Zombie Mall
Rulebook

Zombie Mall Basic rules
Print And Play Edition

A Horror Survival Boardgame
Includes "A Call For Help" Scenario

Zombie Mall

TABLE OF CONTENTS

Overview

Zombie Mall is a survival game for 1-6 players set in a local shopping mall. In the basic included scenario, players are locked inside of the mall and searching for keys to unlock a door and a radio that will allow them to call for help and be rescued.

A normal game with 2-4 players will take 1-2 hours after setup once players are familiar with the rules. Generally the 1 hour game is when things go horribly wrong. On average, each additional player will add 30 minutes to the total playing time.

Zombie Mall can be played as a cooperative game, with all players working together toward the end goal of being rescued. Zombie Mall may also be played where it's every man for himself (sometimes you have to sacrifice a friend to keep from becoming zombie food).

While searching the mall, players will come across **Loot** (random items & events) and will find **Objectives** (hopefully one of those keys that will unlock something important, but possibly something not helpful – such as a swarm of hiding zombies).

That mall map is constructed from **Map Tiles** which may be configured differently each time you play Zombie Mall. Sample layouts are shown in **Sample Tile Layouts**. The size of your mall directly affects the difficulty, as larger malls will take longer to search and increase the odds of running into hordes of hungry zombies.

One thing that makes Zombie Mall different from many other games in the zombie genre is that players aren't forced to constantly scrounge for weapons. Basic combat takes into account that players are grabbing whatever is handy and using everything possible as a weapon. In addition, the players are not treated as ninja trained since childhood, so those randomly grabbed items are more than likely thrown or lodged into a zombie when used. There are weapons to be found, but the odds are good that a given weapon won't be durable for more than a couple of uses.

The basic game includes:

> - **Quick Reference** – Look over this 4 page summary of the game first. This will help steer you toward rules sections you may want to look over in more detail.
> - **Basic Rule Book** – Endless pages of detail of how to play.
> - **Walkthru / Tutoria**l – 8 turns of a 2-player game to help show some game mechanics.
> - **Loot & Objective Cards** – 162 cards of Survivors, Items, Events, and Objectives.
> - **Tokens** – 5 printable pages of markers for everything a player needs to track in a game.
> - **Map Tiles** – 47 6"x6" tiles used to make your mall.
> - **Player Stat Cards** – 6 color coded cards for player to keep track of kills, how often they've been bitten, and Victory Points.

The only items not provided for play are:
> - **4-sided die (D4)** – Only used when another player is close enough to limit the number of zombies spawning.
> - **6-sided die (D6)** – Used for determining the number of zombies that will normally spawn.
> - **10-sided die (D10)** – Used for movement and combat. A die numbered 0-9 is preferred.

As part of the early development of Zombie Mall was as a variant of Twilight Creations© Zombies!!!, the map tiles are sized so that player and zombie figures from the Zombies!!! game series may be used in place of the player and zombie counters provided. If you don't have Zombies!!!, look for a Twilight Creations© Bag O' Zombies at your local game store. Hordes of 3D zombies milling about the mall gives more of a sense of tension when trying to escape. Plus those little zombies are just cool.

Rule #1 in Zombie Mall is **To Have Fun**. The game will have moments of frustration, and that's be design (damn those zombies!). The game is meant to be played as if you were caught in a zombie movie, not a master's class in tactics.

It's not required to moan "Hhhhmmmmm" when moving zombies. That's an optional rule.

You thought it was going to be just another mundane trip to the mall, and it was up until you got out of your car in the parking lot. You thought the lot was full of other shoppers going to and from the mall, right up until one of them tried to bite your face off. You really need to pay better attention to your surroundings. If it wasn't for Phil, the Mall Cop that miraculously showed up to save you, there's no telling what condition you would be in.

"Are you ok?" asked Phil in a rushed tone. You nodded, in a bit of shock after seeing Phil decapitate someone with what looked like a snow shovel. Why would he cut somebody's head off with a shovel? That's a bit extreme for a Mall Cop

"Keys, your car keys. We need to get away" again rushed Phil. You check your pockets, but you have no car keys. You just got out of the car, what would you have no keys? Oh, when you were attacked (by the guy with no head, thanks to the snow shovel and Phil) you still had the keys in your hand. Now they weren't in your hand. Why not? Where did they go?

"Ok, there's no time to find them. Just come with me and I'll explain" said Phil as he grabbed at your arm and you both started to run toward the mall entrance. Phil was swinging the shovel at other people, but the people didn't look right. They were stiff and moaning, and all of them seemed to be coming right at you and Phil.

"You're probably in shock, but that's ok." *Whack* went the shovel against somebody too close, knocking them out of the way. "We don't know what happened, or how, but these things, these people..." *Whack* "... they aren't human, at least not anymore. They're like zombies or something, they just won't stay down unless you..." *Whack* "... kill the brain. No no, don't slow down, keep up."

Zombies, yeah, right.

"I know what you're thinking: Zombies, yeah right, but that's the closest description I can give. And these things are everywhere. There's a chance we can get away though. In the security office in the mall is an emergency radio. We can use it to call for help from the National Guard, the Army, just whoever's listening. Me and the other security guards managed to lock down the mall before things got too bad, but we didn't know how bad it was going to get or we would have already called."

The two of you reach the mall entrance. The doors are locked, and Phil gets out his keys and starts to unlock the door. "There's 2 keys we need. One to unlock the security office door, and another to unlock the cabinet with the radio."

Phil has a ring of keys but not the 2 most important ones? "I know. All these keys but nothing important. It's why I can't find the right one to unlock the door. But listen, I heard the other guards being attacked on my walkie-talkie and they had the keys. From the sound of it they were near a cash register, so those keys are inside the mall. We can't get out through the parking lot, there's too many of them."

Finally Phil unlocked the door! As you rush through the door, Phil tells you "The only way out is to get to the radio and call for help." Anything else is cut off as Phil screams. You watch as a zombie chomps down on his neck. In a rush of fear and surprise you pull the door shut and hear the lock click shut. The zombie outside can't get through the door. You see Phil convulse, and suddenly the want for blood is in his eyes as he sees you.

Radio. You've got to get to the radio...

ARE **YOU** READY FOR A **ZOMBIE ATTACK**

GOAL OF THE GAME

Escaping alive is the goal of Zombie Mall. If having one person "win" is more your style, you can accumulate Victory Points along the way to your escape. You can play cooperatively or against one another, and just because you escape does not guarantee you get the most Victory Points.

TYPING CONVENTIONS

When reading these rules:

- ➤ **Bold Text** refers to a rules topic heading (such as 1D10 below) where you may find more details.

- ➤ **Bold-Italic Text** refers to items found in the Glossary, which will contain a short description but not a detailed rules explanation.

- ➤ <u>Underlined Text</u> is important, and something that will probably be overlooked the first time you play.

1D10

Zombie Mall requires a 10-sided die numbered 0-10. The most important thing to remember in Zombie Mall is that when rolling the D10, a roll of "0" is equal to "0", not "10". You may see this repeated a couple of times in the rules. It's important. If you only have a die that's numbered 1-10, the "10" should be treated as "0". The game will be easier if you can find a 0-9 numbered die.

Map Tiles – 6" x 6" : Actual number of tiles needed will be dependent on scenario and difficulty played.

Loot Card Deck	Objective Card Deck
Player Tokens (1 per player)	Player Bitten Tokens (1 per player)
Player Stat Card (1 per player)	Zombie Tokens (Lots)

Tokens

Bandage	Adrenaline	Loot
Victory Point	Zombie Kill	Objective
Bite	(Dropped) Loot Pile	

Must Supply Your Own

D4	D6	D10

For "A Call For Help" Scenario

Door	Numbered Door Lock	Numbered Radio Lock

GAME SETUP

Each player receives a Stat Card to keep track of Bandage, Adrenaline, Victory Points, Times Bitten, and number of Zombies Killed. Each player starts with 5 Adrenaline and 5 Bandage tokens. Each player also receives a Player Token to move around on the map.

If the scenario has specific map tiles to use, follow those instructions. If not, make your own mall!

Players place their Player Token as specified by the scenario. If no specific starting point is named, players select any space along the outer wall of the Main Mall Entrance.

MAP TILES AND ASSEMBLING THE MALL

Zombie Mall comes with printable 6"x6" map tiles which fit together to make a different mall each time you play. Tiles may be printed and mounted on heavy cardstock or foam board for better.

Just slide the Map Tiles together.

Use Exit Tiles to close openings.

Most scenarios will have a specific layout of map tiles to match, or have certain required tiles to be included in your custom layout.

Tiles generally contain a store and a walkway. A 2" wide mall walkway is the standard size when matching tiles. You'll notice some tiles are specially made for corner stores.

Additional mall exits may be added with Exit Tokens or tiles, which can provide additional escape routes or dead ends if forever locked. Although a "normal" walkway is assumed to be 2 spaces wide, your layout may be wider or narrower.

Tiles are labeled on the upper left corner (on a wall section if available) on the tile for ease of identification.
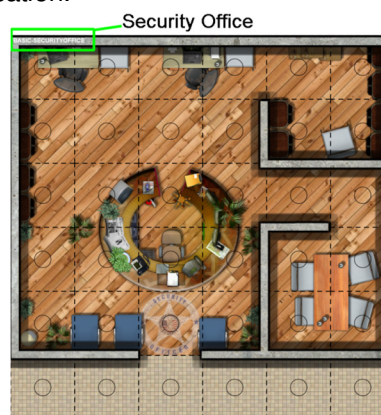
Security Office

Some Specialty Tiles required by scenarios may have specific locations within the layout to be placed or require some type of modification (such as placing a locked door token on the entrance of the Security Office). The Specialty Tiles included in this base set are:
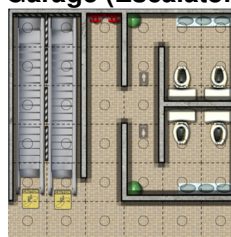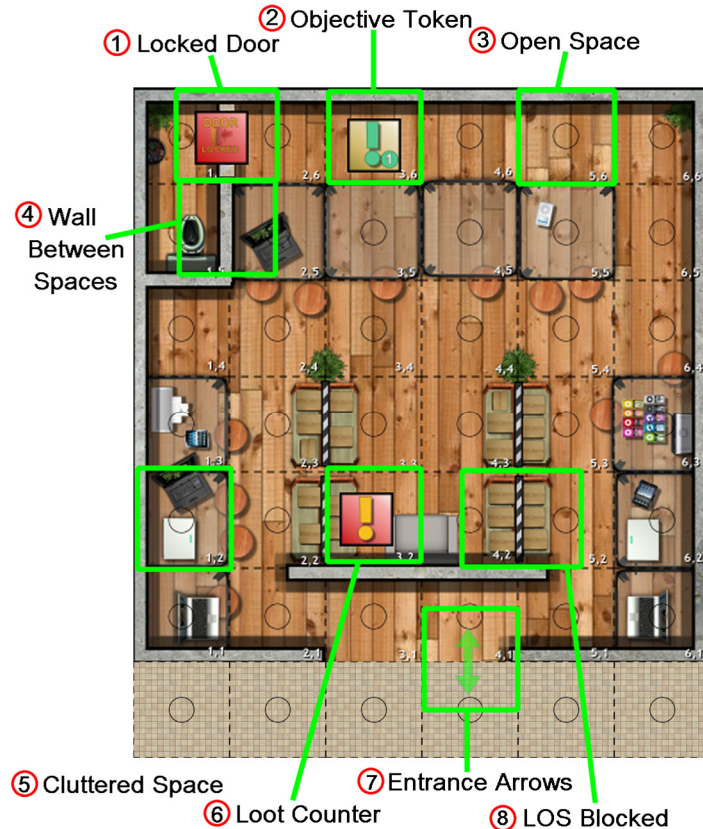
Security Office   **Mall Entrance**   **Exit to Parking Garage (Escalator)**

TILE SPACES LEGEND

1. Locked Door: movement blocked.

2. Objective Token: Costs 2 Movement Points to enter regardless of actual type of space.

3. Open Space: only the floor is visible in the center circle in the space. Costs 1 Movement Point to enter.

4. Wall between spaces: movement blocked

5. Cluttered Space: something besides the floor appears in the center circle on the space. Costs 2 Movement Points to enter.

6. Loot Counter: Costs 2 Movement Points to enter regardless of actual type of space.

7. Entrance Arrows: On some map tile sets, the entrances will be marked by *green arrows*, this does not affect movement.

8. LOS Blocked between spaces: movement blocked

In keeping with Rule #1 (Having Fun), use your judgment when determining what category a space falls into. If part of a plant is in the center circle, it's not mandatory for that space to count as a cluttered space. The key is to remain consistent when determining the category of the space. If a player walks through the space with the plant and it's decided that is now an Open Space, it's also an Open Space when a zombie comes along.

Remember that the Movement Point cost is the number of MP to move *into* that space. In the example to the right, spaces **4,6** & **4,4** are Open Spaces while space **4,5** is a Cluttered Space.

Moving from **4,6** to **4,5** will cost 2 Movement Point (space **4,5** is Cluttered).

Moving from **4,5** to **4,4** will cost 1 Movement Points (space **4,4** is Open).

Examples of movement and how spaces affect combat can be seen in the **Walkthru/Tutorial**.

A Stat Card is not required, but will help while learning the rules of Zombie Mall. Each player can use the card to keep track of tokens and reference the frequently used rules in the lower right corner. Stats highlighted in yellow are the default values for the base game (rules for modifying your starting stat values will be published in a later expansion).

The Stat Card will help track:

Move: Die roll to move your character (default of 1D10+1), which determines the maximum number of **Movement Points (MP)** available during this turn. When moving, it costs 1 MP to move into an **open space**. An open space on the map will have no objects in the center circle printed in the space. If there is an object in the center of the space (for example, a countertop) that space is **cluttered** and costs 2 Movement Points to move into the space. See **Map Legend** for more details of types of map spaces and movement.

A Player is not required to use all MP during a turn. Any MP remaining at the end of the player's turn are lost.

Bandage: Maximum number of **Bandage Tokens** a player may have. Bandages may be used to negate some effects of losing combat (see **Modifying Combat: Bandages**).

Adrenaline: Maximum number of **Adrenaline Tokens** a player may have. Adrenaline may be used to move 1 bonus space (see **Player Movement**) or escape zombies (see **Modifying Combat: Adrenaline**).

Times Bitten: When losing combat (see **Combat** for more details), you receive 1 **Bite Token** and are removed from play as zombies pull and tug at you . On the following turn you will find out if you escape the zombie clutches or if they sank their teeth in deep enough to kill (see **So You've Been Bitten**). You will also be bitten if using Adrenaline when adjacent to a zombie (see **Modifying Combat: Adrenaline** for more details).

Zombies Killed: When winning combat, the player receives 1 **Zombie Kill Token** for each zombie killed.

Victory Points: Certain actions will garner **Victory Point Tokens**. Depending on the scenario played, Victory Points may be traded in under certain conditions. Your Victory Points may never fall below 0.

BANDAGE TOKENS

A Player may only have as many **Bandage Tokens** as their maximum Bandages allows (some Loot Cards may override this). Any extra Bandage Tokens gained above the maximum are lost. See **Modifying Combat: Bandages** for how to use Bandage Tokens

ADRENALINE TOKENS

A Player may only have as many **Adrenaline Tokens** as their maximum Adrenaline allows (some Loot Cards may override this). Any extra Adrenaline Tokens gained above the maximum are lost. See **Modifying Combat: Adrenaline** and **Player Movement: Adrenaline (bonus move of 1 space)** for how to use Adrenaline Tokens.

LOOT TOKENS

Loot Tokens are placed on the map during setup to designate a pile of stuff which can be searched, hopefully for something important. Most piles contain random stuff (draw the top Loot Card from the Loot Card deck).

A space with a Loot Token 🔸 always requires 2 Movement Points to enter and will block zombie movement.

When placing Loot Tokens in the mall, unless otherwise specified by the scenario tokens may only be placed inside stores and may not be places on spaces next to the store entrance. For Food Court tiles, tokens may be placed in the restraint area (from the wall to the counter, including the counter). Food Court tables are not valid for token placement.

Loot Tokens *may* be placed on specialty tiles that are not designated as an entrance or exit (contain "entrance" or "exit" in the tile name).

See **Getting Loot** for details on looting a space containing a Loot Token.

OBJECTIVE TOKENS

Objective Tokens are a special case of Loot Tokens. A numbered Objective Token on the map will match a numbered Objective Token on top of a face-down Objective Card which is set up at the beginning of play. A player will loot that specific numbered Objective Card when looting the matching space.

All other rules for Loot Tokens apply to Objective Tokens (initial token placement, MP cost for entering space, etc).

Objective Tokens give players specific targets to approach for scenario objectives. Usually there is a 50/50 chance if finding a needed scenario item, although the bad events that can be drawn are really (and we mean really) bad. To raise the difficulty of a game, omit the Objective Tokens and rely only on determination and luck to wade through the random Loot Tokens to gather the needed items to finish the selected scenario.

Card Type   **Must be played immediately**

EVENT   **PLAY NOW**

THAT'S NOT A PILE OF LOOT

— **Card Name**

Event

The loot pile you're searching is really a pile of 1d4 zombies that are spawning in the same space as you!

Resolve combat this turn for any of those spawned zombies.

— **Description & Special Rules**

HELP
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Card Set & Number

Loot Cards can help or hinder players in their quest to escape. Loot Cards might have the key to unlock an important door, but they can also hide a lurking zombie waiting to attack.

When occupying a space with a **Loot Token**, you may loot the space and draw a Loot Card. Looting is optional, and Looting will end your movement for the turn.

A Loot Card will contain a Survivor, Item, or Event. Loot Cards may be played at any time by the Active Player when not in combat unless otherwise specified by the card. If a card states to "**PLAY NOW**" it must be played immediately after being drawn.

Survivors
Survivors are other people that have survived (so far) the undead onslaught. Many times these survivors may sacrifice themselves during an attack to help save you or aid in your escape. Most will be worth extra Victory Points if you can help them survive long enough to escape with you.

Survivors are also listed as Man, Woman, or Child, which may be pertinent when trying to trade in a survivor for a Bandage/Adrenaline bonus (Ex: Some cards list they must be traded for a *Bandage* before any Survivor-Child cards are traded). If a Survivor Card is traded for Bandage/Adrenaline, the card is discarded when traded. The cards that may be traded for bandages or adrenaline may only by traded during combat, and you may not retain more than your maximum Bandage or Adrenaline unless the explicitly stated on the card.

When a player is BITTEN (loses combat), any Survivor Cards are placed in a loot pile on the space in which the player was BITTEN.

Items
Items are the generic stuff that you'll find laying around. Some items will boost or replenish your Bandages and Adrenaline. Some items will help you fight the zombies, while others will draw even more zombies to your location. Most important are items needed to successfully complete the scenario (like the keys to locked doors) which must be found.

When a player is BITTEN (loses combat), any Item Cards are placed in a loot pile on the space in which the player was BITTEN.

Events
Rummaging around can cause events to happen. Some good, but mostly bad. After an event happens, the card is discarded.

When a player is BITTEN (loses combat), any Event Cards are discarded and lost (they are not placed in a Loot Pile).

Loot Cards can only be played by the Player which drew the card unless otherwise stated on the card. If a card states something that appears to break a rule written here, the card is right. There is no limit to the total number of Loot Cards you may keep in your hand.

Loot Cards may be played by the **Active Player** at any time during their Turn. If a drawn card states **Play Now** it must be played immediately.

The Active Player may give any number of Loot Cards to another Player without dropping the Loot Card if both Players are occupying the same space. This does not impede any movement or other actions, but cannot occur during combat.

Loot Cards may be dropped by the Active Player to form a **Loot Pile** at any time they are not in combat.

🗑 Some Loot Cards may have a trash icon on the lower right. These cards have no real use and may be discarded. Future expansions may have a use for a trash card in your hand….

OBJECTIVE CARDS

Objective Cards are a special case of **Loot Cards** and give the player(s) tangible targets to go after on the map. Objective Cards are placed under Numbered Objective Tokens that match a Numbered Objective Token on the map. Objective Cards will normally be a needed scenario item, such as a Key to the Security Office. Alternately, it can be a bad event. A really, really bad event.

For scenarios which award Victory Points for finding certain items, most will not reward points (or may reward fewer points) when that item is gained from an Objective Cards instead of a Loot Card. By default, no bonus Victory Points are awarded by looting Objective Cards.

ADJACENT SPACES

To determine if a zombie is adjacent, it must be orthogonal (90°) to the space from the player. In addition, the zombie must be next to (touching) the space with the player without being blocked by a wall or **Line of Sight Marker**. If a zombie and player occupy the same space, they are considered adjacent.

	Adjacent?	Due To
Zombie 1	No	Wall between spaces
Zombie 2	No	LOS Block between spaces
Zombie 3	Yes	Orthogonal, Next to player space, nothing blocking spaces
Zombie 4	No	Not orthogonal

Remember: 0 on 1D10 = 0, not 10
"Adjacent" = Orthogonally Adjacent, and includes the space you occupy

Turn Phases

Combat: Combat occurs whenever the Active Player is adjacent to or shares a space with a zombie. There is no "Combat Phase"

(1) Player Spawns

If the Active Player was **BITTEN** on the previous turn, roll to find out if and where the player spawns.

    A. Roll 1D10. If the number rolled is GREATER THAN the number of times bitten, the Active Player spawns and continues play, otherwise that player is **DEAD** and out of the game. Maybe zombie-dead, but that's for a later expansion.

    B. If the Active Player spawns, roll 1D10 for direction and 1d6 for distance to spawn from the space in which the Active Player was previously BITTEN. If the Active Player spawns out of the legal bounds of the map area, re-roll spawning. The Active Player spawns with full (starting) **Bandages** and **Adrenaline**. Existing **Bite Tokens** (tracking Times Bitten) remain and my not be removed by Bandages. These Bite Tokens are cumulative through the game.

(2) Left Over Combat

If the Active Player begins their turn adjacent to a zombie, **combat** must be resolved. If combat is lost, the Active Player's turn is over and play continues to the next Player (all remaining phases of the turn are skipped)

(3) Spawn New Zombies

Determine the number of zombies which will spawn based on how many active players are nearby:

- At least 1 active (non-bitten) player within 5 spaces (does not have to be within direct LOS): Roll 1D4
- No nearby players: Roll 1D6

Determine where the zombies will spawn by rolling 1D10 for direction and 1D10 for distance for each spawning zombie, with the origin being the space occupied by the Active Player (see **Spawning**).

Any zombies which spawn off the legal area of the map are lost forever. Consider it a bit of luck. Note that rolling a 0 for direction or distance spawns in the same space as the Active Player.

Once all zombies have spawned, combat must be resolved for any zombies which spawned adjacent to/in the same space as the Active Player (revisiting phase 2).

Spawning Quick Reference

Spawn Direction: 1D10
(Player in space with **0**)

8	1	2
7	0	3
6	5	4

Number of Spawning Zombies:
- Another Player within 5 spaces: 1D4
- No Players within 5 spaces: 1D6

Roll 9 when Spawning Zombie: Does not Spawn

Zombie Spawn Distance: 1D10

Roll 9 when Spawning Player: Re-Roll

Player Spawn Distance: 1D6

(4) Player Movement
The Active Player rolls 1D10+1 (by default) to determine maximum movement points available for this turn. Player is not required to use the full amount.

When the Active Player moves adjacent to a zombie, combat must be resolved before further movement may be taken. See **Combat** for how to resolve combat.

The Active Player may move through spaces occupied by another player, or stop on a space with another player.

(5) Looting
If on a space which may be looted and not adjacent to a zombie, the Active Player may loot 1 item (1 Loot/Objective Card) from the space per turn. Looting ends the movement phase for the player.
-------------------------- **OR** --------------------------
(5) Unlock a Door/Radio
If on a space with a locked item, or next to a locked door between spaces, and not adjacent to a zombie, the Active Player may unlock that item if in possession of the matching key. From this point forward the unlocked item is open and available to all players (and zombies, if a door was unlocked). Unlocking ends the movement phase for the player.

(6) Move Zombies
The Active Player moves 1D6 zombies 1 space. Zombies always move toward the *closest* player (this is not required to be the *active* player). Zombies which move adjacent to the *active* player resolve combat this turn.

Zombies will move toward the nearest player using the shortest path of **Open Spaces** (this may change as the Player moves). Zombies may not move into a **Cluttered Space** unless already occupying a Cluttered Space (i.e. spawned on a Cluttered Space). It is possible for a zombie to become trapped in an area, or unable to reach the closest Player due to this.

Zombies will not *move into* a space with a **Loot/Objective Token** (treat as a Cluttered Space) unless they are already on a Cluttered Space. Note that Loot Pile Tokens are treated as the space they are on and do not block zombie movement independent of the space they occupy.

To Determine Which Zombies To Move:
<u>If Player is inside a store</u>: Zombies within the store must first be moved before moving any zombie outside of the store. *Any* zombies within the store may be selected to move (distance from the Active Player is not important). If all zombies within the store are moved and more zombies must be moved, ANY zombies not already moved may be moved to fill the remainder.

<u>If Player is on Mall Walkway</u>: Zombies within the Active Player **LOS** on the walkway must first be moved. Zombies *closest* to the Active Player are moved first. If all zombies within LOS on the walkway are moved and more zombies must be moved, ANY zombies not already moved may be moved to fill the remainder.

(7) Trade Victory Points
Some Scenarios allow the Active Player to trade Victory Points. When allowed, this is optional and occurs as the last step of the player turn.

May Occur At Any Time During Active Player's Turn

(1) Trade Loot

If sharing a space with another player and not adjacent to a zombie, all players may trade items (i.e. Loot Cards). Any number of items may be traded back and forth.

(2) Drop Loot

Any player may drop an item at any time. The dropped item will form a numbered **Loot Pile** which may be looted by players on their turn. If an item is dropped in a space which already contains a Loot Pile, the dropped item is added to that pile and does not create a new Loot Pile.

(3) Adrenaline (bonus move of 1 space)

If not adjacent to a zombie, the Active ⚡ Player may use an **Adrenaline Token** may be traded in once per turn to move into <u>any</u> adjacent space to which movement is not blocked (by a wall or **LOS Block Marker**). The cost to move into that space is ignored and not counted against the Active Player's rolled movement. If adjacent to a zombie, see **Modifying Combat: Adrenaline** for special case rules when using Adrenaline. Unless otherwise stated, **Loot Cards** that may be traded for Adrenaline may only be traded during combat.

Ex: At the end of Player Movement, the Yellow Player is 1 space away from a Loot Token. The player may use 1 Adrenaline and move onto that space (Adrenaline will allow the player to move into any non-blocked space, so the 2 Movement Points required for moving into a space with a Loot Token is ignored). After moving onto the Loot Token, the Yellow Player may then loot the space.

(4) Play Loot Card

If the Active Player is in possession of a Loot Card which may be played (dependent on rules stated on the card), that card can be played. There is no limit to the number of cards which the Active Player may play on their turn unless stated on the card(s).

PLAYER MOVEMENT

The Active Player rolls 1D10+1 (default value) to determine maximum Movement Points available for this turn. The Active Player is not required to use all MP. Any leftover MP are lost at the end of the Active Player's turn.

Players may only move orthogonally (90°).

When the Active Player moves adjacent to a zombie, combat must be resolved before further movement may be taken. See **Combat** for how to resolve combat.

The Active Player may move through spaces with occupied by another player, or stop on a space with another player.
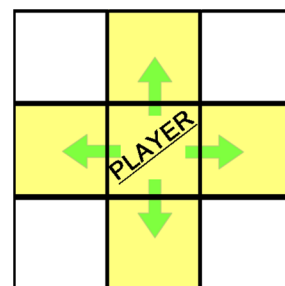
Movement Point Costs

1. **Locked Door:** movement blocked.
2. **Objective Token**: Costs 2 Movement Points to enter regardless of actual type of space.
3. **Open Space:** only the floor is visible in the center circle in the space. Costs 1 Movement Point to enter.
4. **Wall between spaces:** movement blocked
5. **Cluttered Space:** something besides the floor appears in the center circle on the space. Costs 2 Movement Points to enter.
6. **Objective Token**: Costs 2 Movement Points to enter regardless of actual type of space.
7. **Entrance Arrows:** On some map tile sets, the entrances will be marked by *green arrows*, this does not affect movement.
8. **LOS Block** between spaces: movement blocked

When moved, a zombie will move toward the closest player (which is not required to be the **Active Player**) and will always move 1 space (zombies do not use **Movement Points**). Zombies may not *move into* a space containing another zombie or player. Zombies may **spawn** in a space with another zombie or player.

To Determine Which Zombies To Move:
If Player is inside a store: Zombies within the store must first be moved before moving any zombie outside of the store. *Any* zombies within the store may be selected to move (distance from the Active Player is not important). If all zombies within the store are moved and more zombies must be moved, ANY zombies not already moved may be moved to fill the remainder.

If Player is on Mall Walkway: Zombies within the Active Player **LOS** on the walkway must first be moved. Zombies *closest* to the Active Player are moved first. If all zombies within LOS on the walkway are moved and more zombies must be moved, ANY zombies not already moved may be moved to fill the remainder.

Zombies prefer **open spaces**. Once in an open space they will only move to another open space and will be blocked by Cluttered Spaces, Loot Tokens, Objective Tokens (but not Loot Piles).

Zombies will follow the shortest path of open spaces to the closest player.

To the right, the Yellow Player is closest due to the shortest open path of 4 spaces. The open path to the Blue Player is 6 spaces.

Although the Blue Player is only 2 spaces away, that path is blocked by the **Cluttered Space** between them which may not be entered by the zombie. In this way, Cluttered Spaces may be used by the player to block zombie movement.
If a zombie is on a cluttered space (normally due to spawning there) and the most direct route to the closest player is through the next cluttered space, the zombie will move into that cluttered space.

To the right, the zombie starts on a cluttered space. The Blue Player is 2 cluttered spaces away. Since the zombie is starting on a cluttered space, the zombie may take this route.

The Yellow Player is 4 spaces away. Although a route of open spaces is preferred, the zombie will choose the shortest path to the closest player available, which in this case happens to be the path of cluttered spaces toward the Blue Player.

If the route to the closest player can be followed by either a route with a cluttered space (zombie is already starting on a cluttered space) or an open space, the zombie will follow the open space.
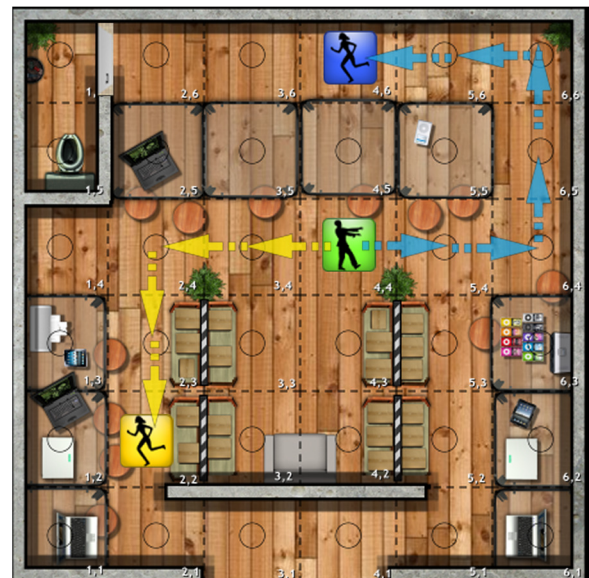
To the right, the route to the Blue Player may be followed by either 2 open spaces or 2 cluttered spaces since the zombie is starting on a cluttered space. The zombie will opt for the open space route in this instance.

In the scenario to the right, both the Blue and Yellow Players are 3 open spaces away from the zombie. In this instance, the zombie may move toward either player. Which direction the zombie moves is at the discretion of the Active Player moving the zombies.

SPAWNING AND PLACING NEW ZOMBIES

Zombies are placed originating from the space occupied by the Active Player, ignoring ALL movement restrictions (cluttered spaces, walls, tokens). Roll 1D10 for direction from the Active Player. A roll of "0" will spawn a zombie on top of the Active Player. On a roll of "9" the zombie will not spawn.

8	1	2
7	**0**	3
6	5	4

Player is in the same space as the **0**

"North" has been selected by the player to be at the top of this page. This may change from turn to turn, as long as "North" is consistent during the individual player turn.

To determine the distance (if needed) away from the Active Player which the zombie will spawn, roll 1D10. Start in the space with the Active Player and calculate movement normally to find the destination of the newly spawned zombie.

Example 1:

Roll 1D10 for Direction: 3
Roll 1D10 for Distance: 6

0	1	2	3	4	5	6

For diagonal directions (2, 4, 6, 8), the *first* space is the diagonal/numbered space. Movement is calculated normally afterward.

Example 2:
Roll 1D10 for Direction: 4
Roll 1D10 for Distance: 6

0				
	1			
	2	3		
		4	5	
			6	

…OR…

0				
	1	2		
		3	4	
			5	6

Note that on the "even" numbered hops, the direction moved (ie. down or right?) is at the discretion of the Player so long as the general diagonal movement is followed.

0						
	1					
		2				
			3			
				4		
					5	
						6

Calculating the distance using only diagonal movement in the **above example is incorrect**. Remember, only the first space may be diagonal.

Zombies may spawn in spaces they may not normally move into (cluttered, Loot Tokens) and on spaces occupied by other zombies/players.

GETTING LOOT

When on a space with a **Loot Token** (Loot, Loot Pile, or Objective), a player may loot if not adjacent to a zombie (in **Combat**). A player may only loot one item (one **Loot Card**) per turn. If looting a Loot Pile, the player may pick which item to loot (the player may look through the cards of that specific Loot Pile and pick which card to take). Once all items from the space are looted, the token is removed from the map.

Looting ends player movement for this turn. A player may only move afterward if the player becomes engaged in combat and uses Adrenaline to escape (see **Modifying Combat: Adrenaline**).

LEAVING AND DROPPING LOOT

At any time during the **Active Player**'s turn, while not in combat, that player may drop any item(s) onto the space occupied. This will form a **Loot Pile**. Place a numbered Loot Pile token on the map, and a matching numbered Loot Pile token on the **Loot Card**(s) dropped. These loot piles may be looted following the Active Player's turn.

If an item is dropped onto a space which already contains a Loot Pile, the item is added to that pile (does not create a *new* pile).

Movement into a space with a Loot Pile is calculated normally based on the type of space. Loot Piles do not block movement independently as Loot & Objective Tokens.

COMBAT

When adjacent (see **Adjacent**) to a zombie on your turn, combat must be resolved. To combat a zombie, roll 1D10:

Roll 1D10	Results
0-2 : Player is **BITTEN**	See *You've Been Bitten* - Deduct 1 **Victory Point** (can't go below 0) - Add 1 **Bite Token** to Stat Card - Player Turn Ends
3-9 : Zombie is defeated	When killing/defeating a zombie, the Player: - Receives 1 Victory Point - Adds 1 to Zombies Killed count.

Modifying Combat : Bandage
After losing combat, the Active Player may trade in 1 **Bandage Token** instead of being **BITTEN** (cancelling all other effects of losing combat, including receiving a **Bite Token,** loss of **VP**). The player may then re-roll combat as they are still adjacent to the zombie, or use Adrenaline if available to attempt to escape (see **Modifying Combat: Adrenaline** below for details). Bandage Tokens may not be used to remove existing Bite Tokens from previous combat or use of Adrenaline.

Modifying Combat: Adrenaline
If the Active Player has **Adrenaline Tokens** available and is adjacent to a zombie, they may trade 1 Adrenaline Token *per* adjacent zombie to stay on the board and advance 1 space in any non-blocked direction (Active Player *must* move). The Active Player will receive 1 Bite Token and lose 1VP per adjacent zombie, but may keep all **Loot Cards** and continue play without being removed from the board.

Ex: The Yellow Player wants to escape the zombies. It will cost 2 Adrenaline Tokens (Player is adjacent to 2 zombies), plus the player will receive 2 Bite Tokens (again, Player is adjacent to 2 zombies). The Yellow Player can move into *any* legal (orthogonal) spot. The player moves up, which happens to be a cluttered space, but does not have to pay any movement penalties since movement was due to Adrenaline.

2 Adrenaline used: 2 Bites received:

There is no limit to the number of times Adrenaline may be used in place of combat on a given turn. Using Adrenaline in place of combat does not negate non-combat bonus movement in the same turn [see **Adrenaline (bonus move of 1 space)**].

Movement from use of Adrenaline does not count against the total Movement rolled for the turn (if a Player rolls 5 for Movement, 5 Movement Points are available + any Adrenaline Movement).

If using Adrenaline to escape a zombie and movement causes the Active Player to move adjacent to a zombie, even if it's the same zombie, combat must still be resolved.

Modifying Combat: Loot Cards/Weapons
Some **Loot Cards** will modify combat, usually weapons that will modify your combat roll. Unless stated otherwise on the card, the card may be used after your combat roll (i.e. hopefully you won't waste a gunshot).

For Loot Cards which may be traded in for Bandages/Adrenaline, they may be traded in place of using Bandage/Adrenaline Tokens (player may not stockpile Bandages/Adrenaline by trading in a Loot Card outside of combat) unless otherwise stated on the card.

SO YOU'VE BEEN BITTEN

If a player loses **Combat** they have been **BITTEN**. On their following (after all other players have taken their turn), it's time to see if that player has been dragged, mauled, and feasted upon to their eventual demise, or if they were able to escape the zombie clutches and recuperate enough to fight back and escape.

Roll **1D10**. Remember, 0 is zero.
If the result is more than the number of times the player has been **bitten** (player's number of **Bite Tokens**), the player has escaped and will respawn with full Bandages and Adrenaline (default of 5 each). To determine where the player spawns due to the kicking, dragging, and escaping clutches, roll 1D10 for direction and 1d6 for distance from the space in which the player was bitten the previous turn.

Ex. The player has 4 Bite Tokens, so they must roll higher than 4 on 1D10. Any roll of 5-9 would be successful and the player would respawn as shown below:

Player was **BITTEN** in space with **0** on the player's previous turn.

Roll 1D10 for Direction: 3
Roll 1D10 for Distance: 6

0	1	2	3	4	5	6

As with spawning zombies, ignore movement restrictions (such as walls, cluttered spaces) when determining where the player will spawn (see **Spawning & Placing New Zombies**). If the player spawns outside the legal play area of the map, or rolls a "9" for direction, re-roll to spawn until inside the map area.

If the result is less than or equal to the number of times a player has been bitten, that player is dead and must now sit and watch everyone else play until the game is over.
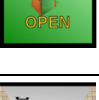
Ex. The player has 4 Bite Tokens, so they must roll higher than 4 on 1D10. Any roll of 0-4 would be unsuccessful.

Victory Points

Victory Points may be gained (or taken away) by the following, in addition to scenario specific rewards:

VP	Action
+1	Each zombie killed (recorded when the zombie is killed)
-1	Each time Player is bitten (loses combat)
-2	Player dies (end of game for Player… may eventually turn into a ZOMBIE!!!!)
+15	Survive and Escape!
varies	Rescuing Survivors: VP value will be stated on *Loot Card*
+5	Killed the most zombies, awarded at end of scenario. In case of a tie, each player is awarded 5VP

Tokens

Token	Name	Notes
	1 Victory Point	Given when player receives 1 Victory Point
	3 Victory Points	Given when player receives 3 Victory Points
	5 Victory Points	Given when player receives 5 Victory Points
	10 Victory Points	Given when player receives 10 Victory Points
	Adrenaline	Player receives 1 per available Adrenaline action. May be traded for 1 movement bonus if not in combat. If in combat, 1 Adrenaline per zombie may be traded to move 1 space.
	Bite	Given to Player when losing combat.
	Door Locked	Locked Door that can be opened by any Key. Unlocking a door ends movement for the turn.
	Door Unlocked	Door that has been unlocked
	Door	Placed on map space for door. Door is closed but unlocked if no other tokens are placed on top.
	LOS Block	Line of Sight and Movement between bordered spaces is prohibited. Any counters are NOT considered *adjacent* for combat purposes.

Token	Name	Notes
	Bandage	Player receives 1 per available Bandage action. May be traded to cancel Bite Token received immediately after losing combat.
	Loot	Loot on map board – Player draws 1 Loot Card when searching this space. Token removed from board after being searched. This token takes 2 movement points to move onto (cannot be moved onto by zombies)
	Radio Locked	Locked Radio that may be opened by any key. Unlocking the radio ends movement for the turn.
	Radio Unlocked	Radio that has been unlocked.
	Rescue Copter	Rescue Copter for scenarios that require a specific time/place for rescue.
	SWAT	SWAT Team for scenarios that require a specific time/place for SWAT Team.
	1 Zombie Kill	Given when Player kills 1 zombie.
	5 Zombie Kills	Given when Player kills 5 zombies.
	10 Zombie Kills	Given when Player kills 10 zombies.
	Door 1 Locked	Locked door that may only be opened by Key #1. Unlocking door ends movement for the Active Player.
	Door 2 Locked	Locked door that may only be opened by Key #2. Unlocking door ends movement for the Active Player.
	Door 3 Locked	Locked door that may only be opened by Key #3. Unlocking door ends movement for the Active Player.
	Radio 1 Locked	Locked radio that may only be opened by Key #1. Unlocking radio ends movement for the Active Player.
	Radio 2 Locked	Locked radio that may only be opened by Key #2. Unlocking radio ends movement for the Active Player.
	Radio 3 Locked	Locked radio that may only be opened by Key #3. Unlocking radio ends movement for the Active Player.

Token	Name	Notes
	Loot Pile (1-20)	Placed on board space which contains dropped loot. Number corresponds to marker placed on top of Loot Card(s) contained in this Loot Pile. Does not effect movement.
	Loot Pile (1-20)	Placed on Loot Card(s) which have been dropped by a Player. Number corresponds to marker placed on board space marking where Loot Pile is located.
	Objective (1-6)	Placed number-side up on face down Loot Cards. Matching numbered tokens are placed on the map. Not all Loot Cards may be a needed objective.
	Zombie Counter	In case there are no minis, there are a lot of zombie counters to print out
	Player Bitten	Marker placed on board when Player is bitten. Marker is removed when/if Player returns to play.
	Player Counter	In case there are no minis, there are player counters to print out. Orange and yellow are pretty close, but they're different.

Active Player	The Player whose turn it is.
Adjacent	Any space at a 90° angle to the space the Player is in (orthogonal). Can also be viewed as the space above/below/left/right
Adrenaline	Boost that gives the player 1 extra space of movement, ignoring MP cost to enter that space.
Adrenaline Token	The amount of Adrenaline available to the Player. May be used for bonus movement during regular movement or during combat.
Bandage	Allows the Player to remove the effects of being Bitten after losing combat. May only be used immediately following the combat loss.
Bandage Token	The amount of Bandages available to the Player. Used after losing combat to negate the effects of losing (it's a do-over).
Bitten	When a player loses combat. Player will also be removed from play until the Player's next turn (this may be cancelled by certain Loot Cards)
Board	Game board constructed with Map Tiles used for play. Also map.
Cluttered Space	Space on the game board in which something besides the floor appears in the center circle.
Combat	When the Active Player is adjacent to a zombie, the Active Player must (1)defeat the zombie(s), (2) escape the zombie(s), or (3) die before continuing.
D4/d4	4 sided dice
D6/d6	6 sided dice
D10/d10	10 sided dice, numbered 0-9 with "0" being equal to zero.
Finished Layout	Copy of finished Map Tile layout for a given scenario. Also shown to help display the orientation of Map Tiles.
LOS	Line of Sight. May be blocked by walls and LOS Block Markers on map.
LOS Block Marker	Icon on the map which shows the LOS blocked between 2 spaces. See **Tokens** for specific map icon. If marker appears in the middle of a space, LOS and movement into that space is blocked.
Loot Card	Card which will have a Survivor, Item, or Event which may help or hinder the player
Loot Pile	Space containing items (Loot Cards) dropped by a player.
Loot Token	Token on map marking items (Loot Cards) placed during scenario setup. Requires 2 Movement Points to enter. Token is removed after it is looted.
Map	Game board constructed with Map Tiles used for play. Also *board*.
Map Tile	Modular pieces used to construct the playing board for a given scenario. Each Map Tile contains a title used both to designate the tile and to show the orientation used when constructing a map for a given scenario.
Movement Points	Allotted movement allowed. Specific spaces on the game board may require more than 1 Movement Point to enter
MP	Movement Point

Objective Card	Specialized Loot Card which has specific items or events, used as specific goals on the map.
Objective Token	Token on map marking items (Objective Cards) placed during scenario setup. Requires 2 Movement Points to enter. Token is removed after it is looted.
Open Space	Space on the game board in which only the floor appears in the center circle.
Orientation Layout	Layout showing how to fit Map Tiles together for a given scenario. Will usually be presented with grey boxes showing the Map Tile Title turned to show the proper orientation relative to other tiles.
Player Token	Token moved on the game board as the player
Spawn	For Players, returning to the map after being Bitten. For Zombies, random placement on the map during the Zombies Spawn phase of each Player's turn.
Store	On the game board, any area with at least 1 entrance and 4 walls. Used to determine bounds of zombies required to move during the Zombie Movement phase.
Victory Point/ VP	Victory Point. Awarded for completing specified actions per scenario. A Player's Victory Point Total may not fall below 0.
Walkway	On the game board, any area not enclosed by at least 1 entrance and 4 walls. Used to determine bounds of zombies required to move during the Zombie Movement phase.
Zombie Kill Token	Markers for the number of zombies killed by a given player. Based on the scenario, the Player with the most Zombie Kills may receive a Victory Point bonus at the end of the scenario.

Q. When using Adrenaline to escape from zombies I'm in combat with, do I have to move?
A. Yes.

Q. When I get bitten and don't have any health or adrenaline, what happens?
A. In theory you're being dragged off and attacked by zombies. Game-wise, on your following turn you roll **1D10** to see if you're dead or managed to escape the zombies and show back up on the board. If you roll *higher* than the number of times you've been bitten (Bite Tokens: you get these from either losing combat against a zombie or using Adrenaline to escape zombies) then you escape and come back into play according to the respawning rules.

Q. If I'm inside a store and a zombie is on the other side of the doorway 2 spaces away, on the mall walkway, does that zombie move toward me?
A. Not necessarily. Even though a zombie may be that close, you are in a store and it is not, so zombies inside the same store as you move first. Once all the zombies in the same store move, *any* other zombies move. If you choose to move the zombie you mentioned (or if there are no other zombies to available to move) it will move toward you if there are no other players closer to that zombie.

Q. If I spawn in an area I can't get out of (in a room with a locked door), how do I get out?
A. Normally there should be a key in the Loot Card deck that will unlock the door – you just have to wait for someone to get the key and come rescue you.

As an optional rule, if you know there is no key to unlock the door, you can use the D10 as a pseudo-critical hit die. During the **Unlock Door** phase of your turn, rolling a **0** on **1D10** will unlock the door. You can only try this once per turn, and it can't be used on any locked doors that are specified by the scenario (i.e. the door to the Security Office).

Q. There's a cluttered space between me and the closest zombie and it's the zombie's turn to move. Does it move?
A. If the zombie can't move closer to the nearest player (you, in this case) and there's not a path of open spaces leading toward you, it stays right where it is. For example, if you jumped over a U-Shaped counter that backs up against a wall, that zombie has no available path to you. If there is a path of open spaces that went around the counter, even if it took the zombie farther away from you, it would head toward that path. Mall zombies are hungry enough for your brains to see a route to your brain as long as they don't have to crawl over anything.

Unfortunately, since that zombie is unable to move closer it doesn't count as one of the zombies required to move from the **1d6** roll, so you still have a different zombie to meet that requirement..

Q. Why aren't there more weapons to pick up?
A. The die rolls needed for combat naturally take into account that you're grabbing whatever might be handy when fighting off a zombie. From a can of tennis balls to clothes hangers to swinging a chair like the Macho Man (Oooh YEAH!), if a zombie shows up you're likely to grab the first thing your hand lands on and start swinging. This keeps you, as a player, from scrounging every turn and desperately trying to find a weapon, although you may find some things that help you a little more (like a baseball bat) when you do spend that time to scrounge. More than anything, remember that this is a game about surviving and escaping, not Rambo-esque zombie slaying (but that could be a good expansion idea!).

Plus, how often do you see a cache of guns in your local shopping mall?

Q. Why is this rulebook so long?
A. As the initial game offering from Workshop Games, we're a little paranoid about publishing our first game. We generally have found it easier to learn by example, so there are lots of examples in the rules. Some of those examples are repeated both to make them easier to find and to stress the importance of

some rules that may not sound quite right the first time. Once a player has a general idea of how to tell how many Movement Points a space requires, a "0" on the D10 actually equals "0", and rolling higher is good then you're ready to play with the 4-page Quick Reference handy. This rulebook, which everybody briefly scans before their first play, is here for those times players have to track down the details.

Q. What's the difference between the printed rulebook and the Print & Play rulebook?
A. Price and the printed rulebook is formatted for 6" x 9" printing. Oh, and the cover is a little different. All of the rules are the same

Q. Why is there only 1 scenario included?
A. Although it's only 1 scenario, between varying custom mall layouts and the multiple difficulty variants, the scenario options are endless (or, much like drink flavors at a Sonic Drive-In, in the double digits at least). If the demand for more Zombie Mall scenarios and expansions is loud enough to make it a worthwhile effort, more will come!

SAMPLE MAP TILE LAYOUTS

Each map tile has a label in the upper left corner. When viewing the suggested layout, turn the tile so that the label may be read in the direction shown in the layout.

In the example to the right, the **Security Office** (top tile) is shown with the label in the upper left hand corner.
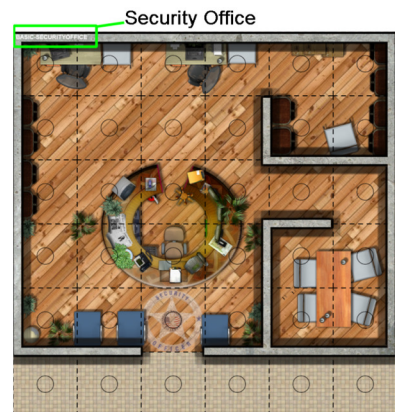
When shown how to orient the tile, the title will be displayed turned (if needed) to be read relative to other tiles. In the example to the right, the title is rotated 90° counter-clockwise.

When added to the mall layout, the tile would be turned 90°, as shown at the right.

Some tiles (Mall Exits, especially) may not have the tile name on a corner of the tile, but the name will appear within the wall area when available.

The **Easy** layout provides for 1 walkway that runs down the center of the mall.

For the sample 12 tile (**Easy**) layout, use map tiles in the box below:

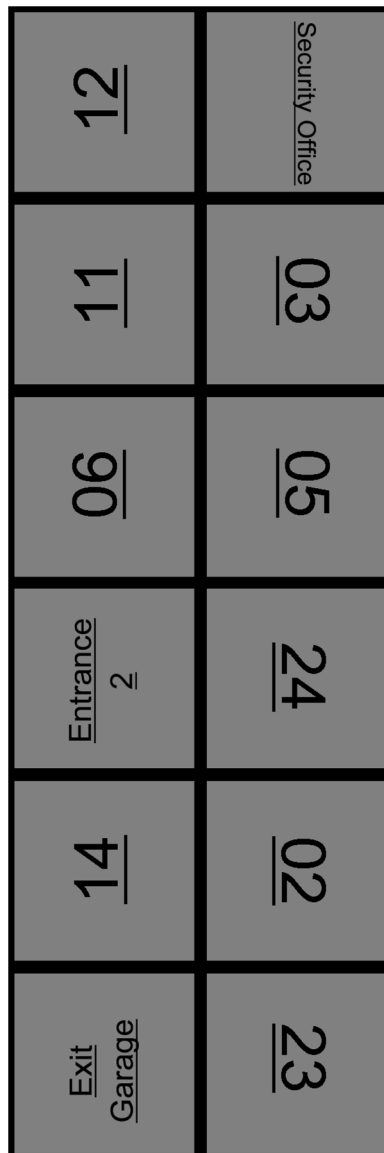| Security Office | 02 | 06 | 14 |
| Exit Garage | 03 | 11 | 23 |
| Entrance 2 | 05 | 12 | 24 |

You will also need 2 Exit Door Tokens (2 spaces)

Orient the Map Tiles as shown in grey in the Orientation Layout on the following page.

Add exit door tiles on the open spaces at the far top and bottom open hallways.

Once complete, the mall will look like the color Finished Layout below.

Orientation Layout | Finished Layout

The **Average** difficulty layout doubles the number of tiles and creates a "ring" style map with a circular walkway through the mall so that the players can end up right back where they started without backtracking.

This map also introduces a Food Court with tables appearing as obstacles/cluttered spaces without being forced to enter a store. The restaurants in the Food Court may have Loot and Objective tokens placed inside, but the areas on the customer side of the counter (walkway and green tables) are not valid placement areas for Loot or Objectives.

Remember that the orientation of the tile label is the direction that it should be placed. If you find yourself with a store that has an unreachable entrance, double check the orientation.

For the **Average** difficulty, use the following 24 tiles:

Security	1	6	9	14	24	27	33
Office	3	7	12	17	25	29	34
Exit	5	8	13	23	26	30	
Garage							
Entrance 2							

You will also need one 2-space Exit Door token to place at the exit created between Tiles 29 & 30.

Orient the Map Tiles as shown in grey below.

Add the exit door tile on the open spaces in the food court.

Once complete, the mall will look like the color layout on the following page.

<u>Orientation Layout</u>

| 25	24	29	30	Exit Garage	27
Security Office	6	34	33	1	12
23	17	8	13	7	5
26	14	9	Entrance 2	3	28

Finished Layout

For more options, other tiles may be placed instead of those listed above. Adding Exit Tiles will ease the difficulty (since no Loot or Objective markers are placed on these tiles). The floor plan can change by using fewer "corner" stores and using Exit Door tokens for any dead-end walkways (as they were used in the **Easy** layout).

Mall layouts do not have to be symmetrical. An Entrance or Exit Tile may be connected to an open hallway that is only 1 or 2 spaces wide.

Currently all malls are 1 level to keep movement simple. Plus, where does a map for a 2nd floor belong?
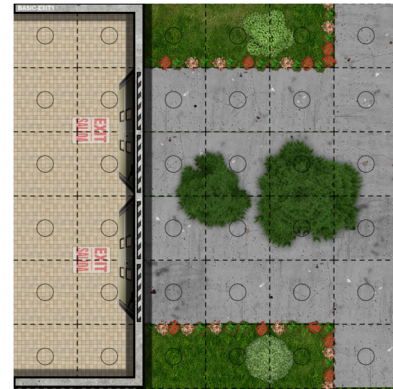
Exit Chart

Some scenarios will call for players to roll for an entrance/exit to meet the rescuers or escape through. If not otherwise specified, all mall entrances/exits are numbered sequentially, starting with "1", with the main mall entrance map tile used and continuing clockwise through the mall (Garage Exit is not counted).

Once the total number of exits have been counted, consult the chart below for how to find the needed exit:

Maximum Exit	Dice To Roll	To Find Your Exit:
Exit 1	None	Automatic – It's Exit 1
Exit 2	D4	If the number rolled does not match an exit, divide the number rolled by 2 (round up) and use that exit.
Exit 3	D6	
Exit 4	D4	Number rolled matches exit number.
Exit 5	D6	Number rolled matches exit number. If a "6" is rolled, roll again.
Exit 6	D6	Number rolled matches exit number.
Exit 7	2D4	Number rolled matches exit number. If an "8" is rolled, use Exit 1.
Exit 8	2D4	Number rolled matches exit number. If a "0" is rolled, roll again.
Exit 9	D10	Number rolled matches exit number.
Exit 10	D10	Number rolled matches exit number. If a "0" is rolled, use Exit 10.

If your mall has more than 10 exits, you are encouraged to make up your own chart. Or possibly board up some exits.

SCENARIO 1
A CALL FOR HELP

Goal: Your band of survivors must get to the **radio** in the **security office** and call for a rescue to escape. Unfortunately, both the security office and locker which contains the radio are **locked**. Damn the luck! You will have to search the mall to find the keys to the security office and radio locker, then make your way to the security office and use the radio.

Winning: If the radio is unlocked, everyone left alive is able to escape and wins! If the radio is not unlocked (all players die), everyone loses.

Scenario Items Needed (3VP awarded if looted from Loot Card deck):
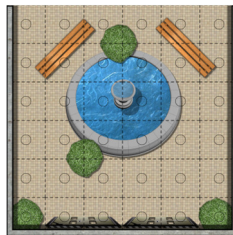   Loot Card – Numbered Key (Security Office)
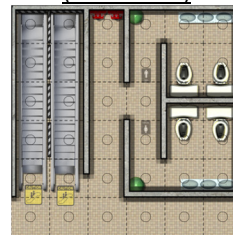   Loot Card – Numbered Key (Radio)

Map Tiles Required

Security Office	Mall Entrance	Exit to Parking Garage (Escalator)

Place the Security Office and Main Entrance on opposite sides of the map (Ex. Security Office on the most Northern Wall, Main Entrance on the most Southern Wall). If using the Exit to Parking Garage, it must be at least 2 map tiles away from both the Security Office and Main Entrance.
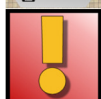
Tokens Needed for Map

 Numbered Locked Door Token, matching the key number needed to unlock the door

 Numbered Locked Radio Token, matching the key number needed to unlock the radio

 Door Token

 Loot Tokens

 Objective Tokens

Setup
Place the door and numbered Door Lock token on the entrance of the Security Office. Place the Locked Radio token inside the Security Office.

 Place 4 Objective Tokens in 4 stores. There must be at least 1 map tile between stores that have Objective Tokens. Draw 4 cards from the Objective Card deck, ensure the 2 needed key numbers are included. Randomly place each of the 4 Objective Cards beneath an Objective Token matching the Objective Tokens on the map.

The larger you make your map, the harder the scenario will start out. Use the token amounts below as a reference – although more tokens equals more loot, it slows players down along with increasing the chances of something bad coming along with a draw of the cards.

	Total # of Map Tiles	Min # Loot Tokens	Max # of Loot Tokens
Easy	12	12	24
Average	24	24	48
Hard	36	48	64
Crazy	48	64	96
Insane	64	128	All of them

Sample *Easy* and *Average* layouts using the map tiles included in the base set are shown in **Sample Map Tile Layouts**.

Divide the Loot Tokens above among the players. These tokens are place inside stores/food court [close to] evenly. Loot Tokens may not be placed in doorways or mall walkways. Loot Tokens may not be placed on top of other Loot or Objective Tokens.

Players start inside the outer wall of the Mall Main Entrance.

Bonus Victory Points
If a player loots an item required by the scenario (for example, if Key #1 unlocks the Security Office Door), that player will receive 3 **Victory Points**. This bonus is only awarded when the item is drawn from the Loot Card Deck. Note that no Victory Points are given if this item is picked up from a Loot Pile created by a player, or if the item was drawn as an **Objective Card** (see **Objective Cards**).

Trading in VP
If the Active Player has at least 3 **Victory Points**, they may trade 3VP for 1 **Loot Card**. Only 3VP may be traded per turn. Unless the Loot Card Drawn must be **Played Now** the turn is over. If the card must be **Played Now**, follow instructions on the card and resolve any required combat with the current Player.

Unlocking Items
The Player with the Security Office Key in hand must unlock the Security Office. Once unlocked the door remains unlocked and open. The Player with the Radio Key in hand must unlock the Radio. Once unlocked the radio remains unlocked (if needed for advanced rules).

Unlocking an item ends that Players movement for the turn, and that Player may do nothing else until their next turn (similar to looting a Loot Token).

Using the Radio
Once the Radio is unlocked a Player may use it to call for help and ends the game immediately.

Same scenario as Scenario 1, except once the radio is unlocked roll 1D10 on the following chart to find out how to complete your escape.

Escape Results Chart		
Die Roll	**How to Escape**	
1-5	Hunker Down	The SWAT team is cutting through the roof. If the Active Player is in the Security Office at the beginning of the turn, roll **1D10**. On 5-9 the team arrives and rescues everyone in the room. This continues until everyone is rescued... or dead.
6-7	Get To The Roof!	Make your way to the **Roof Access** door space (Exit 2, near the escalators).
8-9	Get To The Parking Garage!	Make your way to the **Parking Garage Entrance** space (top of escalators).
0	Get To The Exit!	The SWAT Team has broken through an entrance. See the **Exit Chart** to determine which entrance/exit the SWAT team is at.

Only players which make it to the required space/area win the scenario.

Once a Player has reached the door they have been rescued and do not have to continue to survive any remaining turns in which the SWAT Team may be entrenched and waiting for survivors.

SCENARIO 1B
MAKING THE CALL FOR HELP
IMPROBABLE VARIANT

Same scenario as Scenario 1, except once the radio is unlocked roll 1D10 on the following chart to find out how to complete your escape.

Timed Escape Results Chart		
Die Roll	**How to Escape**	
1-3	Hunker Down	The SWAT team is cutting through the roof. Roll **1D6** to determine how many turns you must survive before they finish cutting through the roof. After cutting through the roof, the SWAT team will stay for **1D4** turns to rescue any stragglers.
4-6	Get To The Roof!	Make your way to the **Roof Access** door space. The SWAT team will be there in **1D6+4** turns. Once there, they will remain for **1D6** turns to rescue any survivors.
7-9	Get To The Parking Garage!	Make your way to the **Parking Garage Entrance** space. The SWAT team will be there in **1D6+4** turns. Once there, they will remain for **1D6** turns to rescue any survivors.
0	Get To The Exit!	The SWAT Team has broken through an entrance. See the ***Exit Chart*** to determine which entrance/exit the SWAT team is at. The SWAT team will be there in **1D10+4** turns. Once there, they will remain for **1D6** turns to rescue any survivors.

Only players which make it to the required space/area win the scenario.

If a player misses the window of opportunity to escape, they may go back to the radio and call for another rescue attempt (re-roll on the chart above). A follow up call for help cannot be made until the SWAT team has finished the current attempt.

Once a Player has reached the door they have been rescued and do not have to continue to survive any remaining turns in which the SWAT Team may be entrenched and waiting for survivors.

About the SWAT Team: Even though they're SWAT, they're not really that aggressive in helping any Player that may be under attack by a zombie. They're more of a team of outreaching hands at an exit and not a group of heavily armed marksmen sworn to protect (although they cannot be killed by zombies – they can protect themselves well enough.

APPENDIX A
BASIC GAME QUICK REFERENCE

This is just a Quick Reference, there are optional things you can do along with some finer details that are omitted.

Turn Phase Summary

(1) Player Spawns	- Roll 1D10 > # of times BITTEN - 1D10 Direction/1d6 Distance
(2) Left Over Combat	- Roll Combat for each adjacent zombie (1d10)

(3) Spawn New Zombies	- # of zombies spawn:
	    * 1D4 if another player within 5 spaces
	    * 1D6 otherwise
	- Each spawned zombie: 1D10 direction
	                        1D10 distance

(4) Player Movement	- 1D10+1 Total Movement - Must combat any zombies adjacent before continuing movement
(5) Looting **OR** Unlock a Door/Radio	- If not adjacent to a zombie - Ends movement
(6) Move Zombies	- Move 1D6 zombies, starting with zombies in same store as Active Player - Must combat any zombies which have moved adjacent to Active Player
(7) Trade Victory Points	- 3VP for 1 Loot Card if allowed by Scenario. - If Loot Card must be *played immediately* follow direction on card, otherwise Player turn ends.

Spawning

Spawn Direction: 1D10
(Player in space with **0**)

8	1	2
7	**0**	3
6	5	4

Number of Spawning Zombies:
- Another Player within 5 spaces: 1D4
- No Players within 5 spaces: 1D6

Roll 9 when Spawning Zombie: Does not Spawn	Zombie Spawn Distance: 1D10
Roll 9 when Spawning Player: Re-Roll	Player Spawn Distance: 1D6

Combat

| Roll 1D10	Results
0-2 : Player is **BITTEN**	See *You've Been Bitten* - Deduct 1 **Victory Point** (can't go below 0) - Add 1 **Bite Token** to Stat Card - Player Turn Ends
3-9 : Zombie is defeated	When killing/defeating a zombie, the Player: - Receives 1 Victory Point - Adds 1 to Zombies Killed count.

Tokens

After losing combat, the Active Player may trade in 1 *Bandage Token* instead of being *BITTEN* (cancelling all other effects of losing combat, including receiving a **Bite Token***,* loss of **VP**)

Adrenaline: When adjacent to a zombie, trade 1 Adrenaline/adjacent zombie to move 1 space in any non-blocked direction. Player <u>receives 1 Bite Token</u>/adjacent zombie. Player *must* move. Does not count against normal movement.

Adrenaline: When not adjacent to a zombie, trade 1 token to move 1 space in any non-blocked direction. Does not count against normal movement. (Use once per turn)
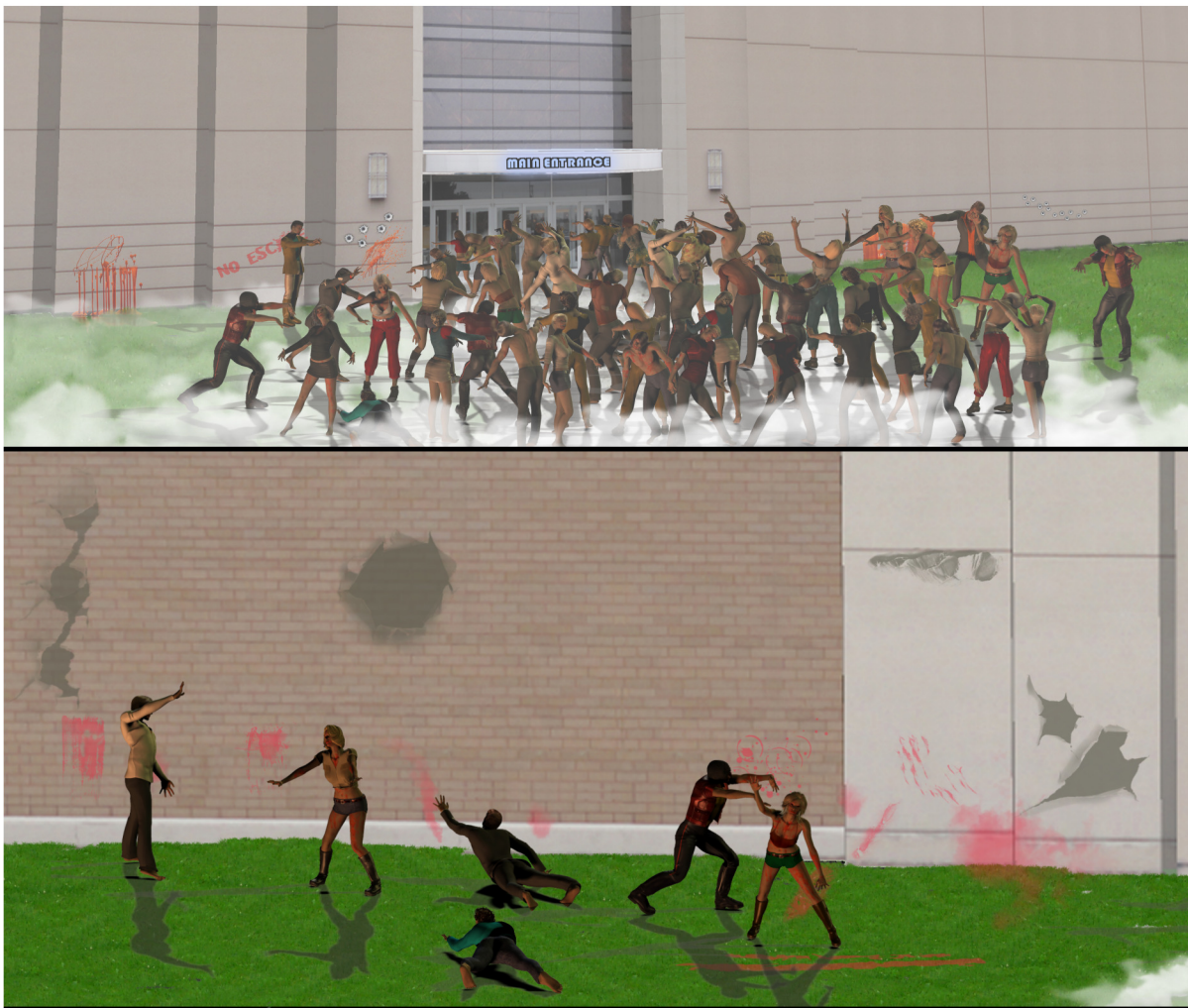
Zombie Mall is a boardgame for 1-6 players where you fight together to survive long enough to escape the ever growing zombie horde that's trapped with you inside a shopping mall.

While the Basic Rulebook may seem hefty, most players are able to play the give with only the 4-page Quick Reference Guide (included inside)   handy after skimming the rules. When needed, this rulebook can be used to look up some of the quirky shenanighans that arise during play.

The included "A Call For Help" scenario will introduce players to Zombie Mall as the players work together to find their way to safety. Thanks to a security guard's last words, players scour the shopping mall searching for elusive keys to unlock the Security Office and Emergency Radio that bring rescuers and save the day. If they can survive that long.

If this book is not included in the boxed edition, additional components are required to play.
These may be downloaded via Print & Play, or Premium Components may also be purchased.
Check http://Workshop-Games.com for more details.

AGES **12 & UP**

PLAYERS **1 - 6**

THEME **Zombie Killin'**

TIME **1-2 Hrs**