Goal:
Kill all the zombies and stay alive! You lose if a zombie is in your square at the end of your turn.

Set Up:
Place your character in the center of the board. Place 24 zombies along the edges of the board.

Turn Order:
1) Zombie Phase. Roll a 6-sided die.
   1-4: All zombies move 1 square in the specified direction. Zombies won’t move off the board and only one zombie can occupy a square.
   5-6: Brains! The 4 closest zombies in your same row and column move 1 square toward you.

2) Character Phase.
Insert your rules here.

3) Death!
If a zombie is in your square then you die. Otherwise start the next turn.