



# ZOMBIE HOLDOUT

Game Type Solo  
Game Level Advanced

## Zombie Holdout is an advanced version of the classic party favourite "Zombies!"

All players start on the Red Team (Humans) and very soon after the game starts, a small percentage of players switch to the Green Team (Zombies).

The Zombies can be tagged by the Humans, and must then stand under a blue Energy Gate for 1-2 seconds to be brought back into the game.

When a Zombie tags a Human player, the Human player will switch to the Zombie Team. Once all players are Zombies, the game will cycle, turning everyone back to Human and after another 10 seconds it will assign some new Zombie players at random.

The Human team is equipped with Ammunition weapons, so keep an eye on your ammo reserves! Switch to the Ammunition Reloader tool, and tag a Base Station or Wall Target to restock your ammo.

Human players will score 50 points for every 10 seconds they survive, so keep an eye out for that sneaky last player!

Survive the longest to score the most points and win, as your individual score is the one that counts!

## TEAMS

None



## WEAPONS

**Human:** M4 Carbine  
Masterkey Blaster  
Ammo Reloader tool



**Zombie:** Zombie Bite

## SHIELD

All players: 100



## ARENA

**Bases:** Ammo Station



**Targets:** Ammo Station

**Gates:** Zombie Respawn

## MEMBERS BATTLESUIT

**Type:** Ammo, Energy

**Earns Points:** ✓

