

ZOMBIES!!! 15

Another One Bites The Dust

Thank you for purchasing Zombies!!! 15 and remaining a true and avid fan of our very favorite genre and game. It goes without saying that we wouldn't be here without you.

Zombies!!! 15: Another One Bites The Dust takes the Zombie infestation to the desert in a desperate attempt to find relief from the various threats of the city.

The Struggle is Real! Surely cutting through the desert is safer than staying in the cities, right?! Wrong! Very, very, very wrong. Not only are we still fighting the zombies, we are hot and thirsty. Very thirsty! Maybe Las Vegas will have less zombies since it is in the middle of the desert. If nothing else, perhaps there is some entertainment...

Zombies!!! 15: Another One Bites The Dust takes you out of civilization and into the desert. You must find enough water to survive this wild trek to Las Vegas. The odds hopefully are in your favor.

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15 Map Tiles
32 Card Event Deck
Water Tokens
These rules

Object of the Game

Competitive: Get to Las Vegas first.
Cooperative: All players must get to Las Vegas without a player death.

Game Set-Up

1. Take a Four-Way Path tile and place it in the middle of the table. This is the starting tile. Remove the Entrance tile and shuffle the remaining tiles. Put the Entrance tile on the bottom of the stack and place the stack face down in easy reach of all players.



All players start here

2. Shuffle the cards and deal 3 to each player. The event deck is not reshuffled when it runs out.
3. Each player takes a pawn and 3 heart (life), 3 bullet and 2 water tokens. All pawns are placed on the center square of the starting tile.
4. The player who most recently was in the desert goes first. In case of a tie, the oldest player goes first. After all, they are least likely to survive the desert...

Game Play

The game is played as usual with the following exceptions:

- **Starting Player:** The first player has several responsibilities during the game. They will keep track of visibility as well as water on the Oasis tiles.

Visibility - At the beginning of the starting player's turn each round, they will roll the die. On a 1 or 2, visibility is decreased by 1 square causing the players to move one less square per turn for affected rounds. Players always add life (number of heart tokens) to movement rolls. In addition players may only target other players (with card effects) who are on the same tile or an adjacent tile during affected rounds (rounds with a visibility roll of 1 or 2).

Oasis tiles - At the beginning of the starting player's turn each round, place an additional water token on the Oasis tiles that have been visited by any players. (See "Oasis Tiles" below).



- **Water tokens:** Each player starts the game with 2 water tokens. Starting on each player's second turn, each player discards 1 water token. If they are unable to discard a water token, they must discard a heart token. A player may carry up to 5 water tokens.



- **Oasis Tiles:** When an "Oasis" tile comes into play, place one water token on it equal to the number of players, one token per square. In addition, at the beginning of each round, a water token is placed on these tiles if they were visited by at least one player. ***Remember when placing tokens of any kind, there is only one token per square.
- **Player vs Player Combat (Competitive Game Only):** Things are desperate in the desert and players may fight for water tokens. Both players roll a die when occupying the same square. Bullet and heart tokens may be used as usual. The player with the highest roll (plus any bullet tokens) wins. The winner takes up to 2 water tokens from the losing player. You may only target each player once per game.
- **Player Death:** When a player dies, their pawn is removed from the board and replaced with a Zombie. Their pawn is then placed on the starting tile, middle square.

Winning the Game

The first player to make it to the center square of the Entrance tile wins.

Playing with the Base Set

When playing with the base set, play Zombies!!! 15 as usual. Once a player reaches the center square of the Entrance, they may draw tiles and cards from the base set. For those in the city (base set tiles), visibility and water token rules do not apply. The player to the center square of the Helipad or who kills 25 zombies first, wins. Do not mix the event cards.

Cooperative Rules:

- Play as usual but all players must reach the center square of the Entrance tile. If a player dies, all players lose.
- Each player holds one card in their hand. At the beginning of their turn, they draw another card and one of those two cards must be played, player's choice.
- When Zombies are moved at the end of the turn, the Zombies must be moved towards the players (closest ones move first).
- Players may share water tokens, and there is no player vs player combat in the cooperative game. The two players must be on the same square in order to give/take a water token.

Game Concept and Design: Todd and Kerry Breitenstein
Expansion Concept and Development: Kerry Breitenstein
Additional Development: Jonathan, Alexander and Danielle Breitenstein
Art: Event Cards - Dave Aikins Tiles - Kurt Miller
Layout and Design: Kerry Breitenstein
Playtesters: The usual Cast of Living Impaired

Twilight Creations, Inc. Skokie, IL 60076

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