKERS from the Zombicide box and one BLUE OBJECTIVE MARKER. Then, place these at random in the five houses marked on the map.

Players must search houses until they discover the BLUE OBJECTIVE MARKER.

ZOMBICIDE CHRISTMAS SPECIAL UP ON THE ROOFTOP

Once players discover the BLUE OBJECTIVE MARKER, Santa becomes a playable character!

Using the provided Santa Player Dashboard, Santa becomes an additional hero that players may use. Players should use one of the Santa models from the Zombicide VIG Box #2 to represent Santa. In the spirit of the holidays, players will share control of Santa.



Santa, being a mythical figure of epic proportions, brings some new, fun special skills to the table, too!

SANTA SPECIAL SKILL: BAG FILLED WITH TOYS

Hey may have misplaced his list, but he's still got his big bag of toys! Bag Filled With Toys confers two unique skills:

Santa is so grateful he's no longer stuck in the chimney that he gives every player a gift! Upon finding Santa, each player may :

-Draw one card from the Equipment Deck. THIS IS A ONE TIME BONUS.

-In addition to their additional gift, Santa is granted +1 Free Trade Action. It may only be used once per turn.

SANTA SPECIAL SKILL: SEES YOU WHEN YOU'RE SLEEPING



Santa may use his preternatural powers of sight to check on the good boys and girls of the world, but in a zombie infested wasteland, those skills can be put to better use!

Santa may look at the top card of the Zombie Deck once per Zombie Phase and, if he chooses, place the card at the bottom of the deck. This can be for either Spawn Zone.

SANTA SPECIAL SKILL: KNOWS WHEN YOU'RE AWAKE

In addition to his almost precognitive vision, Santa has developed the ability to spy on pretty much anything. It takes a whole lot of stealth for such a jolly fellow to sneak around without making any noise and without anyone discovering him!

Using his years of knowledge on being silent has also really helped with the zombie apocalypse!

As an Action, Santa may clear all Noise Counters from a single space on the board.



Bag filled with toys



+1 action



Sees you when you're sleeping



Knows when you're awake



Hoard



Born Leader



Is that all you've got?

SANTA



CARD IN RESERVE

CARD IN RESERVE

CARD IN RESERVE

CARD IN HAND

CARD IN HAND