

TWILIGHT CREATIONS™ PRESENTS

ZOMBIES!!! 14

Space Bites

Thank you for purchasing Zombies!!! 14 and remaining a true and avid fan of our very favorite genre. It goes without saying that we wouldn't be here without you.

Zombies!!! 14: Space Bites takes the Zombie infestation to space, much to the player's dismay. After all, it has been 14 years since the Zombies!!! invasion, and the earth is getting a little crowded with the Undead. You can't have a peaceful night's sleep without hearing the moaning from the Zombies or screaming from the latest victim. But the screaming has become less and less as the humans are dwindling in number.

The Earth has been all but lost to the Zombie infestation. The government decided that some of us should go to the Space Station to preserve our race. Great idea, right? Upon arrival, you find the ones previously transported there are now Zombies. The only thing you can do is fight for survival until the Shuttle comes back.

Contents

16 Map Tiles

30 Card Event Deck

9 Dice

These rules

Object Of The Game

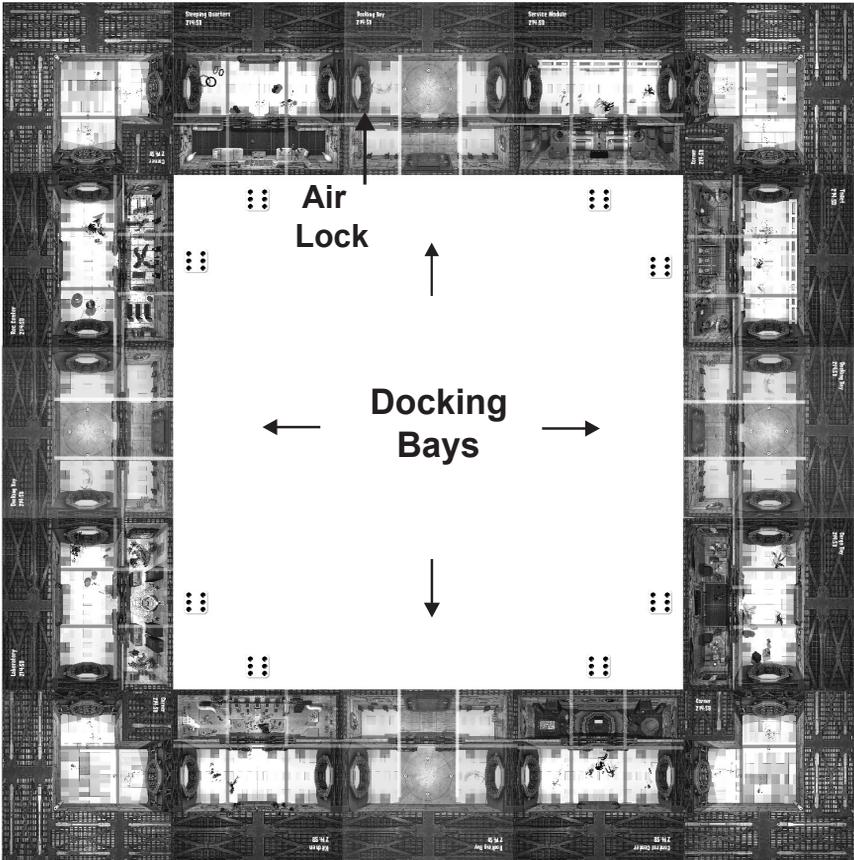
Competitive: Get to the Shuttle. Once they know the Space Station has been overrun with Zombies, the Shuttle won't be back.

Cooperative: All players must get to the Shuttle without a player death.

Game Set-Up

1. This game has a pre-set board. The Docking Bays are in the middle of each side. The corners obviously make up the corners of the board. The remaining tiles (referred to as **NAMED TILES**) fill in the spaces between.

2. Place a die (with the six showing) as shown below by each **Named Tile** (not the “Docking Bay” or corner tiles). This indicates the level of gravity and life support in that section of the Space Station (see the “Gravity and Life Support” section).



3. Shuffle the cards and deal 3 to each player. The event deck is not reshuffled when it runs out, unless playing cooperatively.
4. Place a heart and two bullet tokens on each **Named Tile**, on the inner edge squares, one token per square.
5. Place three Zombies on the path squares (the lighter squares in the middle) of each **Named Tile**.
6. Each player takes a pawn and 3 heart and 3 bullet tokens. All pawns are placed on a Docking Bay (doesn't really matter which, but they all have to be on the same one to start the game).
7. The player who last saw a space movie goes first. In case of a tie, the person who last saw Star Trek goes first.

8. The last person to take their turn should take the Shuttle die (the last of the 9 dice) and place it with the number 2 showing next to the Docking Bay containing the players' pawns. This player is responsible for tracking the Shuttle (Shuttle Tracker).

Game Play

The game is played as usual with the following exceptions:

- **Movement:** You (as well as Zombies) may only move from tile to tile through the air lock spaces. Accessible squares are the ones you can access by crossing a line or an air lock.
- **Gravity and Life Support:** When combat takes place on tiles with a Gravity and Life Support die, if the combat fails before adding bullets or hearts, change the Gravity and Life Support die to the next lower number. When it reaches 3, combat and movement have a -1 penalty. When it reaches 1, flip the tile over. It may not be accessed for the rest of the game.
- **Ranged Combat:** Zombies may be killed when 1-2 squares away only when you have a weapon that allows ranged combat. Target number is 5+ for 1 square away and 6+ for 2 squares away. You may spend bullet tokens, but you do not have to spend heart tokens unless you WANT to re-roll. You may end combat at any time. The Zombie is too far away to cause you any damage... yet.
- **Zombie Placement:** At the end of each player's turn (after they roll and move Zombies), if there are less than three Zombies on the Named Tiles (not the Docking Bays or the corner tiles), place enough Zombies so there is a total of three. They are placed on the path (middle 3) squares.
- **Shuttle Die:** If the Shuttle die is next to a Docking Bay tile, it is not considered docked. If it is on a Docking Bay Tile, it is docked and can be boarded. At the end of the Shuttle Tracker's turn, if the die says 2, it is changed to 1. If it says 1, the Shuttle arrives. The Shuttle Tracker continues to place and remove the Shuttle (designated die) unless a player uses a card to make the Shuttle launch or dock. That player is the new Shuttle Tracker, keeping track of the Shuttle's arrival and departure. The Shuttle will always dock for 2 turns and be absent for 2 turns unless influenced by a card effect.
- **Shuttle:** The Shuttle will arrive on any Docking Bay excluding the one where it docked the previous time or any Docking Bay tile that contains a player. Randomly decide the location of the

Shuttle by rolling the die, designating numbers to determine the location. For example, if there are 3 possible Docking Bays, the bays can be numbered as 1/2, 3/4 and 5/6. If there are only 2 Docking Bays available, the bays can be numbered as 1/2/3 and 4/5/6. Roll the die and place the die ON that tile to indicate the location of the Shuttle. The Shuttle will remain there for 2 turns (you may keep track of this as you did when the Shuttle was away). The players must get to the inner edge, middle square of that tile to be considered on the Shuttle.

- **Player Death:** When a player dies, their pawn is removed from the board and replaced with a Zombie. That pawn stays out of play until the next Shuttle leaves. Their pawn is then placed on the tile where the Shuttle docked, middle square.

Winning the Game

The player(s) to leave the Space Station win. It is possible to have more than one winner on the same Shuttle. Once a Shuttle leaves with a player on it, the Shuttle will not return.

Playing with the Base Set

When playing with the base set, play as usual. Do not mix the event cards. The center square of the Helipad is considered the Launch Pad. All players must arrive to the center square of the Helipad within 3 turns of the first player reaching the center square of the Helipad to continue the game on the Space Station.

Cooperative Rules:

- Play as usual but all players must reach the same Shuttle before it leaves. If a player dies or is unable to get on the Shuttle with the other players before it leaves, all players lose.
- Each player holds one card in their hand. At the beginning of their turn, they draw another card and one of those two cards must be played, player's choice.
- When Zombies are moved at the end of the turn, the Zombies must be moved towards the players (closest ones move first).

Game Concept and Design: Todd and Kerry Breitenstein
Expansion Concept and Development: Kerry Breitenstein
Additional Development: Jonathan, Alexander and Danielle Breitenstein
Art: Event Cards - Dave Aikins Tiles - Kurt Miller
Layout and Design: Kerry Breitenstein
Playtesters: The usual Cast of Living Impaired

Twilight Creations, Inc. Cold Spring, KY 41076

© 2015 Twilight Creations, Inc. All Rights Reserved.

Twilight Creations, Inc. The Twilight Creations, Inc. logo, "Where Fun Comes To Life," Zombies!!! and the Zombies!!! logo are trademarks or registered trademarks of Twilight Creations, Inc.

All Rights Reserved.