

Massive **ZOMBIES!!!** Rules!

This scenario uses all five Zombies!!! Expansions and is meant for large groups of players (6 to 12).

Setup: Pull out the town square, the Front Gate, The Mall Entrance, and the Bridge. You will also need 4 straight tiles, 1 right angle tile, and 3 four-way intersection tiles from the original set, one four-way hall from the mall set, one four-way intersection and straight tile from the military base, and two forest tiles from the Z4 set.

Start with the Town Square, and connect the straight tiles to each of the four sides, and connect the intersection tiles to the 3 straight tiles. For the “odd” side, connect the Front gate, and the Z2 straight and intersection tiles. To another side add the right angle tile, the Bridge tile, and two of the forest tiles. Connect the mall intersection to the Mall Entrance. Keep in mind that when laying out the forest, forest tiles may not link to any of the other type of tiles, and that the bridge will be the only way to enter the forest. Don’t fret over details here, just create a beginning set up that makes sense, and leaves room for expansion for each of the sets... a big table helps also!

Now add zombies and zombie dogs to the tiles as you would if they had been added during normal play. **Exception:** on the military base, at least one zombie per tile is an “uber” zombie. Use the glow-in-dark zombies to represent these. For example: on straight tiles you normally place two zombies, so make one a regular, and one “uber.” If placing an intersection you would place

three regular zombies and make the fourth one “uber.”

No zombies are added to the Town Square, Mall Entrance, Front Gate, or Bridge starting tiles.

Optional: When placing zombies during play roll a die. On a *one* place an “Uber” Zombie; on a *two* place two zombie dogs instead of one regular zombie.

Starting Positions: Each player rolls a die, with the highest roll placing first. A player may place his Shotgun guy in the Town Square, the Mall Entrance, The Front Gate, or the Bridge. Starting positions are distributed as evenly as possible. Thus the first player may put his guy on any starting tile, the next player on any of the other open three, and so on around the table. There is a maximum of three shotgun guys on any one starting tile.

Event Cards: Create four separate event decks as follows: one from the original Zombies game, one from Z4. Take Z3.5 and combine the duplicates with Z2 and Z3 to make two larger decks. Players may choose to draw from any of the four decks during play.

Hand Size: Max hand size is five cards. Begin play by dealing each player one card from the top of each deck. Once a player’s starting position is determined he may draw a card from the deck appropriate for his starting position (i.e. If you start on the Town Square tile take a card from the Z1 deck, if you start on the Front Gate tile take a card from the Z2 deck, etc).

Beginning Play: Deal out 2 hearts, 2 Half-hearts, and three bullets. Roll to see who starts, and go to it!

Placing Tiles: Try to build as logically as possible. Only Mall tiles may be connected to mall tiles. Forest tiles may only connect to forest tiles, and may not link to other map sections. The military base may be linked to the town.

Movement: Regardless of the roll, a player may always move his token at least two squares. This is optional of course, a player may choose to only move one square if he so desires.

Winning: Play continues until someone gets 25 zombies, makes it to one of the helicopter pads, or successfully casts the spell in the cabin. There may only be one helipad in Town, at the Mall, or on the Military base.

Extended Game: Play for first place, second place, third place, and so on. When someone makes it to the helipad, that player “wins”, and the helipad is removed from play. When all three helipads are gone, or someone successfully casts the spell in the cabin, the game ends. If at anytime, someone successfully casts the spell in the cabin the game immediately ends regardless of how many helipads are still out there.