

TWILIGHT CREATIONS PRESENTS HUMANS!!!

Object of the Game:

Be the first to collect the number of points as noted on your character card.

Game Components:

6 Player cards
10 zombies for each player card (60 zombies)
60 Humans
40 cards - event deck
40 cards - wound deck
40 cards - capture deck
36 No barricade chits
36 Dice tokens
2 d6 Dice
20 tiles
Rules

Players:

Lawyer Zombie
Cheerleader Zombie
Doctor Zombie
Wrestler Zombie
Miner Zombie
Musician Zombie

Character (Card) Attributes:

Movement - Total number of combined spaces your zombies may move.

Capture - You must meet or exceed this number to capture a human.

Infect - The number of infection cards you draw to attempt to infect a captured human.

Taking Wounds - The number of wound cards you draw after losing in combat.

Do Over - The number of re-roll tokens you start the game with.

"Special Ability" - Unique ability of your character. Generally may only be used once per game.

Setup:

- Each player is randomly dealt a zombie card and takes the ten zombies that match the card. Take a number of dice tokens according to the "Do Over" number on your zombie card.
- Place the "Town Square" tile in middle of table. Shuffle the remaining tiles and place them to the side face down.
- Each player places one pawn on the starting tile, middle square. In a 5-6 player game, at the beginning of your second turn automatically put another of your zombie pawns in play on "Town Square."
- Shuffle and deal 3 Event cards to each player.

Player Turn:

1. Draw and place a tile.

- If it is a **road tile**, place one human on that tile, center square (A). In a 5-6 player game, place two humans on each road tile. They should be placed one per square on any of the road squares.

- If it is a **named building tile**, place humans according to the "H" number on the building, one human per square (B). Place "Do Over" tokens according to the "D" number on the tiles. Place all humans and tokens in the building. Only one token can be on any one square.

2. Draw - Draw back up to 3 event cards if you have less.

3. Move - Move according to the movement number on your character card dividing the movement amongst any or all of the zombies you have in play as you wish. Example: 4 squares for one zombie and 1 square for another if your movement total is 5. You may not pass through a square with a human. You may share a square with another zombie.

- **Entering a building:** All buildings are considered barricaded. If you wish to enter a building, roll a die when on any square adjacent to the building (X). Keep in mind that you may enter a building even if there isn't an obvious door. If your roll meets or beats the barricade number on the building (the number after "B" on the tile) place a no barricade token on your square to indicate passage into the building.

- You may try to enter a building only once per turn per building.

- For each additional zombie (yours or another player's) on the square, subtract 1 from the total needed to enter the building (this happens regardless of if the other player "wants" to help or not).

- Once you remove a barricade, you may continue to move. You must be done with your movement for all your zombies before trying to capture any humans on your squares.

- Once you land on a square with a human, your movement must end for that zombie.

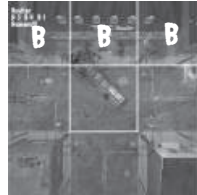
- You may always enter a building without rolling if there is a no barricade token already present in your current square.

- **When exiting a building:** You must exit through a square with a "no barricade" token that was previously placed. You may not try to break out of a building through another passage.

- You may pick up dice tokens when they are on a square that is not occupied by a human. If the token is accompanied by a Human, you may not



Generic Road Tile



Named Building Tile



Entering a Building



**"No Barricade"
Token**



"Do Over" Token

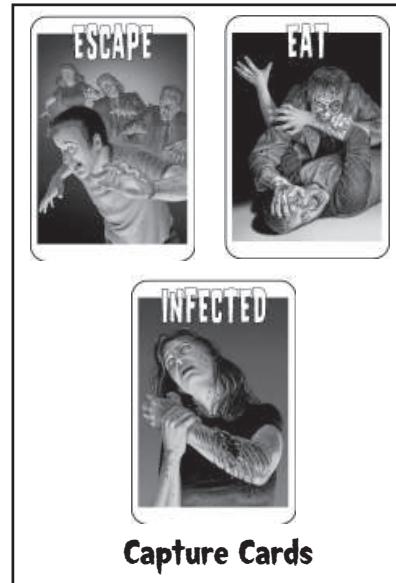
pick up the token until the human is moved, eaten or infected.

4. Capture/Combat - Players must try to capture any humans that occupy the same square as any of their zombies.

- Roll 1d6 to see if you catch the human. The target number is on your character card under "Capture." You need to meet or beat that number.

Capturing a Human - If you capture the human, the other players have the option to arm the human with a weapon card from their hand. If they do, combat takes place. This is the only way combat takes place.

- The person who played the weapon card, rolls a 1d6 adding any bonuses from the weapon card. If the die roll totals 4 or more, the zombie takes a wound.



- Draw a number of cards from the wound deck according to the number on your character card under "Taking wounds." If multiples of the same card are drawn the player must take one of those cards.

- If there aren't more than one of any one particular card, the active player gets to choose which one to take.

- If you meet or beat your capture target number and you do not take a wound from the Human, draw cards according to the infection number on your character card from the infection deck.
 - If an "Escape" card is drawn, roll a die and the player to your right moves the human that many squares away. **If two or more "Escape" cards are drawn, remove one from the game and continue on as if just one was drawn.**

B. If there are no "Escape" cards and if there are more "Eat" or "Infection" cards, the majority card takes effect. If there are equal numbers of "Eat" and "Infection" cards, the active player gets to choose which one takes effect.

- If the "Eat" card takes effect, remove the human from play and keep the eat card in front of you. That card is worth 1 point.

- If the "Infection" card takes effect, replace the human with one of your zombies, putting the human back in the human pool. Each of your zombies in play are worth 1 point.

Human Movement - If you **do not capture** the human, roll 1d6 and the player to your right moves the human that many squares away.

- All of this movement must be used if possible without backtracking.
- If you can't use all movement, move the Human the most squares possible.
- If the Human has no place to move (due to placement of the zombies, for example), the human is considered captured and automatically infected by the active player.

• Humans may not share squares with other humans and cannot be moved onto a square with a zombie. They may be moved into buildings ignoring barricades though.

5. Discard - At the end of the your turn, you may discard one card.

Playing Cards

• Only one event card (including weapons) may be played from your hand per round (from the beginning of your turn to the beginning of your next turn) when appropriate. The player to the left of the active player starts playing cards if multiple players want to play cards at the same time. When the card is resolved, going clockwise, other players are given the option to play a card.

• **Weapon Cards** - This is a react card. If you play a weapon card, it indicates what kind of weapon the human who was captured possesses. The player who plays the card rolls a 1d6 die for the human. If you hit (4 or better adding bonuses for the weapon), you have dealt a wound. The zombie player draws from the wound deck according to the "Taking Wounds" number on their card.

Taking Wounds

• When drawing from the wound deck, if two cards match, you must take one of those cards. If no cards match, you get to choose which card takes effect. When acquired, wound cards are placed, face up, in front of the player.

- When two wound cards in front of a player match, the zombie who participated in the last combat is removed from play and all wound cards are discarded.

- If you take a "Head Shot" card, the zombie in combat is removed from play immediately and all other wound cards are discarded.

- If forced to remove the only pawn you have on the board, place it back on "Town Square" and discard all wound cards.

Using Dice Tokens

• You start off the game with a number of dice tokens according to the "Do Over" number on the zombie character card. A player may discard a dice token to re-roll any one die roll.

- The number of pips on the dice token does not matter for the basic game.

- You may have any number of dice tokens at one time.

Additional rules:

• Only one human per square, but there may be multiple zombies on one square.

• Humans may move through squares with other humans but may not move

through squares with zombies or end their movement on a space with a zombie or human.

- When escaping, after the die-roll, you must move a Human the total number of squares if possible without backtracking.
- When using special abilities on the character cards, turn your card sideways to indicate that the ability has been used. The abilities are used only once per game unless otherwise stated.

Playing with Zombies!!!

Please note: The pawns for the players playing Zombies!!! will be referred to as "shotgun guys." The pawns for the players playing Humans!!! will be referred to as "player zombies."

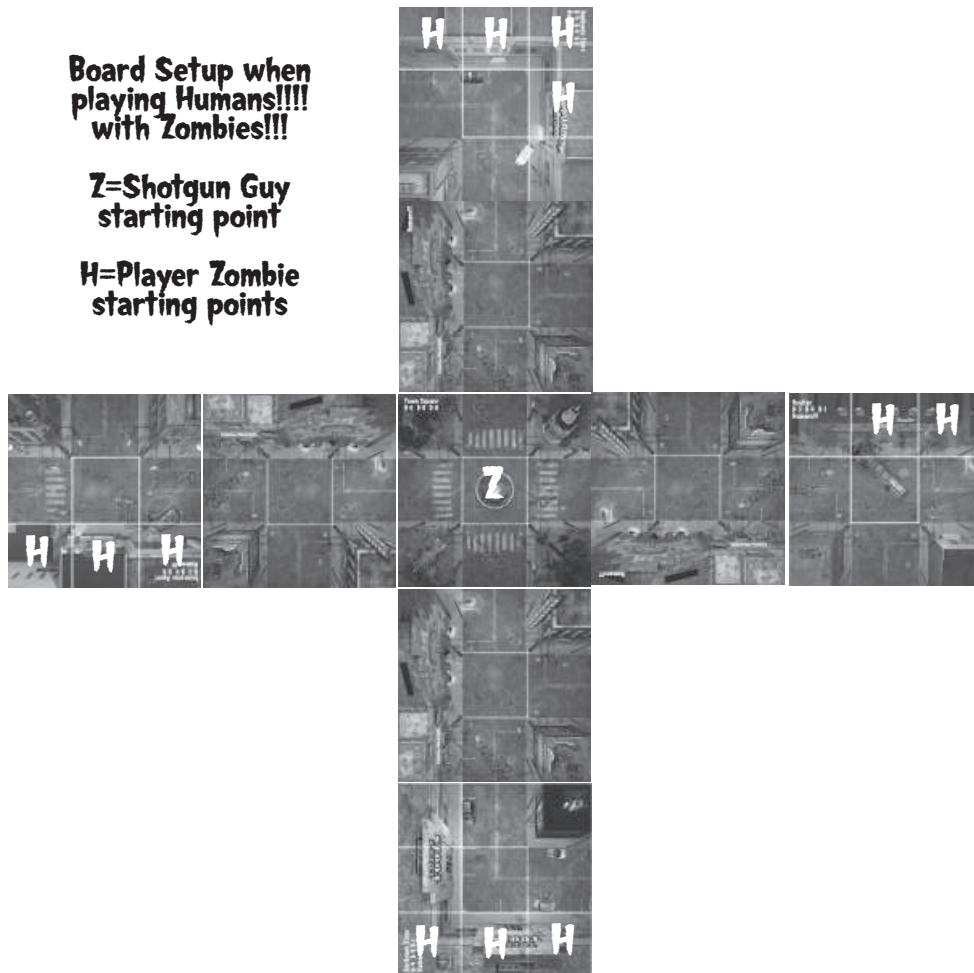
Setup:

- Place town square and four 3-way road tiles off of town square. (Take two from Zombies!!! and two from Humans!!!)

**Board Setup when
playing Humans!!!
with Zombies!!!**

**Z=Shotgun Guy
starting point**

**H=Player Zombie
starting points**



- Place one building off of each of the 3-way road tiles to form an "X" (Take two "T" or "L" named building tiles from each set.). No zombies or humans are placed on these tiles.
- Take the Town Square from the Humans!!! Tile stack and remove it from play. Also remove the following tiles from the Zombies!!! Tiles: "Police Station," "Florist Shop," "Drug Store," all straight road tiles and 2 L-shaped road tiles.
- Shuffle the tiles from Humans!!! and place them to the side. Shuffle and place the Zombies!!! tiles to the side. DO NOT COMBINE THE ZOMBIES!!! AND HUMANS!!! TILES.
- Place the Helipad on the bottom of the Zombies!!! tile stack.
- The shot gun guys start in town square. Zombie players start with two of their pawns in any one of the outermost building tiles.
- Players draw a combination of three event cards from either set. A mixture of cards is allowed.

Drawing tiles: Each player draws a tile per usual at the beginning of their turn. If it is a road tile, they decide whether to place humans or zombies on the tile as per usual placement rules. If it is a building tile, place zombies or humans as stated on the cards (along with chits as indicated). When the Helipad is drawn, it is placed by the player zombie with the most points. If the Helipad is drawn and cannot be placed, it is removed from the game. Subsequently, Zombies!!! players can only win by killing 25 zombies.

The game is played as usual with the following exceptions:

Drawing Cards: When drawing cards, you can draw from either deck, Humans!!! or Zombies!!! Discard the cards to the appropriate deck.

Using Cards: If a shotgun guy player draws a weapon card from the "Humans!!!" deck, they may use it one time during any combat. If played during non-zombie player combat, apply the noted bonus and then discard the card. It may be played on player zombies as usual. At no time are these cards to be played in front of the player. They must be played directly from their hand. It is then discarded once used. Other cards can target either type player as logically possible. Refer to the list of cards on the last page for specific restrictions.

Player Movement:

- The shotgun guys move 1d6 plus health when mixing Zombies!!! and Humans!!!
- The player zombies move as usual.
- Player zombies may share a square with any other zombies and shotgun guys may share a square with any other humans. But there may not be two nonplayer zombies or two nonplayer humans on the same square.
- Barricades do not stop the movement of the humans or shotgun guys.
- Player zombies may always enter a building if there are other non-player zombies present in the building.

Moving Humans and Zombies - When playing a zombie, the player to your right will move the human if an "Escape" card takes effect whether they are playing a shotgun guy or a zombie. At the end of each player's turn, roll 1d6 and move that many nonplayer zombies.

Player vs. Player Combat

- Players only attack when their pawn is moved onto another player's square (if they are of opposite "living" status, i.e. human versus zombie or vice versa).

- **If a shotgun guy attacks a zombie player:** If the roll is successful (4 or more), the player zombie draws from the wound deck as usual and the shotgun guy takes a zombie from the zombie pool, adding it to their collection. If the player zombie is killed (i.e. removed from play or respawned back at town square), the shotgun guy takes three zombies from the zombie pool instead of one.

If the attack is successful, the shotgun guy may continue to move. If the shotgun guy's attack roll is not successful, movement ends and the player zombie has the opportunity to attack on their turn.

If a shotgun guy enters a square with two zombies, they must fight both during the same turn.

- **If a player zombie attacks a shotgun guy:** Roll to capture as usual. If caught, pull from the infection deck. Outcome is determined as usual. If eaten or infected, the shotgun guy discards one life. If eaten, the shotgun guy is placed back at "Town Square" and the zombie player keeps the "Eat" card. If infected, the shotgun guy is placed back at "Town Square" but the zombie player places one of their zombie tokens on the square where combat took place. When the shotgun guy dies due to player zombie combat, they do not discard half of their zombies.

If they escape (either from a failed capture roll or an "Escape" card), they are moved 1d6 squares away. The player to the right of the active player (the one who initiated combat) decides where the shotgun guy moves.

When a player dies and is forced to respawn at "Town Square" do not place your pawn on the tile until the beginning of your turn.

All nonplayer zombies are killed with a roll of 4+. All player zombies take damage with a roll of 4+.

Winning Condition: The first player who reaches their objective for their game wins (shotgun guy to the helipad or 25 kills or player zombie getting appropriate number of points (as indicated by their card)).

Using Zombies!!! Cards:

When cards from opposite sets (if you are playing Humans!!!, and using a card from Zombies!!! or vice-versa) target "Humans" or "Zombies", player pawns are not affected.

1. "Alternate Food Source," "All The Marbles," "This Isn't So Bad" - Only affects the nonplayer zombies.
2. Cards that target movement can target any player pawns even if it says movement roll. It will apply to the movement of the player zombies even though they do not roll. However, "Brain Cramp" can only be used to move shotgun guys.
3. "I Don't Think They're Dead," "Much Needed Rest" and "The Keys are Still In It" can only target shotgun guys.
4. Grenade and Dynamite- Automatically causes one damage draw to player zombies (must draw from wound deck as usual).
5. When placing zombies with card effects, keep in mind that it may be to the player zombie's advantage to place them close to their pawns in order to trap humans.
5. If you want to use Zombies!!! Expansions with Humans!!!, please check the website for rules and card clarifications.
6. If there are disagreements regarding the use of cards when mixing the sets, the **oldest player makes the decision**. As always, feel free to contact us with questions.
7. Please check the website often for scenarios and alternate rules.

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