

Bonus Scenarios

Search and Rescue

Players must race around the mall and rescue the people who have been trapped inside by the zombie horde.

- For this scenario, instead of zombies, place tokens (pennies work well) inside the stores that have three spaces. Place the zombies from that store on all the available spaces outside that store. When you land on a space with a token, you collect that along with any hearts or bullets that may be there.
- If a player is killed by the zombies they lose all their rescued tokens.
- Otherwise, the game is played normally.
- The first player to reach the center of the helipad with the most rescued tokens wins the game.

Kill the Guy With the Keys

One of the players finds the helicopter keys at the beginning of the game. The other players try to take them from him and get to the helipad first.

- This scenario can use *Zombies!!!*, *Zombies!!! 2*, and/or *Zombies!!! 3*.
- Players begin the game by rolling a die one extra time. The player with the highest roll gets the keys and gets to go first.
- The game is played normally except that the player with the keys gets to roll two dice for their first movement.
- Also, if a player is on the same square as the player with the keys, he may try to take them. When this happens, both players roll one six-sided die, the highest result wins and has possession of the keys. Players may spend hearts and bullets as normal to adjust their roll. In the case of a tie, the person who has the keys keeps them.
- If the player with the keys is killed by the zombies, they drop the keys on the space where they were killed. Any player landing on the space with the keys may pick them up as if they were a life or bullet token.
- The first player to the center of the helipad with the keys wins the game.

For more scenarios and a complete list of Frequently Asked Questions please visit our web site: www.twilightcreationsinc.com

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Playtesters: The Usual Cast of Zombies!

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SECOND EDITION

ZOMBIES!!! 3

MALL WALKERS

Got a Quarter?

By Paul C. Willhouse

"Dude, the helicopter, where is it?" asked Rick, his voice rising to compete with the moaning coming up the stairwell behind them.

Chris scanned the mall roof, and its empty helipad, for the third time in as many seconds. "I don't know," he said. "I guess somebody else got here first."

"Great," Rick muttered. "Just great."

"C'mon," Chris told him, "we'll head back to the house, figure something else out."

"No way, dude," Rick replied. "This is a shopping mall. Its almost as bad as Christmas season down there," he said. "We won't make it to the parking lot. I say we stay here, jam the door and wait for a rescue chopper."

"Who says there'll be one?" asked Chris. "C'mon."

Rick shook his head. "No. I'm staying put, but if you're going, you'd better move quick," Rick told him, pointing down the stairs.

Chris turned to see that the first of the undead had reached the landing below and was starting up the final flight of steps toward them with the furious determination of a two-year-old. He turned back to Rick. "I gotta go, bro," he said as he stepped into the stairwell. "Be safe."

Rick nodded. "You too." And he closed the door.

Alone now, Chris aimed the shotgun at the zombie's head and pulled the trigger. The gun roared and the upper torso of the corpse erupted in a shower of desiccated flesh and bone fragments. "An old one," Chris noted. He had earlier observed that the long-dead practically exploded on impact – the younger ones, being somewhat fresher, tended to splatter.

Chris charged downward, taking the steps three-at-a-time. He turned on the landing and found the next flight of stairs clear. He descended to the Balcony Level landing and door, turned and stopped dead. Just six steps down, a veritable horde of the undead was making its way up. It seemed he and Rick had attracted quite the following on their initial run for the helipad.

He turned and entered the Balcony Level of the mall, shotgunning a zombie just inside the door. "Very fresh, probably dead within the hour," he observed. He paused to consider options. One floor to go. The escalators were closest, but descended to the food court. 'Way too Twilight Zone,' he thought. The other option, the stairs by

the department store, were farther away, but probably made more sense. He started for the stairs, but after shotgunning two zombies in just 15 feet he realized that even that direction was a bad idea.

He looked around quickly – he needed another option. Then he saw it. Just two storefronts away, the security gate at the video arcade was raised several inches off the ground. Better still, the keys were still inserted in the lock.

Running to the gate, lifting it, opening the folding partition wall beyond that, ducking in, then slamming down and locking the gate took less than thirty seconds. Ahh, the power of adrenaline. To hell with cheese. Closing the partition wall left him alone - at least for the moment - in near darkness.

Chris knew he couldn't stay there long. He found and turned on the store lights as the undead began beating on the gate. His best bet was to slip out the back door. He walked quickly to the back of the arcade and found two doors. The first opened into a small office. Nothing good. He checked the second door. A bathroom. No toilet paper. No back door either.

He realized then that he was trapped. The game was up, and he was out of quarters.

Chris thought a long minute on his options: Try to break out, or wait for them to break in. He finally realized that there was no choice, not really.

Thank you for purchasing ZOMBIES!!! 3: Mall Walkers. For reasons that will be obvious to most, this expansion has become hugely popular. Thank you for that and thank you to everyone who helps keep the zombie genre alive!

As always, we invite you to visit our web site at www.twilightcreationsinc.com. We have a lot of very cool things in the works. If you like this one, you'll love our other stuff. Stop by and check it out. The site also has the current FAQ, rules updates and alternates, as well as lots of free stuff. We also like to hear from the fans. Let us know what you think.

Thanks again,
Todd and Kerry Breitenstein

Now to the good stuff!

Contents

16 Map Tiles
32 Event Cards
These rules

The New Stuff

First, a slight rules clarification, unless stated otherwise, any card that is played on the table in front of you counts as a weapon or item for purposes of things such as the "Butter Fingers" event card.

You may be asking yourself, "how do I use the new stuff?" I'm glad you asked. There are a couple of ways you can use the new stuff.

You can play it by itself using the original Zombies!!! rules and all the players starting at the front door, although you will need the zombies and tokens from the original set.

or:

You can add it to the original Zombies!!! or Zombies!!! 2 by:

- Shuffling the new event cards with the old ones. Feel free to use them all or remove the ones that you don't like.
- Do not shuffle the tiles together. (Unless you really want to.) Take the new tile called "Front Door" and shuffle it with the original tiles or the army base tiles.
- Take one "four way" tile and place it to the side. Shuffle the rest of Z3 tiles (including the "Helipad") and place them next to the other stack of tiles. Alternately, you can put the helipad on the bottom of the stack so you have a sure escape route.

Game Play

The game is played as with the original rules until someone draws the front door tile. When this tile is drawn and played, immediately connect the four way tile you set aside earlier to it. Place Zombies on these tiles as normal.

From this point in the game forward, players may place tiles from either stack. But, Z3 tiles must be attached to the mall. This includes the new "Helipad." Also, once a stack is exhausted, players must play from the other stack.

Event cards also get a little weird with the addition of the mall. Cards that contain the words "town," "road" or "building" can only be used on tiles that meet those requirements. **The mall is not in town, does not contain any roads and is not a building. Nor are the interior stores considered buildings. Conversely, if an event card says "hall" or "store" it can not be used in "town," on a "road" or in a "building." Are we clear on this?!?!**

Play continues as usual until someone achieves one of the winning conditions. Well, almost...

- There is a special tile in Z3. It is the "Escalator" and is marked with an asterix (*) by the title. When it is drawn, it is played like any other mall tile except that everything attached to it is on the second floor of the mall. Stores on the first floor MAY NOT attach to stores on the second floor. Additionally, the mall helipad MUST be attached to the second floor

- There are also some new rules for the mall tiles. Each store in the mall has an air duct somewhere in it. For example, the duct in the game store is on the same square as the door. Players may use these ducts to go from one store to an adjacent one (including diagonally) without using the hallways. Hallways must still line up, though.

If a player wishes to use an air duct, they must end their movement on an air duct space. On their next turn, they forego their movement roll and then move from the space in a store with a duct to the air duct space inside the other store. No movement roll is made but all other normal turn rules apply, including fighting a zombie on your square before you move.

As stated earlier, the Helipad may only be attached to the second floor of the mall. If it appears before the Escalator tile, simply shuffle it back into the tile stack. Also, the Helipad may be attached to a hallway or to the outside of a store. This is possible because players may reach the helipad via the ductwork.