

ZOMBIES!!![®]

MILES TO GO BEFORE WE SLEEP!

First, I want to thank our many fans for all of your support and dedication you have shown us through the years. *Zombies!!!* was originally released in 2001 and it has grown to epidemic proportions.

Even though Todd is no longer with us, what you hold in your hands is something of which he was very proud. We hope you enjoy it as much as he enjoyed making it.

Thank you for purchasing *Zombies!!!* either for the first time or the third. This game has its heart in the countless number of zombie movies we have grown to love. Knowing this background, we hope you will understand when we say, *ZOMBIES!!!* is not a nice game. It is, however, a lot of fun. Then again, anything filled with this many living corpses can't be bad.

Yes, you will die and be forced to start over. Yes, you will find yourself backed into a corner, surrounded by the recently dead. But, you will also become a very large pain to your fellow players and if you are the first one to make it out of the city, it will all be worthwhile.

In Memory of Todd A. Breitenstein

CONTENTS

30 Map Tiles
50 Card Event Deck
Heart (Life) Tokens
Bullet Tokens
Door Tokens
Survivor Tokens
6 Player Pawns
100 Plastic Zombies (in 4 poses)
2 six-sided dice
This Rule Book



OBJECT OF THE GAME

Original Game: The goal of *Zombies!!!* is to be the first player to reach the center square of the **Helipad** tile, kill any zombies on that middle square and escape the advancing zombie horde. Alternately, a player also wins if he or she is the first player to collect 25 zombies.

Cooperative Play: All players must make it to the center square of the **Helipad** tile.

Team Play: Both members of your team must make it to the center square of the **Helipad** tile.

Search and Rescue: Rescue the survivor(s) and then make it to the center square of the **Helipad** tile. See "Search and Rescue" scenario.

Last Man Standing: Get to the center square of the **Helipad** before you turn into a zombie. See "Last Man Standing" scenario.

Well-Armed Helicopter: Get to the center square of the **Helipad** with a weapon. See "Well-Armed Helicopter" scenario.

SET UP

Before play, set up your game as follows:

- Place the **Town Square** tile in the middle of the table.
- Remove the **Helipad** and shuffle all remaining tiles to form a single tile stack. Place the **Helipad** somewhere in the middle of the tile stack. Place the tiles within easy reach.
- Shuffle the Event cards, deal 3 to each player, and place the deck within easy reach.
- Each player takes a pawn and places it on the center space of **Town Square**.
- Each player starts with 3 bullets and 3 hearts.
- Place all zombies and tokens, within easy reach.
- The starting player is the person who most recently saw a zombie movie. If there is a tie, roll the die. The highest roll goes first.

TURN SEQUENCE

During a player's turn, he or she does the following, in this exact order.

1. Draw and place a map tile (see the **Map Tiles** section).
2. Fight any zombies on your current space (see the **Combat** section).
3. Draw back up to 3 Event cards, if you have less than 3 (see the **Event Cards** section).
4. Roll a six-sided die for your movement (see the **Player Movement** section).
5. Roll a six-sided die for zombie movement (see the **Zombie Movement** section).
6. At the end of your turn, you may discard 1 event card from your hand.

After deciding whether or not to discard an Event card, play proceeds clockwise around the table.

MAP TILES

When the first map tile is drawn, it must be placed adjacent to **Town Square**, lining roads up as normal. The tiles may be placed in any orientation in which the connecting roads meet.

When each subsequent tile is drawn, it may be placed adjacent to any tile already on the table, including **Town Square**. Like the first tile, subsequent tiles may be placed in any orientation, so long as all roads meet between adjacent tiles. Tiles may never be placed so that the road leading off of a tile runs into the back of a building on an adjacent tile.



Correct

Incorrect

The Helipad: When the **Helipad** is drawn, the player with the least collected zombies places the tile. If there is a tie, the tied player with the most bullets places the tile. If there's still a tie, the tied players roll 1 die each, re-rolling ties, and the player with the highest result places the tile.

Note: The **Helipad** should be treated as if it were a four-way access tile, but all the squares are accessible. Specifically, you can play four different tiles off of the **Helipad**.

Named Locations

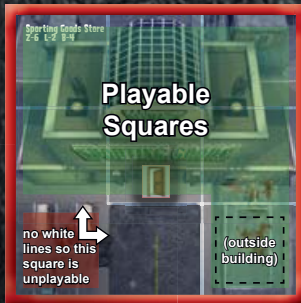
Tiles with a name in the corner are buildings that can be explored for supplies. Under the name of the building are the number of zombies ("Z"), bullets ("B"), and hearts ("L"), that you must place on that tile.

DOOR TOKENS:



Place one door token on a square in the named building anywhere that is adjacent to a street square. Only one door can be placed on each building and once placed cannot be moved.

Movement in and out of the building **MUST** be through the square that contains the door token, even if the tile has playable squares that are outside the building (see example below).



Zombies may be placed anywhere in the building though no more than 1 zombie may occupy each space. Some tiles, such as the **Sporting Goods Store**, will allow zombie placement, movement and player movement in spaces that are outside the building and not considered street spaces. Any square that isn't a street square and has a white line on **ANY** side is a playable square. Zombies must also enter or exit a building only through the door.

Bullets and hearts must be placed in buildings, if any buildings are present on the tile. No more than 1 token on the same space.



Correct

Incorrect



Generic Street Tiles

These have no name or zombies ("Z"), bullets ("B"), or hearts ("L") listed in the corner. When you add a generic street tile to the board, place 1 zombie (X) at the outer edge of each road leading off the tile.

COMBAT

Any time a player begins his or her turn sharing a space with a zombie, or a player lands on a space with a zombie, combat ensues. Combat is resolved by rolling a six-sided die. You need a 4, 5, or 6 to kill a zombie.

If a player's combat roll fails (it's less than 4), he or she may spend any number of bullets to raise the result by the same amount (e.g. 1 bullet for +1, 2 bullets for +2, or 3 bullets for +3).



If a player doesn't have enough bullets to raise the result high enough to win the combat, or if the player chooses not to spend these bullets, he or she must discard 1 heart.

Combat continues like this until the player defeats the zombie or runs out of hearts. A player may never voluntarily leave combat unless an **Event card** or other rule allows it.

When a player defeats a zombie, it is placed with the other zombies he or she has defeated.

DEATH

When a player runs out of hearts he or she loses all remaining movement, and his or her pawn is removed from the board. The player also loses half of his or her defeated zombies (rounded down), along with all weapons and items played face up on the table in front of them. The player loses the rest of his or her turn except for zombie movement and (optionally) discarding an **Event card**.

At the start of the player's next turn, he or she starts over at the center of **Town Square** with 3 bullets and 3 hearts. The player then takes a full turn as normal.

Cooperative Play: In cooperative play, when a player dies they start with one less heart token. Once they start a turn with less than one heart token, they are out of the game. Specifically, three strikes and you are out. To better keep track of this, instead of discarding a heart token when you lose one in combat, just flip it over. When you restart, discard a heart token.



TOKENS

To make it easier to keep track of bullet and heart tokens, players have an option of flipping their tokens over instead of discarding them in the heart and bullet piles.

Players may never have more than 5 heart tokens, but may have any number of bullet tokens.

EVENT CARDS

Each player begins with 3 Event cards in his or her hand, and draws up to a full hand of 3 cards during Step 3 of each turn (see the Turn Sequence section). A player may play only 1 Event card per round (that is, from the start of his or her turn to the start of his or her next turn).

A player may never have more than 3 cards in his or her hand at the end of any turn. If a player has more, he or she must discard down to 3 cards.

During the last step of each player's turn, he or she may optionally discard 1 Event card. Discarding signals the end of the player's turn, and that player may not take any further actions until the start of his or her next turn (unless he or she still has a card play available and a card in hand that may be used before then).

An Event card may be played anytime that makes sense — even when it's not your turn — so long as you don't play more than 1 Event card per turn.


When an Event card violates the normal rules of the game, the card supersedes the rules.

If the Event deck runs out of cards, shuffle the discard pile to form a new draw deck.

There are two types of Event cards in this set: **Regular Event Cards** and **Item/Weapon Cards**.

Regular Event Cards

These have a variety of other effects and can be played whenever it makes sense. Their effect applies immediately.



Item/Weapon Cards

These are played in front of the player and offer a benefit either when discarded, for a set duration or until a trigger event occurs (such as failing a combat roll).

Items and weapons must be played in front of you during your turn (each time you play one in front of you, it counts as your card play for the turn).

Items and weapons in front of you do not count toward your hand size limit.

You may only have 1 of each item or weapon in front of you at any time, and may only use one for combat (e.g. during the same combat).

Cooperative Play: In cooperative play, each player **MUST** play an event card per turn. If they are not able to play a card since their last turn, a card must be discarded. When a card says "target player," in cooperative play this must be played on another player.

PLAYER MOVEMENT

Each time a player moves, he or she rolls 1 die, adds it to the number of heart tokens they currently possess and may move up to that many spaces. The player doesn't have to use all rolled movement, and may stop moving at any time.

You may never move diagonally. You must always move from tile to tile by street spaces.

You must move into and out of named buildings through the square that has the door token present.

If you move onto a space with a zombie, combat occurs immediately (see the Combat section). If you survive the combat, you may use any or all of your remaining movement.

If you move onto a space with a bullet or heart and no zombie, you immediately collect the token and add it to your collection. If there is a zombie on a space with a bullet or heart, you must first kill the zombie before you can collect the token.

Players may share or move through spaces with other players.



ZOMBIE MOVEMENT

Each time a player moves zombies, he or she rolls 1 die and must move that many zombies 1 space each. If there are fewer zombies on the board, the player moves all zombies on the board. No zombie may be moved twice by the same player in the same turn. All rules for player movement also apply to moving zombies, except that no more than 1 zombie may occupy each space.

Cooperative Play: Zombies will not move into buildings, only out. The closest zombies to players move first, towards the closest player. Current player's choice if there is a tie.

WINNING THE GAME

There are three modes of play in *Zombies!!!*, each with its own victory condition...

Competitive Play: The first player to reach the center square of the **Helipad**, killing the zombie on that square or collects 25 zombies wins the game!

Cooperative Play: The players win if they all reach the **Helipad**. They lose if a single player dies three times.

Team Play: A team wins when both players in the team make it to the center square of the **Helipad** before any other team. They may arrive at different times.

ADDITIONAL RULES AND CLARIFICATIONS

- Each space may contain 1 bullet OR 1 heart, never both.
- Once a bullet or heart is placed on the board, it may never be moved to another space.
- A player may never have more than 5 hearts.
- A player may have any number of bullets.
- If Alternate Food Source is in play, the game can be won just by reaching the center square of the **Helipad** whether there is a zombie there or not.

QUICKER PLAY

If you wish to play a quicker game: Once the **Helipad** is drawn, do not draw any further cards from the Event deck, and all players roll two dice for movement.



SCENARIO PLAY

Search and Rescue

- When placing the Named Buildings, take the bullet and heart tokens as noted on the building along with enough survivor tokens to place a token on each additional square in the building. Place these tokens face down on the table, mix and put one token face down on each square of the building.
- Each player or team must rescue either 1 or 2 survivors, your choice (2 for a longer game), before going to the **Helipad** to win the game.
- You rescue a survivor just by landing on the space with the survivor.
- When a player dies with a survivor, the survivor is placed in the closest building with a space available for a token.
- The survivors cannot be targeted by card effects, but the player can be targeted as usual.
- For each survivor you have rescued, you can play one additional card per turn.
- In cooperative play, all 18 survivors must be rescued but no additional cards are played per turn for the survivors.

The following buildings will have this number of survivors:

Skate Shop - 2 survivors

Hospital - 4 survivors

Fire Station - 2 survivor

Florist Shop - 1 survivor

Hardware Store - 2 survivors

Sporting Goods Store - 1 survivor

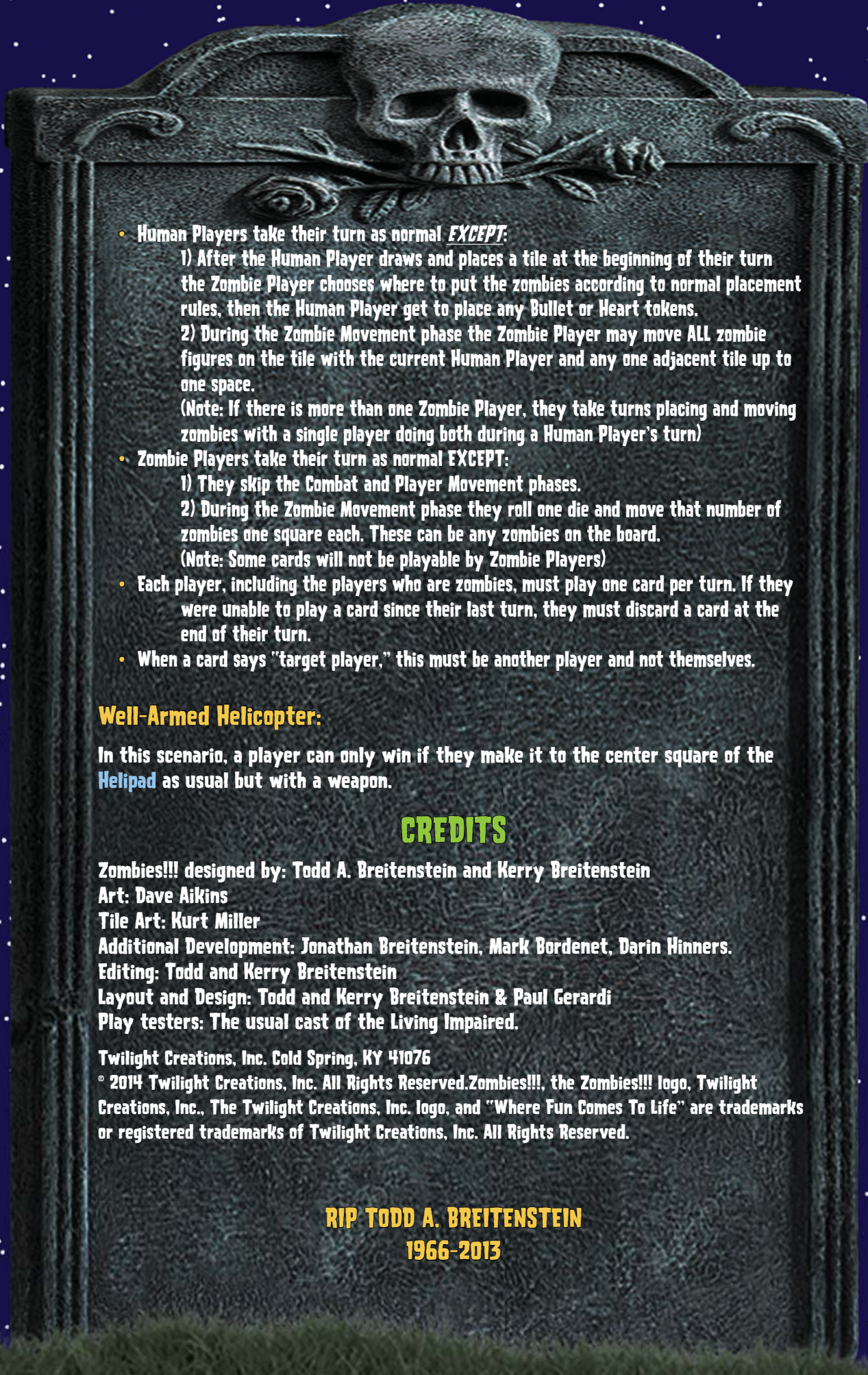
Army Surplus - 1 survivor

Lawn and Garden Store - 2 survivors

Toy Store - 3 survivors

Last Man Standing:

- Choose one player to be a zombie. They will not have a pawn on the board. They control all the zombies that are on the board. Each other player takes a survivor token, indicating that they are human and not yet a zombie.
- When a player is a human, their goal is to make it to the center square of the **Helipad** as usual.
- When a player is a zombie, their goal is to turn all humans into zombies, at which point the zombies win.
- When a player loses their last heart in combat, they discard their survivor token and are now a zombie.

- 
- **Human Players take their turn as normal *EXCEPT*:**
 - 1) After the Human Player draws and places a tile at the beginning of their turn the Zombie Player chooses where to put the zombies according to normal placement rules, then the Human Player get to place any Bullet or Heart tokens.
 - 2) During the Zombie Movement phase the Zombie Player may move ALL zombie figures on the tile with the current Human Player and any one adjacent tile up to one space.
(Note: If there is more than one Zombie Player, they take turns placing and moving zombies with a single player doing both during a Human Player's turn)
 - **Zombie Players take their turn as normal EXCEPT:**
 - 1) They skip the Combat and Player Movement phases.
 - 2) During the Zombie Movement phase they roll one die and move that number of zombies one square each. These can be any zombies on the board.
(Note: Some cards will not be playable by Zombie Players)
 - Each player, including the players who are zombies, must play one card per turn. If they were unable to play a card since their last turn, they must discard a card at the end of their turn.
 - When a card says "target player," this must be another player and not themselves.

Well-Armed Helicopter:

In this scenario, a player can only win if they make it to the center square of the **Helipad** as usual but with a weapon.

CREDITS

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RIP TODD A. BREITENSTEIN
1966-2013



SURVIVAL - ZOMBIES!!! STYLE

The shotgun roared. The lifeless body flew off the hood as the jeep turned into the parking lot of the Taco Casa.

Outside, the streets were littered with walking dead, slowly following the two survivors in their vehicle. An overturned 18-wheeler in the middle of the road caused Loren to take a detour. The jeep bounded onto the sidewalk.

"Helipad's that way!" Bruno pointed in the other direction as he reloaded the shotgun with his last six shells.

"We'll cut through the drive-thru and go around!" yelled Loren as she took a sharp left turn. Crossing the Taco Casa playground, the jeep smashed a pair of zombies fasting on a small child's remains.

"No, that way!" Bruno stood up in and pumped his shotgun at the horde of cadavers heading their way.

Turning into the drive-thru, Loren had to slam on the brakes to avoid hitting the flaming wreck before them. The tires screeched as the jeep slid into the burning car. Bruno flew over the windshield and Loren's head snapped onto the steering wheel.

Dazed and bloodied, she raised her head and wiped the blood from her eyes. Bruno was out cold on the hood of the jeep. Loren painfully turned her head and saw the zombie horde making its way around the corner of the Taco Casa.

She threw the jeep into reverse. The tires screamed. They went nowhere.

Loren half-stood to peer over Bruno. The front bumper was embedded in the car wreck before them. They were stuck.

Turning around again, she saw the zombies getting closer. She reached between her legs and grabbed a pistol from underneath the seat. Dazed, she turned to fire into the mob of walking death.

Bruno was awakened to the thunder of Loren's gun. A sharp pain came from his right arm, then a pulling on his left leg. He raised his head to see the zombies climbing on the hood. They clawed their way to him, one taking a bite out of his arm and another beginning to gnaw on his leg.

Dammit, he thought... never go through the drive-thru... they always screw you at the drive-thru.

What you hold in your hands is a little game that gives you a chance to re-enact the suspense and fear of trying to escape the clutches of the walking dead.

When it comes to survival, it's every man for himself! Don't worry about your high school buddy or what your girlfriend will think (you can always get another). When you leave them behind or give them a gun and forget to give them the extra ammo, you'll be the one laughing your way to that safe island in the Caribbean away from the zombie outbreak.

So grab your shotgun, lock and load and make sure to shoot them in the head. You're gonna get one chance to make it to the Helipad. Make sure no one gets in your way and you'll get out alive.

- George Vasilakos, Creator of "All Flesh Must Be Eaten" roleplaying game. May 2001.



TURN SEQUENCE

During a player's turn, he or she does the following, in this exact order.

1. Draw and place a map tile (see the **Map Tiles** section).
2. Fight any zombies on your current space (see the **Combat** section).
3. Draw back up to 3 Event cards, if you have less than 3 (see the **Event Cards** section).
4. Roll a six-sided die for your movement (see the **Player Movement** section).
5. Roll a six-sided die for zombie movement (see the **Zombie Movement** section).
6. At the end of your turn, you may discard 1 event card from your hand.

After deciding whether or not to discard an Event card, play proceeds clockwise around the table.