

# Famous Zombies

Mark Hanny

Kelly Larsen

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.

Game Overview: Each player will be allowed a maximum of two actions. If the player has no cards to play, he ends his turn--so he may have just one action if he has just one card and draws no cards before the end of his turn. There are 5 total actions to choose from. Then, at the end of his turn, that player will draw one card. Once that player takes his turn, the next player is the one to his left. This continues until any one zombie enters the "Compound." The current player finishes his turn and the game ends. Victory points are counted and the player with the most victory points wins. In the case of a tie, the tie breaker is the player with the most allies on the board.

#### The Actions:

Each action requires spending one card. The card is put into the discard pile.

1. Place allies on the board. Choose a card in your hand and place it in the discard pile. Place allies equal to the number on that card on any open hex space of either board (there are 2 boards--the outer court where zombies start and the compound board). You may also move that number of allies already on the board to new hexes, or a combination of placing and moving. Allies can be placed in the compound. Allies can also occupy spaces that count for both boards. These are the wall hexes. These allies have a view of either battle space by being on the top of a wall. Allies cannot be placed on zombie starting spaces. Later you will play other cards (find weapons and chase zombies) based on the pattern of your allies on the boards.

2. Use a weapon or vehicle to kill one or more zombies. To attack zombies, you must have allies in the configuration shown on the card you want to use. This can be from any direction the card can be turned. In order to target zombies, you must have at least one of the allies on the board where the zombies are located. If you want to attack any zombies in the outer court (the board where zombie starting hexes are located) you must have at least one ally on that board. The same with the compound board. The wall (stone hexes) counts for both boards. Discard the card. Follow the instructions on the card for the number and configuration of zombies that can be attacked. If the card shows an "X" that means a player can kill any number of zombies that fit the criteria stated on the card. For example, the back hoe allows a player to kill any number of zombies as long as they are on the wall. Gain one victory token for each zombie taken out. Remove each killed zombie from the board.

3. Set a trap. Discard a card and place an ally token on a trap card. The ally must be placed on the trap card number that matches the discarded card. You cannot set a trap using a number on a trap card that is already occupied by an ally. There are two types of traps, exploding and electrocution. They act the same way to kill zombies, but the two traps allow players an opportunity to set a trap if the desired number on one trap card is already occupied.

You must have an ally on the board where you set the trap. Place one trap token on the board. When zombies move onto the trap and set it off, all traps adjacent to that trap are triggered also. Plus all traps adjacent to any triggered traps go off. All triggered traps are removed from the board and corresponding allies are removed from trap cards. Zombies are all moved before traps go off so traps can take out multiple zombies in a single action. Killed zombies are removed and victory points are given to trap owners, one for each zombie killed. Traps can be set in the compound or on the wall, but not on a zombie starting space.

4. Gather Intel. You can only do this **one** time per turn. Discard one card. Place one ally token on the number of the "Intel" card matching the number on the discarded card. Move displaced ally tokens already on the card to the next higher number. Move any token on the number 3 to the owning player. In order from 1 to 3 each player draws one game 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. Then place purple zombies on the board for each player that has an ally on the eaten card. These zombies are placed in zombie starting spaces closest to the center. For each player that has an ally on the eaten card, remove one ally from the eaten card. (these allies have turned into zombies).

Once the zombies are placed. Move all zombies the direction shown at



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.

**Fantastic 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,



### Thank you, play testers:

Ben and Paige Weaver, Michelle Hanny, Mike Summers, Scott and Jennifer Horrocks, Scott Nelson, Ryan Dunnells, Josh Anderson, Eric Hulse, Tom Probst, Jason Jones, Jeff Shirts, Paul, Joey, and Tyler Hanny.