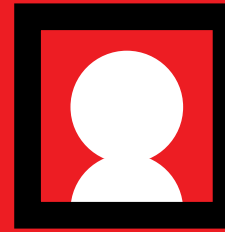


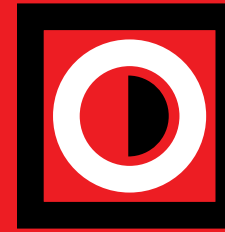
Guns'n *Zombies*

The game with brain!

Optional names:
! Run Zombie Run
! Don't worry zombie



2 - 8 player



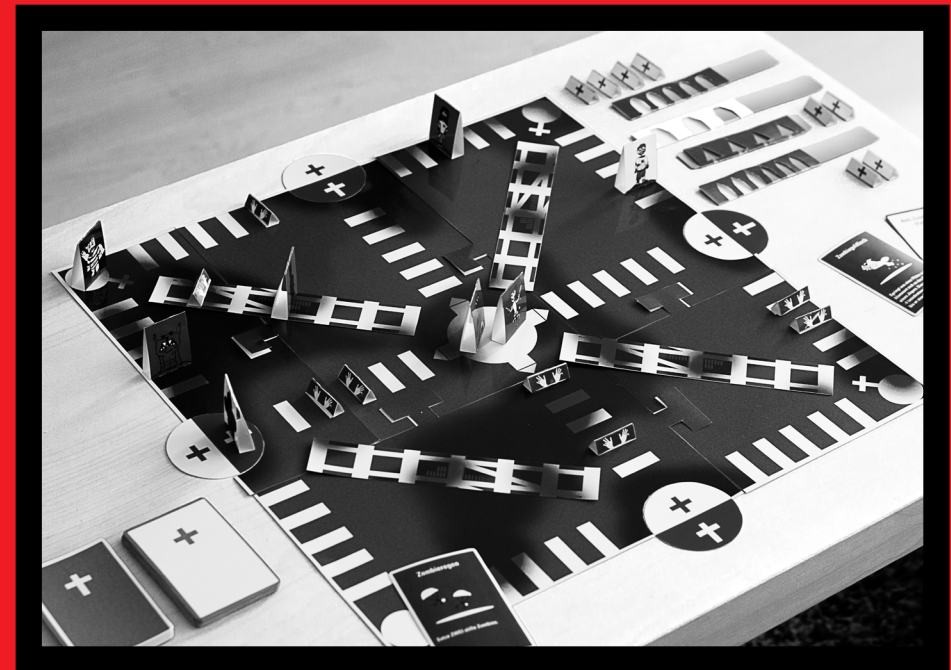
15 - 30 minutes



10 - 99

To be zombie or not to be zombie

"Guns'n Zombies" is a game for all zombie-fans, who allways wanted to live in a postapocalyptic world. Choose if you want to be a hunter, to buy weapons and kill the undead or a zombie, to walk around all day searching brains for lunch. Two teams fight to decide over the fate of humanity. A boardgame was never as bloody as now.



Guns'n Zombies

The game with brain!

2 - 8 player; 15 - 30 minutes; 10 - 99

History

We don't know if the source for the rising of the undead was a failed experiment, a read out curse or the apocalypse itself. But what we know is, that humanity is fighting for its existence. People only remember destroyed towns, the long war and the escape. Survivors have to come together now to prepare the backlash.

Heroic hunters defent the last survivors. They have to move to the dangerzones to collect rations and medics for the ill and wounded. To shoot some zombies is daily routine in times like these. But the undead fight back. A few stubborn members of the breed are insanly hungry and on the seek for fresh brainzzz.

Who will be the next step of the evolution? You decide!

Content



Gameconstruction

1. Put the boardpieces together.
2. You have to turn the four railways to build a cross.
3. Put the turntables in the provided places on the sides of the gameboard. The opposite tables have to show different signs. The inner field are actionfields.
4. The players devide into two teams with the same amount of members. The hunters are taking the fitting gun-runners. Advantages and disadvantages can be found on the bottom of the figures. No disadvantage can lead to a dicenumber under one.
5. Mix the zombiecards (white crosses, red cards) and the huntercards (red crosses, white cards) seperated from each other. Place both stacks next to the gameboard.
6. With an uneven amount of players all zombies or hunters, that are lower, get five cards of their team.
7. Place all the hunters on the white field in the middle of the gameboard.
8. Place all the zombies on any gravestone in the corners of the gameboard. If a zombie dies, the player can choose the free grave, on which he resporns.

Beginning

1. If your team is lower, the youngest player out of it begins. If that's not the case, the player, who imitates a zombie the best, begins.
2. A turn begins with a dice throw. The thrown number has to be walked. But regard the advantage or disadvantage of your character. On the square fields you can't change the direction. From round fields every direction can be walked. If a one is thrown, draw a card before walking.
3. One after an other throws against the against the clockwise.
4. You can skip a figure of your own team. You don't need a point for this field.

Gamegoal of the hunters

When a hunter has found five medikits, all the hunters win and humanity is saved. The hunter gets a medikit, when he steps on an actionfield with a red cross. While this action the other points to walk expire and the turntable under the player as well as the turntable on the other side, have to be turned.

Gun-Runner

When a zombie is in the way of a hunter, he can shoot him. But only if his gun-runner is full enough to shoot every zombie he has to pass. For every zombie, the hunter kills, he loses a shot. When the gun-runner is empty, the hunter has to defend himself with close combat. But like this he is in danger to lose his life. Hunters can only shoot aims, if they step forward or get attacked from the front. On round fields they can defend themselves in any direction. In the case that the hunter dies, he remains as a silent zombie on his field with a medikit next to him – the game is over for him.

Gamegoal of the zombies

If a zombie has transformed all hunters, all zombies win and humanity falls. A zombie can only transform a hunter, when he defeated him in close combat. You can get to close combat in two different ways. A zombie can attack a hunter through reaching him from behind or a hunter hunter has no munition left and meets a zombie. To win a close combat, both players have to throw one dice. The higher point ammount wins, the loosing player dies.

Silent zombies

Zombies get one silent zombie, when they step on an actionfield with a white cross. These can be placed on a free square field. The hunter need one shot, to kill a silent zombie. The zombies can skip the silent zombies and get forward faster. While this action the other points to walk expire and the turntable under the player as well as the turntable on the other side, have to be turned.

Kamikazecard

If a zombie runs towards a hunter and dies, he draws a zombiec card, because kamikaze gets payed off in this game.

Railways

Hunters get one shot to reload, while passing the red marked field in the middle of a railway. If the hunter steps on such a field, he gets three shots.

Gamevariant 2: One single or all railways can be turned while the game construction. If you turn all the railways, they build a diamond. Varying the railways often, leads to different game rythms.



The game offers full action, doesn't matter if two, three or eight players join in.



Blood.



Black humour.



And brainzzz.