

TWILIGHT CREATIONS™ PRESENTS

ZOMBIES!!! Roll Them Bones!

A ZOMBIES!!! Dice Game

OBJECTIVE:

Be the first to escape town by killing zombies and getting to the helicopter, 16 blocks away.

GAME SETUP:

1. Mix the item tokens thoroughly face down then form them into a stack

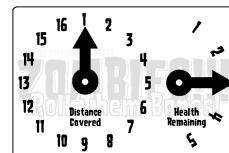


2. Mix the event tokens thoroughly face down then form them into a stack



3. Each player takes a cheat sheet and places it in front of them.

4. Each player takes a “Distance and Health” tracker and sets the distance to “1” and health to “3.” (See illustration.)



GAME PLAY:

1. Choose a player to go first.
2. The first player rolls the black die. This roll determines how many zombies must be defeated in order to move.
3. Once the number of zombies you must defeat is determined, roll the six zombie dice.



— If the number of zombie icons showing meets or beats the number of zombies you rolled in step #2, look at the rest of your dice. (Dice with two icons count as two zombies.)



— Take one event and/or item token if either or both icons are showing. Do not take a token if you already have one of that type. (For example: You **may not** take an item token if you already have one.)



— Advance your “Distance” tracker a number of “blocks” (spaces) equal to the number of “Run” icons showing. (Dice with two icons count as two “blocks.”)



— If you do not meet or beat the number of zombies rolled in step #2, decrease your damage tracker by 1.

4. If your damage tracker is on 1 and you take another damage, you are out of the game.
5. If your distance track is on 16 and you move one or more “blocks,” you win the game.
6. Discard an item or event token without effect if you wish.
7. If there is not a winner, play continues with the player to your left.

SPECIAL NOTE:

We have found that 16 “blocks” and 3 health seems to be optimal stats to maintain a 15 to 30 minute game length. This will, of course, vary with the number of players. If you would like a longer or shorter game, feel free to adjust the health stat or the “blocks” stat. If you feel especially adventurous, why not try both? The bottom line is: Have fun!



ITEM TOKENS:

You may not have more than one item at any one time. You may discard an item token at the **end** of your turn.

Grenade and shotgun - Discard after you roll the black die, add the appropriate number from the item to the number of zombies you rolled. (+ 2 for the grenade, +1 for the shotgun.)

Chainsaw - After rolling the black die, discard to automatically kill that many zombies. Roll the zombie dice to see if you get any items, events or blocks.

Keys - After rolling the zombie dice and successfully killing the zombies, discard to take an additional block if blocks were rolled.

First Aid - Discard during step #3 instead of taking a damage.

Marbles - Give to target player who does not have an item. They cannot discard it until the end of their turn.

EVENT TOKENS:

You may not have more than one event at any one time. You may discard an event token at the **end** of your turn.

Adrenaline Rush - Discard to re-roll either your black die or all of your zombie dice.

Fear - Target any player who must skip their next turn. This can be played at anytime.

Lots O' Ammo - Take one "block" from another player at any time. (Advance your distance one "block and decrease an opponents distance one "block." This cannot be used if it would lower an opponent's distance below one.)

Brain Cramp - Discard to make another player re-roll either their black die or the zombie dice after they have been rolled.

Butter Fingers - Discard to take an item from another player. You may not use this event if you already have an item.

We're Screwed - Discard to force target player to roll 5 zombie dice instead of 6.



Sample Turn

Marissa, Jonathan and Alex are desperately trying to make their way out of town.

Marissa is at 3 blocks, Jonathan has 8 and Alex's tracker is on 11 so he only needs to go 6 more "blocks" to win.

It's Marissa's turn. She rolls the black die which shows she is encountering 5 Zombies. She rolls the six zombie dice and gets a total of 6 zombies and 1 run icon. She has defeated all of her zombies and is rewarded by advancing her distance by 1 "block." She is now at 4 blocks. Her turn is done and play advances to the left.

It's Jonathan's turn. He takes the black die and rolls a 3. He then rolls the zombie dice and rolls 4 zombies, 1 event and 1 weapon. He already has a weapon and does not draw a new one. He does draw an event disk. Since he did not roll any "run" icons he may not advance his distance tracker. His turn is finished and it is now Alex's turn.

Alex rolls the black die and gets a 5. He plays a weapon, the shotgun and now only needs to roll 4 zombies on the zombie dice. He rolls the zombie dice and rolls 4 zombies and 4 run icons. He then plays Lots O' Ammo and takes a block from Jonathan's tracker. Jonathan lowers his distance tracker from 8 "blocks" to 7. Alex has now traveled 15 "blocks" (his tracker says "16") and only needs to go one more "block" to win!

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Special thanks to Chris Baylis—Thanks mate!

Playtesters: Alex, Jonathan and Marissa Breitenstein, Austin (Mose) Mosely, Megan Barrow and The Usual Cast of Living Impaired...

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