

ZOMBIES!!! 5

SCHOOL'S OUT FOREVER!

Skiping Class

By Mark Metzner

The stupid toilet down the hall is running, locked in an endless hiss, taking me from annoyed to stir crazy. I'd go and jiggle the handle myself if I wasn't pretty sure that some dead guy was waiting for me out there in the hall.

Phone's dead, not that there's anyone left to call. Power's gone too, and summer's in full swing. Brut and B.O. are the only things keeping the smell of rot and death at bay.

Come to think of it, that toilet's the only normal thing left in the world. A small reminder of how things used to be before the "New Plague." So, of course, it's broken and driving me up the wall.

It's funny what goes through your head when zombies roam the streets and your dorm. Hell, maybe they even control the entire campus and city.

Shuffling noises now from downstairs.

They're coming. Take a deep breath and remain calm. I look around and find Glenn sitting near the air vent again. Suddenly I imagine his nasty B.O. drifting down the hall. I almost laugh as I picture his smell wafting like a cartoon wind across zombie noses and turning into a big fat finger... pointing right at us.

I gesture, but he won't look at me. He's still mad about Tiffany.

No time to get into that subject again. I whip my shoe at him and it smacks him in the head, hard. He looks fighty, but I point at the grate and his face goes from red to white in a heartbeat. He knows he just got us killed.

He smirks and hisses that we deserve it anyway.

Ain't my fault the world's dead. Well, not all of it anyway. Tiff was kinda my fault, but I didn't start this mess by dragging the dead out of the ground or infecting anyone.

It was the bugs, you know? The guy on TV said that someone had found a new plague and it got into the bugs. Somehow they passed it on to humans. Well, not just humans, all mammals seemed to be affected. Like we should be grateful that birds and lizards will survive now or something.

I throw the other shoe at Glenn and it misses, hitting the wall with a loud thump. Hell, it's almost like I am fishing for zombies myself. Glenn flips me the bird. His eyes are dead like theirs, but for different reasons.

The shuffles downstairs stop.

I can almost see them in my mind; their rotten heads tilted sideways like dogs, straining to hear whatever they thought they heard. Gotta be Lifers. Deaders would keep on shuffling. Deaders really need to almost be right up on you to get you. Let's face it, their eyes and ears are rotted out and well, they're dead.

Yeah, among the other “useful” information we gathered before the TV went dead was that zombies come in two flavors: Lifers and Deaders. You can tell if they’re Lifers if they bleed when you kill ‘em. This does of course, make you feel a little guilty when they’re lying there, gurgling on the floor with your knife in their chest. If they don’t bleed though, they’re Deaders. They were dead to begin with and then, who cares, really.

I snap myself back to reality. I know that right now the only thing keeping Glenn from trying to kill me is his survival instinct. He and I may have it out later. Maybe he loses the fight. Maybe he decides he might need me. Whatever, we got bigger problems now.

As usual, Glenn doesn’t seem to get the gravity of the situation. That, or he doesn’t care. Either way, we are in for a world of pain, no matter what happens. I almost laugh again as I remember how we got here in the first place.

You ever wonder what you’d do if you thought you were the last man alive and you met the last woman? You would have to “like” her no matter what. It would have to work. The future of mankind would be in your hands.

Now imagine you weren’t last and some other guy just up and walks into the picture. What would you do if she totally dug him more? Now, when she even bothers to look at you, it’s in disgust. Suddenly you are reminded that even now, at the end of the world, you are still just a worthless loser with nothing to offer?

Yeah, you’d shove her out a window, too. You know you would.

Back to reality, I can hear them on the stairs now. A lot of them. Some are moaning, some are biting and scratching so loud it sounds like fingers snapping. Part of me is relieved, because for once, I can’t hear that stupid toilet anymore.

I get up and calmly walk over to the window. I hear Glenn start to sob. It’s a long way down.

Thank you for purchasing ZOMBIES!!! 5: School’s Out Forever. As you can tell, Zombies!!! 4: The End... wasn’t actually the end. (Okay, raise your hand if you are shocked by this information... anyone...anyone at all?) Anyway, Zombies!!! 4 was just a way for us to bring out MidEvil and move the game in a slightly different direction. ‘Nuff said!

This expansion is one that we have been toying with for a while. By “toying with” I mean we thought that it would be ironic to set zombies loose in a college setting. Oh, that and you gotta admit that zombie coeds are a really funny idea!

Next, we would like to take a moment to thank Dave Aikins, the artist responsible for all of the gory, giddy art goodness in the Zombies!!! series since day one. Dave has done an extraordinary job on the art. Thanks Dave!

Finally, as always, we would like to thank you, the fans. As you know, without you, none of this would be possible.

Thanks again,

Todd and Kerry Breitenstein

Now to the good stuff!!!

Contents

16 Map Tiles
32 Event Cards
“Guts” Tokens
These rules

The New Stuff!!!

The major addition to this set is the inclusion of guts tokens. These are used to measure how well you handle the stress of facing the zombies. The better you are at zombie extermination, the more guts you have. The more guts you have, the more event cards you can hold in your hand.



As with the life and bullet tokens, each player starts with three guts tokens. This means that each player also starts the game with three event cards as well. Each time you roll an unmodified 6 during combat you get an additional guts token. If you roll a 1 during combat you lose a guts token.

If, at the end of the turn, you have less guts tokens than event cards, you must discard enough event cards to equal the number of guts tokens. However, even if you have no guts tokens, you still get to keep one event card. You always get to keep one event card.

If, at the end of your turn, you have more guts tokens than event cards, you will not draw additional cards until the beginning of your next turn.

If at the beginning of your turn you have more guts tokens than event cards, draw enough event cards from the draw pile to have your hand equal the number of guts tokens you possess.

You may never have more than 5 guts tokens at any one time. Also, when you die, you restart with 3 life, 3 bullet and 3 guts tokens. You will need to discard or draw cards to restart with 3 cards.

By now, you might be saying to yourself, “the guts tokens are cool, but how do I use the rest of the new stuff?” I’m glad you asked...

There are a couple of ways you can use this expansion.

You can play it by itself using the original Zombies!!! rules and all the players starting at the school entrance tile, although you will need the zombies and tokens from the original set.

or:

You can add it to the original Zombies!!! by:

- Shuffling the new event cards with the old ones. Feel free to use them all or remove the ones that you don’t like.
- Do not shuffle the tiles together. Take the new tile called “School Entrance” and shuffle it with the original tiles.
- Take one “four way” tile from this set and place it to the side.



- Shuffle the rest of Z5 tiles (including the “Helipad”) and place them next to the other stack of tiles.

Game Play Additions and Changes

The game is played as with the original rules until someone draws the “School Entrance” tile. When this tile is drawn and played, immediately connect the four way tile you set aside earlier to it. Place zombies on these tiles according to the original rules.

From this point in the game forward, players may place tiles from either tile stack. But, Z5 tiles must be attached to the school, just as with previous expansions. This includes the new “Helipad.” The “Helipad” in Z!!!5 can be attached to any named building. You must go through the building to access the “Helipad.” It can be accessed from any adjacent square. Also, once a stack is exhausted, players must play from the other stack.

Event cards can also get a little weird with the addition of the school. Cards that contain the words “town,” “road” or “building” can only be used on tiles that meet those requirements. Generally, the cards that affect only the school say so. If you run into something that appears confusing, the logical answer is usually the right one.

Play continues as usual until someone achieves one of the winning conditions.

Winning Conditions

As usual, the first player to reach the center of any Helipad (killing the zombie on it if it is attacking) or kill 25 zombies wins the game.

Additional Rules Clarifications

- For easier handling of the tokens, each player can start off with five guts tokens and only three of them face up. When you lose a guts, just flip it face down. When you gain one, flip one of the tokens face up.
- The road and named building spaces are the only spaces that may be occupied by a player, zombie or token.
- The parking lot tiles should be treated as completely accessible by players and zombies.
- Items played in front of you only affect you unless otherwise stated.

Alternate Rules

As always, we encourage you to tinker with the rules, adding and subtracting to the rules as you wish.

For quicker games, you can preset the tiles from the original game and place the entrance(s) to the expansion(s) that you wish to use with the players starting at the Town Square as usual.

If you wish quicker movement later in the game, when the Helipad comes out, players can roll 2d6.

There are many more alternate rules on our website at www.twilightcreationsinc.com.

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Playtesters: The Usual Cast of Living Impaired...Thanks to everyone who helped bring the dead back to life... Again!

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