

TWILIGHT CREATIONS PRESENTS **ZOMBIES!!! 4** **THE END...**

Thank you for purchasing Zombies!!! 4: The End. We hope you enjoy it tremendously!

Wow! It has been a long, strange trip, and there are lots of things I want to say. Unfortunately, time and space dictate that I keep this brief so I will just take this opportunity to say THANK YOU! Oh, and don't worry about that scratching at the door...it's just the puppy...

What we have always said since day one applies to this set as well, use the rules you like and disregard the ones you don't.

If you have any questions, comments, criticism or just want to say hi, feel free to visit our website at www.twilightcreationsinc.com and drop us a line. Until then remember, you don't have to run fast, you just have to run faster than the slowest player...

Contents

30 Map Tiles
50 Card Event Deck
100 Plastic Zombie Dogs
6 Plastic Shotgun Guys (pawns)
Red Heart Tokens
Black Bullet Tokens
2 Dice
Instructions

Object of the Game

Well, you've made it! You have escaped the town, fought the uber-zombies at the military base and searched the mall for the source of the zombie scourge. All of your hard work has paid off and now you stand here in the dark and lonely wood. Don't worry about that howling in the distance. It's probably nothing. Who ever heard of a zombie dog anyway...

The goal of Zombies!!! 4: The End is to be the first player to successfully "undo" the spell that is making the dead rise. To do this, you need to find as many pages from the Book of the Undead as possible; make it to the cabin and perform the spell before the other players. But, watch out for the "dead" dogs.

Changes From The Previous Zombies Games

If you have never played Zombies!!! before, you may skip this section. If you are a long-time Zombies!!! Fan, this part is for you.

- In Zombies!!! 4, you will be fighting zombie dogs. Since this set can be used with the other expansions, the rules will refer to zombies or zombie dogs as just "zombies." When referring to just the dogs, it will specifically say "zombie dogs."
- The zombie dogs can move 2 squares, and there can be a maximum of two zombie dogs on any one square.
- It also takes a 5 or 6 to kill a zombie dog, but they only do 1/2 heart damage to you.

- The winning condition is making it to the cabin, clearing all zombies from the cabin and performing the spell or killing 25 zombies (dogs or normal).
- Since there are no roads on these tiles, except for the bridge, a tile may be placed in any fashion as long as it is adjacent to another tile.
- When you run out of heart tokens, your pawn is not placed back on the board until the beginning of your next turn.

Game Setup:

- Each player takes a pawn.
- Each player gets 3 bullet tokens, 2 heart tokens, 2 half heart tokens and 3 event cards.
- Place the remainder of the bullet and heart tokens to the side.
- Shuffled the remaining event cards and put them on the table within easy reach of all players.
- Remove the “Bridge” tile from the tile deck and place it in the middle of the table. All players place their pawns on the first square of the “Bridge” tile (Fig. 1 “Z”). The first tile will be played off the opposite end of the “Bridge” tile.
- Shuffle the rest of the tile deck and place it face down on the table.
- Randomly choose a player to go first.

Turn Sequence Overview

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

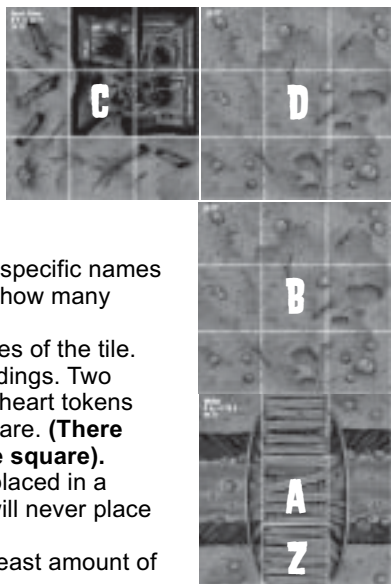
1. Draw a tile from the map deck pile.
2. Attach the map tile to any legal space on the current map.
3. Combat any zombies on your current space.
4. Draw back up to 3 event cards, if you have less than 3.
5. Roll a six-sided die, the result is your movement roll.
6. Move up to the number of spaces indicated by the movement roll.
7. Roll a six-sided die and move a number of zombies equal to that number.
8. 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

- Since there are no roads on the tiles in this set, they may be placed in any fashion with the exception of the “Bridge” tile (Fig. 1 “A”).
- The “Bridge” tile comes in to play at the beginning of the game. The first tile will be played off of the bridge tile, and that will be the only one that can be played off of the bridge tile, i.e. no tiles may be placed off the other sides of the “Bridge” tile (Fig. 1 “B”).
- When a “named” map tile is placed (Fig. 1 “C”), bullets and heart tokens and zombie dogs are placed on the map tile according to the numbers in the upper left hand corner.
- For the plain woods tiles (tiles with an “*” but without specific names on them (Fig. 1 “B & D”)), roll a six-sided die. That is how many zombie dogs may be placed on this tile.
- The zombie dogs may be placed on any of the squares of the tile. For “named” tiles, they may be placed inside the buildings. Two dogs may be placed on the same square. Bullet and heart tokens must be placed in the buildings, but only one per square. **(There may never be two tokens of any type on the same square).**
- When a tile calls for a number of heart tokens to be placed in a building, whole heart tokens should be placed. You will never place 1/2 heart tokens on the tiles.
- When the “Cabin” tile comes up, the player with the least amount of

Fig. 1



“pages” in play determines the location. If there is a tie, the tying players roll one die each and the player with the highest roll places the tile.

Combat Rules

- Any time you begin your turn on the same space as a zombie or land on a space with a zombie, combat takes place.
- Combat is resolved by rolling a six-sided die. You need a 5 or 6 to kill a zombie dog. (You need a 4, 5 or 6 to kill a human zombie.)
- If your roll is unsuccessful (lower than 5), you may add bullet tokens to raise it to the target number at a 1 to 1 ratio.
- If you do not have enough bullet tokens to raise your roll or you choose not to, you must discard 1/2 heart token. (For a human zombie you would discard a whole heart.)
- Combat must continue until you defeat the zombie or run out of heart tokens. You may never leave combat with a zombie without a card effect.
- When you run out of heart tokens, movement stops and your pawn is removed from the board. It will be placed on the first square of the “bridge” tile at the beginning of your next turn. Discard half of your zombies (rounding up) and all weapon/item/page cards played in front of you. The rest of your turn continues on as normal.
- Whenever you die, start your next turn with 3 bullet, 2 heart and 2 half heart tokens.

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 zombie encountered during your movement must be fought before movement continues.
- If you move on to a space with a heart or bullet token and no zombie, you immediately add it to your collection. If there is a zombie on the space, you must fight it before you can take the token.
- Players and zombies may only move in and out of “named” buildings/locations through the entrance/exit or doors.
- All squares on the tiles in this set are legal except for the water squares on the “Boathouse” tile and the six squares on the “Bridge” tile which are not part of the bridge.

Event Card Rules

- Event cards (Card A) may be played at any time with the exception of the “page” cards (Card B). These cards may only be played in front of you during your turn. They may be discarded at any time to use their effect, but each player may only remove one from play per round (from the beginning of your turn to the beginning of your next turn).
- You may only play one event card or “page” card per round. This means from the beginning of your turn to the beginning of your next turn.
- Unless otherwise stated, the item cards may be played when in any of the “named” buildings/locations.
- 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.
- If the event deck runs out of cards, shuffle the discard pile to form a new draw deck.



Zombie Movement Rules

- At the end of your turn, a six-sided die is rolled which determines the number of zombies moved. You must move that number if possible and no zombies may be moved twice in one turn during the zombie movement phase.
- A human zombie moves one square and a zombie dog moves 2 squares.
- Two zombie dogs may share the same square, but there may only ever be one zombie human on a square. They may never share a square with another zombie human or zombie dog.
- Zombies may not move diagonally.

Winning The Game

- To win this game, you must make it to the “cabin” tile and perform the “spell” successfully before the other players.
- All dogs must be cleared out of the cabin and you must be in the cabin before you may attempt to perform the “spell.”
- To successfully perform the “spell” you must roll a six-sided die. The target number is a six. For each page you have in play, the target number decreases by one. For example: If you have 3 “pages” in play in front of you, you only have to roll a 3 or better to win the game.
- You may attempt the “spell” only once per turn.

Additional Rules

- Once the bullet and heart tokens are placed on the board, they may never be moved.
- Each space may contain a zombie and a heart or bullet token - never all 3.
- You may not have more than 5 heart tokens (two half heart tokens equal one heart token).
- You may have as many bullet tokens as you can collect.
- Each player may have only one copy of each card in play (weapons, pages and items).
- For the purposes of this set, “Wooded Squares” are squares that contain any part of a live tree or shrub.
- To combine this set with other Zombies!!! sets and expansions, just mix the “Bridge” tile into the main tile deck just like Zombies!!! 2 and 3.
- Items and weapons are considered any card that is currently played in front of any player

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Special thanks to Bonky! You always believed! Even when everything and everyone looked like it they were dead!...I LOVE YOU!!!