

- The “Top Secret Lab”: When this tile is played, place the glow-in-the-dark zombies on the lab spaces according to the original rules. The zombies are “Government Enhanced” and require a roll of a 5 or 6 to be put down. They can also be moved 2 spaces instead of the normal 1 during the zombie movement phase. The enhanced zombies may not move through a space containing another zombie.

- The “Motor Pool”: When a player moves past the gates marked on the tile, they may acquire a jeep. This allows a player to double their movement roll as long as they remain on a road space. When a player starts on a road space but moves into a building, they may continue to use the doubled movement for the remainder of the turn. If a player dies, or a building is entered, the player loses the jeep but may return to the motor pool to get another. Additionally, the motor pool counts as an interior space, even though it appears to be outside. So no, you may not use the mine field event on it.

Additionally, you may use a jeep to kill a zombie. The target number is still a 4,5 or 6 though.

Frequently Asked Questions or Rules We Forgot in the Original Game

- Unless a card says otherwise, you may not use bullets or hearts to modify anything but combat rolls.
- When “Alternate Food Source” is played you MAY NOT kill the zombies anyway.
- There are three doors on the “Firehouse” tile.
- The player who plays “Butter Fingers” gets to decide which weapon/item is discarded.
- You may only have one copy of each weapon in play at a time.
- No, you can’t place or move zombies into unnamed buildings.
- No, you can’t kill other players.

For a complete list of Frequently Asked Questions please visit our web site:
www.twilightcreationsinc.com

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Playtesters: The Usual Cast of Zombies!

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SECOND EDITION

ZOMBIES!!! 2

ZOMBIE CORPS(E)

A Walk in the Park

By Keary Birch

Blam.

I am getting tired now! It seems like it’s been hours, but it can’t have been. Life was not always like this. Yesterday... was it only yesterday? It was different. Calmer for a start. Less.... less.... what is the word? Oh yes... less final.

Blam.

It was also less bloody. There was more sunshine, for a start. And there was a lot less tiredness. Life did not depend quite so much on a repeating shotgun.

Blam.

Kind of obvious really. There were also a lot fewer teeth in the world, except in toothpaste adverts. But those teeth were less sharp and less green.

Blam.

There does seem to be a lot more green in the world today. And not a wholesome green either. Not grass green. Not tree green. Not even military green. No, today’s green, is kind of unhealthy. It brings to mind other words. Words like putrescence. Words like rigor mortis, although I suppose that would be blue, or maybe at best a bluey green. Yellow is big today too. Eyes are yellow today; so are fingernails or claws.

Blam.

Okay, stop for a minute and take a breather. A couple of deep breaths; that’s it. And off we go again. Step, step, step. It can’t be far now. No, stop that. If you think about how far it is to the gate or the fence then you won’t keep going. Where were we? Oh, yes... yellow.

Blam.

That was too close! Readjust the Captain. Move him to the right shoulder, pass the shotgun to the left hand, take a deep breath. A change is as good as a rest as they say. Hah! What do they know? Very few of them have ever had to do this. And I, I am trained for this. Yeah, right. Its in the manual, isn’t it? Chapter 103, Section 3, Sub-section 35, Paragraph 42a. When attacked by the walking dead, when your buddies bodies get up to bite you, when the chain of command is not just broken but in tatters, here’s what you do. Stick your head between your.....

Blam.

Stop it. Stop it. You can’t let go now. You can’t just give up and join up to the other side. It ain’t the way. Damn it, I just won’t, okay.....okay? Step, step. Two more yards gone, the main gates just on the other side of the mess hall. So, First the mess hall, then the gate. We are going to make it, we are, we.....

Blam.

Okay. Readjust the Captain to the left shoulder and pass the shotgun to the right hand. Damn. Crouch down. Grab his right arm and get him into a sitting position. Put

my shoulder under his ribcage and stand up. Okay. On the move again. Round the corner and...

Blam. Blam.

Hey, that's not fair, working as a pair. But those two were close, real buddy like, yesterday. Not anymore. Never liked them anyway. Right into the mess hall. Nothing here, thank..... So, through we go, into the kitchen and out the other side. What was that? The Captain must be waking up, he stirred. Pain in my arm. He bit me!

Blam. Blam. Blam. Blam. Blam.

Stay dead, you son of a I carried you half way across the blasted, bloody, infected camp. And that's how you repay me.

Blam.

Right. Now I can move faster. Breathe. Well less of a stagger really. Out the kitchen door and then two hundred yards and the gate. Ready. Kick and run.

That's what I need to do. Kick and run.

Okay. Get up first. Roll over onto your front. Onto your knees and hands. Keep hold of the shotgun. Reach up with your left hand and get hold of the table. Now pull. Standing again, that's good. Fall towards the door.

Okay and..... kick... kick and through.

Blam.

Here we are. I can see the gate. Holy....

Okay there's only about five of them. About ain't good enough. Check, Corporal, check. One, two, three, four, five, six.

Here we go, move. Step, step, step. Wait until they are at least close enough to hit. Adjust the distance for blood loss and tiredness. Wait.

Here comes the first....

Blam.

That's one. Next slightly to the right. Keep going.

Blam.

That's two. Angle right and these two are working together so.....

Blam, blam.

Fifty yards left. And.....

Thank you for purchasing ZOMBIES!!! 2:Zombie Corps(e). This game is dedicated to zombie fans throughout the world who help keep the undead alive.

While we're at it, we would like to invite you to visit our website at www.twilightcreationsinc.com and check out our other games. If you like this one, you'll love our other stuff. The site also has the current FAQ, rules updates and alternates, as well as lots of free stuff. Stop by and let us know what you think.

Now to the good stuff!

Contents

15 Map Tiles

30 Event Cards

6 Glow-in-the-dark Zombies

More Heart tokens

These rules

The Changed Stuff

Some players have expressed concerns over the end of the game being too long. Well, we have several solutions (and there are lots more on the web site). • After initially shuffling the tiles, place the "Helipad" tile randomly in the bottom

half of the stack.

- Feel free to roll two dice for movement instead of one.

- Once the Helipad is placed, no one draws any additional event cards.

There, that should speed things up sufficiently. Also, we think you will find that the new event cards and the additional "Helipad" in this set speed things up as well. Feel free to use any or all of these suggestions and tweak the game as you see fit. After all, you bought it...

Another concern has been the identification of the doors to named buildings. To make things easier you may now access any named building from an adjacent street space.

Finally, not really a change, but a clarification. You will notice that some of the named buildings in this set do not fill the whole marked area. Just to be clear, if a building is partially in a square, that square is still part of the building.

The New Stuff

Now, on to the heart of the matter. Incorporating, Zombie Corps(e) into the main game is simple.

- Shuffle the new event cards with the old ones. Feel free to use them all or remove the ones that you don't like.

- Do not shuffle the new tiles and the originals together. (Unless you really want to.) Take the new tile called "Front Gate" and shuffle it with the original tiles. Alternately, you may randomly place it in the top half of the original stack of tiles.

- Take one "straight" road tile and one "crossroads" tile and place them to the side. Shuffle the rest of the Zombie Corps(e) tiles (including the "Helipad") and place them next to the original tiles. (Can anyone see where this is going?)

Game Play

The game is played normally until someone draws the front gate tile. When this tile is drawn and played, immediately connect the straight road and crossroads tiles you set aside earlier to it. (After all, we wouldn't want the secret military base so close to the city would we...) Place Zombies on these tiles according to the original rules. This should be the only access point to the military base. It cannot connect elsewhere.

Here's where things get a little dicey, so pay attention. From this point in the game forward, players may place tiles from either stack. But, Zombies!!! 2 (Z2C) tiles must be attached to the military base section. This includes the military base "Helipad". Also, once a stack is exhausted, players must play from the other stack.

Additionally, event cards that specifically say they may be played on the town may only be played on players/tiles in the town section of the board.

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

There are a couple of special tiles in the new set. They are marked with an asterix (*) by the title.