

# FAMOUS ZOMBIES 2

 2-5

 12+

 90-120'

## Components:

1 Game Board



1 Starting Player Token



30 yellow cubes (supplies—*Game tip: try to never run out of supplies*)



28 brown cubes (equipment crates)



25 white cubes (evidence and intelligence)



18 red cubes (survivors and volunteers)



12 green cubes (scientific discoveries)



20 gold coin tokens (glory and notoriety)



1 4-sided die



1 draw bag



27 white meeples (ordinary zombies)



7 various colored meeples (famous zombies)



5 player action tokens (one of each color)

5 player boards



5 player point markers (one of each color)



90 player advancement tokens (18 of each color)



24 reward cards



32 tech cards

## Overview:

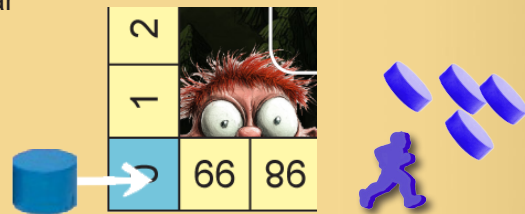
You have been alerted to a zombie outbreak and must stop the zombie hoard. Among the zombies are some well known undead beings that are definitely the hardest to kill. You will see how much glory and notoriety you can gain as you defeat the hoard or if you are overrun by them.

## Set Up:

Give each player a player board. Each player should place an advancement token on the circle next to the axe (your starting weapon), and on the circle to the right top of the card indicating how many resource tokens he or she can carry (10 at the start of the game).

Give each player all other advancement tokens and action token of the same color. Each player places a point marker on the zero space of the main board. Give each player two yellow supply cubes and place on the player board on the upper right side (the box with the red scout/binocularular symbol)

Shuffle the tech cards and place 6 face up on the upper right side of the main board. Shuffle the reward cards and place 4 face up on the lower left side of the main board. Place the unplaced cards in respective decks next to the main board face down

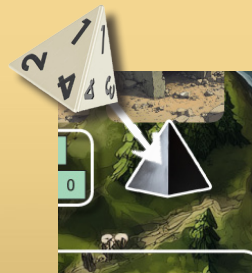


Place two brown cubes on each of the top 4 terrain spaces on the upper left side of the main board. Place 8 more yellow cubes, one on each of the other terrain spaces (not the bunker spaces at the bottom of the terrain section). Place all other cubes in the top of the box from which you will both draw random cubes and select certain cubes.



Place one white meeple (ordinary zombie) on each of the top 4 terrain spaces with the brown cubes. Put the remaining zombies (meeples) in the draw bag. Randomly choose a starting player and give that player the starting player token.

Place the 4-sided die on the black tetrahedron space below the terrain area.



## The Turn:

On a player's turn he/she will place his/her action token on one of 6 black action spaces. The spaces across the top of the action area (center top of the board) are a direct attack on active zombies. The spaces to the left are scouting spaces where you are looking for supplies, equipment, intelligence, survivors, and scientific discoveries.

Each space has different criteria and order for actions.

Once all players have placed their action tokens, random cubes from the box top (not coin tokens) are placed on all empty black action spaces. The players who choose the next turn gain the cube(s) before taking any action. Each space may gain more cubes on later turns if those spaces are not used by players.

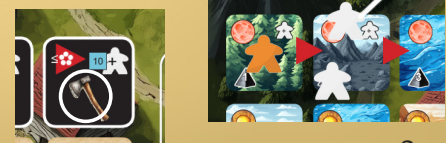
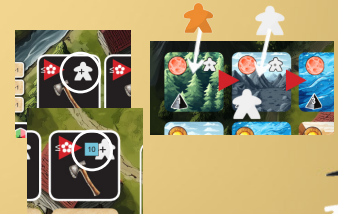
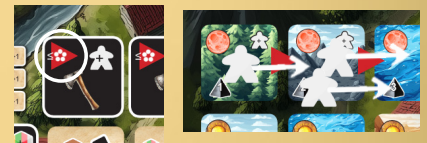
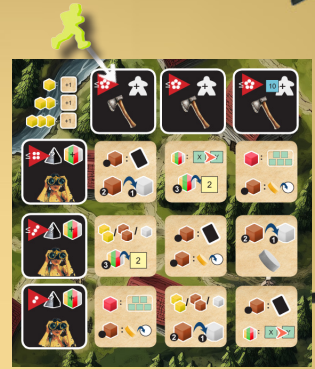
The players then remove their action tokens from the main board and the next round begins starting with the player holding the first player token.

## End of Game:

The game ends in one of two ways. First, when one player reaches or surpasses 20 points. (Many of the points players will get are in green squares of the main board, but those are not added until after the game play is over). Second, if any zombies move after reaching the last bunker space (the one with the two in a square). All players finish the current turn, then add up all points. The player with the most points wins.

## Attack Action Spaces:

Each red arrow tells the zombies to move, following the red arrows on the terrain map. The meeple symbol with the plus means you will draw meeples from the draw bag and place them on each of the top 4 spaces of the terrain area. Many spaces will have multiple meeples as the game progresses. The dots on the arrows indicate the number of players in the game and if zombies move or not. The "less than or equal to" sign lets the player know that the zombies move only if there are less than or equal to the number of dots (players) on the arrow. The blue square next to one of the meeples indicates that the zombies are added to the board only if the player taking the turn has 10 or more points when choosing that space. If he/she does, zombies are added as normal, if not zombies are not added. The axe symbol indicates that zombies are killed by the active player. So, a player choosing one of the top 3 action spaces will do the following in this order:

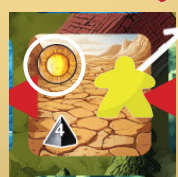
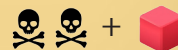
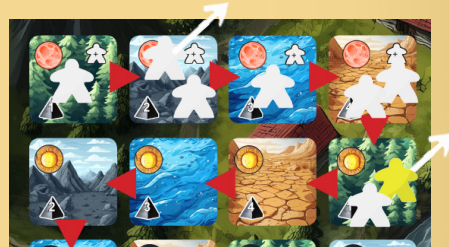


1. Determine if zombies move according to the number of players. If so, all zombies move one space following the red arrows in the terrain section of the board. If not, no zombies move.
2. Determine if more zombies are added to the terrain spaces. If so, randomly place one zombie on each of the top 4 terrain spaces from the draw bag. They may be ordinary or famous zombies.
3. Take an attack action with your axe or one other weapon. The number of skulls on weapon indicates the number of meeples that can be removed from the terrain (zombies that may be killed.) The axe has one skull. (tech cards and the player board also show that other weapons may be gained as the game goes on—if the player has gained the chain saw upgrade on the player board, he/she may then remove two ordinary meeples from the same terrain space or one famous zombie (they take two skulls to kill).

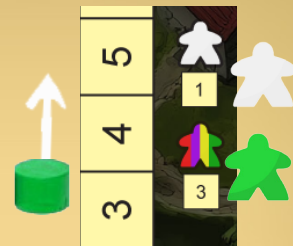


Tech cards have weapons that also may cost a cube to use. It is shown next to the name of the weapon. (this cube must be spent from the players board – the right upper side).

Tech cards may also have target symbols. This indicates the number of terrain spaces where zombies may be killed beyond the first. The player chooses the first target zombie, then for each target symbol, the player can follow the red arrows and pick other zombies to kill. For example, the machine gun has three target spaces and three skulls. A player chooses the first target, an ordinary zombie, and removes it from the terrain (killing it.) Next, he/she selects a famous zombie three terrain spaces away following the red arrows and removes it (kills it.) It takes two skulls to kill a famous zombie, so the player's kill action is over. If a weapon only shows skulls, all zombie attacks must be in the same terrain space. If a famous zombie is in a protected area as shown on the main board, the player must also spend a red cube from the top right of his/her player board to kill that zombie. For example, the Zombie Werewolf requires two skulls and a red cube when it is in the top row of terrain showing the full, red moon. All the famous zombie protected areas are shown on the main board.



1. The player places the killed meeples on the left side of the board to the left of the reward cards. He/She gains the points indicated there and move his/her point marker that many spaces. One space for ordinary meeples and three spaces for famous zombies. Note that yellow square spaces on the board and on cards represent immediate points gained or lost. Green square spaces indicate points that will only be counted at the end of the game.



2. The player takes the meeples and places them on reward cards on the spaces provided. The player gains the matching cubes or coins from the supply (box top) and places them on the upper left side of his/her player board, also known as the contaminated area. The symbol on the top of this space indicates that the player may not gain cubes or coins that are the same color as what is already in the space. The player simply does not gain matching resources. For example, the player may gain 4 brown cubes from one meeple and place them in that upper left space, but if the player then selects a reward of one green and one brown cube from the reward card, the player only gets the green cube since he/she cannot gain brown until all brown are out of the "contaminated" area on the top left of the player board.



When a reward card has two meeples, it is full and is replaced. The card is placed in a discard pile. The meeples are placed back in the draw bag and another reward card is drawn. If a player has multiple meeples he/she is claiming as a reward, he/she may wait until the new card is revealed before placing additional meeples on the cards. Cubes or coins in the contaminated area cannot be used for any reason (other than decontamination) until they become decontaminated. At any time, a player may spend a yellow cube to decontaminate the entire space. When the space is decontaminated, all cubes must be moved to the right to the normal storage area. A player may spend a yellow supply cube from either area to decontaminate all cubes. Yellow is the only cube that may be used for any purpose in the contaminated area, and may only be used to decontaminate. If cubes are decontaminated and exceed the maximum allowed number of cubes in the storage (decontaminated) area, the player must discard the extra cubes or coins.



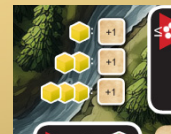
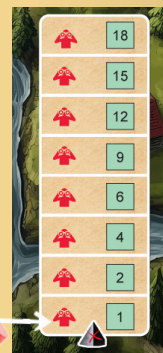
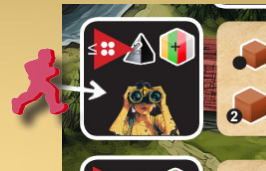
## Scout Action Spaces:

The player will gain resources from the terrain spaces. The action takes place in the following order:

1. The player moves all zombies on terrain spaces following the red arrow if the number of players allows it. (see the attack action)
2. Then the player rolls the 4-sided die and places it on the board on the black tetrahedron space. The number shown indicated the terrain spaces where the player adds a cube. The player takes random cubes from the box top and places them, one cube on each of the spaces matching the die number.
3. The player then selects one space and gains all the cubes there. They are added to the decontaminated space (top right) of his player board and are immediately available to use. If he/she gains more than the maximum allowed on the player board the player must discard down to the maximum allowed number. When the game starts the maximum allowed number is 10. This can be upgraded later in the game.
4. A player may not gain cubes from a space where zombies are present unless he/she sneaks. To sneak a player must spend a yellow cube from the decontaminated area of his/her player board. (There is a sneak symbol at the bottom right of the player board to remind of the “sneak” cost)
5. If the player chooses cubes from a terrain space that does not match the die, the player may move up on the scout track. If there is no advancement cube for that player on the track, he/she places an advancement token on the lowest rung. The scout track is in the center bottom of the main board. A player may only have one cube on the scout track during the game. The player will gain the points shown on the scout track at the end of the game.

## Bonus Action Spaces

The parchment-colored spaces in the action area are bonus actions a player may take. The player moves his/her player marker to one of the 3 spaces available, either down from the attack action space or right of the scout action space. The cost to take the bonus actions are yellow supply cubes. They must be taken from the decontaminated side of a player's board. There are two possible actions in each space and can be taken in any order. The player need not do both actions. Once a player has used a bonus space, he/she cannot return to that same space in the same turn. The player may visit up to 3 bonus spaces. It costs one yellow supply cube for the first visited, two for the second, and three for the third. Each action in a bonus space may only be done once.



## Bonus Space Actions:

**Trade:** A player may trade as many cubes or coins for as many other cubes or coins as can be afforded. The player trades with the general supply. The values are shown on the main board in the center bottom. For example a player may trade one coin and three brown cubes for two green cubes. If the cubes gained exceed the players carrying limit in the decontaminated area, the player must discard down to his/her limit. The carrying limit is the number of items, not the value of the items. So if the player can hold 10 items, he may hold 10 coins (worth 50 trading value) or 10 yellow cubes (worth 10 trading value).

**Buy A Tech Card:** The player pays the value in the correct color of cubes shown at the top left of the card. The player then takes the card and immediately replaces the card on the main board. This card will give the player more attack power or bonus cubes when taking certain actions.

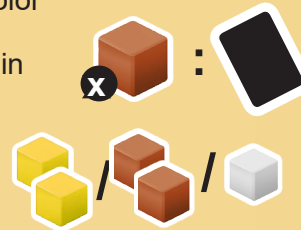
**Gain Two Brown Cubes, Two Yellow Cubes, or One White Cube.**

**Gain Two Points:** A player may gain two immediate points for spending any three cubes or coins.

**Fortify Bunker:** A player may spend a red cube and place an advancement token on any open green square below the terrain bunker spaces. Each player may only have one token in each bunker space. During the game, if one or multiple zombies move to a bunker space showing a penalty, all players who do not have an advancement cube in that space lose what is shown. In the space showing a rainbow cube, players lose one cube or coin of their choice. In the space showing the one in a yellow square, the players lose one point. In the space showing the two in a yellow square, the players lose two points.

**Upgrade Equipment:** On the player board there are several spaces to improve equipment. On the left is the cost (in brown cubes) to gain equipment that will help with bonus actions. If you have improved the rope and hook, place an advancement token on that space, then, in future turns, a player does not need to spend a yellow supply cube to take the first bonus action. Also, at that point the second bonus action only costs one yellow supply cube instead of two. Once a player has the raft, they can now take two bonus actions without spending yellow cubes and the third bonus action only costs one yellow cube. And so on.

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	:	1
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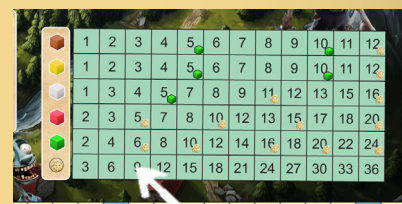


In the center bottom of the player board there is axe you start the game with. For three brown cubes a player can upgrade to a chain saw which means they can kill two ordinary zombies, or one famous zombie. All zombies must be in the same space to use the chain saw.

On the right a player can upgrade the number of items they can put in their decontaminated area. An extra five items for the first three brown cubes and later for five more brown equipment cubes a player can carry another extra 5.

End of Game Glory: On the bottom right of the main board is a track where a player can spend any resource and place an advancement token on the board or move one that is already on the track. For example, a player may spend 5 brown cubes to move 5 spaces on the board and gain 5 points at the end of the game. Also, on the number 5 of the brown and green tracks is a green scientific discovery cube. This is gained when your advancement token reaches that space. Other bonuses are gained on other spaces of the track. Only one resource type may be spent each time this action is performed.

Gain the Starting Player Token: If a player lands on this bonus space, he/she gains the starting player token and will be the starting player for the next turn. It is possible for a player to gain this token, and another player to take it away from them the same turn (since this bonus space corresponds to two main black actions). The second player to claim the token retains it for the next turn.



#### Acknowledgments:

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