

TWILIGHT CREATIONS PRESENTS **ZOMBIES!!! 12** **ZOMBIE ZOO**

Thank you for purchase **Zombies 12: Zombie Zoo**. Todd, Jonathan and I had a lot of fun designing this set. We love animals and we could only turn the scariest animals into zombies. That's why you do not see any zombie penguins.

As you may know, Todd passed away in March of 2013. Fortunately, we had plenty of expansions in the works - so his presence will be felt for years to come.

We sincerely hope that you enjoy this set. As with any of the expansions, fiddle with the rules as you like. Everyone's play style is different. Also, a scenario book will be released later in 2013 or early 2014. You will find special scenarios for these animals in this set.

Thank you for your continued support.
Kerry Breitenstein

OBJECTIVE:

To become the most accomplished hero by scoring the most points for overriding the automatic release locks, killing Zombie animals, and, oh yes, also being the last player to survive.

GAME SETUP:

1. Remove the "Entrance" tile and one generic four-way tile. Place them in the middle of the table.
2. Place the animal Zombies in six separate piles by type - example: All Monkeys in one pile, all Polar Bears in another pile, etc.
3. Decide on a starting player, i.e. die roll, coin flip.
4. Shuffle the remaining tiles. Starting with the first player, draw a tile and place it face up until all the tiles have been placed. Tokens and Zombies are placed at this time. See tile placement rules below.
5. Place a Lock Token on a road space next to any cage access point on the following tiles: "Tiger Trail," "Lions' Den," "Hyena Hideout," and "Polar Bears" with the "60:00" side up.
6. Shuffle the event deck and deal three cards to each player.
7. Each player takes a Pawn, five life and five bullets. Place the remaining bullets and life tokens to one side.
8. Each player places their Pawn on the middle square of the "Entrance" tile.

GAME PLAY:

Play Sequence (in order):

Cards can be played at any time during the game, but only one card per round (from the beginning of your turn to the beginning of your next turn = a round).

1. For unlocked (ACTIVE) cage tiles only - Move one Zombie out of the cage and restock the cage with additional Zombies. (First player only)
2. Combat any Zombies on your current square.
3. Draw until you have three cards in hand. Once the event deck runs out, do **not** reshuffle.
4. Roll a die for movement and move your Pawn; mandatory combat when you land on a space with a Zombie.
5. Collect any Lock Tokens that you land on, taking the Token overrides the automatic lock mechanism and opens the cage.
6. Roll a die and move that many Zombies 1 space in any direction. Once a cage is open, you may move these Zombies as well as the Monkeys and Gorillas.

Tile Placement: Tiles must be placed so that no roads are blocked. No ACTIVE cage tiles may be connected to another ACTIVE cage tile. The ACTIVE cage tiles are any of the animal tiles, excluding “Monkey Island,” “Penguin Exhibit,” and “Gorilla World.” All ACTIVE cages must be placed so that if they are removed from play they are not prohibiting access to another tile. If you cannot place a tile hold it until you can.

Zombie Placement:

- When the tiles are placed, Zombie Monkeys or Zombie Gorillas (your choice) are placed on all generic four-way tiles only - one for each access point.
- Zombies are placed on the ACTIVE cage tiles if and when the locks open. See “Locks” below. One Zombie per cage square (do not put Zombies on any road spaces of these tiles). At the beginning of the first player’s turn after the locks have opened, one Zombie is moved out of each cage (forcing other Zombies to move if there is more than one Zombie on a square). Then Zombies are placed in each of the cages to fill them back up. See “Locks” below.
- When a cage has been opened, you may place those Zombies via card effects. Zombie placement rules apply unless otherwise stated on the card.
- Place appropriate Zombies in the appropriate cages, i.e. Hyenas go on the “Hyena Hideout” tile, etc.

Locks:

- Players are trying to reach the lock of each cage before the automatic release mechanism is activated. The automatic release mechanism is overridden when a player collects the Lock Token (their Pawn lands on the space containing one).
- After collecting a Lock Token, the player’s Pawn is then placed on the closest square to their current location on an adjacent tile, and the tile they were on is removed from play. At this point, your movement for this turn ends.
- If there is another Player’s Pawn on the tile that is to be removed, they too are placed on the closest square to their current location on the adjacent tile.

Automatic Release Mechanism Is Activated:

- In a 2-4 player game, when any player reaches **six Zombie kills**, the locks are flipped or removed. If the lock is on the "60:00" side it is flipped. If the lock is on the "30:00" side, it is removed.
- In a 5-6 player game, when a player reaches **four Zombie kills**, the locks are flipped or removed. If the lock is on the "60:00" side it is flipped. If the lock is on the "30:00" side, the tile is removed.
- When the cage is unlocked, it is filled with Zombies, see "Zombie Placement" above.

Movement, Zombie placement and combat rules are as in the basic set rules. See basic set rules.

Player Death: Once you have to discard your last life token, you are out of the game. You must discard half of your Zombies. Your accomplishments will still count towards the winning conditions though. You may continue to play the cards in your hand (one per round), but do not draw any further cards.

Event Card:

Automatic cards - These activate **as you draw them, but only one per turn**. If you have **more than one in your hand**, only one can be activated per turn (your choice). Next draw phase, another one will go off. These do not count for your "one card per round" rule - you may play an additional card if an automatic card activates.

- Once the event deck runs out, it is NOT reshuffled.
- You may not discard any cards at the end of your turn.
- Event cards override the rules.
- Specific Zombie animals can be placed via card effect where an animal is specified, even if the cage has not been opened. Example: "What Are You Laughing At?" - You can place two Hyenas on the board even if the cage has not been opened.

END OF GAME:

- When there is only one player left in the game, the game is over.
- However if all the locks are either opened or removed, play will continue until there is one player left **or** all Zombie Gorillas and Monkeys have been removed from the board.
- Players add up their accomplishments: 1 point per Zombie killed, 5 points per lock token, 5 points for being the last person alive.
- The person with the most accomplishments wins.

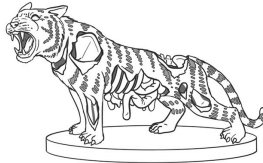
SPECIAL NOTE:

- You **may not** continue to move after you override the automatic release mechanism of a cage (collect a lock token).
- You **must** use your bullets before spending your last life.
- If there is a tie, the person with the most life tokens wins.
- You **may not** go into a cage to collect Tokens if it is locked.
- ACTIVE cage tiles are cages that are locked (have a lock token present).
- Eliminated players may still play cards as per standard rules, but may not draw any more cards.

ZOMBIE ANIMALS



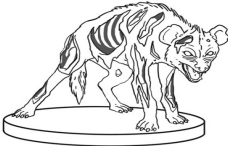
Lion



Tiger



Monkey



Hyena



Gorilla



Polar Bear

Dedicated to my best friend - the one I dreamed with, lived for, laughed with and love forever: Todd Breitenstein RIP 3/3/1966 - 3/24/2013

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

Art: Dave Aikins, Kurt Miller

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Layout and Design: Kerry Breitenstein (with a lot of guidance from Todd)

Rules Editing: Chris Baylis—Thanks mate!

Playtesters: Alex, Jonathan and Marissa Breitenstein, and The Usual Cast of Living Impaired...

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