

**ZOMBIES!!! The game (or as we call it "Zombie Apocalypse"
By Bobby Rafuse & Nathan Craddock**

Hey to all the zombie lovers out there! What you're about to read are modified rules for the Twilight Creations game *Zombies!!!* created by myself and Nathan. What you will need is the original *Zombies!!!* game and make sure you keep the red and blue dice it comes with, as they will have their own significance in our rules. Our rules also apply to *Zombies 2: Zombie Corps(e)* and *Zombies 3: Mall Walkers* but you still must have the original to play. A slightly different twist that we use in our version of *Zombies* is that we have added bosses to fight at the end of the game (we use *Mageknight* characters just cause they look cool). We hope that our rules are understandable to any and everyone out there so kick back with some buds (interpret that anyway you want) and enjoy playing . . . *Zombie Apocalypse*

Object of the Game

The goal of Z.A. is to be the first player to reach the center of the "Helipad" tile, defeat the boss and dispatch any zombies along the way. We have discarded the 25 zombie rule as you will find out why later on.

Game Setup

There's 2 ways to do this. First is setting up the entire game before gameplay starts and just having each player take turns in creating the city or . . .

Take out the "Town Square" and "Helipad" tiles from the deck and then shuffle the rest of the map tiles. Place "Helipad" tile on the bottom of the deck once finished shuffling and place "Town Square" tile on table. Place however many players playing in the middle of the "Town Square" tile. Shuffle the Event Cards and deal 3 to each player. Each player then rolls two die to see how many life and bullet tokens they start the game with. (Blue = bullets and Red = hearts.) Each player then rolls to see who plays first.

Turn Sequence

During a turn, players must do the following:

1. Draw 2 map tiles from the deck and place them legally on the board.
2. If needed, use Event Cards. Only 1 card may be played during a turn.
3. Draw back up to 3 events cards if player has less than that.
4. Combat any zombies (if any) on your current space. (See Combat Rules section.)
5. Make a movement roll. (See Movement Rules section.)
6. Move up to the number of spaces indicated by the movement roll. You however, do NOT have to fight zombies along the way. Only if you land on a space occupied by a zombie or if you already have one on your space.
7. After movement roll, roll 1 die for zombie movement (see *Zombie Movement*).

Placing Map Tiles

There are several rules that players must follow when placing map tiles.

1. Tiles may be rotated in any direction to fit on the board but must connect to the roads. You may NOT block off roads with the side of a building.
2. If a "named" building tile is played, immediately get the number of Zombies, Life and Bullet tokens indicated. All tokens and zombies must be placed inside that building and not on the road. See "Additional Rules" for more rules regarding zombie and token placement.
3. It is possible to place tiles in such a manner that no farther tiles can be played. If this occurs, discard the last tile played that blocked the city off and get a new tile and hope that it's a 4 way haha
4. When "unnamed" tiles are played, place number of zombies according to however many exits are on the tile. Zombies must stay on the road spaces. Also you can have up to 3 zombies on one tile square (just to make it challenging)

Helipad Tile

1. Once this tile is played, instead of putting 9 zombies on like usual, put 1 big boss dude on the center square that has to be beaten in order to win. (See Combat Rules section for fighting)
2. Roll 3 6-sided die to determine how many lives the boss gets. Each die represents 1 row of the bosses life span.
3. Both player and boss have to roll a 5 or higher to cause damage. Bullets may be used to help (players only).
4. As an option, you may choose to put zombies on the boss' tile that have to be killed before fighting the boss.

Combat Rules

This gets a little tricky so pay attention. Anytime you begin a turn with a zombie on your space or you land on a space with a zombie, combat begins. Two die is used during combat. (Blue = player, Red = zombie)

1. First and foremost, if you roll doubles right off the hop, that automatically kills all zombies on your square.
2. Roll both die to see if either the player or the zombie makes the first strike. Highest amount wins.
3. Roll winning die to calculate the damage the player or zombie does. Players must roll a 4 or higher to win and zombies must roll a 5 or higher. Players may use bullets to raise the amount to win.
4. If either player or zombie does not roll amount needed to win, repeat step 1 and 2 until either the player loses all hearts or zombie is killed.
5. If a player runs out of life tokens, combat stops and player is moved back to Town Square. Additionally, player must forfeit the rest of his/her turn, give up half the amount of zombies collected, give up all Event Cards for new ones and re-roll dice for life and bullet tokens.

Event Card Rules

1. The first and foremost rule is that you don't have to be in a building to use weapon cards.
2. You may use event cards at anytime during your turn or unless stated otherwise.
3. Only 1 card may be played at a time during a turn.
4. Players may choose to discard up to 3 cards during their turn for new cards.
5. Once turn is over, player must discard card played and draw a new card.
6. Players can only have 3 Event Cards at a time and no more.

Player Movement Rules

1. Movement amount is determined by rolling 2 dice.
2. No diagonal movement is allowed.
3. Players may only move on road or named building spaces.
4. Player does NOT fight zombies during movement unless player lands on one.
5. Player does NOT have to land on a square with a life or bullet token to collect it
6. Zombies and players may move in and out of "named" buildings only and have to use the doors.

Zombie Movement Rules

1. After movement roll, roll 1 die for zombie movement. Amount rolled represents moving 1 zombie the whole roll or moving various zombies adding up to the amount rolled.
2. Zombies may not move diagonally.
3. Each space may have up to 3 zombies per square.
4. If a zombie is on a space with a life or bullet token and moves, the tokens do NOT move with zombie.

Additional Rules

1. Each space may contain a zombie and a life or bullet token ~ never all three.
2. Players may have as many heart and bullet tokens as they collect.
3. Only doors accessible from road spaces may be used to enter or exit buildings.
4. If a tile is drawn that cannot be legally played, it is discarded and the rest of the turn continues.
5. If an event card such as "Alternate Food Source" states that no zombies attack, you may not kill them anyway.
6. For a shorter game place the "Helipad" tile randomly in the lower half of the tile deck.

Zombie Whore (optional)

This is a special character we have recently put into the game as someone the players can rescue (optional) during the game. Once

collected, she can be used as bait against zombie or boss combat. For example, if you're down to your last life and you just lost a battle, instead of losing your last life, you can use the zombie whore and it acts like a "First Aid Kit". Gameplay then stops for the player and goes on to the next person and combat can continue on next turn.

Bosses

This is a new twist that we use to enhance our gameplay and fun factor. How this works is that once the "Helipad" tile has been played down, the boss goes in the center square of the tile. Once laid down, roll 3 dice to determine how many life tokens that the boss has. When a player is battling a boss, they can only take out 1 row of the boss' hearts at a time so it at least gives other players a chance to make it to the helipad and defeat the boss and win. When a row of hearts has been taken out, the battle stops for that person as a sort of "rest" and gameplay moves on to the next person.

Thus concludes a new and exciting way to play Zombies!!! We hope you enjoy playing it as much as we do and to the Twilight Creations staff, thanx for creating the best game ever!!! Hope to see some new expansions in the future! (How about an island scenario like "Zombie" or a mansion scenario like "Resident Evil"?)