

What's that in the sky?

It's a bird,
It's a plane,

It's a **ZOMBIE!**



The in-flight meal... *IS YOU!*

R	RESTRICTED
	UNDER 17 REQUIRES ACCOMPANYING PARENT OR ADULT GUARDIAN

Starring TRACE BELMONT, JULIA WOODLOW and featuring WILLIE "SEE-SAW" CARRUTHERS
Filmed in STEREOTONE ©1971 Viral Games

After years of sacrificing the comfort and dignity of their passengers, airline companies finally crossed the line and began using their retired traffic controllers as a source of cheap meat! Unfortunately some of the workers were latent carriers of a preexisting zombie virus, and now every airplane in the sky is a flying coffin full of zombies!

Will you and your team of metaheroes save the remaining passengers in time?

CREATING YOUR METAHERO

Your character is a metahero, a superhuman with fantastic powers and abilities. There are six stats that define your metahero: **Tough**, **Fast**, **Fly**, **Attack**, **Brains** and **Rep**.

Your metahero begins with 10 points to put into your six stats. The minimum number of points allowed in a stat is 0 and the maximum is 4. If your Fly stat is 0 you cannot fly.

YOUR STATS:

- **Tough** (resist damage): Robots and rockmen have high Tough. Use this to avoid being bitten.
- **Fast** (move quickly): Speedsters and knife-throwers have high Fast. Use this to act before anyone or anything else.
- **Fly** (through the air): Birdmen and aliens have high Fly. Use this to fly.
- **Attack** (damage things): People who shoot nuclear death rays out of their hands have high Attack. Use this to kill zombies.
- **Brains** (smarts): Time-travelers and superscientists have high Brains. Use this to invent zombie-thwarting devices.
- **Rep** (people listen to you): Nice guys and famous celebrities have high Rep. Use this to calm panicking passengers.

METAHERO NAME

TOUGH _____

SECRET IDENTITY

FAST _____

SPECIAL NOTES

FLY _____

ATTACK _____

BRAINS _____

REP _____

FLAY THE FRIENDLY SKIES

To make a check, roll 2d10 and add one of your stats to each die's result.

For example, if your Fly was 3 and you rolled a 3 and a 5, your results to make a Fly check would be 6 (3+3) and 8 (5+3).

If at least one of your results is high enough, you succeed.

A metahero can try to improvise by using a *different* stat, but he doesn't get to add any points for the substituted stat. On top of that, both the die results have a -1 penalty!

For example, if you try to use your Fly stat in place of your Tough stat, and you rolled a 3 and a 5, your results would be 2 (3-1) and 4 (5-1). This means you can't make Heroic checks with substituted stats!

TYPES OF CHECKS:

Easy (6): Beat up a passenger. Open the complimentary peanuts without getting a papercut. Sit through the in-flight movie.

Hard (8): Replace a blown engine by flying under the wing. Use the bathroom without getting anything on your pants.

Heroic (10): Grab four passengers that got sucked out the door. Invent a cure for the zombie virus. Get a date with one of the survivors.

PLEASE REMAIN SEATED

At the beginning of the round, every metahero rolls 1d10 and adds his Fast stat. This total is his initiative for the round. Metaheroes with higher results act before metaheroes with lower results. You can spend your turn doing one of the following:

- Kill a wave of zombies
- Kill a special zombie
- Calm panicking passengers
- Invent a device
- Repair damage to the airplane

To kill zombies, make an Attack check by rolling 2d10 and adding your Attack stat to each die. You kill a number of zombies equal to the higher total.

For example, if your Attack stat is 3 and you rolled a 5 and a 7, your total would be 10 (7+3), and you would kill ten zombies.

THIS IS YOUR CAPTAIN SHRIEKING

Metaheroes with lots of Brains can attempt to Invent a device during their turn. When activated at the end of their turn, the device can undo the effects of one roll.

The length of time elapsed between the die roll and the invention's use depends on the check's result.

A Hard Brains check can undo the effects of the roll made immediately before the inventing metahero's turn. This can affect another metahero's roll or the GM's roll.

A Heroic Brains check can undo the effects of any one roll that happened during that round before the inventing metahero's turn.

A device always breaks after being activated.

GM SECTION

If none of the metaheroes can fly, they have a spaceship, griffin, or other method of reaching the airplane.

When the metaheroes reach the airplane the GM should secretly determine how many zombies and uninfected passengers there are, as well as determine how much fuel is left.

When the metaheroes reach the airplane roll 3d10. This is the number of rounds before the airplane runs out of fuel.

If the airplane runs out of fuel before all the zombies are killed, the remaining passengers will automatically begin panicking.

It takes two rounds to fly from the airplane's cruising altitude to the ground (or back), or one round with a Hard Fly check.

The airplane takes three rounds to land.

SPECIAL ZOMBIES

Special zombies are different than regular zombies. A metahero who attempts to kill a special zombie must attack it instead of any other zombies that round. The metahero must make a Hard Fast check or be bitten. If bitten, he must make a Hard Tough check as noted below. Pilots, co-pilots and stewardesses often become special zombies.

To determine how many zombies are in the passenger section (including stewardesses), roll 4d10+60.

To determine how many uninfected passengers are in the passenger section, roll 1d10+10.

For extra fun, roll 3d10. Each die that rolls higher than a 5 means one more passenger that has secretly been bitten and will become a zombie in two rounds.

THANK YOU FOR CHEWING DELTA

The pilot has a 50% chance of having eaten the in-flight meal and becoming a special zombie. If this happens there is a 50% chance the co-pilot is also a special zombie.

If both pilots are zombies the metaheroes must land the plane with a Hard Brains check (to pilot the plane safely) or a Hard Fly check (to physically guide the plane down).

If the pilot or co-pilot are not zombies they count as passengers but cannot be panicked.

There is a 50% chance that a special zombie is hiding in the bathroom. If there is, any metahero who opens the door must make a Hard Fast check or be bitten.

If there is not a zombie there is a 50% chance that a passenger is hiding in the bathroom.

At the beginning of every round (including the first), at least one passenger is bitten. Passengers are always infected when bitten.

At the beginning of every round, there is a 25% chance another one of the passengers is bitten. If a passenger is bitten the chance of another passenger being bitten that round is 50%. If this happens there is a 75% chance that a THIRD passenger is bitten before the metaheroes can act.

If all this happens the rest of the passengers will panic unless the first metahero to act makes a Hard Rep check.

If the passengers are panicking 1d10-3 additional passengers will be bitten each round until a metahero makes a Heroic Rep check. The minimum number of passengers bitten each round is one, regardless of this die roll.

WE HOPE YOU ENJOY YOUR BITE

If a zombie bites a metahero he must make a Hard Tough check. Metaheroes who fail this check are not affected with the zombie virus, but the zombie will gain a copy of the metahero's superpowers.

The GM should treat it as a special zombie with the metahero's highest-numbered stat. If the metahero has two or more equally-high stats the zombie gains each of them.

The GM is encouraged to run amok with this idea. Even metaheroes like robots can have their powers copied in this manner.

PANIC-AM

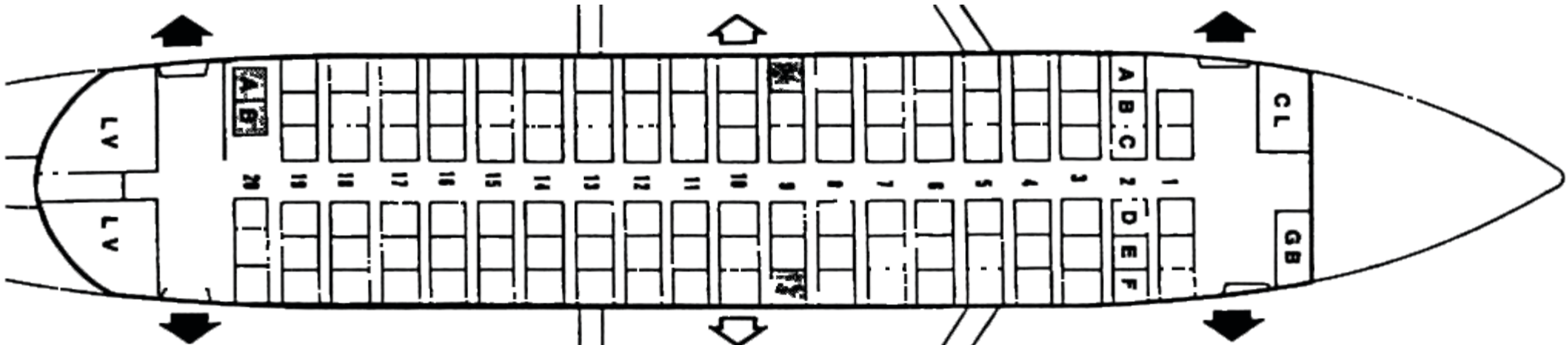
Whenever a passenger is bitten they will begin panicking at the beginning of the next round. A metahero can prevent this by using his turn to make a Hard Rep check.

If the infected passenger is not calmed, there is a 50% chance that all the other passengers will begin panicking, as noted above.

THE LAST SCENE

If the metaheroes have not killed all the zombies within 20 rounds, the passengers will have all been bitten.

Otherwise, the metaheroes "win" by saving at least a few passengers from being bitten.



PASSENGERS REMAINING

30	29	28	27	26	25
24	23	22	21	20	19
18	17	16	15	14	13
12	11	10	9	8	7
6	5	4	3	2	1

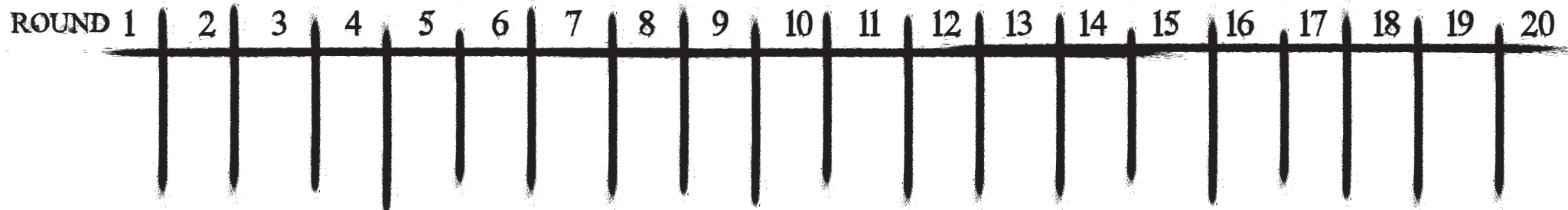
ZOMBIE?

- Pilot
- Co-pilot
- Stewardess 1
- Stewardess 2

ZOMBIES REMAINING



INFECTION RATE



Infected passengers become zombies two rounds after they are bitten. Each time a passenger is bitten, make 1 tally mark two rounds in the future. At the beginning of that round add the tally marks for that round to the number of remaining zombies.

