

Famous Zombies

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3-5 players
45 to 60 minutes
Ages 12 to adult

The dead have risen from the grave and their only desire is to devour brains of the living. Sure, it's fun to tell your friends you killed a zombie. But it's even better to add, "Oh, and you may have heard of him." That's why these zombies are famous. Will they keep coming back? Most definitely. Will humanity survive? Not even close. But if you can take out a few of the better known walking dead along the way, then you could win!



13 Zeeples
(zombie meeples)



2 Game Boards
(set them up like this)



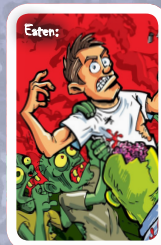
30 Victory Point Tokens



50 Ally Tokens
(10 of each color)



40 Game Cards
(shuffle and set face down. When the deck runs out, re-shuffle discarded cards into a new draw deck.)



4 Action Cards
(set them all face up)



30 Trap Tokens
(6 of each color)

Each Player Gets:

10 Ally Tokens of 1 Color.
6 Matching Trap Tokens.



Set Up: Place the two boards together with the walls adjacent to each other. Give each player 10 ally tokens of one color and 6 matching trap tokens. Place all 4 actions cards (eaten, exploding trap, electrocution trap, and intel) face up. Shuffle the game cards and place face down. At this point in the set up there are no zombies on the board, but before players take their turns, there will most likely be zombies on the board.

Pre-Game: Choose a dealer at random. The dealer gives the player to his left the top card of the game card deck. If the card is not a zombie card, the player keeps the card. If the card is a zombie card, place it in the discard pile and place the matching zombie on the board. If the zombie card is a famous zombie, place that zeeple on the space matching the zeeple on the board. If the zombie is not famous (purple zeeple) place him on the center zombie spot (the jesse james hex). If the zombie card is a zombie frenzy, place two zombies on the board on the center space and the space next to it showing the red santa zeeple.

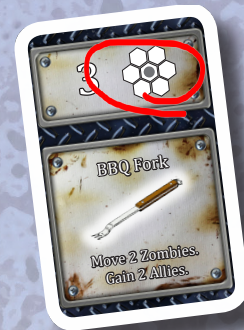
Once the zombie is placed, move the zombie the direction shown at the bottom on the zombie card. When you move this zombie, all zombies on the board will move the same direction. If this move would move a zombie off the board, the zombie does not move.

Continue dealing cards in this way until each player has two non-zombie cards.



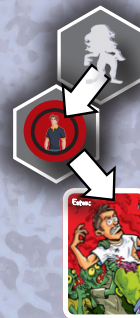
the bottom of the zombie card. If this move would move a zombie off the board, the zombie does not move.

5. Chase Zombies. You can chase zombies with minor weapons so the zombies are positioned where you would like them. You must have an ally on the board (either the outer court or the compound board) where you move the zombies. As always the wall counts for both boards. Discard a card and move the number of zombies shown on the card **one** hex in any direction. On the compound board they cannot be moved toward the compound. Zombies can be killed by moving them onto traps. Then re-gain allies (the number stated on the discarded card) that have been previously eaten from the "eaten" card. If you have no allies on the eaten card you re-gain none. If you have less than stated on the game card, you re-gain only those on the eaten card.



Draw a Card: After each player completes his two actions, he ends his turn by drawing one card. If a zombie is drawn, follow the same rules as a zombie being drawn in the intel action. That player draws again until he gets a non-zombie card. If the deck runs out, re-shuffle the discard deck to form a new game deck. Zombies can reappear if drawn again, but if a zombie card is drawn and that zombie is already on the board, no new zombie appears, but all zombies still move.

Eaten: When a zombie moves onto the same hex as an ally, that ally is moved to the eaten card and may become a zombie himself if there is a frenzy. Each famous zombie has special abilities. Make sure this is taken into account when allies are eaten. Allies that are spared by a zombie's special ability are returned to the player's supply.



End of the Game: The game ends when a zombie enters the compound. At that time the current player finishes his turn. All players count their victory tokens plus all ally tokens in the player's supply, on the board, trap cards, and intel card. The total is the player's score and the player with the highest score wins. In the case of a tie, the player with the most allies on the board wins the tie.

Card Clarifications:

All cards that kill zombies can kill at least one zombie. Many cards give the option to kill additional zombies if the criteria on the card are met.

Katana, Rusty Chainsaw: Can kill multiple zombies but only the ones that are adjacent to a single ally that belongs to the attacking player.

Grenade, Automatic Rifle: Can kill multiple zombies but only if they are adjacent to each other.

Molotov Cocktail: Can kill multiple zombies only if they are adjacent to traps. The traps need not be adjacent to each other. The traps are not triggered.

Machine Gun: Can kill multiple zombies only if they are adjacent to each other and in a horizontal row.

Lamborghini: Can kill multiple zombies only if they are in the outer court (the board that has the zombie starting hexes). The wall, in this case only, is not included.

Shark Tooth Sword: Can kill multiple zombies if they are adjacent to a wall. It can only kill multiple zombies on one side of the wall. They need not be adjacent to each other.

Cannon, 18 wheeler: Can kill multiple zombies only if they are adjacent to each other and in a row. The row can go any direction: In the case of the 18 wheeler, X means any number of zombies on a single board.

Shotgun: when a zombie is killed by this weapon, the attacking player can also re-gain one ally from the eaten card if one is available.

HMMVE: Can kill any two zombies on a single board, or any number of zombies in a single horizontal row next to the zombie starting hexes or in a single row two rows away from the zombie starting hexes.

Dump Truck: Can kill any number of zombies in both rows next to the compound.

Glossary of Famous Zombies:

Cleopatra: Anytime she moves onto a hex with an ally, if the ally is a man it is eaten as usual. If the ally is a woman, the ally is returned to the player's supply.

Jesse James: The cards with "Hand Gun, Shotgun, and Rifle" cannot kill Jesse James.

Long John Silver: Anytime he moves onto a hex with an ally, if the owner of the ally has any cards, one card of the player's choice is discarded and the ally is returned to the owner's supply. If the player has no cards, the ally is eaten as usual.

Merlin: The cards with "18 Wheeler, Lamborghini, and HMMVE" cannot kill Merlin.

Santa: Anytime he moves onto a hex with an ally, if the ally is naughty (allies with black circles) it is eaten as usual. If the ally is nice (white circle), the ally is returned to the player's supply.

Shakespeare: Anytime he is killed, he is not removed from the board as other zombies are. He returns to his starting space. The player killing Shakespeare still gets a victory token.

Sherlock Holmes: When Sherlock Holmes would move onto a trap, he moves the other direction. If they are both traps, he moves as normal. If he would move into a hex to the right or left of an ally, he moves into the ally. If there are two allies, he moves as normal.

Fantasitc Zombie Fighters! Thank you for your support on Kickstarter!

Team Thornock: Curtis, Annette, Kat, & Brit, Randy Pacetti , Kevin Mc Gowan , Stephen Pollei , Jared T Roman , Jim McKeon, Shawn and Steph Grimes , William Baldwin, Greg Wilson (Roadside Hobbies), Gamemaster-E, Mike Parkinson, adel10, Tricia, Markus Nowak, Samuel "Professeur !" Tissier, Timothy Van Cleve, Jeff Chattin, Ed Kowalczewski, Ana Muir, D.J., Karen, Trae & Evan Cole, Michael Hovan, Darren Goodair, James Vance, HACHIKUMA, Ross Dunning, Edna G Sullivan, David Fillis, Donn Maguire, Matthew Piras, Kai Tiedge, A paleontologist, Alexander Brown, Jason Warden, FoolSinc, Ryan C. Bush, Rob Duman, Scott Maynard, Brian O'Connor, Chris Abram, Richard Hensman, JKLM Eggleston, Alex Fafara, and Matt Stone,



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