

GOOD COP BAD COP ZOMBIES



GAME DESIGN:

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CONTENTS:

9 Equipment Cards
6 Zombie Arms
6 Standees
8 Reference Cards

ART:

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SETUP

The setup is the same as the base game with the addition of these steps:

- 1 Arms:** Attach a standee to each Zombie Arm and put them in a pile.
- 2 Equipment Cards:** Shuffle all the *Zombies* Equipment into the Equipment deck.
- 3 Reference Cards:** Replace each player's base game Reference card with the ones from this expansion.

LATEST RULES



OBJECTIVE

In addition to the Honest and Crooked teams, there is a third team: the Zombies. If you are on the Zombie team, you do not win with the Honest or Crooked team. Instead, your team wins immediately if you can Bite a wounded Agent or Kingpin.

GETTING SHOT



PULL THE PIN
GAMES

When you are shot or bitten, do the following.

IF YOU ARE ALREADY A ZOMBIE:

- Aim your Arms at yourself.
- The player who shot you does NOT drop their Gun.

IF YOU ARE NOT A ZOMBIE:

- If you **ARE** the Agent or Kingpin, follow the same rules as getting shot in the base game.
- If you are **NOT** the Agent or Kingpin, you become a Zombie:
 - **Reveal** all of your hidden cards.
 - You are no longer on the Honest or Crooked team but instead you are now on the **Zombie team**.
 - Drop any **Gun** you were holding.
 - Take **Zombie Arms** and aim them at yourself.
 - You **keep** any Equipment you had.

ZOMBIE ACTIONS

When a zombie takes their turn, instead of the usual turn actions, they can take one of these turn actions:

Bite: Bite the player you are targeting with your Arms. You **must** choose a new target in the Take Aim phase.

Equip: Draw an Equipment card.

In the Take Aim phase, you may aim your Arms at another player.

EQUIPMENT RULES

- **Zombies can use Equipment** and Promotions.
- Any Equipment that affects or targets a **Gun** or those holding a Gun affects or targets **Zombie Arms** or those with **Zombie Arms**.
- Any Equipment that would make a zombie **drop their Gun** instead makes them aim their Arms at themselves.
- Any Equipment that affects or targets **Shoot** or shooting affects or targets **Bite** or biting.
- Any Equipment that affects or targets an **eliminated player** may target a zombie player.
- Bringing a player **back to life** unzombifies them.
- A zombie cannot **steal a Gun** or take the **Arm** action.