

MID EVIL

Thank you for purchasing MidEvil Deluxe. We hope you enjoy it tremendously!

What you have in your hands is the next generation of what has become somewhat of a phenomenon and taken on a life of its own. For those of you familiar with the original **Zombies!!! game, you are in for a treat! MidEvil is the **Zombies!!!** system taken to the next level. You want a little more strategy? It's in here! You want easier to find weapons? They're in here! You want to attack the other players? Oh, you bet that's in here!**

As for those of you who have never played **Zombies!!!... Buckle up you're in for one heck of a ride!**

Enjoy the game!

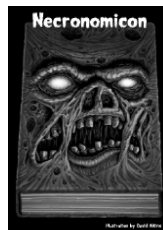
Todd A. and Kerry Breitenstein

Object of the Game

Suddenly you find yourself back in time and have been told that the only way to get back to the present is to go to the graveyard, find the Necronomicon and take it back to the altar. Or, you could just get medieval on some Skeleton butt!

Game Components (Base Set):

- 40 White Skeletons - 1 point
- 40 Red Skeletons - 2 points
- 20 Blue Skeletons - 3 points
- 50 Gray Human figures (life tokens)
- 30 Map tiles
- 50 Event cards
- Two Dice
- 6 Player pawns
- Rules



Game Setup:

- Take the "Necronomicon" card (See above) from the event deck and place to the side.
- Shuffle the rest of the Event cards.
- Each player takes a pawn.
- Each player gets 3 Gray Human (life token) figures and 3 Event cards.
- Place the remainder of the Gray Human (life token) figures to the side.
- Separate the Skeletons by color and place to the side. (Referred to as Skeleton pool).
- Remove the "Altar" (See above) tile from the tile deck and place in the middle of the table. **Each player places their pawn on the middle square.**
- Shuffle the remaining tiles and place to the side.
- Randomly choose a player to go first.

Turn Sequence Overview:

During a turn, you must perform the following steps in exact order:

1. Draw a tile from the tile deck.
2. Attach the map tile to any legal space on the current map.
3. Combat any Skeletons on your current space.
4. Draw back up to 3 event cards, if you have less than 3.
5. Roll a six-sided die, the result is your movement roll.
6. Move up to the number of spaces indicated by the movement roll.
7. Combat any Skeletons encountered while moving.
8. Roll a six-sided die. Move a number of Skeletons one space equal to that number.
9. You may discard one event card from your hand.

After deciding to discard an event card or not, the turn is over and play proceeds clockwise around the table.

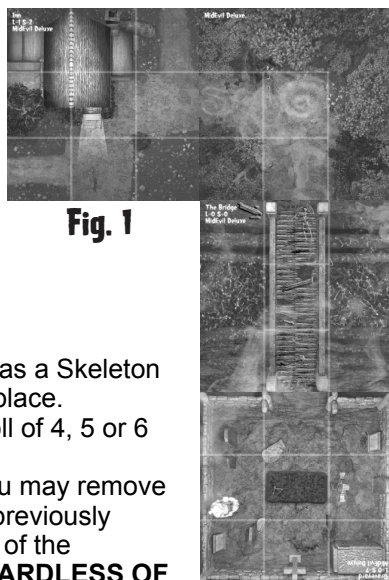
Placing Map Tiles

- A newly drawn map tile must be placed on the map in such a way that it does not cut off a road or the entrance on any other tile (See Fig.1).
- When a “named” map tile is placed, Skeletons and Humans (life tokens) are added to the tile according to the numbers on the tile (See “C” Fig.1). If a building is present on the tile, all tokens must be placed inside the building. The player who places the tile decides which colored Skeletons are placed on the tile. **(Ex: Alex draws a tile that calls for three Skeletons. After placing the tile, Alex decides to put 1 Red Skeleton and 2 Blue Skeletons on the tile).**
- There may never be more than one Human (life token) or more than one Skeleton on the same square. There may be one Skeleton and one Human on the same square.
- For the tiles without a specific name on them (See “D” Fig.1), roll a six-sided die. That is how many POINTS of Skeletons are placed on the tile (White=1 point, Red=2 points, Blue=3 points). If there are not enough Skeletons to place on the tile, the closest amount should be used (without going over the total). If there are not enough spaces to accommodate a number of Skeletons rolled, the closest amount should be placed.

(Ex: Marissa rolls a 6 when determining how many Skeletons are put on to the non-named tile she just placed. There are only 3 White Skeletons and 1 Red Skeleton left in the Skeleton pools but there are only three spaces to place Skeletons on the tile. She would then place the Red Skeleton and 2 White Skeletons).

Skeleton Combat Rules

- Any time you begin your turn on the same space as a Skeleton or land on a space with a Skeleton, combat takes place.
- Combat is resolved by rolling a six-sided die. A roll of 4, 5 or 6 is needed to kill a Skeleton.
- If a combat roll is unsuccessful (lower than 4), you may remove from play any number of Skeletons that you have previously killed (any color) to raise the roll by the point value of the discarded Skeleton. **NO CHANGE IS GIVEN REGARDLESS OF**



THE VALUE NEEDED TO BE SUCCESSFUL! (Ex: Jonathan starts his turn on the same square as a Skeleton. He rolls for combat and only rolls a 1. He then removes from play one White Skeleton and one Red Skeleton to raise his number to 4 in order to win the combat).

- Instead of spending Skeletons to raise a combat roll, you may spend a Human (life) token to re-roll the combat roll.
- Combat continues until you roll at least a 4 (with added Skeletons if needed) or die by running out of Humans (life tokens). Once you die, you are placed back on the Altar tile; must remove from play all of your remaining Skeleton tokens (if any) and any cards you have played in front of you. The remainder of your turn is forfeited. Begin your next turn by taking three Human (life tokens) and starting over.
- Skeletons that are spent in combat are REMOVED from play (they may not be used again in the game). Human tokens are NEVER REMOVED from play and can be used again as needed in the game.
- Only one weapon may be used for each combat roll.

Player Combat Rules

- The first player to reach the center square of the Graveyard is to take the “Necronomicon” and place it in front of them.
- When a player possesses the “Necronomicon”, player combat can take place between the one who possesses the item and any other player.
- When you land on the same space as the player with the “Necronomicon”, both players roll a die.
- The player trying to take the “Necronomicon” must beat the roll of the player who possesses the book in order to take it from them.
- After the dice are rolled, each player may take any number of Skeletons and/or Human tokens they currently possess and secretly place them under their hand (secretly, covering the remaining tokens with the other hand). When both players are ready, they reveal the number of Skeletons and Human tokens that they will use to modify the roll.
- Each player should take turns re-rolling the dice for each Human token starting with the active player. Players may stop rolling at any time. If not all Human tokens in your hand are used, the remaining are discarded.
- After all rerolls, players use the Skeletons from their hand to raise their final totals. All of these Skeletons are removed from the game after combat.
- No weapons may be used when fighting another player.
- After all modifications, the player with the highest total becomes the new owner of the “Necronomicon.”
- In the case of a tie, the “Necronomicon” does not change owners.

Player Movement Rules

- Movement amount is determined by rolling one six-sided die.
- You do not have to use the whole amount of your roll and may stop at anytime during your movement phase.
- You may never move diagonally.
- Any Skeleton encountered during your movement must be fought before movement continues.
- If you move on to a space with a Human (life token) and no Skeleton, you immediately add it to your collection. If there is a Skeleton on the space, you must fight it before you can take the life token.
- Players and Skeletons may only move in and out of “named” buildings/locations

through the entrance/exit or doors. The Human tokens will never move.

- All squares on the tiles in this set are legal except for squares containing trees, squares on the “Bridge” tile that are not the bridge, and the furnace on the “Smith” tile. All other squares are accessible.
- The “Horse” card allows a movement roll to be doubled. If you take another player’s “Horse” in the middle of your movement, double the remainder of your movement. The “Horse” is considered an item.
- When you are using a “Horse” and enter a building, the “Horse” is considered to be left outside the building. While in the building all remaining movement is normal. You may use the “Horse” again when you exit the building.
- While you are in a building, the “Horse” is considered to be on the entrance square of that building. Any player that enters a square with a “Horse” but not another player may claim the “Horse” from the owner.

Event Card Rules

- Event cards may be played at any time.
- You may only play one event card per round. This means from the beginning of your turn to the beginning of your next turn.
- Cards already in play in front of you do not affect the “one card per round” rule.
- You may never have anymore than 3 event cards in your hand at the end of your turn.
- You may discard one card at the end of your turn. Discarding signals the end of the turn and no further actions may be taken.
- When an event card violates the normal rules of the game, the card supercedes the rules.
- Line of sight is required for all ranged weapons except the “Catapult.”
- Ranged weapons may not be used to shoot into or out of a building.

Skeleton Movement Rules

- At the end of your turn, a six-sided die is rolled which determines the number of Skeletons moved. You must move that number if possible and no Skeleton may be moved twice in one turn during the Skeleton movement phase.
- The Skeletons move only one space and may not move diagonally.

Winning The Game

- To win the game, you must get the “Necronomicon” from the graveyard (or another player) and take it to the center square of the “Altar” tile **OR** collect 30 **POINTS** worth of Skeletons.

Additional Rules

- Once the Life tokens (Humans) are placed on the board, they may never be moved.
- You may not have more than 5 Life tokens (Humans) at one time.
- Each player may have only one copy of each card in play.
- The White Skeletons are worth one point each, the Red Skeletons are worth two points each and the Blue Skeletons are worth three points each.
- Once the Skeleton supply runs out, no more can be used without an event card action.
- Skeletons used to raise combat rolls or discarded due to player death are completely removed from play for the rest of the game.
- If the player with the “Necronomicon” dies, the book is considered to be back at the “Graveyard” as if it had never moved.

- For purposes of the game, an “adjacent” tile is one that touches that tile orthogonally but not diagonally.



Object of the Game

After being dragged off to a castle in a very strange time period, you have been told that the only way to get back to the present is to go to the graveyard, find the Necronomicon and bring it back to the castle. Or, you could just get medieval on some Skeleton butt!

Game Components (MidEvil 2):

6 Black Skeletons
16 Map tiles
32 Event cards

Game Setup:

- To begin the game, take the 12 “Castle” tiles, the “Drawbridge” (Drawbridge Up side) and one plain dirt tile (from the base set) and place them in the middle of the table according to the illustration on the next page. Skeletons should be placed on these tiles as normal by the person setting up the game. Only white Skeletons should be used to begin the game on these tiles.
- Shuffle the remaining tiles (from MidEvil and MidEvil 2) and place to the side.
- Take the “Necronomicon” card from the event deck and place it to the side.
- Shuffle together the rest of the Event cards (from MidEvil and MidEvil 2) and deal 3 to each player.
- Each player takes a pawn and places it on the center square of the tile in the castle furthest from the door (Castle tile 3 - See illustration on the next page`).
- Each player gets 3 Gray Human (life token) figures.
- Place the remainder of the Gray Human (life token) figures to the side.
- Separate the Skeletons by color and place them to the side. (Referred to as Skeleton pool). The black Skeletons are placed to the side as well but are not considered part of the “Skeleton pool.”
- Randomly choose a player to go first.

Turn Sequence Overview:

The turn sequence is exactly the same as described in the base-set rules.

Placing Map Tiles

Map tiles are placed exactly the same as described in the base-set rules with the following addition: No tiles may be placed adjacent to either side of the “Drawbridge.”

- The “Filth” tile may cut off other tiles.
- The Skeletons placed on the “Windmill” tile must be placed outside of the building.
- There may never be more than one Human (life token) or more than one Skeleton on the same square. There may be one Skeleton and one Human on the same square.
- When the “Graveyard” tile is placed, the six black Skeletons are placed in the Graveyard in addition to 3 other Skeletons for a total of 9 Skeletons.

Skeleton Combat Rules

Combat occurs exactly the same as described in the base-set rules with the following addition:

- **The black Skeletons in this set are special and require a 1d6 roll of 6 or better to be defeated. They move two squares instead of one. They are not worth any points toward winning and cannot be used to increase combat rolls.**

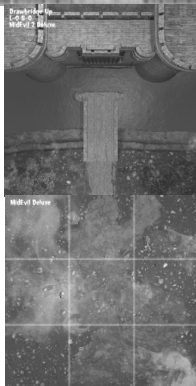
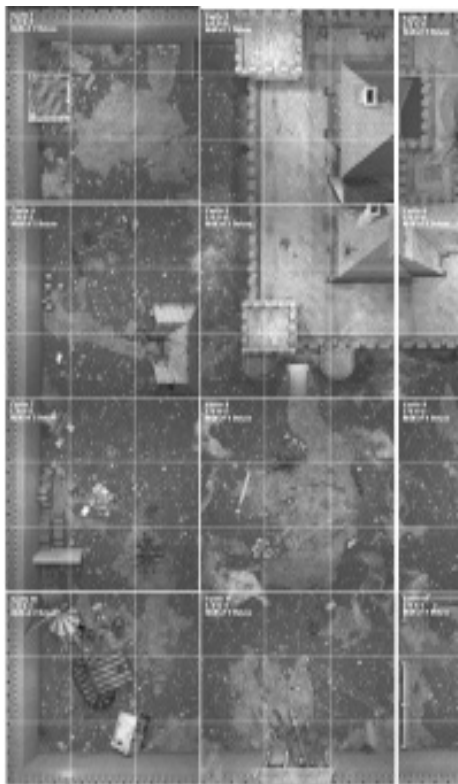
Player Combat Rules

Player combat happens exactly the same as described in the base-set rules.

Player Movement Rules

Player movement occurs exactly the same as described in the base-set rules with the following additions:

- All squares on the tiles are legal except for the “Wooded” squares, squares on the “Bridge” tile that are not the bridge, the furnace on the “Smith” tile, the center square on the pit tile (unless you are sent to the pit or are forced to move there by a card effect), the four squares of the windmill on the “Windmill” tile, all squares on the “Filth” tile, and all squares on the Drawbridge tile except for the bridge itself.
- The “Horse” card allows a movement roll to be doubled. If you take another player’s “Horse” in the middle of your movement (i.e. enter the square leading into the building where a horse was left), double the remainder of your movement. The “Horse” is considered an item.
- When you leave your “Horse” outside a building, you may get back on your “Horse” when you leave the building unless another player has stolen it.
- You may not move across the “Drawbridge” tile if the drawbridge is up. When you want to move on to the tile, a roll of 4,5 or 6 on a 1d6 is required to flip it over to the “Drawbridge Down” side. After you move off of the “Drawbridge” tile, roll a 1d6. On a roll of 1,2 or 3, the tile is flipped to the “Drawbridge Up” side. This can only be done if there are no players or skeletons on the bridge. If you fail to flip the “Drawbridge” tile back to the “up” side it remains in the “down” position and may be crossed by other players without rolling. (Although, players must still roll to see if they flip it to the “up” side when moving off of the tile.)
- If a player ends up in the pit they may not move by any means until the end of their next turn. The rest of the turn (Skeleton movement, etc.) occurs normally.





Event Card Rules

Event cards are played exactly the same as described in the base-set rules.

Skeleton Movement Rules

Skeleton movement occurs exactly the same as described in the base-set rules with the following exception:

- **The black Skeletons move two squares and may not move diagonally, but they may move through squares containing other skeletons.**

Winning The Game

- To win the game, you must get the “Necronomicon” from the graveyard (or another player) and **take it to the center square of the “Castle 3” tile** OR collect 30 POINTS worth of skeletons.

Optional Rule

- If a player ends their movement on the center square of the altar tile, they may forego their movement roll on the next turn to teleport their pawn to the “plain/open” tile adjacent to the drawbridge. Movement continues as normal next turn.

ZOMBIES!!! MIDEVIL III Subterranean Homesick Blues!

Object of the Game

To get the heck out of this time period and go home. You tried getting the Necromicon from the graveyard and taking it to the altar... That didn't work out so well. Now you hear there are missing pages in the dungeon that could help you get home, but beware... Finding the incorrectly worded spell will only make things worse.

Game Components (MidEvil 3):

15 Tiles (12 dungeon tiles, one Dungeon Altar tile and two Dungeon Entrance tiles)

30 Spell Cards

2 Dungeon Fate Reference Cards

Game Setup: (Without MidEvil 2—See illustration on next page)

- Remove all "Inn" tiles and all non-named tiles except the plain dirt tiles.
- Place the altar tile from the main set in the middle of the table. Surround this tile with 1 bridge and 3 dirt tiles. Skeletons are not placed on any of these tiles.
- Add the Dungeon Entrance tiles to the main game tile set, shuffle and place to the side within reach of all players.
- Separately shuffle the dungeon tiles from MidEvil 3 (including the Dungeon Altar tile) and place them to the side.
- Each player takes 3 life tokens (gray pawn tokens).
- Players place their pawn on any of the squares of the Altar tile.
- Shuffle the Event cards from the main set and deal 3 cards to each player.
- Shuffle the spell cards from MidEvil 3 and place to the side.
- Place a Dungeon Fate Reference card at each end of the table for easy access to players.
- Randomly choose a player to go first.

Gameplay:

- Game rules are as stated in the MidEvil base set when outside the dungeon.
- You still can collect the Necromicon from the Graveyard but it must be taken to the Dungeon Altar tile to win.
- While in the dungeon, you may not backtrack (move back the way you came) unless that is the only way you can continue to move.
- Alternately, you may also win by collecting the correct combination of spell cards and taking them to the Dungeon Altar tile.

Placing Dungeon Map Tiles

- Base set tiles are placed as usual.
- When a Dungeon Entrance tile is drawn, place it according to the base set rules.

- When in the dungeon, players place a new tile whenever they leave their current tile and there is no tile present. This includes leaving the Dungeon Entrance tile. This is the only way the dungeon tiles are placed.

- The dungeon tiles must not connect to any of the non-dungeon tiles but may be played adjacent to one.

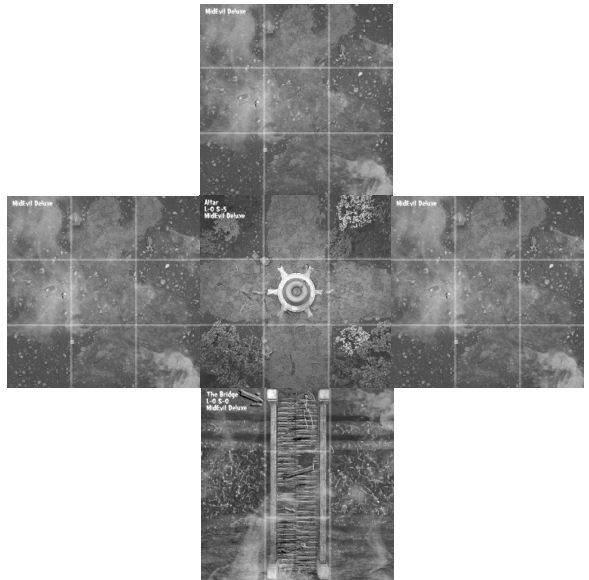
- Tiles may not be placed over or under previously placed tiles.

- A dungeon tile may block access to a non-dungeon tile, but you may not block any dungeon passages, i.e. play a dungeon tile so that an open access side is cut off by an adjacent non-dungeon tile.

- Whenever you move your pawn onto a dungeon tile (whether you placed it or not), roll a 1d6. Check on the Dungeon Fate card to see what happens.

- Remember, as stated earlier, you may not move backward in the dungeon unless it is your only option.

- When the Dungeon Altar tile is drawn, it can be placed off any of the dungeon tiles.



Game Setup: (Without MidEvil 2)

Spell Cards (Identified by their backs)

- When you roll on the Dungeon Fate table and gain a spell card, place it face up in front of you for all to see.

- When in the dungeon, once per turn, you may spend 3 points of skeletons to buy a spell card. This may only be done on your turn.

- **Spell Combination Effects:** If you draw a spell card and have any other spell cards, immediately check the cards to find what effect the new spell card has when added.

- All effects are considered to go off immediately and simultaneously (even if you lose a spell card due to a spell combination effect, its effect still happens). For example: If you have Carpe and Liber cards in front of you and then draw an Appello card, the effect from the Appello Carpe (switch 1 spell with another player) and Appello Liber (take a Spell from the Spell Deck) both happen even if you switch the Liber card.

- Spell combination effect clarifications:

- Unless otherwise stated, the effect happens to you.

- When rolling to place or take skeletons, you are rolling for points worth of skeletons not number of skeletons.

- When trading or taking a spell card from another player, the player who drew the spell card (determining combination effects) decides which ones are traded or taken.

- Spell cards can be taken by other players with card effects. Spells are considered items for game purposes.
- If you take a Spell card from another player (due to card or spell effect), when it is placed in front of you, there is no combination effect with the other spell cards you may have in play.
- You may not have anymore than 3 spell cards. If you have more than 3, one must be discarded after spell combination effects take place.
- When you die, all of your spell cards are discarded.

Winning the Game

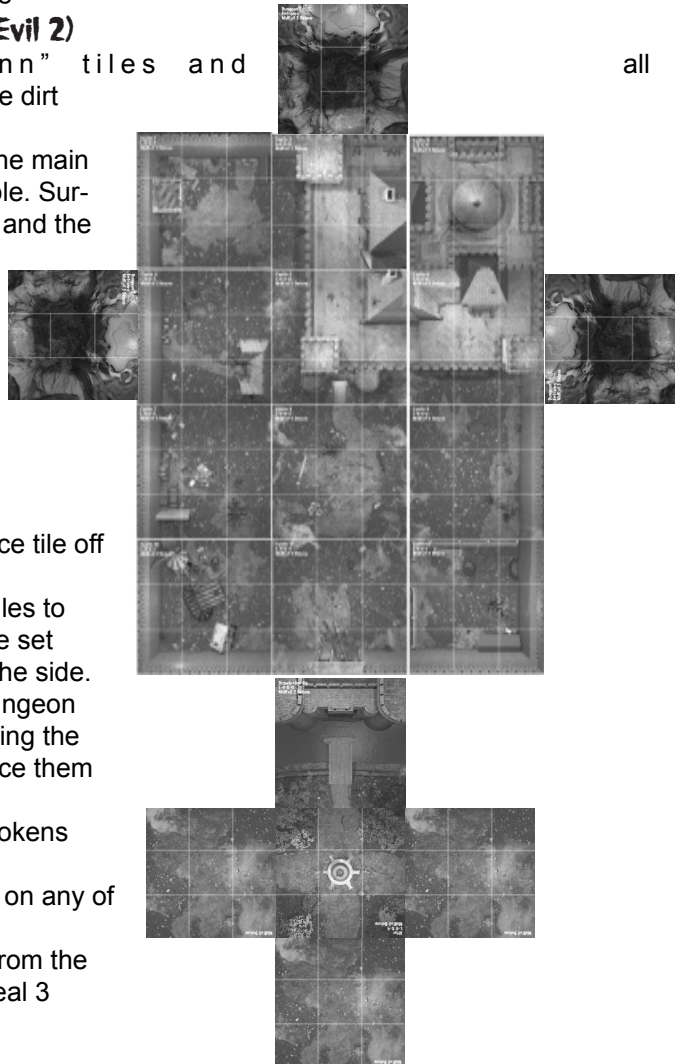
When you have the three appropriate spell cards (as noted on the spells) or you have the Necronomincon, you win once you reach the altar on the Dungeon Altar tile.

Game Setup: (With MidEvil 2)

Game Setup: (With MidEvil 2)

- Remove all "Inn" tiles and non-named tiles except the dirt tiles from the base set.
- Place the altar tile from the main set in the middle of the table. Surround this tile by the 3 dirt and the bridge tile from MidEvil 2. Skeletons are not placed on any of these tiles.
- Place the castle and castle courtyard off the bridge tile, placing white skeletons on these tiles as noted on the tiles.
- Place a Dungeon Entrance tile off castle tiles #2, 4 and 6.
- Add the other MidEvil 2 tiles to the remaining MidEvil base set tiles, shuffle and place to the side.
- Separately shuffle the dungeon tiles from MidEvil 3 (including the dungeon altar tile) and place them to the side.
- Each player takes 3 life tokens (gray pawn tokens).
- Players place their pawn on any of the square of the Altar tile.
- Shuffle the Event cards from the main set and MidEvil 2. Deal 3 cards to each player.

all



- Shuffle the spell cards from MidEvil 3 and place to the side.
- Place a Dungeon Fate Reference card at each end of the table for easy access to players.
- Randomly choose a player to go first.
- Gameplay proceeds as stated previously.

Additional Rules

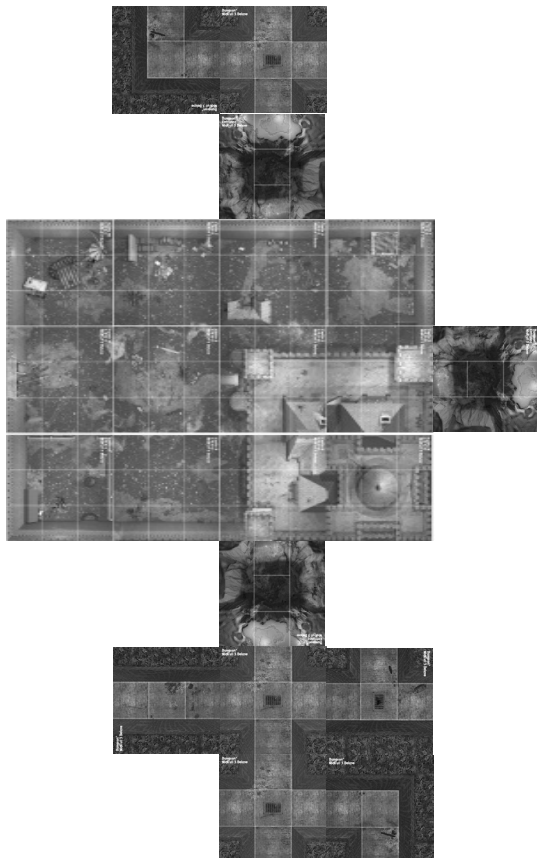
- There can be no horses in the dungeon.
- Dungeon Entrance tiles are not considered part of the dungeon.
- If the Dungeon Altar tile is placed in a different dungeon than the one you are in, you may back track in order to get to it. (This overrides the “no back tracking” rule stated earlier.)

Game Play Hint

- Don't go to the dungeon until you are well loaded with skeletons and lives.

Sample Turn

Renae starts her turn on the last square of the Dungeon Entrance tile (A). She rolls a four for movement. She draws a dungeon tile (X) and places it adjacent to the Dungeon Entrance tile she is exiting. Renae then moves one square to the new dungeon tile and stops (B). Since she moved to a new tile, Renae now rolls on the Dungeon Fate chart. She rolls a 4. That roll means she draws a spell card which is a Carpe card. She already has Apello, Carcer and Liber (from another dungeon crawl on a different part of the board). Then she checks for spell Combination Effects. Carpe Liber, allows her to take the Necronomicon from the Graveyard, but Jamie already has the book so she doesn't get it. She notes that she loses her movement on her next turn because of the Carpe Carcer combination. And finally with the Carpe-Apello combination, Renae switches a spell card with another player. She switches her Liber for Jamie's Mortem and discards Carpe as she can only have three spells in front of her. She now has the correct spells to win the game at the altar (Z). Renae still has three movement left.



She moves to the edge of her current tile (C). This allows her to draw and place another dungeon tile (Y). After moving on to the new tile, she rolls on the fate chart again and rolls a 6. She loses the rest of her turn.

MidEvil Base-Set Credits:

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

Based on the original *Zombies!!!* design by: Todd A. Breitenstein

Art: Dave Aikins and Kurt Miller

Layout and Design: Todd Breitenstein

Playtesters: Mark Bordenet, JoeD Bordenet, Alexander Bordenet, Steve Donohue, John Humphlett, The Kidz (Jonathan, Alex and Marissa (TheEvil One), Everyone on the *Zombies!!!* list (THE BEST "DAMNED" MAILING LIST ON EARTH...OR UNDER IT) and All the people who we cornered and made listen to our inane babbling!

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MidEvil 2 Credits:

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Based on the original *Zombies!!!* design by: Todd A. Breitenstein

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Layout and Design: Todd Breitenstein

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MidEvil 3 Credits:

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

Based on the original *Zombies!!!* design by: Todd A. Breitenstein

Additional Development: Jonathan Breitenstein

Art: Dave Aikins (Cards), Kurt Miller (Tiles)

Layout and Design: Todd Breitenstein

Play testers: The Kidz (Jonathan, Alex and Marissa (TheEvil One)

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