

TWILIGHT CREATIONS™ PRESENTS

ZOMBIES!!! JR.

Game Design by Todd and Kerry Breitenstein



PLAYTIME IS OVER!

ZOMBIES!!! JR.

Your family, friends, and neighbors are trying to bite you and now you've had enough. All you wanted was some playtime and what you got was zombies. Now you're ready to put them in Time Out and get outta here while you still can. You've got a baseball bat, a Narf gun, and a plan. It's go time!

Contents:

50 Zombies

30 Cards

15 Tiles

Brain Tokens

"POW" tokens

6 Player Pawns

1 Die

These rules



What You Are Aiming For ? There are 3 possible scenarios:



1. Classic: Be the first to the center square of the Helipad.
2. Team: You and a buddy be the first to the center square of the Helipad.
3. No One is Left Behind: All players must get to the Helipad.

How to Set Up the Game (for all possible scenarios):

- Each player takes a **Pawn** to represent themselves. Each player starts with **3 Brain and 2 "POW" tokens**. Place the other tokens to the side.
- Shuffle the cards and **deal 3 to each player**. (Cooperative: Deal 1 card to each player.) Place the other cards to the side.
- From the Tiles, remove the **Town Square** and put it in the dead center of the table.
- Remove the **Helipad** and mix the remaining Tiles.
- Place the **Helipad at the bottom** of the Tile stack and place them in a face-down stack.

- Each player's Pawn starts the game on the middle square of the Town Square Tile.
- Youngest player goes first.

How to Play the Game

1. Draw and place a **Tile** (see Map Tiles section).
2. **Combat** the Zombie on your current square if one is present (see Combat section).
3. **Draw** back up to 3  cards if you have less than three cards.
(Cooperative: Draw one  card and play one card - See Event Card section.)
4. Roll a die for **Pawn movement** (see Player Movement section).
5. Roll a die for **Zombie movement** (see the Zombie Movement section).

Map Tiles:

- Play the drawn Tile adjacent to any other Tile already in play ensuring that all roads connect and no road is blocked. The arrows need to match up and no arrows may be blocked.

YES



NO



- **All squares on every Tile are playable squares.** You may move your Pawn to any square on any Tile that your Movement allows you to reach.
- As Tiles are drawn and placed Zombies, Brain and "POW" tokens are put on any squares. There can only be one Brain or one "POW" token on any square. There can only be one Zombie on any one square.
- **Zombies are placed on the squares with tokens first and then any other square.**
- Any Tile that does not have a name gets 3 Zombies on any road square.



Z = Zombies

Combat = Time-Out:

- When a Zombie gets in your way (is on the same square as yours), roll a die.
- **If you roll a 4, 5 or 6**, the Zombie is put into Time Out and is removed from the board.
- **If you do not roll a 4, 5 or 6**, you must either spend enough “POW” tokens to raise your roll to a 4 to remove the Zombie from the board or a Brain token to re-roll the die.

 +    = **Goodbye Zombie**

- **If you have no POW tokens** then you must use one Brain token to re-roll the die. You must continue to roll until the Zombie is removed from the board or you run out of Brain tokens.
- **If you run out of “POW” tokens and Brain tokens**, your player Pawn is placed on the middle square of the Town Square Tile. Take 3 Brains and 2 “POW” tokens.
- Combat continues until the Zombie is put into Time Out or you have to restart at **Town Square**.

Note: You must use any “POW” tokens before using your last Brain token.

Player Out of Brains:

Once your player runs out of Brain tokens, they are placed on the middle square of Town Square and re-start next turn, beginning again with 3 Brains and 2 “POW” tokens.

- You must still move Zombies before ending your turn.

Tokens:



“POW” tokens let you put a Zombie into Time Out if you don’t roll a 4, 5 or 6.







Brain tokens are used when you can’t put a Zombie in Time Out with the roll or “POW” tokens (see Note under Combat). This allows you to roll the die again.

- Used Tokens are discarded.

- You collect Brain and “POW” tokens on the board when you land on them and there is no Zombie present.
- There is No Limit to the number of Tokens you may hold.
- Once tokens are placed on the board, they can never be moved to another square.

Event Cards:

- You may play one  card per round (a “Round” is from the beginning of your turn to the beginning of your next turn). They can be played on yourself or an opponent as appropriate.
- You must draw back up to 3    cards during phase 3 of your turn.
- You may never discard a card without using it.
- All cards can only be used once and then are discarded.
- Discards are reshuffled when necessary to form a new drawn deck.
- (Cooperative play: Every player must play one card each turn.)

Player Movement:

- You may stop at any time during movement.
- You may not move diagonally.
- You can move on to any square on the board.
- You may move onto and through squares with other players.
- You may only move from one tile to another tile through the squares that have an arrow.

NO



YES



- Movement stops when you land on a square with a Zombie. Once you put the Zombie on your square in Time Out, the Zombie is removed from the board, and you may continue using any remaining Movement points.
- When you have to start back at Town Square after you run out of Brain tokens, your movement ends immediately but you must still roll the die to move Zombies.

Zombie Movement:

- You may use your Zombie die roll to move one or more Zombies. For example on a roll of a 3 you could move 1 Zombie 3 spaces, 3 Zombies 1 space each or 2 Zombies 1 space for one and 2 spaces for the other).
- Zombies can move on to any square, even ones with another player.
- There can only ever be one Zombie per square.
- (Cooperative game: All Zombies must be moved towards player Pawns, never away. The closest Zombies to player pawns move first. Zombies in the cooperative game will only move one square per turn.)

Winning the Game:

Note: Combat always occurs if there is a Zombie on the center square of the Helipad.



Classic - **You** must reach the middle square of the Helipad before any other player.



Team - **You and your buddy** must reach the middle square of the Helipad before both members of another team reach the middle square of the Helipad. Once one team member makes it to the Helipad (middle square), their Pawn is removed from the game.



Cooperative - **All players** must reach the middle square of the Helipad without having to restart at Town Square. Once a player has to restart, every one loses.

The Rules You May Have Missed:

- Each square may contain 1 Brain OR 1 “POW” token, never both.
- Player may have any number of tokens, both Brain and “Pow.”
- All card effects take place immediately. (Cooperative: Card effects take place the next time it is appropriate. Example: “Toy Cars” will take effect on the player’s turn on whom the card was played. “Magic Trick” will cancel the next card that is played.)
- The Brain and “POW” tokens can be placed any square of the tile. They do not have to go in the buildings.
- When placing tiles, Zombies are placed on the squares with tokens before the squares without tokens.

Card Clarifications:

Bad Luck - This can be for movement, Time Out or Zombie movement.

Barking Puppy - Zombies can be added to any square on the board that does not already have a zombie. This includes player squares.

Big Wheel - This can be played before or after the movement roll.

Game Box 360 - This may be played before or after the player’s movement roll.

Grandma Rules - This must be played at the end of a player’s turn.

Narf Gun - This can be played before or after Time Out roll.

Play Date - The player must try to put any Zombies encountered into Time Out.

Play Dough - All players discard their hand and do not draw back up until their turn.

Playground Bully - You take any card from another player without looking at their cards.

Time Out - This can be played at any time. Place in front of the target player who will discard it when their turn is skipped. This must be their next turn.

Toy Cars - This can be played before or after the target player’s movement roll.

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Playtesters: Usual cast of living impaired plus the neighborhood kids

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TURN SEQUENCE

1. Draw and place a **Tile**.
 2. **Combat** the Zombie on your current square if one is present.
 3. **Draw** back up to 3  cards if you have less than three cards.
(Cooperative: Draw one card and play one card.)
 4. Roll a die for **Pawn movement**.
 5. Roll a die for **Zombie movement**.
- ***Play proceeds clockwise around the table.

