

ZOMBIES!!!TM 3.5

Not Dead Yet!

Thank you for purchasing Zombies!!! 3.5: Not Dead Yet! We hope you enjoy using the 50 new cards and customization rules.

Zombies!!! has come a long way in a short period of time. We decided with this release to shake things up a bit and start moving the game in a new and exciting direction. To get the ball rolling we have devised these deck customization rules. As we have always said since day one, use the rules you like and disregard the ones you don't. These rules are an alternative and aren't meant to replace or supersede anything.

As always, if you have any questions, comments, criticism or just want to say hi, feel free to visit our website at www.twilightcreationsinc.com and drop us a line. Until then remember, you don't have to run fast, you just have to run faster than the slowest player...

The Customized Deck Rules

With the release of Zombies!!! 3.5 there are almost 100 different event cards. Using all of them would make a huge deck. This is fine if you want to do it, but with that many cards we thought it might be fun to introduce some new customization rules. These rules are meant as an alternative to the original rules and are in no way supposed to replace them.

The Zombies!!! Customizable Game

- Players agree to use a specific set or sets prior to playing (example: Zombies!!! Plus Zombies 2). Alternately, it can be chosen randomly.
- Before play all players construct a custom event deck of at least 50 cards for their personal use during the game. Alternately, one common deck may be constructed and played as usual.
- A maximum of two of each card can be placed in the deck except for the restricted cards listed below.
- Only one copy of any card on the restricted list may be placed in the deck.

Play is as normal except all players draw from their own event decks (unless a common deck is used). Once a player runs out of cards in their personal deck, that player may not draw any additional cards.

DO NOT RESHUFFLE EVENT DECKS.

If a common deck is used, the deck should be reshuffled as usual.

The Restricted List

As you may have noticed, there are a few cards in the Zombies!!! game that are a touch more powerful than the others. Not overly powerful, but powerful enough that they need to be limited in a custom deck building situation. Remember, there can be only one copy of each of the cards listed below in a custom deck. This includes both individual and community decks.

The Restricted Cards:

- The Keys Are Still In It
- Zombie Master
- We're Screwed
- Bad Sense of Direction
- Alternate Food Source
- Minefield

Please check the website for additions and clarifications to this list.

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Layout and Design: Todd Breitenstein

Playtesters: The Usual Cast of Living Impaired

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