

TOTALLY ZOMBIES!!!

Version 1.3, by Guido Gloor Modjib

Totally Zombies!!! is a rule set very close to the original Zombies!!!, that enables play with all expansions to date, up to and including Zombies!!! 7, and keeps all the rules in one place. It is inspired by tons of variants out there, most notably the Quick(er) Play Rulebook and the Faster Game Rules.

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GAME SETUP

The player knowing these rules best (usually the Zombies!!! owner) is the dealer. He shuffles every area's map decks and places them within easy reach of all players, together with their respective shuffled event card decks. The following tiles are removed from their respective map deck:

- The Town Square, one crossroad and one Subway Station for the setup.
- 4 unnamed straight roads and 4 Subway Stations from the town deck, they will be used to connect other areas.
- All entrance tiles from their respective decks (one per deck, obviously), they are shuffled into the entire town deck.
- The town's Helipad, it is shuffled into the lower half of the town deck.
- The Big Top 2 and all four Funhouse tiles from Z!!!7. (See Special Tiles and Funhouse Rules.)

It will be necessary to denote which tile belongs to which expansion (or area). It is easiest to place them on top of their respective expansion box covers. Every area gets dedicated discard stacks for its own map and event cards.

Then Place the Town Square, a crossroad and a subway station in one line in the center of the table, forming a big T, all without any zombies or tokens, and place one Shotgun Guy for each player on the center square of the Town Square tile. Each player then receives 3 life tokens, 3 bullet tokens, 3 guts tokens, 2 sewer entrance tokens, and 3 event cards from the Town stack.

TURN SEQUENCE OVERVIEW

During a turn, the players must perform the following steps:

1. Obtain one event token. Use dice or candy or matches or anything here.
2. Draw a tile from one of the currently legal map decks and place it on the table. (See Drawing and Placing Map Tiles.)
3. Combat any Zombies on your current space. (See Combat.)
4. Draw back up to as many event cards as you have guts tokens (min. 1), from your current area's event deck.
5. Make a movement roll and move. (See Player Movement.)
6. Move d6 zombies up to their movement value. (See Zombie Stats.)
7. At the end of the turn, you may discard one event card from your hand to its appropriate discard stack. Play then proceeds according to local customs around the table.

At any time, during their own or anybody else's turn, a player may play an event card (see Playing Event Cards). This is allowed only once per round, and the player must discard an event token for that.

DRAWING AND PLACING MAP TILES

There are several rules the players must follow when placing map tiles.

- Tiles can only be placed inside their own area (School tiles in the School area, and so on)
- Tiles may be rotated in any direction but must be placed so that all roads are connected. You may not block any road with the side of a building.
- Unnamed tiles in all areas except the Circus and the Woods get a number of zombies according to their number of exits (4 for a crossroad, 2 for a straight road).
- Unnamed tiles in the Woods get d6 zombie dogs.
- Named tiles get a number of zombies (Z) (or zombie dogs (ZD), or zombie clowns (ZC)), bullet tokens (B) and life tokens (L) according to the tile's instructions. Everything must be placed inside the building or store, with the exception of zombie dogs in the Woods that may also be placed outside.
- No more than one token may be placed on any one square, no more than one zombie or zombie clown may share a square, no more than two zombie dogs may share a square.
- All tiles from the Z!!!2 expansion (including the entrance) gain two additional bullet tokens, on the road if there are no named buildings (or if the named buildings don't have enough squares to hold everything). Ammo is abundant in

the Army Base, and the tiles suck too much otherwise. Exceptions are the Helipad (no ammo there), and the Armory (which only has space for one additional bullet token).

- The game area edges are horribly rocky and bumpy cliffs, it is not possible to place anything beyond them.
- If a drawn tile would close off an area or it isn't possible to legally place it, it is discarded and a replacement is drawn.
 - A Helipad cannot be discarded, if it would be it is shuffled back into its map deck.
 - If the stack is exhausted and there are discards, those discards are shuffled and form the new stack.
 - If none of the tiles in the stack can be legally placed without closing the area off, one of the tiles that close the area is drawn at random and placed, and the player may not make a movement roll this turn (but must still move zombies and may draw and play event cards).
 - If none of the tiles can be legally placed at all, the player must choose another legal stack to draw from.
 - If no stack allows any legal placement anymore, no further tiles will be placed anymore and players from there on skip step 2 of their turns. If no victory tile is laid yet, play proceeds until one player wins through zombies. In the improbable case that all zombies are dead before somebody wins, the player with most zombies wins.

Area entrances are special:

- If an area entrance is drawn, a Subway Station and a straight road are what connects it to the Town area (the road next to the new entrance, the Subway Station rotated any way you like – those tiles were laid aside before the game), and that new area is henceforth legal for tile placement.
- Place zombies and tokens as usual on the Subway Station tile, but none on the straight road.
- This is true for the first four area entrances, the fifth is ignored and removed from the game; a new tile is drawn instead.
- Areas may not be connected to other areas except through their entrance. This means that it is not allowed to place tiles from different areas such as that their roads would connect or any other way of movement between areas would be possible.

Some special rules apply to Helipads and the likes:

- When a Helipad or the Cabin tile is drawn, every player (starting with the turn player and going around the table as per local customs) may bid zombies or pass – bidding continues until everybody but one player passed. It is possible to bid 0. The highest bidder discards that many zombies and places the tile in a legal spot.
- The Mall Helipad may only be placed in the second floor, beyond the Escalator. If the Helipad of the Mall is drawn and the Mall's Escalator hasn't been placed yet, the Escalator is placed in the Helipad's place and the stack is reshuffled. Due to air ducts, the Mall Helipad can be placed adjacent to a store's back.
- The School Helipad may only be placed adjacent to a building (such that the Helipad is on the building roof). If the School's Helipad is drawn before the first building has been placed, the tile is shuffled back into the deck and a new tile is drawn instead.
- If any area's Helipad (or the Wood's Cabin) is drawn within the first two tiles of an area's map deck, the tile is shuffled back into the deck and a new tile is drawn instead.

SPECIAL TILES

Some tiles have special rules. Most (not Big Top 1) are marked with an asterisk. Woods regular tiles are also marked with asterisks, that just means that the number of dogs is random (see Drawing and Placing Map Tiles).

- Circus: If Big Top 1 is drawn, Big Top 2 is placed adjacent to it, to form a whole Big Top. Players who end their movement inside the Big Top may obtain a Clown Car for free. (See Cars.)
- Army Base: Players who end their movement inside the Motor Park may obtain a Jeep for free. (See Cars.)
- Town: Players who are inside a Subway Station at the start of their turn may choose to take the automated high-tech Subway 2.0. They do not move this turn, waiting for the train, and may move to any square inside any other Subway Station as their movement next turn. This is not possible if only one Subway Station is placed so far.
- Mall: The Escalator is the way from the first to the second floor. The second floor is basically a new area, observing the same rules as other areas. The Mall Helipad may only be placed on the second floor.
- Army Base: The Top Secret Lab is where Gov. Enh. Zombies were born. Place Gov. Enh. Zombies (glowy ones) instead of regular zombies inside that building.

PLAYER MOVEMENT

The following rules govern player movement:

- Move up to the number of spaces indicated by the movement roll or your current number of life tokens, whichever is higher. If you are denied your movement roll for some reason, you can't move.
- You may not move diagonally.
- Several players may share the same space.
- You must stop and combat on any space occupied by one or several zombies of any kind. You may continue your movement after defeating all zombies on a square up to your movement total, but you may choose not to and stop earlier.
- Players may not move onto unnamed structure (store, building, whatever) spaces or into walls. This means...

- On unnamed tiles only the roads are accessible.
- Only one structure and the roads on named tiles are accessible (this also counts for Circus tents).
- In the Funhouse, only the light squares are accessible.
- In the Woods, nearly all squares are accessible, except for the water at the boathouse and the 6 squares beside the entrance bridge.
- If a player finds himself on a space containing a life or bullet token and no zombie, he may take it if it doesn't bring him beyond 5 life tokens.
- If a player rolls a 1 (or two 1s if he is using a car) and is currently in the Circus, he must immediately move to one of the four center squares of the Funhouse (of his choice), and loses the rest of his movement. (See Funhouse Rules.)
- Players may move in Sewers. (See Sewers.)
- In the Mall, when starting the turn on an air duct, it is possible to move to any adjacent store's air duct instead of making the regular movement roll. The Helipad has an air duct as well.
- Players who are in a Subway Station at the start of their turn may choose to take the Subway. (See Special Tiles.)
- A player who ends his turn inside a store or building that contains no zombies may search the place, finding one bullet token.

CARS

There are two kinds of cars in the game, Clown Cars and Jeeps. Clown Cars are obtained from the Big Top in the Circus, Jeeps from the Motor Pool in the Army Base. Cars give a player a movement roll of 2d6 instead of d6, and +1 in combat (they can run zombies over). This bonus starts the round after the car was obtained.

Jeeps are lost if the player enters the mall or any building or structure (including sewers, not including regular Woods tiles), but the added movement remains for the rest of the turn. Clown Cars can be taken anywhere, even into the Subway. Cars count as weapons, so they can be affected by some event cards, and are lost upon player death. Use substitutes to simulate Jeep cards.

COMBAT RULES

Combat is resolved by rolling a d6. The zombie's minimum roll (see Zombie Stats) must be met in order to kill the zombie. Weapons in play may give bonuses. Bullet tokens may be used (and discarded) to modify the roll, giving +1 to the roll per bullet token. If the minimum roll is not met, as many life tokens as the zombie does damage (see Zombie Stats) are lost, and the player must roll again. It is not possible to break combat with zombies once engaged.

A player may choose whether to discard a life token or as many bullet tokens as it would take if he has enough tokens for both. Instead of a life token, two guts tokens can be discarded (and instead of half a life token, one guts token).

When a player goes down to (or below) 0 life tokens, he dies (see Player Death). When a zombie is killed, it is added to the player's zombie collection (see Winning the Game).

If an unmodified combat die roll is 1, one guts token is lost. If an unmodified combat die roll is 6, one guts token (up to the maximum of 5) is gained.

SEWERS

Players may move in the Sewers, while zombies may not (they don't like it down there). Players may, any time during their own turn only, place one sewer entrance token on a road per turn. This applies to the Town, Army Base, and School.

During movement, when standing on a Sewer entrance, they may move down into the sewers, laying their Shotgun Guy flat on its back. They may then continue their movement, avoiding zombie combat. At the start of every one of his turns, a player in the sewers must discard one life or guts token (his choice). Leaving the sewers works only through sewer entrances as well. Going up or down at a sewer entrance counts as having moved one square.

All squares in the Town, Army Base, and School have sewers, even usually inaccessible ones, and they are all directly connected.

PLAYER DEATH

When a player dies, his Shotgun Guy is removed from the tile he is standing on, and the player gets to place a zombie instead (in the closest legal square, player's choice if multiple squares are equally close). The player may choose to place a Gov. Enh. Zombie instead of a regular zombie, but no Zombie Clown nor Zombie Dog.

The player loses all his event cards and weapons, and half his zombie collection (rounded down, but it is not possible to lose more than five zombies). He must still move zombies.

At the start of the player's next turn, he may choose whether to respawn in the starting tile of the area he was last in, or the Town Square. If died in the Town, he's placed in the Town Square. He begins the turn on the center square of his chosen tile, with 3 life tokens, 3 bullet tokens, 3 guts tokens and 3 new event cards. Sewer tokens are not lost nor refilled.

ZOMBIE STATS

Different breeds of zombies aren't equally strong; the following table sums up their stats:

	Movement	Minimum Roll	Damage	Max. Per Square
Zombie	1 square	4+	1 life token	1
Gov. Enh. Zombie	2 squares	5+	1 life token	1
Zombie Dog	2 squares	5+	½ life token	2
Zombie Clown	1 square	4+	1 life token	1

Gov. Enh. Zombies can, after they are moved, infect one adjacent regular zombie and make it a Gov. Enh. Zombie as well. Viral outbreaks are fun – freshly infected ones don't have that power yet though, or it'd move way too fast. Zombie Clowns may only move within the Circus – no Zombie Clowns go out, no regular zombies go in. Finally, no zombie can ever move diagonally.

TOKEN RULES

Players may have up to 5 life and up to 5 guts tokens, and as many bullet tokens as they can collect. Players entering the Circus gain another guts token and can have up to 6 guts tokens while they are in the Circus. Players leaving the Circus lose one guts token. This is because the Circus has no victory tile, to make it attractive anyway – and it's a crazy Circus, and stuff. It also happens to have good event cards.

If at the end of the turn, before the final discard step (7), a player has more event cards than guts tokens, he must discard cards down to his new hand limit. When drawing cards, even a player with no guts gets one card.

Guts tokens can be sacrificed for life tokens at a ratio of 2:1 at any time. Also, it is possible to discard 2 guts tokens instead of a life token (or 1 guts token instead of half a life token) during combat for a reroll (and thus, death can be avoided with guts).

PLAYING EVENT CARDS

Event cards can be played at any time, except for Page cards from the Woods that can only be played during a player's own turn. A player who wants to play an event card discards his event token and plays the event card. A player without an event token may not play an event card – or in other words, only one event card per round can be played by each player. There is no stack or chain, an event card cannot be played in reaction to another event (except those event cards that explicitly state they are meant to be played as a reaction).

Weapons, Page cards from the Woods deck and some other event cards may be placed in front of the player (placed in play, counting as a weapon henceforth if they aren't pages), and do not count towards the hand limit if they are in play. Some Page cards allow the player to discard them for an added effect.

If any event deck runs out of cards, shuffle its own discards to form a new deck. If there are no discards, no further cards from that deck can be drawn, and the Town deck is used instead.

WINNING THE GAME

A player wins the game if he either accumulates enough zombie kills, or exits via one of the Helipads, or successfully kills off the zombie plague by reciting the spell within the Cabin.

"Enough" zombie kills are: 25 for 2 players, 23 for 3 players, 21 for 4 players, 19 for 5 players, 17 for 6 players, 15 for 7 or more players. Any kind of zombie counts as one kill, after it is killed it is added to the player's zombie collection.

For exiting via one of the helipads, the player must stand on the center square of the Helipad, and no zombie may stand on that square anymore.

For winning by reciting the spell, the player must stand on any tile of the Cabin in the Woods, the Cabin must be empty of zombie dogs, and he must roll a 6+ (modified by pages, each page gives the roll +1). The spell may only be attempted once per turn per player.

FUNHOUSE RULES

Special rules govern the Funhouse from Z!!!7. It must be entered if the player is in the Circus and rolls a 1 for movement (or two 1s if he is using a car).

- The Funhouse is placed as soon as the Ticket Booth shows up, within easy reach of all players, forming a circle with the four tiles.
- If a player moves off of one of the tiles of the Funhouse, he must rotate that tile 90° in any direction he chooses, even if another player is still on that tile.
- If a player is able to leave the Funhouse, the next player who's turn it will be may decide what Circus 4-way center square he will move to (and that center square is considered adjacent to the Funhouse for that move). If no Circus 4-way tiles are placed yet, it is not possible to leave the Funhouse.

CLARIFICATIONS

- Only the Town area is in the town for the purpose of event cards, the Mall and its stores don't count as buildings, just like the Helipads and the Town Square aren't buildings. Only the actual buildings in the Woods count as buildings, not other structures like Abandoned Cars or Altar and the likes.
- It is not possible to have more than one copy per weapon in play at any one time, but it is possible to have one copy each of tons of weapons in play. Who needs enough hands anyway.
- It is not possible to kill zombies that don't fight back for any reason, and players can't attack other players except through event cards.
- You may not conceal the number of zombies that you have killed.
- If an event card contradicts the rules, the event card supersedes the rules.
- Players may enter and leave buildings through windows, so any square adjacent to a building allows a Shotgun Guy (or zombie) to enter it directly. This doesn't apply to stores in the mall, however, nor to strongly reinforced buildings (or even caves) in the Woods – those have clearly marked entrances, too.
- Event cards that tell you to place a number of "zombies" somewhere mean regular zombies unless they specifically state otherwise.
- Via event cards, it is possible to have regular zombies in the Circus or Woods, clowns outside, all kinds of fun things.

REFERENCE TABLE

	Town	Army Base	Mall	Woods	School	Circus
Zombies!!!	1, 3.5, 6	2	3	4	5	7
Tiles	Town Square, Helipad, 10 reserved (1 crossroad, 5 subways, 4 straights), 36 regular tiles (20 buildings)	Front Gate, Helipad, 13 regular tiles (5 buildings)	Front Door, Helipad, Escalator, 13 regular tiles (10 stores)	Bridge, Cabin, 28 regular tiles (11 structures)	School Entrance, Helipad, 14 regular tiles (7 buildings)	Ticket Booth, 4 Funhouse, 2 Big Top, 8 regular tiles (4 buildings)
Bullet tokens	43 1.19 / tile 2.15 / building	8 (33) 0.62 (2.54) / tile 1.6 (3.4) / bldg 0 (2) / road	17 1.31 / tile 1.7 / store	19 0.68 / tile 1.73 / structure	14 1 / tile 2 / building	9 0.9 / tile 2.25 / building
Life tokens	32 0.88 / tile 1.6 / building	4 0.31 / tile 0.8 / building	10 0.77 / tile 1 / store	19 0.68 / tile 1.73 / structure	17 1.21 / tile 2.42 / building	10 1 / tile 2.5 / building
Zombies	124 3.44 / tile	48 3.69 / tile	51 3.9 / tile	49 + avg. 59.5 avg. 3.88 / tile	66 4.7 / tile	18 (incl. Big Top) 1.8 / tile
Tokens / Zombie	0.6 0.35B, 0.26L	0.25 (0.79) 0.17B (0.71B), 0.08L	0.53 0.33B, 0.20L	avg. 0.35 0.18B, 0.18L	0.47 0.21B, 0.26L	1.05 0.5B, 0.55L
Victory	Helipad	Helipad	Helipad	Spell in Cabin	Helipad	(none)
Special Rules	Sewers, Subway	Sewers, Jeeps (Cars), Abundant Ammo	Air Ducts, 2 nd Floor	Roll for dogs, Pages, No roads (open placement)	Sewers	Funhouse, No zombies on crossroads, Clown Cars, Added Guts
Events Focus	Subway, Sewers	Weapons		Pages, Magic	Guts Tokens	Player Teleports

Entrances and helipads aren't included for the zombie counts, while the Cabin in the Woods is. In the Circus, the Big Top's tokens and clowns are counted as well (and the tiles are included in averages). Since it's impossible to foresee the number of zombie dogs in the Woods, averages (3.5 per tile) were used. The numbers in parentheses at the Army Base are with Abundant Ammo.