

TWILIGHT CREATIONS PRESENTS
HUMANS!!! 2
SEA FOOD

Can zombies swim? Let's face it, when you were alive this question never crossed your mind. And now that you are dead, well, the question still hasn't occurred to you. Although, you may be able to answer it if you could think about something other than how hungry you are...

HUMANS!!! 2 – SEA FOOD lets you become a member of an elite zombie force: THE ZOMBIE NAVY!

You never signed up for this!

Thank you for purchasing Humans!!! 2: Sea Food. We hope you enjoy playing it as much as we continue to enjoy making them for you. As you know, without you, none of this would be possible.

Thanks again,

Todd and Kerry Breitenstein

Now to the good stuff!!!

Components:

1 Player card

10 Naval Officer zombie figures

16 cards - event deck

16 tiles

Rules

Objective

— Be the first to get the number of points as noted on your character card.

Setup

— Each player is randomly dealt a zombie player card and takes the ten zombies that match the card. Take a number of dice tokens according to the "Do Over" number on your zombie card.

— Place the island tile, two boat tiles and two pier tiles from Humans 2 as noted. (See illustration on the next page.)

— Each player places one pawn on any square of either naval ship tile. In a 5-6 player game, at the beginning of your second turn automatically put another of your zombie pawns in play on a naval ship in the same manner.

— Shuffle the Humans 2 cards in with the main event deck and deal 3 cards to each player. .

— Remove two 4-way tiles from the Humans!!! 2 tiles and place to the side. Shuffle the remaining Humans!!! 2 tiles and place them next to the shuffled Humans base set tiles. Do not combine the tile sets.

Player Turn:

1. Draw and place a tile.

- You must draw from the Humans 2 tiles until the Naval base entrance tile is drawn. Place this tile anywhere on the edge of the naval base. When the entrance tile is drawn place the two 4-way tiles off off this tile. At that point, you can draw from the city stack or the naval base stack.

- You cannot place any tiles off of the water portion of any tile.

- You cannot place any of the city tiles off of any naval base tiles except as already noted.

- You cannot place any naval base tiles off of any city tiles except as noted.

2. Draw back up to three event cards if you have less than three.

3. Move — Move according to the movement number on your zombie card, dividing the movement as you wish, amongst your zombies in play.

- Moving through the water requires double the movement points. This applies when moving from the island to the ship and from the ship to the pier. (It requires 8 movement points to go from the island to the pier.

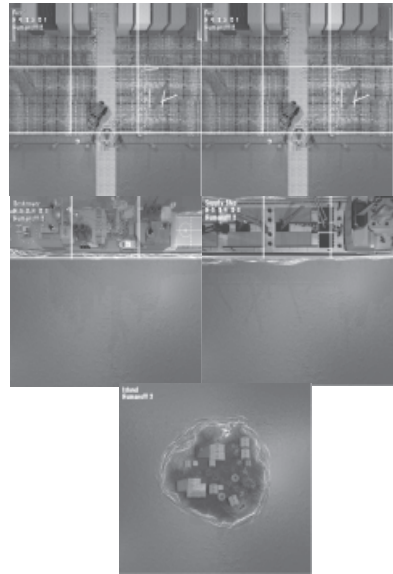
4. Attempt to capture any Humans which share the same square as one of your zombies. Rules as noted in Humans!!!

5. At the end of the your turn, you may discard one card.

Using Dice Tokens (NEW RULE) — Each player starts the game with a number of dice tokens equal to the “Do Over” number on their zombie card.

- Players may discard a dice token at any time to re-roll any one of their own die rolls.

- A player may also discard a “Do Over” token that matches their current roll for an automatic success. This includes combat with Humans. For Example: If you are trying to get into a building and roll a “2”, you can discard a “Do Over” token with a 2 on it (two pips) for an automatic success instead of re-rolling the die. For combat, if you are combating a Human and you roll a 3, you can discard a “Do Over” token with a 3 on it (3 pips) for an automatic success (thus avoiding damage).



Initial Board Set-Up

ADDITIONAL RULES:

— All remaining rules are as indicated in the Humans!!! base set Rules.

FAQ:

General Card Questions:

Some cards refer to an infection deck. What is that?

• The infection deck is the same thing as the capture deck.

General Tile Questions:

When placing tiles, can I place them in any orientation off other tiles?

• Tiles must be placed so the you do not block (dead end) a road just like in Zombies!!!

What are the white lines on the tiles?

• They indicate the squares that you can move on.

Movement Questions:

Can the zombies or humans move diagonally?

• No.

Can you move into non-named buildings?

• No.

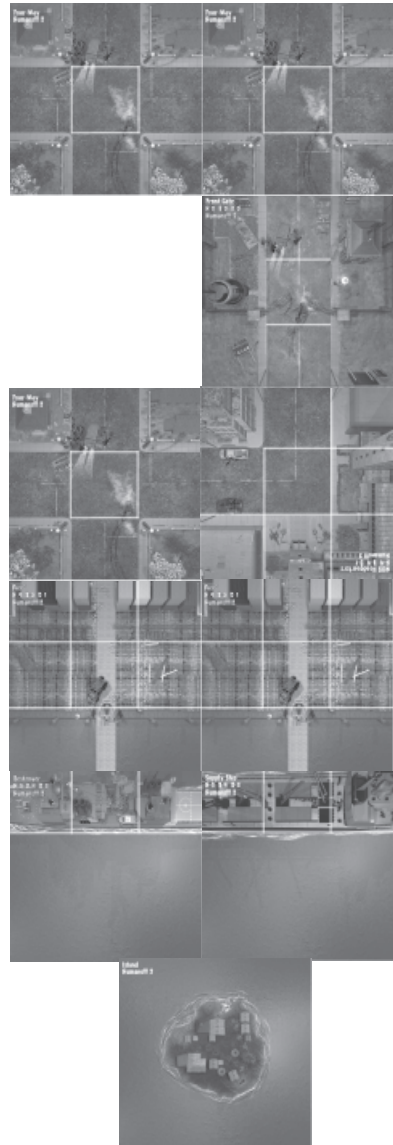
Can I continue to move after attempting to get in a building?

• Yes, you can keep moving whether the attempt is successful or not as long as you have movement points remaining

Non-Player Humans and Zombies Questions:

What happens when a nonplayer Zombie enters a square with a nonplayer Human?

• A nonplayer Zombie can never share a square with a nonplayer Human, so this will never happen.



Sample Board Layout

Specific Card Questions:

How does the card “Not Fast Enough” work?

• Play the card to discard a number of cards from your hand to discard that number of cards from your infection draw (from the capture deck) and redraw that number of capture cards. So, if you have a draw 3 for Infect and you draw 2 Human Escapes and 1 Eat, you can discard two cards from your event card hand to discard the 2 Human Escapes and draw two new cards from the infection deck.

Does “No Time To Aim” affect Switchblade or the Hammer weapons?

• Since there is no bonus, then it would not affect either weapon.

Special Ability Questions:

How does the lawyer special ability work?

• If the capture is successful, the human is automatically infected. This ability must be used before drawing from the capture deck.

When it says that the ability can be used only once, is it once per zombie or just one time per game?

• Just one time per game, not per zombie.

Do Over Token Questions:

Does my movement have to end on a token to pick it up?

• No. You may pick up a token any time you enter a square where there is a token and no Human. If there is a Human present you must get rid of the Human first, then you may pick up the token.

Game Concept and Design: Kerry Breitenstein and Todd A. Breitenstein

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Additional Development: Jonathan Breitenstein

Layout and Design: Todd Breitenstein

Playtesters: The Usual Cast of Living Impaired...Thanks to everyone who helped bring the dead back to life... Again!

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