



**Thank you for purchasing ZOMBIES!!! 8: Jailbreak. You might be asking yourself: "How did they think of this one?" Well, that is a fair question and if you think about it, the answer becomes clear.**

**Ask yourself, "where is the safest place to be when the zombies come to town?" We asked ourselves and came up with what we thought was the obvious answer, "Prison!" On the surface it makes all kinds of sense. It's isolated. The bad guys are already in cells. There is a large supply of food. What could be more clear?**

**But, what if one person in the jail became infected? That would change everything! Now, being isolated and closed becomes a real problem. Sure there is plenty of food and it is kept in convenient cells. Oh, and what if you started out in the Mental Ward...**

**Aside from the new setting, you will notice that we added rules for dodging the zombies instead of fighting them. After all, it is near impossible to fight while restrained in a straightjacket.**

**As always, feel free to use the dodge rules or not. It is your game and you can make it fun in any way you see fit. Since its inception Zombies!!! has been all about having fun. If you aren't having fun, you aren't doing it right!**

**Finally, as always, we would like to thank you, the fans. As you know, without you, none of this would be possible.**

**Thanks again,**

**Todd and Kerry Breitenstein  
Now to the good stuff!!!**

## Contents

16 Map Tiles  
32 Event Cards  
These Rules

## The New Stuff!!! (Or, the object of the game!)

This set can be played by itself (with the tokens from the base set) or as an addition to the base or any other set. When played by itself, the object of **Zombies!!! 8** is to get out of your straightjacket, and escape the prison. From there you are free to end the game or add any of the other sets.

## Game Setup

There are a couple of ways you can use this expansion.

### Setup when playing with **Zombies!!!**

#### **8 alone:**

- Remove the front entrance, Mental Ward and two four-way tiles. Shuffle the remaining tiles and preset the tiles, forming the jail as you wish. Keep in mind that the entrance must be placed on the opposite side as the Mental Ward. For a longer game, place them further apart. For a shorter game, place them closer together. Example: Place the tiles in a 2 x 6 formation, placing a four-way tile and the entrance at one end and a four-way tile and the Mental Ward at the other.
- Place zombies, heart tokens and life tokens as noted on the tiles. Do not place any zombies on the four-way tile off of the Mental Ward. Place zombies on the non-named tiles otherwise as usual.
- Shuffle the cards and deal 3 to each player.
- Each player places their pawn on the center square of the Mental Ward tile.

#### Setup when playing **Zombies!!! 8** with the base set:

- Place the tiles as noted above.
- Remove the Town Square tile and put back in the box. Remove a four-way tile and add it to the Entrance tile to the jail. Remove the Helipad tile and shuffle. Place the Helipad randomly in the middle of the tile stack.
- Tiles are not drawn for this set until at least one player has left the jail. Tiles are then drawn as usual, even by the players who have not left the jail.
- The objective when playing the base set with the jail is to exit the jail and make it to the Helipad first or collect 25 zombies.

Play continues as usual until someone achieves one of the winning conditions.

#### New Rule:

- **Dodge** - This set now adds the ability to dodge zombies. When encountering a zombie, roll as usual. On a roll of 3, you dodge the zombie and can continue to move (without collecting the zombie). A 4+ still kills the zombie, and you collect him as usual. If you are in a straightjacket, you dodge on a 3 or better (see rules



**All players start here!**

for the Jail expansion for details). When landing on a square with a zombie and you have no further movement, you still need to roll even though you are not moving on. At the beginning of your next turn, you will need to roll again to see if you still escape the grasp of the zombie that is on your square.

- Dodge can be used with any set if you wish.

### Game Play in the Jail:

- Each player starts in the Mental Ward and is considered to be in a straightjacket at the start of the game.

- At the beginning of your turn, before anything else, roll to see if you are out of the straightjacket.

On a roll of 6, you are considered out and will not have to roll for this again unless you die in the jail. (To help remember whether you are in a straightjacket or not, you can place a face down chit in front of you which can be discarded when free of the jacket).

- When encountering a zombie while in the straightjacket, roll a die as usual. On a roll of 3 or better, you are considered to have dodged the zombie and can continue to move. If your movement ends on the same square as a zombie, you still need to roll to see if you have dodged the zombie. On your next turn, you will need to roll to dodge again to start your movement.

- If a dodge roll is not successful, lose one heart and roll again. You may not move on until you have successfully dodged the zombie.

- When you die in the jail, you are sent back to the Mental Ward and find yourself in a straightjacket.

- If you are playing with the base set with the jail: If you successfully leave the jail and die, you will be sent back to the jail entrance (square closest to the base set) but are not considered to be in the straightjacket.

- To get out of jail, you must be in possession of a "Get Out Of Jail" card when on the middle square of the Entrance tile to be considered out of the jail. Once out of the jail, you can never be sent back.

Tiles:

- All cell doors are open on all tiles.
- Some tiles (I.e. Mess Hall and Execution Chamber) have locations on both sides of a straight hallway. Both sides are accessible.
- All squares on the Exercise Yard are accessible.



**"Get Out of Jail Free" card**



**Mess/Kitchen Tile - Both sides are accessible!**

## Cards:

- Event card play is as normal according to the Zombies!!! base set rules.
- Get Out of Jail: When this card is drawn, it is immediately placed in front of the player who drew it. At the end of their turn, it passes to the player on their right. This card is always passed at the end of the player's turn who currently possesses the card. It is always passed to the right.
  - If a player is no longer in the jail when receiving the Get Out of Jail card it is passed to the next player on the right.
  - If a player happens to draw a second Get Out of Jail card when in possession of one, it is immediately passed to the player to the left regardless of if they are in the jail or not. This player retains possession of the card until the end of their next turn at which time it passes to the right as normal.
  - Playing a Get Out Of Jail card is not considered as part of your one card per turn limit.
- You cannot use any weapons while you are in a straightjacket.
- You may not move out of the jail via card effect.

## Winning the Game:

Once a player reaches the middle square of the Jail Entrance tile when playing Zombies!!! 8 alone, they win the game. Once a player reaches the center square of the helipad or 25 zombie kills when playing with the base set, they win the game.

Game Concept and Design: Kerry Breitenstein and Todd A. Breitenstein

Card Art: Dave Aikins

Map Art: Kurt Miller

Additional Development: Jonathan Breitenstein

Layout and Design: Todd Breitenstein

Playtesters: The Usual Cast of Living Impaired...Thanks to everyone who helped bring the dead back to life... Again!

Twilight Creations, Inc. Cold Spring, KY 41076

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