

# ZOMBIE ATTACK

## RULES

### EQUIPMENT

- 1 game board
- 1 die
- 108 cards
- 12 character tokens  
(6 humans, 6 zombies)
- 12 token stands

### STORY

College students on their way to a party have car trouble. They go through the gates and up the long winding drive in search of a telephone to call for help in this remote area. Shortly after entering the mansion, they realize it is abandoned and decide to leave and try elsewhere, but it is too late. Zombies have invaded and locked all the doors from the inside. Can you find a key and escape before anyone else does?

### SETUP

Insert zombie tokens in blue stands, humans in black stands.

Place two zombie tokens at each of the three exits on the board (front door, back door, fire escape).

Each player chooses one human token and places it in an unoccupied room. No two tokens may start in the same room.

One player is given the First Mover card. You can roll the dice to decide whom.

Shuffle the other 107 cards and place them face down in one or more stacks.

### MOVEMENT RULES

No diagonal moves.

No human player may move through a locked door without the appropriate key for that door.

No token may cross through a wall or go on top of the dining room table (in the room's center).

No zombie or zombie player may enter a space occupied by any other zombie or zombie player.

No human may enter a space occupied by another human.

If a human enters a space occupied by a zombie or zombie player, he or she becomes a zombie player. (See "Zombie Players")

## PLAYER TURNS

The player with the First Mover card rolls the die and moves any number of spaces on the board from zero up to the number rolled. (See "Movement Rules")

With each new space a human player moves into, a card is drawn.

Before moving to the next new space, the player must either discard or keep the card. (See "Cards")

Therefore, if a six is rolled, and the player chooses to move all six spaces, he or she will draw and either keep or discard a card after moving into each of the six spaces before moving to the next space.

If at any point, the draw pile of cards is depleted, the discard pile is shuffled and placed face down as the new draw pile.

The player to the left of the last player to complete their turn rolls, moves, and draws cards in a similar way until all players have done so.

Zombies are moved next. (See "Zombie Turns")

## ZOMBIE TURNS

The player with the First Mover card chooses any zombie, then rolls the die, and then moves the zombie that exact number of spaces.

If the zombie's movement at any point allows it to enter a space occupied by a human player, that human player becomes a zombie player. (See "Zombie Players")

If the zombie has more spaces it can move, it continues moving out of the space occupied by the formerly human-now-zombie player.

If the zombie enters a space that is occupied by a human player with a Weapon card (see "Cards"), it is immediately removed from play for the rest of the game and the Weapon card is discarded.

The player to the left of the last player to move a zombie chooses and then rolls for any unmoved zombie in a similar way until all zombies have been moved. You might move more than one zombie per turn. For example, with 3 players and 4 zombies, the player with the First Mover card would move the first and last zombies.

Humans are moved next. (See "Human Turns") Pass the First Mover card to the left before doing so.

### Examples of a full turn:

- |                                 |      |                                    |
|---------------------------------|------|------------------------------------|
| 1. First Mover moves human      | THEN | 5. First Mover moves first zombie  |
| 2. Player 2 moves human         |      | 6. Player 2 moves second zombie    |
| 3. Player 3 moves zombie player |      | 7. Player 4 moves third zombie     |
| 4. Player 4 moves human         |      | 8. First Mover moves fourth zombie |

## CARDS

Every time a human player moves into a new space, he or she draws a card. You can only keep one card at a time.

EMPTY cards are discarded.

HIDING PLACE cards may be discarded or kept only if drawn in a room. If kept, any card already in the player's possession must be discarded, and the player must stop moving for that turn. While holding the card, zombie players may enter the room, but zombies may not enter the room unless another token (human or zombie) that is not hiding is in the room. A player must discard this card as soon as he or she decides to move again.

WEAPON cards may be discarded or kept. If kept, any card already in the player's possession must be discarded. When a player with this card and a zombie are in the same space, the card is discarded and the zombie is removed from the game.

KEY cards may be discarded or kept. If kept, any card already in the player's possession must be discarded. When a player with this card enters the exit space specified on the card, he or she wins the game.

## ZOMBIE PLAYERS

When a human player is in the same space with a zombie or zombie player, he or she becomes a zombie player.

Zombie players try to stop all the human players from escaping and win the game when the last human has become a zombie.

Zombie players move during the human player turns in their normal turn order, but they no longer draw cards or move other zombies. They may enter any room even if a human is trying to hide there. If a zombie player is in the same space with a human, the human becomes a zombie player too. If a zombie player is in the same space with a human holding a Weapon card, the zombie player places his or her token at any exit he or she chooses.

## VARIATIONS

For an easier and faster game, you can (a) remove Empty cards from the deck, (b) reduce the number of zombies at the start of the game, and/or (c) keep up to two cards instead of just one.

For a more difficult and longer game, you can (a) make all Hiding Place cards a required immediate halt to movement for that turn, (b) allow weapons to be used against other human players to eliminate them from the game or just send them to the Linen Closet, and/or (c) allow zombies to reappear at a door instead of being taken out of the game by a Weapon card.

# THANKS

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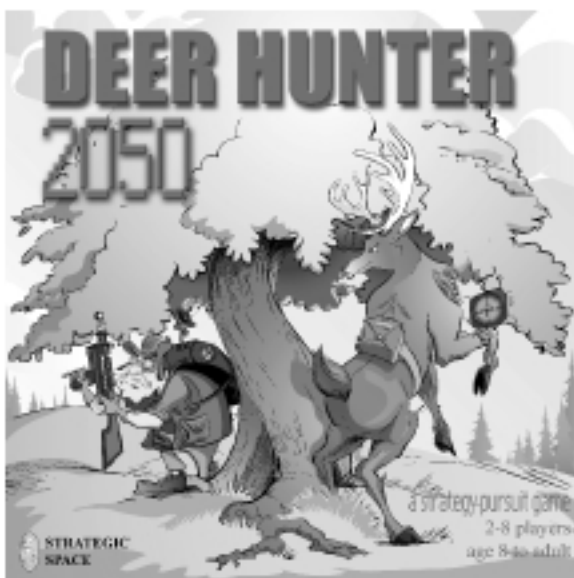


For 2-8 players age 8 to adult  
(Ideally, 3-8 players age 10 to adult)

Each player starts in the middle of a maze. Every turn the maze builds outward as players strategically place the walls to clear their path and block other players from being the first to exit the maze when the exit tile appears. Through alliances and psychological observation, can you make sure you're close to the exit when it comes up?

Play time: 10 to 120 minutes (because it's played in rounds, it can fit any length of time)

Includes: 80 maze tiles, 8 player tokens, rules



For 2-8 players age 8 to adult  
(Ideally, 2-6 players age 12 to adult)

It's the year 2050, and radical animal rights activists have released dangerously smart, strong, and aggressive mutant deer into the wild. Each player is a hunter with a license to bring two of the deer back to the Fish & Game Bureau, and the first player to do so wins. But it's not easy. These deer are fast, hypersensitive, and may put a hunter in the hospital if he or she is a poor shooter and slow runner!

Play time: 60 to 90 minutes

Includes: game board, 8 player tokens, 9 deer tokens, 48 cards, 2 six-sided dice, rules