

ZOMBIES!!!™

The Need for Speed

To the Race Goes the Swift

By Derek Mann

The radio squawked to life and Tom jumped.

He had locked himself in at Kerry's Lawn & Garden when the killings started. He never thought he'd be so glad to be the assistant night manager. Actually he wasn't the assistant any more. Bill, the manager, died in the parking lot while carrying out a lady's bag of manure. What a mess that was. It certainly wasn't the way he imagined getting a promotion.

"Attention, citizens!" blared the radio. *"The Center for Disease Control has declared your town to be under a Class 3 Outbreak. A rescue helicopter has been dispatched to evacuate any survivors. Spotlights will mark the Helicopter's position. The helicopter will leave at midnight. Do not attempt to interfere with the pilot. The pilot will be sealed into the cockpit.*

The President has authorized your town to be sanitized by carpet bombing with incendiary devices. All survivors must report to the helicopter for evacuation."

There was a crackling hiss of static and the message began again, *"Attention citizens!..."*

Tom turned the radio off with a click, "Thanks, I got it the first time." He looked at his watch, "Midnight, huh? That's just a hour from now." He peered out from the glass doors he'd locked and barricaded just a little while ago, seeing white pillars of light sweeping the sky. He traced them down to their origin. "Hey! It doesn't look that far from here. It's probably next to the USPC Theater 6. That's only ten minutes from here...normally." This had hardly been a 'normal' night.

After grabbing a chainsaw off the shelf, he checked and rechecked his shoelaces. He wished for the third time in as many minutes, that he'd had his running shoes with him that night.

"Well," he thought. "I don't have to outrun the zombies. I just have to outrun the other survivors."

Ready,... get set,... GO!

This one hour scenario is intended for use with the original Zombies!!! boxed set and uses its system of rules with the following exceptions:

When a player runs out of life tokens, his shotgun guy is dead...Period. There really are no second chances with zombies. The player, however, does not have to walk away from the game and sulk. He may stay and play his zombie movement step each turn.

Remove “The Keys Are Still in It” card from the event card deck.

The ‘Town Square’ tile is treated like any other 4-Way tile.

The “Bad Sense of Direction” event card sends the targeted player to his ‘Start Tile’.

A player who enters a “named” building and kills all its zombies (or enters an unoccupied “named” building) automatically gets one (if there are any left) of the weapon cards associated with that building.

No player may have more than one on any particular weapon card.

There is a one hour time limit and the clock cannot be stopped. Take your bathroom break, put the cat out, go get a snack *before* play begins. If you are not at the table for your turn, you lose your turn and any zombie sharing a space with you WILL kill you.

Game Setup

- 1) Put the ‘Heliport’ tile on the table. All players put their shotgun guys on the ‘heliport’
- 2) Remove all five of the dead-end “named” buildings from the tile deck and set them aside as the ‘Start Tile’ deck. If you are playing with six players, randomly draw one more “named” building from the tile deck and add it to the ‘Start Tile’ deck. Shuffle the ‘Start Tile’ deck.
- 3) Shuffle the remaining tile deck.
- 4) From the tile deck, draw as many ‘straight’ tiles (Theater 6, Drug Store, or Army Surplus) as there are players (up to 4) and attach each to the ‘Heliport’. Place their shotgun guys onto these tiles, trying to split up as evenly as possible.
- 5) Beginning with the owner of the game, players take turns drawing and placing tiles. Players place tiles in such a manner as to move as far from the ‘Heliport’ as possible without intersecting any other player’s path. Each time a player places a tile, he moves his shotgun guy on it. If two players are on the same tile and there are no forks in the road, they move together. (note:

they do NOT draw tiles together) They must take the earliest opportunity to split up.

- 6) Once the tile deck is empty, resume drawing and placing tiles from the 'Start Tiles' deck.
- 7) Each shotgun guy is placed on the door of his 'Starting Tile'.
- 8) Place all zombies, bullet, and life tokens on tiles according to the usual zombie placement rules. Exception: do not place any zombies on 'Start Tiles'.
- 9) The owner of the game rolls a die. Every player moves his shotgun guy to the starting location of the player to his: 1,2,3=Left or 4,5,6=Right.
- 10) Remove the following cards from the event card deck: "First Aid Kit", "Molotov Cocktail", "Lots of Ammo", "Skateboard", "Fire Axe", "Chainsaw", "Grenade", and "All the Marbles". Place them face up by their named building. (Note: if 'Hospital' is in play, put "First Aid Kit" cards at the "Hospital", otherwise, put "First Aid Kit" cards at the 'Drug Store'). Shuffle the event card deck.
- 11) Players automatically get *one* of the event cards, and all of the tokens from their 'Start Tile'.

Play

Set the time for 60 minutes and begin play. The helicopter will leave in one hour. Players race to the helicopter using the standard Zombies!!! rules. Zombies may attack players waiting in the helicopter. The most recent player to enter the helicopter must defend it. If that player is killed, the next most recent player must defend.

Any player in the helicopter when it lifts off should be considered a winner because he got away with his life, but the survivor in the helicopter who killed the most zombies is THE winner.