Zombies!!!™
The Game

The shotgun roared. The lifeless body flew off the hood as the jeep turned into the parking lot of 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 bounced 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 feasting on a small child's remains.

"No that way!" Bruno stood up in the jeep and pumped his shotgun at the hoard 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 hoard making its way around the corner of 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 in the drive-thru.

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

Thank you for purchasing ZOMBIES!!! The Game. 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 all 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.

We sincerely hope you enjoy the ZOMBIES!!! and invite you to visit our website at www.twilightcreationsinc.com and check out our other great games.

Contents
30 Map Tiles
50 Card Event Deck
100 Plastic Zombies
6 Plastic Shotgun Guys (pawns)
30 Life Tokens
60 Bullet Tokens
2 Dice
Instructions

Object the Game (A.K.A. "How Do I Win?)
The goal of ZOMBIES!!! is to be the first player to reach the center square of the "Helipad" tile, kill the zombie there and escape the advancing zombie horde. Alternately, a player also wins if he is the first to collect 25 zombies.

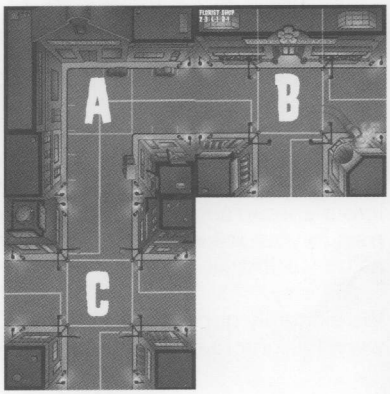
Game Setup
Randomly choose a player to be the dealer. The dealer removes the "Town Square" and "Helipad" cards from the map deck. Place the Town Square card in the center of the table with a pawn (Shotgun Guy) for each player on the center square. The dealer then shuffles the rest of the Map deck and randomly places the "Helipad" in the bottom half of the deck. Place the map deck aside within easy reach of all players.

The dealer then shuffles the event deck and deals three cards to each player. Again, the Event deck should be placed on the table within easy reach of all players.

Each player also receives three life and three bullet tokens.

Turn Sequence Overview
During a turn, players must perform the following steps.
1. Draw a tile from the map deck and place it on the table.
2. Combat any zombies on your current space. (Please see Combat Rules section.)
3. Draw back up to three event cards, if you have less than three.
4. Make a movement roll. (Please see Movement Rules section.)
5. Move up to the number of spaces indicated by the movement roll. You must stop and combat on any space occupied by a zombie. You may continue your movement after defeating a zombie up to your movement total.
6. After moving, roll a six-sided die. You must move that number of zombies, one space each, if able.
7. At the end of the turn, you may discard one event card from your hand. Play then proceeds clockwise around the table.

Placing Map Tiles
There are several rules the players must follow when placing map tiles.
- Tiles may be rotated in any direction but must be placed so that all roads are connected. You may not block any road with the side of a building.
- When played, map cards with "named" buildings (Tile "B") immediately get the number of Zombie(Z), Bullet(B) and Life(L) tokens indicated. All tokens and zombies must be placed inside the building and may not be placed on any street space. Please see the "Additional Rules and Clarifications" section for more rules regarding zombie and token placement.



- It is possible to place map tiles in such a manner that no further tiles can be played. If this occurs, the player who plays the last tile immediately loses the rest of their turn. Play continues until one player collects 25 zombies.
- When a map tile with an "unnamed" building is played (Cards "A" and "C"), it comes into play with a number of zombies on it based on the number of road access points it has. That is, the number of zombies is equal to the number of points the road leaves the card. For example, Card "C", will get four zombies on it. Card "A" will get two. These zombies may be placed on any legal road space of that tile.
- It is also possible to draw a map tile that can not be played. If this happens discard the tile and continue your turn as normal.

Combat Rules

- Any time you begin your turn on the same space as a zombie or you land on a space occupied by a zombie during movement, combat ensues.
- Combat is resolved by rolling a six-sided die. If you roll a four, five or six, you win and the zombie is added to your collection; if you roll a one, two or three, you lose and must either, forfeit a life token or spend enough bullet tokens to raise the roll enough to make it successful. For example, if you rolled a two, you could discard a life token and roll again or spend two bullet tokens to raise the total from two to four.
- Combat continues until the player wins or runs out of life tokens. A player can never voluntarily leave combat.
- When a player runs out of life tokens, movement stops and his pawn is moved back to the center of town square. Additionally he forfeits the rest of his movement, loses half (rounded up) of the zombies he has collected and any weapon cards he has in play. The rest of the turn continues as normal (ie. move zombies and discard a card).
- Whenever a player dies and is forced to start again, he begins his next turn with three life and three bullet tokens.

Event Card Rules

- Events may be played at any time.
- You may only play one event card during a round. (That is, you may play only one card from the beginning of your turn to the beginning of your next turn.)
- You may never have more than three event cards at the end of your turn.
- A player may discard one event card at the end of his turn. Discarding signals the end of the turn and no further turn actions may be taken once a card has been discarded.
- Reshuffle the discard pile when the event deck is exhausted.
- Cards played in front of you such as items, are considered "in play," and do not count against your hand limit. Using an item does not count as playing a card.

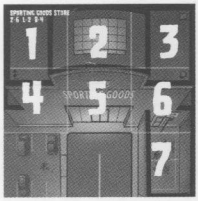
Player Movement Rules

- Movement amount is determined by rolling a six-sided die: 1 move = 1 square.
- No diagonal movement is allowed, but players may occupy the same space.
- Players may choose not to use the entire movement amount and may stop at any time. Players may only move on to road or named building spaces.
- Any zombies encountered while moving must be fought before movement continues. Please see the Combat section for more details. (Event cards such as "Alternate Food Source" override this rule.)
- If a player moves onto a space containing a life or bullet token and no zombie, the token is immediately added to that player's collection.
- Zombies and players may move in and out of "named" buildings only and they must use the door spaces indicated. No other buildings or parking lots may be entered.

- All spaces in "named" buildings are used. These spaces are indicated by the lines in the buildings. For Example, the "Sporting Goods Store" below has seven interior spaces and one road space.

Zombie Movement Rules

- At the end of a turn, a six-sided die is rolled and that number of zombies is moved one space each, if possible.
- Zombies may not be moved diagonally.
- Each space may have only one zombie on it at a time, ever.
- Spaces containing a zombie may also contain a life or bullet token but, if the zombie moves, the token does not.



Additional Rules and Clarifications

- When the Helipad tile is turned up, the person who has the least number of zombies places it. In case of a tie, the tied players randomly determine who gets to place it.
- Each space may contain a zombie and a life or bullet token - never all three.
- No player may have more than five life tokens at one time.
- Players may have as many bullet tokens as they can collect.
- When playing event cards, the "Town Square" and "Helipad" are not considered named buildings. Both are considered a "generic 4-way" tile for placement purposes.
- Only doors accessible from road spaces may be used to enter or exit buildings.
- If a tile is drawn that cannot be legally played, it is discarded and the rest of the turn continues.
- Each player may have only one copy of each weapon in play.
- If an event card such as "Alternate Food Source" states that no zombies attack, you may not kill them anyway.
- You may not attack other players without a card effect.
- For a shorter game shuffle the "Helipad" tile in the tile deck.
- You may not conceal the number of zombies you have killed.

2nd Edition
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