



Game Rules

For 2 to 4 zombie hunters, ages 7 and up

Components

- 1 double-sided board
- 4 player pawns (and pawn supports)
- 8 zombie tokens
- 4 lock tokens
- 1 die
- This rulebook

Yesterday, you saw some strange creatures invading the cemetery close to your home. Unfortunately, no adults believed you! So you took matters into your own hands. You rounded up your best friends to fight those zombies!

Goal

This is a cooperative game. All the players work together to stop the zombies from taking over the cemetery. To do this, you can either:

- 1) place a lock on each of the 4 gates, or
- 2) eliminate all zombies from the cemetery.

Setup

Place all zombies in a reserve next to the board.



If you think the game is too easy, put 1 zombie back in the box and play with only 7 zombies in the reserve.

Place the board on either the 2 player side (showing 4 diagonal paths) or the 3-4 player side.



2 players



3-4 players

Please note that the board is divided into 9 different zones: 5 tombs and 4 gates.

Each player chooses a player pawn and places it on the red tomb at the center of the board. Put the unused player pawns back in the box.



Place 1 zombie on each gate at the corners of the game board.



The player who is least afraid of zombies begins the round.

The game

Each player takes a turn in clockwise order.

On your turn...

1) Place a new zombie in the cemetery.

Yes, it is mandatory!

Roll the die and place a zombie token on a tomb of the color indicated by the die. If you roll white, you are lucky. You don't have to add a zombie this turn!

There is no limit to the number of zombies on a particular tomb.

WARNING: If you must place a zombie on the board and there are none left in the reserve - the game ends! All players lose!

If a pawn (yours or another player's) is in a space with 3 or more zombies, you all lose the game!

If a tomb contains 3 or more zombies, you can no longer win by eliminating all the zombies. You must now lock all the gates (see below).

2) You **MAY** move (but you don't have to).

You may move 1 space along the paths. For example, in 3-4 player games, you cannot move diagonally.

You cannot enter a tomb that contains 3 or more zombies.

3) If your pawn is on a space with 1 or 2 zombies, eliminate all zombies located there. Place them back in the reserve.

If you eliminate the last zombie in the cemetery, you all win the game!

You don't have to move to eliminate zombies.

4) If your pawn and another player's are both on the same gate, lock it by placing a lock token on it.

If the 4 gates are locked, you all win the game!

WARNING: You cannot move after you eliminate zombies or lock a gate. If you want to move, you must do that first.

5) Your turn ends.

The player to your left now begins a new turn.

Game End

You all win if...

- all 4 gates are locked
- or
- at any time during the game, there are no zombies in the cemetery.

You all lose if...

- you must place a zombie in the cemetery and no zombies remain in the reserve
- or
- if a player pawn is in the same space as 3 or more zombies.



If you like this game, don't hesitate to look at our other games at: iellogames.com and scorpionmasque.com/en



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