

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

Yesterday, you saw some strange creatures invading the cemetery close to your home. Unfortunately, no adults believed you! That is what you decided to take matters in your own hands and round-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
2- eliminate all the zombies from the cemetery

Setup

Place all of the zombies in a reserve next to the board.



* If you think the game is too easy, put one 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.



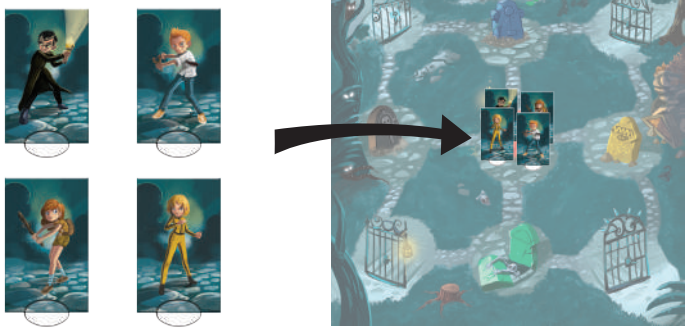
2 players



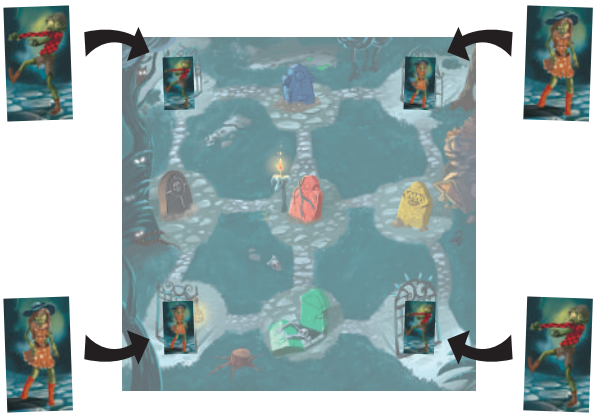
3-4 players

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. The remaining player pawns are replaced in the box.



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



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

The game

Each player takes a turn, in clockwise order.

At 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, a zombie is not added during your turn.

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

WARNİNG : If during your turn you must place a zombie on the board and there are none left in the reserve - the game is over, and all players have lost.

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 it is not a requirement).

You may move by one space, while respecting the paths. For example, in 3-4 player games, you cannot move diagonally. İn 2 player games, you can, but only in certain cases.

İt is forbidden to enter a tomb where there are already 3 zombies present.

3- Eliminate all zombies present on the tomb where you are located. Place them back in the reserve.

If there are no more zombies in the cemetery at this moment, you all win the game!

İt is not mandatory 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!

WARNİNG: You cannot move once you have eliminated the zombies or closed a gate. If you want to move, you must do so beforehand.

Game End

You all win if...
- the 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 cemetary and there are no remaining zombies in the reserve
or
- if a player pawn is in the same space as 3 or more zombies.

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We proudly participate in a conservation program where for every tree that is used to create this game, we pay for its replacement.

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