

CHAOS ISLE DRINKING GAME

Alternate Game Mode

*Can't decide whether to play Chaos Isle or drink with your friends?
Then do both!*

GAME SETUP: Setup is the same as the main game. A shot glass and drinking liquids will also be required. Any non-lethal liquids will do: beer, hard liquor, soda, orange juice, coffee, blood etc.

RULES: A score must be kept for the number of Shots each player has consumed throughout the game. If a character completes their Mission, all other players must consume a number of Shots equal to the Campaign Value on that Mission card. If a Zombi-Character kills a character, that player must consume 2 Shots. If all characters have been turned into Zombis, all players (except for the lowest scoring player or players if there is a tie) must consume a number of Shots equal to the Campaign Value on their Mission card.

TASKS: Failing a Task always requires the player to consume 1 Shot. If a player succeeds at a Task, all other players must consume 1 Shot.

EVENTS: When an Event card is drawn, the player that drew the card must consume 1 Shot.

ZOMBI FIGHTS: If a character takes one or more Hits from a Zombi in a fight, they must consume 1 Shot (to a maximum of 1 per Zombi).

BOSS ZOMBIS: All Hits caused by Boss Zombis (Zombies with 2 or more Life) require the target to consume 1 Shot per Hit.

SCORING: Whenever a player drinks one or more Shots, they score 1 Point for each Shot they consumed.

WINNING: The player (or players if there is a Tie) drinking the least amount of Shots (and thus scoring the lowest) at the end of the game is the least intoxicated and therefore Wins because they are most likely to survive a Zombie Apocalypse!

PASSING OUT: Any players becoming so intoxicated that they pass out during the game have become overwhelmed by Dr. Z's Lixor and are removed to the couch to sleep it off in order to fight another day.

