

TWILIGHT CREATIONS PRESENTS

ZOMBIES!!! X

Feeding the Addiction!

Thank you for purchasing Zombies!!! X: Feeding the Addiction. This expansion represents a couple of important milestones for the Zombies!!! line. First, as you can tell by the title, this is the tenth "real" expansion for the game. (We know, Zombies!!! 3.5...Shhhhhh!) Next, and perhaps more importantly, this expansion is being released for the tenth anniversary of the Zombies!!! game itself!

In 2001, if anyone would have said: "You know, in 2011 you will be releasing Zombies!!! 10." We would have laughed and told them to have another beer. Well, here we are! How crazy is that? The even crazier part is that we owe it all to one person...You! For that, you have our sincerest and most heartfelt thanks. We have the best fans in the world!!! Y'all have been "spreading the disease" better than we ever could! (You are also the inspiration for this set. Addiction is the only way to explain it!)

For those of you who might be new to Zombies!!!...Welcome and enjoy.

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

Contents

15 Map Tiles
30 Card Event Deck
6 "Addiction" Cards (Blue bordered faces — Keep these separate!)
These Rules

Using the New Stuff

The new tiles and event cards (except the addiction cards) from this set are to be combined with the tiles and event cards from the Zombies!!! base set. The game is played as normal with respect to these additions. The addiction cards are kept and used separately.

Addiction Cards — As with most things in Zombies!!! the addiction cards are optional. They are not mandatory for this set. If you want to use them, fine. If not, just put them back in the box.

If you do decide to use the addiction cards, shuffle them and deal one randomly to each player. Once each player has a card, they are turned face-up on the table for everyone to see. These cards represent an added little "problem" for each player. All players are allowed to see all other player's "addictions." This is actually useful to help each other remember that they may now have additional steps during their turn.

The addiction cards also supercede the rules whenever there is a contradiction.

Playing the Game

Using Zombies!!! X is easy. Nothing in the rules has changed with the exception of the addiction cards as discussed above.

"Automatic" Event Cards

As with Zombies!!! 9 there are "Automatic" events. These cards are easy to distinguish because they say "Automatic" at the beginning of the card text.

To use them a player simply announces that they have drawn one of the new cards whenever drawing from the event card deck.

If an "Automatic" card is drawn, the associated effect happens immediately. The effect also affects all of the players specified on the card. If more than one card is drawn, all automatic cards occur in the order they were drawn. One effect must be resolved before the next can occur.

Keep in mind that the "automatic" cards DO count as your cards when drawing. Specifically, you do not get to draw additional cards to replace any "automatic" cards until you are allowed to draw again, either due to your next turn or card effect.

Important Rules Clarification

Legal movement during the movement phase has three possibilities: 1. Crossing a white line from one street space to another or one named building space to another. 2. Moving from a street space to an adjacent space inside a named building or vice versa. 3. Crossing from a street space on one tile to an adjacent street space on an adjoining tile.

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.

Well, there you have it! We sincerely hope you enjoy this expansion.

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Playtesters: The Usual Cast of Living Impaired

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