

## RESOURCE REPLENISHMENT

At the end of each turn, a player draws Cards and Tiles to replenish allotment of three each. Killed zombies may be traded for bullet tokens at a rate of three zombies per bullet.

Discarded Event Cards are not played again in the same game. When either draw pile is depleted, the Alternate Deck is shuffled and turned face down as the new draw pile.

Event Cards that affect other players may be played at any time by announcing the play, placing card face up in front of targeted player and following card instructions. Players may only play one Event Card per round (from the beginning of the first player's turn to the beginning of that same player's next turn, Weapon Deck cards are exempt). Players may never have more than 3 Event Cards in hand (face down, inactive cards) at once, but may have any number in play, face up in front of them.

## END GAME

The first player to rescue three survivors may place the Heliport tile at any legal space on that player's following turn. The first player with three survivors to reach the center square of the Heliport tile wins. When the Heliport cannot be placed, the winner is the last living player or the player with the most rescued survivors once all Named Buildings have been searched.

*Beside the original game rules, this player -created rule set borrows heavily from:*

- *Quick(er)Play Rulebook compiled by Rich Stokes and revised by Robert Martin*
  - *Abbreviated rules originally prepared by Moonsylver*
  - *Survivors, A Scenario By Moonsylver*
  - *Alternate Rules in BLOOD, Unofficial Arrangement by MagickRunes*
  - *All suggestions on the ZombiesBG Yahoo group discussion board and BoardGameGeek website*
- Zombies !!! Game and its Expansions Are the Rightful Property of Twilight Creations, Inc.*

# ZOMBIES !!!

Yet another rules variant.

## OBJECT OF THE GAME

Be the first player to locate three survivors and get them safely to the center square of the heliport.

## GAME SETUP

Before start, remove the following duplicate Event Cards and Map Tiles (set aside, these are the Alternate Decks - see Resource Replenishment):

### EVENT CARDS, 1 EACH

Adrenaline Rush  
Alternate Food Source  
Brain Cramp  
Butter Fingers  
Claustrophobia  
Fear  
Hey Look... a Shotgun  
I Don't Think They're Dead...  
Just When You Thought It Couldn't Get Any Worse...  
Much Needed Rest  
Slight Miscalculation  
This Isn't So Bad  
We're Screwed!  
Where Did Everybody Go?  
Your Shoe's Untied  
Zombie Master

### MAP TILES, 3 EACH

Right angle bend (The Warehouse  
Straight through street (Theater 6)  
T-junction (Media Buy

Remove all building-specific cards from the Event Card deck. These sixteen (eight pair) Event Cards are the Weapon Deck. To claim a weapon, a player must go to the appropriate building and take the corresponding weapon card from the Weapon Deck. Once the Weapon Deck is depleted, it is not replaced or renewed.

Place the Town Square in the center of the Table with a Shotgun Guy for each player in the center square, Heliport tile is set aside. Shuffle the remaining Map Tiles and Event Cards.

At game start, each player receives 3 of each: bullet tokens, life tokens, Event Cards and Map Tiles. No player may ever have more than 3 Event Cards or Map Tiles in hand, but may have as many bullet and life tokens as they can collect.

In addition to the included components, you will need 11 markers for buildings searched and either markers of another type or pencil and paper to keep track of survivors rescued.

### **TURN SEQUENCE**

First player is determined by low die roll. During a turn each player must complete the following steps in order:

1. Combat a zombie on player's current space if there is one - see Combat Rules.
2. Place as many of the Map Tiles from hand as can be legally placed - see Placing Map Tiles.
3. Move a number of spaces equal to twice the number of life tokens held at start of turn - see Movement Rules.
4. Move all zombies that can be legally moved just one space each in any direction.
5. Player draws new Cards and Tiles - see Resource Replenishment. Play proceeds clockwise.

### **COMBAT RULES**

Any time a player begins a turn in the same space as a zombie, or lands on a space occupied by a zombie during movement, combat ensues. Combat is resolved by rolling a die. On a roll of 4, 5 or 6 player wins the combat and adds the zombie to player's kill-pile. A roll of 1, 2 or 3 means that the player must either forfeit a life token or spend enough bullet tokens to raise roll to 4. Combat continues until the player wins or runs out of life tokens. Once the zombie is dead, player may collect any life or bullet token in that space and continue movement. A player can never voluntarily leave combat.

When a player is killed that player forfeits all zombies and survivors and is removed from the board. On the following turn the player may choose to begin a new character by placing a pawn on the center of the town square, but may not move until the next turn. New characters start with the same allotment of resources as in initial setup - see Game Setup.

### **PLACING MAP TILES**

Tiles may be rotated any direction, but must be placed so that roads are connected. Roads may not be blocked by the side of a building. When playing Named Buildings (a tile with white text printed in the corner), they get the number of Zombies, Bullet, and Life tokens indicated by the "Z-" "L-" and "B-". All tokens and zombies must be placed inside the building, not on the street spaces. A zombie may exist in a space with a life token or a bullet token, but no space may contain more than one zombie

or more than one token. This means that a bullet token and a life token can never be placed in the same space, nor can 2 or more bullets or lives.

When a Map Tile with an unnamed building (a tile without white text in corner) is played, it comes into play with a number of zombies on it equal to the number of road access points it has. They may be placed on any legal road space on that tile. When a player has rescued three survivors, they place the Heliport card at any legal space on the next turn.

It is possible to place Map Tiles in such a way that no further tiles can be placed. If this occurs, the player without playable tiles loses the rest of that turn and play continues until one player is left alive or all survivors have been rescued - see End Game.

### **MOVEMENT RULES**

Player movement allowance is equal to twice the number of life tokens held at the beginning of the turn. Move allowance will not decrease as a result of losing combat during the same turn. A player doesn't have to move the full amount and may stop at any time, but unused move allowance cannot be used in any subsequent turn nor by any other player. Every time a player moves on a space occupied by a zombie, combat must occur before continuing move (Unless the Card "Alternate Food Source" is in play). Player may continue up to total movement allowance after defeating zombie - see Combat Rules.

A player that moves on the same space as another may take a single bullet token from that player. Second player may not refuse. Players cannot end a move on another player-occupied space.

Available cards from the Weapon Deck are drawn and may be put in play as soon as a player enters the corresponding building.

After all zombies have been eliminated from a Named Building, players roll 1d6 to determine number of survivors. A roll of 1 means no survivors, a roll of 2 or 3 indicates one, 4 or 5 means two survivors and a 6 means three survivors. The survivors move with and occupy the same space as their rescuing player. If that player is killed, all of their survivors are also killed and eaten by the zombies. Place a marker on each Named Building searched to indicate that the building has been cleared.

Players and zombies may only move in or out of Named Buildings, and only by using door spaces. No other buildings may be entered. All spaces in Named Buildings are used as indicated by the lines in the buildings. Neither players nor zombies may make diagonal moves.

If a player moves on a space containing a token but no zombie, the token is claimed.

Each time a player ends his turn on the center of the Town Square, that player gains one life token.