

ZOMBIE TOWN

A GAME BY TWILIGHT CREATIONS, INC.

Game Components:

- 1 Game board
- 6 player pawns (1 each of 6 colors)
- 24 player chips (4 for each color pawn)
- 12 wall stands
- 6 player cards
- 30 combat cards
- 102 action cards
- 12 house cards
- 100 Zombies
- 1 12-sided die

Object of the game

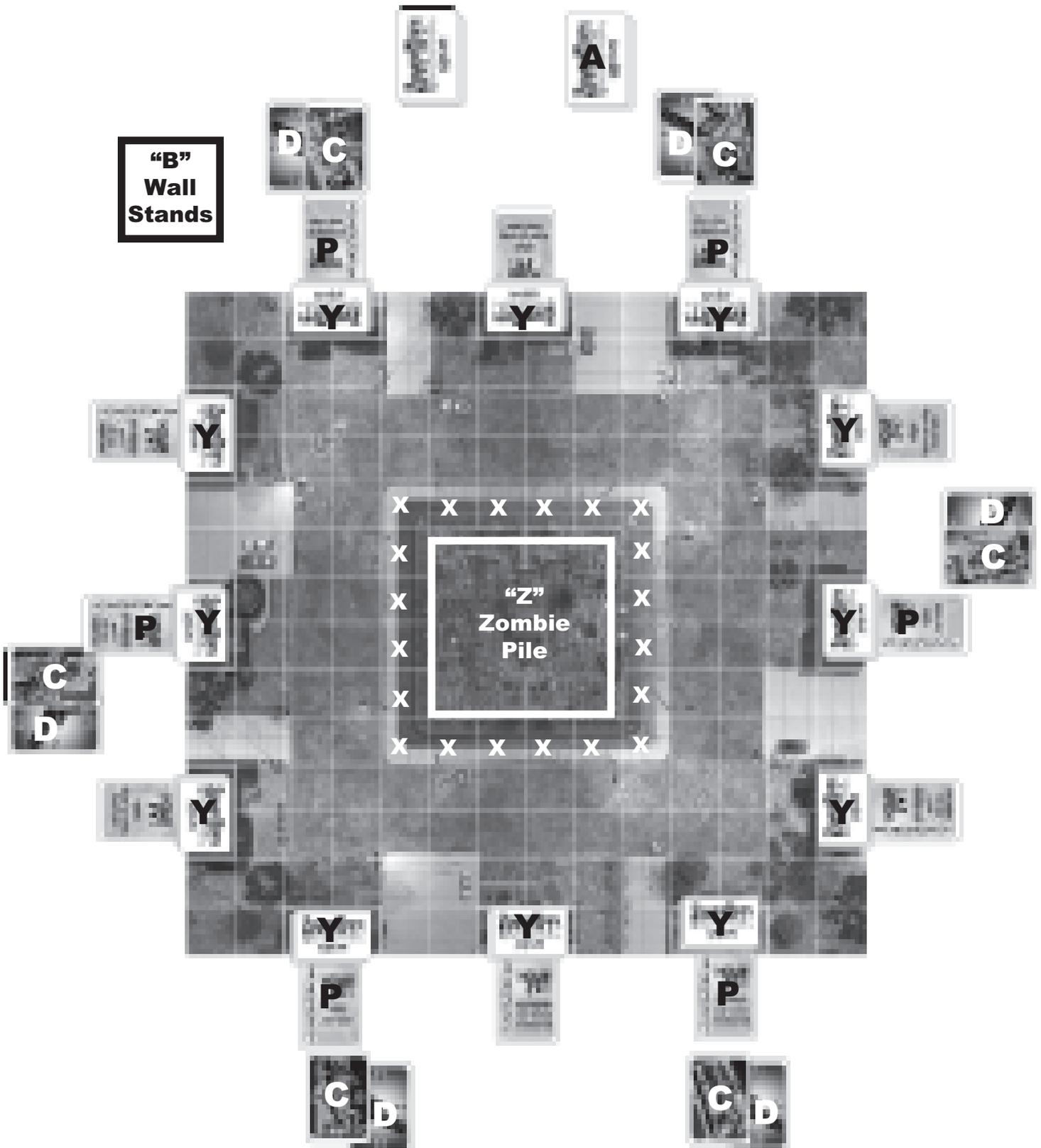
The object of the game is to survive for 10 days while collecting the most points. (In a six-player game, it is recommended to play to day 8 instead of 10.)

Game Setup (See next page, illustration 1):

- Place the board on the table within easy reach of all players.
- Separate the cards into house cards, combat cards, action cards and player cards (as noted on the card backs).
- Shuffle the combat cards and place them to the side of the board ("A").
- Place the wall stands to the side within easy reach of all players ("B").
- Place the 100 zombies in a pile in the cemetery ("Z"). Place one zombie per square in each of the squares surrounding the cemetery. (Zombie starting squares are marked with an "X")
- Each player chooses a player card and places it in front of them ("C"). Then, each player takes a pawn and the 4 marker chips of the same color. Place any unused chips, player pawns and cards back in the box.
- Starting with the youngest player, each player places their pawn and one of their chips in a building to claim it as their "home base" ("P"). Buildings can be identified by their yellow borders ("Y"). An entire building is considered one square for purposes of movement.
- To begin the game each player receives a three-bullet gun card from the action deck and places it in front of them, under their player card, with the 3 at the top ("D").
- Shuffle the house cards and deal one to each building placing it under the board adjacent to the building with the number 5 and the description showing. (See Illustration.)
- Shuffle the action cards and deal 6 to each player. Each player then chooses 3 of the 6 cards to keep in their hand. Players may not keep "Event" cards in their hands at this point. If a player receives less than three non-event action cards, draw from the deck until

you reach the 3 card hand limit. Return the remaining cards to the deck.

- Reshuffle the action cards and deal 9 cards to each building not occupied by a player pawn. In a 5 or 6 player game, deal 3 more cards to the buildings occupied by pawns. (Place the player token and pawn on the house card for easier card play). No additional cards are placed in the players' houses in a 3-4 player game. Place remaining cards in the box.
- Randomly determine who goes first. That player is the "keeper of the time." The first player takes the 12-sided die and puts the 1 on top signifying "day 1". The "keeper of the time" increases the day by 1 at the start of each of their subsequent turns.



Game Play:

- Starting with the first player, each player may move their pawn up to 3 spaces for free and take up to 3 additional actions. (Movement can be in any direction including diagonally. Movement **may not** be interrupted to take an action.) This process may be done in any order. Specific actions can be taken multiple times during a turn (i.e. a specific action is not limited to only one per turn). Note: You may enter a house from any direction when moving.
- You may only have three cards in your hand at the end of your turn. If you have more, you must discard down to three.
- When a player is finished moving and taking their actions, they move a number of zombies equal to the day (the number on the “keeper of the time” die) one space. See **Zombie Movement** for restrictions.

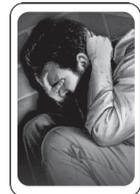
Actions:

- 1. Move your pawn up to 3 additional squares.** (This is after the free movement and counts as 1 action.) A movement action cannot be interrupted to take another action. For ease of drawing cards, pawns are placed on the house cards instead of the board. Each building space counts as one square for movement purposes.
 - You may not move through zombies or into a building that is barricaded with three walls (i.e. a total of 3 barricade cards) unless it is a building you currently own. You may move out of a building with 3 barricades freely.
 - You may not move onto a space with any zombies unless you have an action left to fight each zombie on the space.
 - Players may not move into the cemetery for any reason.
 - When you enter a building with another player, you may choose not to fight. If both players do not wish to fight, then you are free to explore. If the other player wishes to fight, you must fight at least one round.
- 2. Draw a card from the building you currently occupy.** If it is not an “Event” card you may add it to your hand or put it back, face down, on the top or bottom of the cards in that building. If the card is an “Event” it may also be put in your hand as an action or it must be immediately triggered. “Zombie” events may not be placed in your hand, are immediately triggered and must be fought before your turn resumes.
 - Even if you place the card back in the building, drawing the card still counts as an action.
 - Event cards that go off immediately do not count as an action.
- 3. Play a non-event card from your hand.** See “card descriptions” below for further details.
- 4. Initiate combat with a player, another player’s survivor or a zombie.** See combat rules.
- 5. Tear down one adjacent barricade.** You may tear down 1 barricade (card) per action.
 - You may only remove a barricade that is adjacent to your pawn. (i.e. you must be on the outside of the building.)
 - If the wall is trapped (either 1 or 2), you take one damage.
 - Place any removed barricades in the discard pile.
- 6. “Store” as many cards as you wish from your hand in a building you currently occupy.** Cards “stored” in this way are placed face down (place them vertically in relation to the building instead of horizontally to distinguish them from the cards that have not yet been explored).
 - Another player may draw these cards if there are no other cards left in the building.
- 7. Pick up all of your previously “stored” cards in a building and put any or all of them back into your hand.**
 - Your pawn must be in the same building as the “stored” cards that you are reclaiming.
 - If you lose possession of a building, any cards you “stored” there are put on the bottom of the other (unexplored) card stack in the same building, or just turned horizontally if no other cards remain in the building.

8. Give one of your survivors at this location a weapon either from your hand or one you had previously played on yourself. The number of bullets does not change.
9. Take a weapon from one of your survivors at the same location and place it under your player card. The number of bullets remains the same.
10. Pick up one of your survivors that has been previously played in a house. Place the card with your character card.
11. Play a survivor that is currently with your character card to your current building.
12. Use the special ability of one of the house cards you currently occupy and control. When you use the special abilities, push the house card under the board so the next lower number is on the top and the only one exposed. (I.E. closest to the board.)
 - The special abilities can only be used 5 times per possession.
 - If you lose possession of the building, the house card is reset to 5.
 - **The House Cards:** May only be used by owner of the house.
 - Survivalist: Take 1 survivor from the discard pile and add it to your hand.
 - Wood Worker: Take 1 barricade from the discard pile and add it to your hand.
 - Nosy Neighbors: Move your player pawn to any other “Nosy Neighbor” building even if that building is well barricaded or otherwise occupied.
 - Gun Collector: Reload 1 of your weapons. Rotate one of your weapon cards to the highest number.
 - Nurse’s House: Heal 1 wound. Rotate your player card to indicate one less wound.
 - Normal: This house has no abilities.

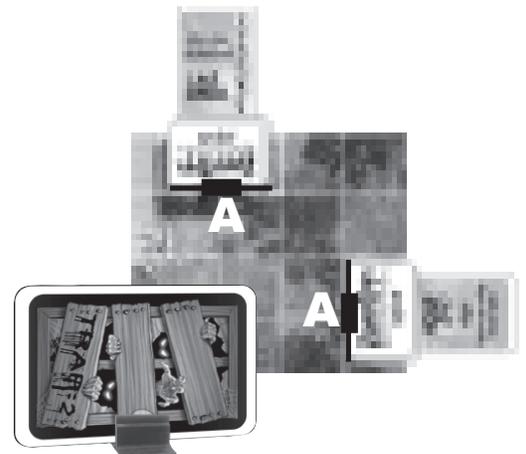
Card Descriptions:

• **Survivor** – Play a survivor in a building you currently occupy or next to your player card. If it is placed next to your player card, the survivor is considered to be with your pawn. If placed under a “House” card, the survivor can stay in that building and protect it from any other players or zombies. When exploring with a survivor (the survivor that is placed next to your character card), they allow you to look at 1 additional unexplored card per draw action, per survivor with you. You still only choose one, placing the other card(s) back into the building either on top of the card stack or on the bottom (your choice). A survivor may be sacrificed to take damage for you.



• **Gun** – Place under your player card or under a survivor card with the max # of bullets showing at the top. (See illustration on page 2.) Each player may have a maximum of 2 guns for the player character and a maximum of 1 for each survivor. Players may carry an empty (face down) gun to be reloaded later. An empty gun counts against your 2 gun limit. You may drop any empty gun at anytime for free which is then placed into the discard pile. A “draw 2” gun allows you to draw 2 combat cards and choose one.

• **Barricades** – Barricades are played from your hand by placing the card horizontally in a stand with the card face toward the “house”. When placing the card in the stand, cover up the number with the stand. Place the stand at the front of the building which you currently occupy (see illustration “A”). You may place a maximum of 3 barricade cards in each stand (maximum of 3 cards per building). When adding a barricade card to existing barricade(s), it must be placed on the side that it is closest to the cemetery. You may not build a barricade on a building that has a total value that is less than the number of zombies already adjacent to that building. You may use more than one action to build more than one barricade to exceed the number of zombies currently adjacent to the building.



Note: Barricade numbers are revealed when the barricades are torn down, not before. Also, a player on the same side of the table may “accidentally” see if the first barricade is trapped, but players may not go out of their way to purposely see them.



• **Fireworks** – Play this card on any building. No zombies may move directly towards this building until the end of your next turn at which time fireworks is discarded. Zombies may move toward an adjacent building as this is not considered moving towards the affected building(s). Use a straight line method if needed - if the zombie would continue to move and would hit the fireworks-targetted building, then it may not move in that direction.

• **Event Cards** – Generally, these cards **do not** count as actions and must take effect as soon as they are picked from the card stack. If an event card comes up when drawing more than one card (due to the accompaniment of a survivor), it may be placed back into the card stack of the same building (top or bottom of the stack). If you choose to do this, the event does not occur. When drawing cards due to an event card, any further events immediately occur. Conversely, as stated earlier, a player may choose to take an event card into their hand (unless it is a “zombie” event which is triggered immediately). **Events taken into your hand may be played at ANY subsequent time for free.**



Combat Rules:

Defending: When defending against a zombie or another player, it does not count as an action to fight them. When a zombie enters a square or a building that is occupied by your pawn, you must immediately fight it or take a damage. If you take a damage, you must move three squares away from the zombie in any direction. If there is a survivor with your player character, you may sacrifice the survivor instead of taking a damage and immediately move 3 squares away. Survivors may also fight for you when a zombie enters your space. **Note: You may freely switch between your own guns when defending.**

Attacking: As an action, if you are armed, you may choose to engage in combat with a zombie, another player or another player’s survivor. A player or a player’s survivor must be on your square in order to engage in combat. A zombie can be up to 2 squares away in order to attempt to kill it. You may not attempt combat if you are unarmed or have an empty gun. When in a barricaded house, you may freely shoot through the barricades at zombies on the outside that are in range.

When combat takes place with a **zombie**, spend a bullet from one of the gun cards played on your character card by turning the gun card to indicate you have spent a bullet (i.e turn the card so that the next lower number is at the top of the card). Draw a card from the combat card deck. If it equals or is greater than the distance to the target, you have successfully killed the zombie. If the card is less than the distance to the zombie or you draw a jammed card, you may spend another bullet from the same gun to try again. All bullets from the same gun used to kill a zombie are considered one action. Each time you use a different gun or try to shoot a zombie or player, it is considered a separate action.

When engaged in combat with **another player**, both players must spend a bullet to draw a combat card. The player with the highest distance (“Jammed” cards are considered the lowest card) deals a damage to the other player. In case of a tie, each player draws another card. After each round of combat, either player may retreat by moving to an adjacent square. If a defending player is unarmed, the attacker must spend a bullet and draw a card as usual. The defender will automatically take one damage and move 3 squares away from the site of combat unless the attacker draws a “Jammed” card. The attacker may spend another bullet to draw again if a “Jammed” card is drawn.

When engaged in combat with a survivor, if the **survivor** is armed, treat the combat as combat with another player. The owner of the survivor draws a card from the combat deck along with the player initiating combat. If a survivor takes any damage, the survivor card is immediately discarded along with any guns they carry. If you lose combat against a survivor, you take one damage. You may continue combat if you wish.

A survivor may not initiate combat as an action but may opt to fight anyone who enters their building.

When the **last** combat card has been used, shuffle the combat deck to be used again.

Taking Damage:

Each player starts the game with the 4 on their player card at the top. Each time a player takes a damage, they rotate their card to the next lower number. When a player is at 1 and takes one more damage, they are dead and are out of the game. The player character, all cards in their hands, all guns attached to them as well as any survivors currently with the character are all discarded. Everything else will remain in play. Any survivors left in play with a gun may still defend even if the player is out of the game.

A player takes damage when they lose a combat with another player/survivor, they are out of ammo and unable to kill a zombie that is currently on their square, or they tear down another player's wall that has a trap associated with it ("trap" is written on the wall).

When a survivor takes a damage, they are placed in the discard pile.

When you kill a zombie place it in front of you in your "killed" pile. These zombies add to your score at the end of the game.

Claiming a building:

You may claim a building (not including your home) by building at least one barricade or placing a survivor in that building. Mark the building with one of your tokens. You will retain possession of the building unless another player or zombie removes the last barricade and kills any survivors there or another player places a barricade or survivor. Any survivors present when a building is claimed that are not yours are immediately discarded. Any barricades present when a building is claimed remain in play at the building. You can only claim a max of 4 buildings, including your home base.

You lose possession of your "home base" if another player enters the building and there is no one defending it (either you or one of your survivors). If you do attempt to defend the house and take a damage, you must move 3 squares away and lose possession of it if there are no survivors to protect it.

Zombie Movement:

At the end of each player's turn, they move a number of zombies equal to the current day. A zombie is moved one square per turn either forward or to the side, never backwards towards the cemetery. Zombies, like players, may move diagonally. After you have moved your zombies, if there are any empty squares adjacent to the cemetery, place a zombie from the cemetery in that square.

There may be up to six zombies on any one square. When the number of zombies adjacent to a barricaded building equals or exceeds the values on all the barricades of that building (adding all the barricade values together), the barricades are immediately discarded. Zombies that had not been previously moved and are adjacent to that building may now move into the building. A building may be entered from any side. Diagonal squares are not considered adjacent. If there are any traps, a number of zombies equal to the number on the traps (for all walls torn down) are placed in your "killed" pile.

When a zombie is moved into the space with another player or survivor, combat takes place

immediately regardless of the current turn. If a zombie moves into a space with a survivor and the survivor is not armed, the survivor is immediately discarded and the zombie remains on that square. If there is more than one survivor on that square, only one dies. Any remaining survivors may be moved if more zombies do not enter the square before the owner's next turn. Any survivors not moved and whom have a zombie present on their current square will die at the end of the owner's next turn.

Day Count:

The first player must keep track of the days. At the beginning of each of that player's turns (starting with their second turn), they must move the day count to the next day.

Game End:

The game ends when the day count reaches 10 and all players have taken 1 final turn.

Winning the Game:

At the end of the game, each player counts up their victory points.

The following are worth 1 victory point each: Zombies killed by the player, each barricade card still standing on the player's claimed buildings, each of the player's survivors still alive and each of the player's loaded guns (including the ones the survivors have). Empty guns are worth no victory points.

Houses are also worth victory points, but the value depends on how many times the special abilities have been used. Each house starts with 5 victory points. Subtract one point from that house for each time the special ability has been used (as noted on the house card). Your home base is considered a "claimed building" when counting victory points.

The player with the most points wins. If there is a tie, the player with the most zombie kills amongst the tied players wins.

Victory point example: At the end of the game, a player has 3 survivors (worth 3 points), each of those survivors and the player has a gun (4 points), they killed 8 zombies (8 victory points) and retained possession of 2 buildings and using only one special ability for one of the houses (9 victory points). Their total is 24 points.

Event Card Explanation: When played, does not count as an action.

Switch Cards in 2 Adjacent Buildings – This is done with buildings that are right next to each other (even on another edge of the board). Both buildings do not have to have cards in order to use this card.

Zombie – Place a zombie at this location and fight it immediately.

Send Target Player to an Adjacent Location – Send any player to an adjacent legal location - three squares from their current location. They may not enter a building that is barricaded with three walls. They may be moved three squares into the street and will have to fight any zombies encountered. If the targeted player takes a damage, this event card ceases to have any effect. The player then moves 3 squares away, owner's choice.

Take 1 Additional Action – Increase your total actions this turn by 1.

Take 1 Random Card from Any Building – Choose any face down card. It may be a card that another player has placed in the building for storage. Do not shuffle the cards.

All Zombies Adjacent to this Building Move Back 1 Square – All zombies in the four squares around this location move 1 square towards the cemetery.

Add 2 Zombies to 1 Space Outside This Building – Take 2 Zombies from the Cemetery and place them on one square outside this location.

Turn Back Time 1 Day – The “keeper of the time” turns the die to reflect the next lower number. This card has no effect if played on day 1.

Two Player Rules:

Each player takes 2 character cards, 2 pawns and the appropriate tokens.

The youngest player places one of their pawns in a building. The other player then places a pawn in a building. The youngest player places their final pawn in a building with the 2nd player placing their final pawn.

Each player is dealt 12 cards and takes 6 non-event cards into their hand. Shuffle the remaining event cards and deal 9 cards to all unoccupied buildings.

The youngest player goes first, taking 6 actions total with 2 free movements (1 movement = up to 3 squares). All movements and actions can be used on one pawn or split between the two as you see fit.

At the end of your turn twice the number of zombies are moved. For example: On day 2, each player will move four zombies instead of 2.

At the end of the game, count up all points associated with both pawns for each player. The person with the most points wins.

Sample turn:

Ted, George and Marty are on day 4. Ted starts his turn by playing a fireworks card on his home base (action 1). He then moves his pawn from his home base to the building on his right for his free movement taking a survivor with him. He then draws two facedown cards (one gun and one barricade) from his current building, choosing one (the gun) putting it into his hand and placing the other at the bottom of the card stack (Action 2). He then plays the survivor at this building, placing one of his tokens to indicate it is his building (Action 3). Since it is the end of his turn, he moves 4 zombies at the other end of the board.

George goes next. He then draws 1 card from the facedown cards in this building. He turns it face up as it is a “Take One Additional Action” card. He now has 4 actions and decides to draw more cards. The next card George turns up is a “Zombie” event. Since it is a zombie, he must fight it immediately. He places a zombie from the cemetery into this building. He then reduces his ammo by 1 and draws a combat card. He draws a “same square” card, killing the zombie. He places the zombie in his “kill pile” in front of him. Since that was not an action, he draws another card. He places that card (Barricade) into his hand (action 1). He moves (free movement) to the building on his left which Ted currently occupies and possesses. He initiates combat with Ted (action 2). Both players lower their gun ammo by 1 and both draw from the combat deck. George draws a 1 and Ted draws a 1. These are discarded and both draw new cards. George draws a 1 and Ted draws a “Same Square.” Ted takes one damage (flipping his card so the 3 is at the top) and moves 1 square away to end combat. For his third action George initiates combat with the survivor that Ted had played at this location (action 3). Since the survivor is unarmed, George spends a bullet and draws a card from the combat deck. He draws a “Jammed” card. He then spends another bullet and draws again. This time he draws a “same square” card. The survivor is then discarded and Ted removes his token because he has lost possession of the building. George then plays a barricade card from his hand, placing it in the stand so the number is covered. He then places this barricade in the front of his current building (action 4). He places a token on this building indicating that he has claimed it. He then moves 4 zombies.

Marty is next. He has a Zombie that is outside his building (1 square away). He shoots at that zombie, reducing his ammo by 1. He draws a combat card, and it is a “jammed” card. He reduces his ammo by 1 more and draws again. It is a “2 squares away” card. He has killed the zombie - removing it from the board and placing it in his “kill pile” in front of him (action 1). He then moves 3 squares towards George’s location (free movement). He then moves another 2 squares to reach a square adjacent to George’s current location (action 2). He uses his last action to tear down the barricade on the building (action 3). The barricade card is discarded. Since he has used his three actions, he stays there and moves his 4 zombies.

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