

TWILIGHT CREATIONS PRESENTS

# ZOMBIES!!! 6

## SIX FEET UNDER

Thank you for purchasing Zombies!!! 6: Six Feet Under. We hope you enjoy it tremendously!

If you are familiar with the Zombies!!! game, you may notice that this expansion is a little different. This is the first expansion that is meant to be completely mixed with the Zombies!!! base set. It also adds a couple of concepts that we think are pretty cool.

If you are new to Zombies!!!, then welcome. We think we have a pretty neat thing going here. We trust you will think so too. You should also know that what we have always said since day one about this game applies to this set as well, use the rules you like and disregard the ones you don't. Zombies!!! is meant to be as fluid and customizable as possible...Go Nuts!

Finally, if you have any questions, comments, criticism or just want to say hi, feel free to visit our website at [www.twilightcreationsinc.com](http://www.twilightcreationsinc.com) and drop us a line. Until then remember, zombies don't swim!

### Contents

16 Map Tiles  
32 Card Event Deck  
24 Sewer Tokens  
These Rules

### Using the New Stuff

As stated above, this expansion is a little different from the previous ones. The tiles and event cards in this set are MEANT TO BE MIXED with the tiles and cards from the base set. Shuffle the respective stacks together thoroughly and get ready to play!

Also, give each player two "Sewer" tokens. Use of these tokens is explained below.

### Playing the Game

Using Zombies!!! 6 is easy. Nothing in the rules changes until someone wants to use either the "Subway Station" tile or a "Sewer" token.

### Subway Stations

All subway stations are named buildings and are marked with an asterisk (\*) because there are some special rules attached to them.

When a player enters a subway station building they may declare that they are going to use the subway system in the city. (Apparently the system is automated and still runs on time...) Once the player has done this, they finish their turn as normal. The player must completely skip their next turn except to fight any zombies that may have found their way into the building and on their space. On the following turn they may move their pawn to

any other subway station building on the board. If there are no other stations on the board, this ability may not be used.

## Sewer Tokens

At the beginning of the game each player receives two “Sewer” tokens. These represent the entrances (and exits) of the underground system of sewage tunnels. Players may place their tokens only during their turn and only on street spaces. Once placed, the tokens may not be moved without a card effect.

When a sewer token is in place, any player may use it as either an entrance or an exit. Players accomplish this by simply declaring that they are using the sewer and laying their pawn on its back. (A pawn on its back indicates it is in the sewer. A standing pawn is NOT in the sewer.) On subsequent turns, players must pay one life token (or guts token if using Zombies!!! 5) to remain in the sewer. After paying the penalty, the player rolls and moves as normal except they skip combat with any zombies they encounter. (Zombies don't like sewers and can't be moved into them.)

When exiting the sewer a players must also use the sewers tokens. To exit, a player simply declares their intention when on a sewer token space and returns their pawn to the standing position.

At this point you may have a burning question... YES, IT IS POSSIBLE TO DIE WHILE IN THE SEWER! Keep this in mind and don't run out of life tokens.

## Important Rules Clarificati0on

To avoid confusion (and to keep from answering the same question over and over) we make the following rules adjustment. From this point forward, **“you may enter a named building from any adjacent street space.”** You no longer need to use the doors.

## Alternate Rules

As always, we encourage you to tinker with the rules, adding and subtracting to the rules as you wish.

For quicker games, you can preset the tiles from the original game and place the entrance(s) to the expansion(s) that you wish to use with the players starting at the Town Square as usual.

If you wish quicker movement later in the game, when the Helipad comes out, players can roll 2d6. This can also be done when using the expansions.

For a shorter game shuffle the “Helipad” tile in the tile deck.

There are many more alternate rules on our website at [www.twilightcreationsinc.com](http://www.twilightcreationsinc.com).

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Playtesters: The Usual Cast of Living Impaired

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