



TWILIGHT CREATIONS PRESENTS **ZOMBIES!!! 11** Death Inc.®

Remember when you just THOUGHT everyone you work with was a...ZOMBIE!

Well, as it turns out, you were right.

The CEO is now the ZEO. Your coworkers now moan in addition to the aimless shambling. Suddenly, the receptionist is very interested in you. And the lunch room... Let's just say, you don't want what everyone else is having!

Zombies!!! 11: Death Inc. simulates what would happen if you went to work one day and discovered that all your coworkers really were zombies! Of course, you being the "brown-noser" that you are, you decide that rescuing the surviving board members just might help your career. Unfortunately, you aren't the only one with this idea.

Contents

26 Map Tiles
30 Card Event Deck
8 "Pulling Strings" Cards
6 Plastic Shotgun Guys (pawns)
Red Heart Tokens (Also called "Life Tokens.")
Black Bullet Tokens
2 Dice
8 Director Tokens
1 Zombie CEO (ZCEO) Token
Instructions
100 Plastic "Office Worker" Zombie Figures!!!

Object of the Game

The CEO of your company has become a zombie! This is your chance to shine! Save the members of your company's Board of Directors. Allow the Board to convene a final meeting, securing their support in the upcoming vote for the new CEO.

Changes From The Previous Zombies Games

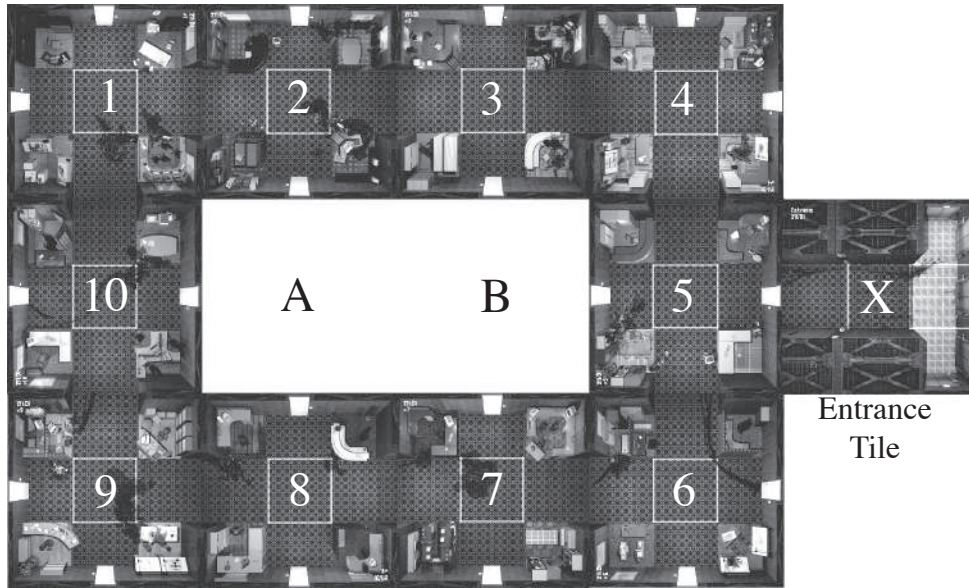
If you have never played Zombies!!! before, you may skip this section. If you are a longtime Zombies!!! Fan, this part is for you.

- In Zombies!!! 11, you will be fighting zombie office workers (ZOW). Even though this set can be used with the other expansions, only zombie office workers are used in this set. Unless otherwise specified, these rules will refer to zombie office workers or ZOW as just "zombies."
- There are no special rules for the zombie office workers. (Although, if they moved slower, that would be appropriate!)
- The winning condition for Zombies!!! 11 is vastly different and explained in detail later in the rules.
- The initial "board" in Zombies!!! 11 is preset. This is also explained later.
- Player movement is "sped up" for this set. Players may add their movement die roll to the current number of health tokens they have and move that many spaces.



Game Setup:

- Split the event cards & “Pulling Strings” cards into separate piles.
- Place the “Director” and ZCEO tokens to the side.
- Separate all hallway tiles and arrange them in a connected loop. (4 tiles vertical on each side with 1 T-tile connecting each side. These tiles are numbered. See the illustration below.)
- Place one zombie on the middle square of each of these tiles.
- Separate the Entrance tile and place it on one far end of the loop. (See illustration.)
- Place all player tokens at the center of the entrance tile. (See illustration—X.)
- Shuffle the rest of the tile deck and place it face down on the table.
- Randomly choose a player to go first.



Initial Board Set-up

Turn Sequence Overview

During a turn, you must perform the following steps in exact order:

1. Combat any zombies on your current space.
2. Draw a tile from the map deck pile. (See “Tiles” below.)
3. Attach the map tile to any legal space on the current map. (See “Tiles” below.)
4. Draw back up to 3 event cards, if you have less than 3.
5. Roll a six-sided die and add the result to the number of life tokens you currently have. This sum is your movement roll.
6. Move up to the number of spaces indicated by the movement roll.
7. Combat any zombies you encounter during your movement.
7. Roll a six-sided die and move a number of zombies equal to that number.
8. You may discard one event card from your hand.

After deciding to discard an event card or not, the turn is over and play proceeds clockwise around the table.

Placing Map Tiles

- Every turn, the current player places 1 map tile into the office. It is connected to the hallway. All rooms (non-hallway tiles) can only be entered by using the door to that room. Players may place tiles in the open center spaces between the 2 hallways. (See illustration above — A & B.) The center rooms can only be accessed by using the door on that room tile.
- When placing a tile, connect it to the hallway by the door.
- Roll both Zombies!!! dice. The number shown on the red die is the number of zombies you





place in the office. The number shown on the blue die is the # of life/bullet tokens you are allowed to place in that room (*it's up to the player which type of tokens they place*).

- There are 2 types of room tiles: Director's offices & Everything Else.

— When placing a Director's office, take a Director token from the pile and place it on the desk (far center of tile).

— **Special Case:** When the CEO's office comes up. Place the Zombie CEO at the center of the tile and place additional zombies and tokens as normal.

Combat Rules

- Any time you begin your turn on the same space as a zombie or land on a space with a zombie, combat takes place.
- Combat is resolved by rolling a six-sided die. You need a 4, 5 or 6 to kill a zombie.
- If your roll is unsuccessful (lower than 4), you may add bullet tokens to raise it to the target number at a 1 to 1 ratio.
- If you do not have enough bullet tokens to raise your roll or you choose not to, you must discard a heart token.
- Combat must continue until you defeat the zombie or run out of heart tokens. You may never leave combat with a zombie without a card effect.
- When you run out of heart tokens, movement stops and your pawn is removed from the board. It will be placed on the middle square of the Entrance tile at the beginning of your next turn. Discard half of your zombies (rounding up) and all weapon/item cards played in front of you. The rest of your turn continues on as normal.
- Whenever you die, start your next turn with 3 bullet, 3 heart tokens.

Event Card Rules

- Event cards may be played at any time.
- You may only play one event card per round. This means from the beginning of your turn to the beginning of your next turn.
- Unless otherwise stated, the item cards may be played when in any of the "named" locations.
- You may never have anymore than 3 event cards in your hand at the end of your turn.
- You may discard one card at the end of your turn. Discarding signals the end of the turn and no further actions may be taken.
- When an event card violates the normal rules of the game, the card supersedes the rules.
- If the event deck runs out of cards, shuffle the discard pile to form a new draw deck.

Directors

- As stated earlier, your goal is to rescue the Directors and escort them back to the building entrance (center square of the Entrance tile).
- By entering the space of an unclaimed Director, they come into your party and **your movement ends for that turn**.
- Place the director token in front of you. They are currently considered "claimed".
- During your turn, if you roll a one in combat, you lose the director. Place the director token at the desk of the nearest Director's office that does not already have a Director.
- If a Director is removed from the game, his vote is lost from the game.
- If you die, you respawn at the building entrance (*minus 1/2 your Z's*), and the Director token(s) that is claimed but not rescued is placed in the nearest Director's office not occupied by a Director.
- If you successfully get a Director to the center of the elevator tile, they are considered rescued. Draw a card from the "Pulling Strings" pile and place the director token on top of it to indicate it has been rescued. Your movement is over for this turn once you reach the center square of the Elevator tile to rescue a director.

"Pulling Strings" Cards

- This is a special favor you get from a rescued Director (*in addition to their support in the final vote*). This card is special and pretty powerful.
- It does not count towards your hand size and can be played once, at any time. Playing the card does not count for the "one card played per round" rule.
- Do not reveal this card until you are playing it.



The Zombie CEO (ZCEO)

- The ZCEO will not move from his desk (*for ANY reason*) though regular zombies can come and go as needed.
- The ZCEO requires a roll of 9 to kill.
- If the ZCEO hits you, lose 3 hearts.
- The buck stops here. Do not mess with the ZCEO.

The Final Vote:

- When all Directors have been rescued or have died, the game is over and the Board meeting can begin to elect a new CEO.
- Every rescued Director is worth 1 vote for the new CEO.
- For every ten zombies you kill, you get an additional vote. Example: If you have 28 zombies, you will get 2 additional votes.
- If any player has killed the Zombie CEO, he gets 1 extra vote.
- In the event of a tie, the players with the highest votes fight to the death. Roll opposing combat checks, modify with bullet/hearts as normal. Highest roll wins. Players cannot spend their last heart to re-roll the die.

Playing with the Base set (you will need a big table):

If you wish to play this expansion with the base set, follow normal setup and play instructions for Zombies 11 except as mentioned below. Shuffle the cards and tiles (including the Helipad) from the base set and place to the side.

Each player must rescue one director before they can exit the building and try to get to the Helipad in the base set. Once a player leaves the office building (get to the middle square of the elevator squares with their director), place a four-way tile. **Tiles from the base set will be drawn and placed only as needed (when exiting an existing tile).**

Movement is your die roll plus your life tokens. All other rules are the same as in the base set.

If and when you die in the city (after exiting the office building), you will respawn back at the four-way tile that was placed adjacent to the office building.

Once you are in the city (out of the office building), draw tiles and cards from the base set.

The game ends once a player reaches the center square of the Helipad.

Additional Rules

- Players may move from one space to another by crossing a white line or going through a door.
- Once the bullet and heart tokens are placed on the board, they may never be moved.
- Each space may contain a zombie and a heart or bullet token - never all 3.
- You may not have more than 5 heart tokens (two half heart tokens equal one heart token).
- You may have as many bullet tokens as you can collect.
- Each player may have only one copy of each card in play (weapons and/or items).
- Items and weapons are considered any card that is currently played in front of any player
- There CAN be a director, a zombie, and a bullet/heart token on the same space.

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