

REINER KNIZIA'S ZOMBIEGEDDON

WELL, IT WAS NICE WHILE IT LASTED..

You have gotten word that the end is near, and Armageddon is right around the corner. (Actually, it begins tonight!) Since it may be awhile before you can get to the store, today might be a good time to gather as many supplies as possible. After all, tomorrow might be the beginning of a long, cold, (nuclear) winter!

Reiner Knizia's Zombiededdon is a fast-paced, perfect-information, strategy game. Each player spends the first half of the game rushing around the board collecting supplies and trying to stop your pesky neighbors from taking stuff that is rightfully yours. (At least as far as you are concerned!)

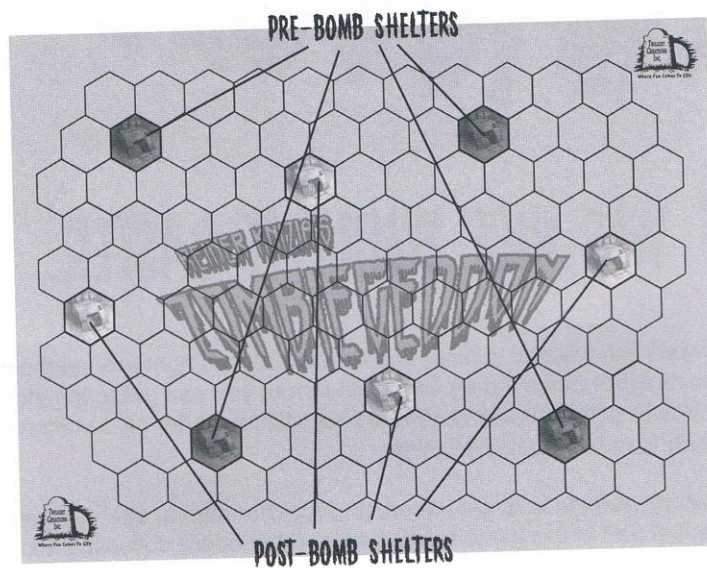
The second half of the game is spent trying to survive. The end has come and things are looking pretty grim. Sure there is some good stuff around, but it certainly isn't plentiful and let's face it, everyone is still trying to take it before you do!

Zombiededdon is a game for two to four players ages 12 and up. The game requires approximately 45 minutes to play.

Components: Board, 200 disks (112 pre-bomb and 88 post-bomb), 16 figures (4 each in 4 colors) and 16 supply tokens (4 each in 4 colors)

PREPARATION

- Lay out the board. It shows four red pre-bomb shelters, four white post-bomb shelters and 112 empty spaces.
- Shuffle the 112 red pre-bomb disks and distribute them randomly onto the empty spaces of the board, one face up disk per space. Leave the 88 white post-bomb disks in the box for the time being.
- Each player selects a color, places one of his figures in each of the four pre-bomb shelters and places the four matching supply tokens in front of him.



PLAY

- The youngest player begins the game, then play progresses clockwise.
- On your turn, take two actions, either with the same or with two different figures of your color.
- One action consists of moving your figure to a neighboring space and potentially picking up a disk from the board.

In detail:

Move your figure: Move your figure onto any neighboring space that contains a disk (other than barricade disks), but no other figure. Some special cases:

- Your figure can always move onto a bomb shelter, even if there are already some figures there.
- Any number of figures may occupy a space with a sewer disk on it.
- Instead of moving to a neighboring space, a figure on a space with a sewer disk may jump to any other space with a sewer disk.
- If both actions are taken with the same figure, in the first action the figure may move onto a space with a disk that is already occupied by another figure, provided that, in the second action, the figure is then immediately moved on.

- If the same figure moves twice and there are no other figures present on either space, you will collect both disks.
- In order to move one of your figures onto a space that contains an enemy disk, but no figure, you must discard one of your previously collected weapon disks.
- Instead of moving your figure to a neighbouring space, you may remove your figure from the board. This is only relevant towards the end, when the figure cannot move any more.

Pick up a disk: When you move or remove your figure from a space which contains a disk but no other figure, take the disk from the board and place it face down in front of you. Some special cases:

- Barrier and sewer disks cannot be removed from the board.
- Weapon disks are placed face up in front of you. Other disks that you are gathering must remain face down and may not be looked at again during the game.

Deliver a supply token: When you move one of your figures onto a post-bomb shelter that does not yet contain one of your supply tokens, place one of your supply tokens onto that camp.

CHANGING FROM PRE-BOMB TO POST-BOMB

End of pre-bomb preparation. During the game, more and more disks will be removed from the board, restricting the movement of the figures. The pre-bomb preparation ends when all the disks, except the barricade and sewer disks, have been removed from the board, or cannot be reached by any figure.

Towards the end of the pre-bomb preparation it is usually obvious which players will be able to pick up any remaining disks. Then you may decide to suspend the playing order, and all the players take "their" disks from the board. At the same time all players remove their remaining figures from the board.

Start of post-bomb survival. Remove from the board any disks that were unable to be reached by any figure except for the barricade and sewer disks. Now shuffle the 88 white post-bomb disks and distribute them randomly onto the empty spaces on the board, one face-up tile per space. Each player places one of his figures into each of the post-bomb shelters that contains one of his supply tokens. If a player has not delivered all of his supply tokens to the post-bomb shelters, the player starts the second part of the game with fewer than four figures. All supply tokens are then returned to the players.

The player who collected the largest enemy during the pre-bomb period starts play in the post-bomb portion of the game. To identify the largest enemy disk players may look at their gathered pre-bomb disks. Play then continues as described above including delivering supply tokens to the pre-bomb shelters to score points.

GAME END AND SCORING

The post-bomb period ends when all disks, except the barricade and sewer disks, have been removed from the board, or cannot be reached by any figure. Towards the end, players may decide to suspend the playing order again, and simply take "their" remaining disks from the board.

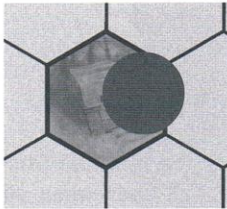
Now all players count their points. The player with the highest points total is the winner.



Food counts according to their printed value.



Each enemy counts for its printed value.
Remaining weapons do not count.



Each supply token delivered to a pre-bomb shelter counts for 5 points.



The more provision disks you have of one type, the more points you score:

| | | | | | |
|---------|----------|----------|-----------|-----------|-----------|
| 1 Disk | 2 Disks | 3 Disks | 4 Disks | 5 Disks | 6+ Disks |
| 1 Point | 3 Points | 6 Points | 10 Points | 15 Points | 20 Points |



Sewer and barricade disks count for no points and are never removed from the board.

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Reiner Knizia thanks all playtesters for their contributions to the development of the game, in particular Iain Adams, Jonty Blackwell, Sebastian Bleasdale, Chris Bowyer, Chris Dearlove, Martin Higham, Ross Inglis, Kevin Jacklin, Simon Kane, Richard Kemp and Chris Lawson.