

Zombie Mall

Walkthru



ZOMBIE MALL SAMPLE WALKTHRU AND TUTORIAL PRINT AND PLAY EDITION



A HORROR SURVIVAL BOARDGAME

Zombie Mall Walkthru

TABLE OF CONTENTS

So you've read the rules and are ready to play!	3
The game map – The iComputer Store	3
Our Players	3
The Scenario	4
Turn Sequence	4
Spawning	4
Turn 1 Yellow Player	5
Phase 1 – Player Spawns	5
Phase 2 – Left Over Combat	5
Phase 3 – Spawn New Zombies	5
Phase 4 – Player Movement	6
Phase 5 – Looting/Unlock Door or Radio	6
Phase 6 – Move Zombies	6
Phase 7 – Trade Victory Points	6
Turn 1 Blue Player	7
Phase 1 – Player Spawns – N/A	7
Phase 2 – Left Over Combat	7
Phase 3 – Spawn New Zombies	7
Phase 4 – Player Movement	8
Phase 6 – Move Zombies	10
Phase 7 – Trade Victory Points	10
Turn 2 Yellow Player	11
Phase 1 – Player Spawns	11
Phase 2 – Left Over Combat	11
Phase 3 – Spawn New Zombies	11
Phase 4 – Player Movement	13
Phase 5 – Looting/Unlock Door or Radio	14
Phase 6 – Move Zombies	14
Phase 7 – Trade Victory Points	14
Turn 2 Blue Player	15
Phase 1 – Spawn Player	15
Phase 2 – Left Over Combat	15
Phase 3 – Spawn New Zombies	15
Phase 4 – Player Movement	16
Turn 3 Yellow Player	18
Phase 1 – Spawn Player	18
Phase 2 – Left Over Combat	18
Phase 3 – Spawn New Zombies	18
Phase 4 – Player Movement	19
Phase 5 – Looting/Unlock Door or Radio	20
Phase 6 – Move Zombies	21
Phase 7 – Trade Victory Points	21
Turn 3 Blue Player	22
Phase 1 – Player Spawns	22
Phase 2 – Left Over Combat	23

Phase 3 – Spawn New Zombies.....	25
Phase 4- Player Movement	25
Phase 5 – Looting/Unlock Door or Radio	28
Phase 6 – Move Zombies.....	29
Phase 7 – Trade Victory Points	29
Turn 4 Yellow Player.....	32
Phase 1 – Player Spawns.....	32
Phase 2 – Left Over Combat	32
Phase 3 – Spawn New Zombies.....	32
Phase 4 – Player Movement.....	33
Turn 4 Blue Player.....	35
Phase 1 – Player Spawns.....	36
Turn 5 Yellow Player.....	36
Phase 1 – Player Spawns.....	37
Phase 2 – Left Over Combat	38
Phase 3 – Spawn New Zombies.....	38
Phase 4 – Player Movement.....	39
Phase 5 – Looting/Unlock Door or Radio	40
Phase 6 – Move Zombies.....	40
Phase 7 – Trade Victory Points	40
Turn 6 Blue Player.....	41
Turn 7 Yellow Player.....	41
Summary	41
Appendix A.....	42

SO YOU'VE READ THE RULES AND ARE READY TO PLAY!

It's always easier to watch a play through instead of just trying to interpret the rules. At least it is for me, and I wrote the rules! Here, we follow a pair of Players, Yellow Player and Blue Player, into a store to see what all might happen. It's not going to be good for at least one of the Players, I can promise you that right now.

THE GAME MAP – THE iCOMPUTER STORE



The iComputer Store is in the top-right corner of the Walkthru Mall (every mall needs a name, no matter how corny). Each space is numbered for reference and wouldn't appear on the actual printed map. For a list of everything that could happen from each space, see *The Map in Way Too Much Detail*. Any zombies that spawn to above or to the right of this store are out of the legal play area of the mall, and as such will not spawn. At the start of this scenario, the Yellow and Blue Players begin in the walkway outside the store entrance.

OUR PLAYERS

This scenario has a Yellow Player and a Blue Player. Each Player enters the store with 5 Bandages and 5 Adrenaline. Each Player also rolls the default of **1D10+1** for Movement Points as outlined in the basic rules.



THE SCENARIO

This walkthru uses the **Scenario 1- A Call For Help** set up and rules as found in the Scenarios of the basic rules. The only special rules which will affect this walkthru are that players are allowed to trade in 3 Victory Points at the end of their turn for a Loot Card.

The one exception to the above is that instead of starting at the Main Entrance, our players have started at Exit 3 on our Walkthru Mall map.

Zombies have not yet spawned in the mall, and both players have decided to enter the iComputer store to go after the Objective Token, and maybe grab a Loot Token on the way.

Neither player has any Loot or Objective cards in hand.

TURN SEQUENCE

As a quick refresher, the phase order for each player's turn is:

Phase 1: Player Spawns (if previously **BITTEN**)

Phase 2: Left Over Combat (if beginning the turn **Adjacent** to any zombies)

Phase 3: Spawn New Zombies:

- **1D4** zombies spawn if player is within 5 spaces of another player
- **1D6** zombies spawn otherwise

Phase 4: Player Movement (roll **1D10+1** for available **Movement Points**)

Phase 5: Looting/Unlock Door or Radio

Phase 6: Move Zombies (move **1D6** zombies)

Phase 7: Trade Victory Points (optional)

Remember:

- If a player is **BITTEN**, all remaining phases of that player's turn are skipped.
- If player is **Adjacent** to a zombie during their turn, they must resolve **Combat**.

SPAWNING

Quick refresher #2 for spawning direction and distance:

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

TURN 1 YELLOW PLAYER



Phase 1 – Player Spawns

Yellow Player doesn't need to spawn, so we skip this part (details of this step will automatically be skipped in subsequent turns when not needed).

Phase 2 – Left Over Combat

Yellow Player isn't adjacent to any zombies that moved from previous turn(s), so we skip this part (details of this step will automatically be skipped in subsequent turns when not needed).

Phase 3 – Spawn New Zombies

The Yellow Player rolled to Spawn New Zombies. With the Blue Player within 5 spaces, **1D4** is rolled. The result was **1**, spawning 1 new zombie.

Counter	1D10 (Direction)	1D10 (Distance)	Target Space
Zombie 1	2	8	Outside Mall (Does Not Spawn)

This new zombie spawned outside of the legal play area (outside of the mall, off the map) which is treated as the zombie not spawning.

Phase 4 – Player Movement

The Yellow Player is located just outside the store (in space 3,1) and rolls a **3** on **1D10+1** (rolled a 2, add 1) for movement. The Player enters the store and moves to space 2,3 using all 3 Movement Points.



Phase 5 – Looting/Unlock Door or Radio

Not applicable since the Yellow Player is not on a Loot Space or next to a door that he is able to unlock.

Phase 6 – Move Zombies

Since there are absolutely no zombies on the map, no zombies are moved. This will never really happen.

Phase 7 – Trade Victory Points

The Yellow Player has no Victory Points to trade, so the Yellow Player turn is over. Pretty uneventful, huh?

TURN 1 BLUE PLAYER



Phase 1 – Player Spawns – N/A.

Phase 2 – Left Over Combat – N/A.

Phase 3 – Spawn New Zombies

The Blue Player was right outside the entrance next to the Yellow Player, on 4,1. Blue Player rolls a **3** on **1D4** (the 2 players are within 5 spaces of each other, so a D4 is rolled instead of a D6). Using the top of the map as “north” and using the D10 for direction and D10 for distance, Blue Player rolls the following:

Counter	1D10 (Direction)	1D10 (Distance)	Target Space
Zombie 1	8	4	1,3
Zombie 2	1	5	4,6
Zombie 3	2	4	6,4



Phase 4 – Player Movement

Now it's time for the Blue Player to move. Rolling a **1D10+1** the result is **5** (rolled 4 + 1). Blue Player enters the store at space 4,1 and continues to 5,4 (5 spaces of movement used). At this point the Blue Player is *adjacent* to a zombie and must dive into *Combat*!



On the first Zombie Attack, Blue Player rolls a **2** on **1D10**. Not quite good enough to defeat the zombie (must roll 3-9). To prevent being BITTEN Blue Player uses 1 Bandage Token, reducing him to 4 Bandages, and decides to re-roll.

Zombie Mall Grid Card									
Move:	1d4	1d6	1d6+2	1d10-2	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4
Bandage Points:	6	7	8	9					
Adrenaline Points:	+1	+2	+3	+4					
Times Bitten:	1	2	3	4					
Zombies Killed:	1	2	3	4					
Victory Points:	1	2	3	4					

On the next Zombie Attack (remember, *Combat* is to the death. Or bite. Whichever comes first) the Blue Player rolls a **0** on **1D10**. A 0, you can't miss much worse than that. Once again the Blue Player trades another Bandage to cancel being BITTEN, reducing him down to 3 Bandages remaining.

Zombie Mall Grid Card									
Move:	1d4	1d6	1d6+2	1d10-2	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4
Bandage Points:	6	7	8	9					
Adrenaline Points:	+1	+2	+3	+4					
Times Bitten:	1	2	3	4					
Zombies Killed:	1	2	3	4					
Victory Points:	1	2	3	4					

[illegible]

Zombie Walk Sheet Card




Move:

	1d4	1d6	1d6+2	1d10+2	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5
	-4	-3	-2	-1	0	+1	+2	+3	+4

Bandage













Adrenaline













Times Bitten















Zombies Killed














Victory Points














Score Difference: 1d10

1	2	3	4	5	6	7	8	9	10
8	1	2	3	4	5	6	7	8	9

Player Score Difference: 1d6
 Zombie Score Difference: 1d10
 Player Score Difference: 1d6
 Zombie Score Difference: 1d10

Win

Loss

Draw

The Blue Player still has 1 Movement Point remaining (it took 4 of the 5 rolled before Combat ensued, and movement from using Adrenaline does not count against the total movement rolled). The Blue Player decides to make a mad dash 1 space closer to the Loot Token in 3,3 and moves down to 4,3.



TURN 2 YELLOW PLAYER



Phase 1 – Player Spawns – N/A

Phase 2 – Left Over Combat

Thanks to the zombie moving in the previous turn, Yellow Player must combat the zombie in 2,3. Rolling **1D10**, Yellow Player rolls a **9** and kills the zombie on the first attack. The zombie is removed from play and the Yellow Player adds 1 zombie kill along with 1 Victory Point to his tally.



Phase 3 – Spawn New Zombies

With Left Over Combat out of the way, it's time to spawn some more zombies. Since Yellow and Blue Players are within 5 spaces (they're only 2 spaces distant – Obstacle markers do not hinder when calculating distance for spawning bonus, only walls and locked doors will hinder and have to be counted around instead of through) the Yellow Player will roll **1D4** to determine how many zombies spawn.

A **2** was rolled so only 2 zombies will spawn. The Yellow Player rolls **1D10** to determine direction for the first zombie and rolls a 0, which plops the zombie down right on top of the Yellow Player. For the second zombie another **1D10** is rolled for direction, this time rolling a 9 – the zombie doesn't spawn after all!

Counter	1D10 (Direction)	1D10 (Distance)	Target Space
Zombie 1	0	---	2,3
Zombie 2	9	---	---



When starting out the Movement Phase on top of a zombie, sometimes it's just easier to roll the combat before rolling your movement, so that's just what we're going to do here! The Yellow Player rolls **1D10** for combat and rolls a **5**. Yellow Player wins combat (just barely) and removes the zombie from play. Yellow Player also gets another Victory Point and Zombie Killed Token.



Phase 5 – Looting/Unlock Door or Radio – N/A.

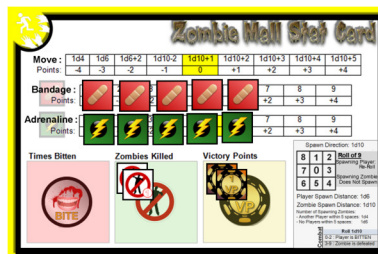
Phase 6 – Move Zombies

Now that Yellow Player has moved 1 space (which was optional – he could have stayed put since moving is not mandatory) we now Move Zombies. Rolling **1D6** for number of zombies to move, he rolls a **1**. Yellow Player decides to move zombie 1 in 5,6, which moves 1 space closer via the most direct open path to 6,6.



Note that the closest zombie to the Active Player was not necessarily the zombie that moved.

Phase 7 – Trade Victory Points – N/A (Yellow Player has 2VP so far, but you need a minimum of 3 to trade for a Loot Card).



This ends Yellow Player's turn.

TURN 2 BLUE PLAYER



Phase 1 – Spawn Player – N/A.

Phase 2 – Left Over Combat – N/A.

Phase 3 – Spawn New Zombies

The closest player is 3 spaces away, so **1D4** is rolled to spawn new zombies. Blue Player rolls a **4**. He does not have good luck with this. With the new zombie counters, the following are rolled, with North still at the top of the map, and the Blue Player (origin of spawning) is at 4,3.

Counter	1D10 (Direction)	1D10 (Distance)	Target Space
Zombie 1	0	----	4,3 (on top of Blue Player)
Zombie 2	4	3	6,1
Zombie 3	4	5	Outside Mall (Does not Spawn)
Zombie 4	3	1	5,3



Zombie 1 spawns on top of Blue Player (distance roll is irrelevant due to this).

Zombie 3 could have spawned on the mall walkway outside the store (below Zombie 2 in 6,1) or outside of the mall since the store is on the upper right corner of the mall. At Blue Players discretion, that zombie spawned outside and will never have to be worried about!

Zombie 4 is in the space next to the Blue Player, but due to the LOS Blocked obstacle marker between the 2 they are not considered *adjacent*.

Phase 4 – Player Movement

Combat must be resolved before any movement takes place for the Blue Player. He rolls a **1D10** for the Zombie Attack and rolls.... a **1**. From previous attacks Blue Player only had 3 Bandages remaining. He uses another Bandage, reducing his total to 2, to remove the Bite Marker.

Zombie Mall Status Card

Move:	1d4	1d6	1d6+2	1d10-2	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Bandage:	1	2	3	4	5	6	7	8	9
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Adrenaline:	1	2	3	4	5	6	7	8	9
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Times Bitten	1	2	3	4	5	6	7	8	9
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Zombies Killed	1	2	3	4	5	6	7	8	9
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Victory Points	1	2	3	4	5	6	7	8	9
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Player Status	1d10	1d10	1d10	1d10	1d10	1d10	1d10	1d10	1d10
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Trying to escape would still put the Blue Player in combat since he would still be adjacent to the zombie currently on the same space, so he opts to fight it out instead of trying for an escape. Once again **1D10** is rolled for combat, this time with a result of **2**. He trades in another Bandage Token cancel the Bite Token.

Zombie Mall Status Card

Move:	1d4	1d6	1d6+2	1d10-2	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Bandage:	1	2	3	4	5	6	7	8	9
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Adrenaline:	1	2	3	4	5	6	7	8	9
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Times Bitten	1	2	3	4	5	6	7	8	9
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Zombies Killed	1	2	3	4	5	6	7	8	9
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Victory Points	1	2	3	4	5	6	7	8	9
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Player Status	1d10	1d10	1d10	1d10	1d10	1d10	1d10	1d10	1d10
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

On the combat re-roll, Blue Player rolls a **1** on **1D10** (needs a 3-9 to win, this is horrible luck). He trades in his last Bandage Token to cancel the Bite Token once again.

Zombie Mall Status Card

Move:	1d4	1d6	1d6+2	1d10-2	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Bandage:	1	2	3	4	5	6	7	8	9
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Adrenaline:	1	2	3	4	5	6	7	8	9
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Times Bitten	1	2	3	4	5	6	7	8	9
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Zombies Killed	1	2	3	4	5	6	7	8	9
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Victory Points	1	2	3	4	5	6	7	8	9
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Player Status	1d10	1d10	1d10	1d10	1d10	1d10	1d10	1d10	1d10
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

In a last ditch fight for survival, Blue Player keeps fighting, trying to get higher than a 2 on **1D10**, Blue Player rolls... a **0**. Dejected, the Blue Player succumbs to being **BITTEN**. He replaces his Player Counter with his Player Bitten Token in case he gets to come back on the next turn. He also records 1 more Bite Token (now a total of 2) on his stat card.



If Blue Player had been holding any Item Loot Cards, they would have been placed in a loot pile in space 4,3. Additionally, if he had any Victory Points he would have lost 1, but a player cannot lose Victory Points if they have none.

Alternately, Blue Player could have used an Adrenaline Token to move 1 space instead of remaining in combat. He still would have received a Bite Token and been engaged in combat. The strategy in not doing this is the chance of re-spawning with only 2 bites (and coming back with full Health and Adrenaline) is high.

Once a Player has been BITTEN and removed from play, any remaining phases of that player's turn are skipped: Phase 4 – Player Movement, Phase 5 – Loot/Unlock, Phase 6 – Zombie Movement, Phase 7 – Trade VP – SKIPPED

TURN 3 YELLOW PLAYER



Phase 1 – Spawn Player – N/A

Phase 2 – Left Over Combat – N/A

Phase 3 – Spawn New Zombies

Although the Player Bitten Token for the Blue Player is within 5 spaces, the Blue Player is not actively on the map, so **1D6** must be used to determine how many zombies appear. The Yellow Player rolls a **2**, so 2 new zombies appear, with the following results for placement (Remember, these are spawning *from* 2,4):

Counter	1D10 (Direction)	1D10 (Distance)	Target Space
Zombie 1	8	2	1,6
Zombie 2	5	2	2,2



Time for movement, and the Yellow Player rolls a **4** on **1D10+1** for movement! Although the open paths are fraught with zombies, the Yellow Player can crawl over the counter toward the Objective Counter while avoiding combat. Remember, the zombie in the bathroom at 1,6 is blocked by a door, so it will not be considered adjacent for combat purposes. He first uses 2 movement points to enter 2,5 (2,5 is a cluttered space). Another movement point is spent to enter 2,6.

Zombie Wall Slot Card



Move:	1d6	1d6	1d6+2	1d10-2	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Bandage:

Points:	1d6	1d6	1d6+2	1d10-2	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Adrenaline:

Points:	1d6	1d6	1d6+2	1d10-2	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4

Time Elapsed



Zombies Killed



Victory Points





Player Name (1-3)	
1	2
3	4
5	6

Player Score Ordinal: 1st
 Zombie Score Ordinal: 1st
 Game Score Ordinal: 1st

Roll 1d6
 1-2: Player 1 is a zombie
 3-4: Player 2 is a zombie
 5-6: Player 3 is a zombie

<http://Workshop-Games.com>

Phase 5 – Looting/Unlock Door or Radio

Since the Yellow Player is on top of an Objective Token, he decides to Loot the space (this will also remove the token from the map). The Yellow Player pulls the matching numbered Objective Card from the Objective Deck and gets Key 1, which happens to be the key to the Security Office in this scenario!



The Yellow Player rolls **1D6** zombies and rolls a **5**. And Yellow Player had been getting such good rolls. Even if there were other zombies in the mall, there are 6 currently in the same store, but only 5 have an available path to a player (the zombie in the bathroom is blocked by the locked door)

Zombies in the same store must be moved first. The order in which the zombies are moved is important for blocking issues. Yellow Player decides to move the following:

Counter	Move From	Move To	Notes
Zombie 1	2,2	2,3	After going the long, open route, this zombie turns around and heads toward the nearest player.
Zombie 2	4,3	4,4	Following the shortest open path
Zombie 3	5,4	6,4	The shortest route is still around the tables creating cluttered spaces.
Zombie 4	5,3	5,4	The shortest route is still around the tables creating cluttered spaces.
Zombie 5	6,6	5,6	This was the last zombie that HAD to be moved since it is the only one left inside the store with an available path to a player.



Phase 7 – Trade Victory Points

Yellow still only has 2VP and needs 3VP to trade, so this phase is once again skipped.

TURN 3 BLUE PLAYER



Phase 1 – Player Spawns

Since BITTEN on the last turn, the Blue Player must check to see if he will respawn. He rolls **1D10** and must roll *higher* than the number of Bite Tokens he has (2 – 1 from losing combat, 1 from using Adrenaline), so he must roll 3-9 to survive). He rolls... a **3**. Whew, that was close. Blue Player restores all **Bandages** and **Adrenaline**.



Note that the 2 Bite Tokens remain and are not discarded

Next it's time to determine how far the zombies dragged him before he was able to escape.

Origin Space (Bitten Counter)	1D10 (Direction)	1D10 (Distance)	Target Space
4,3	3	6	Outside of mall

Since the player would not spawn inside the legal area of the map, the player must re-roll to spawn.

Origin Space (Bitten Counter)	1D10 (Direction)	1D10 (Distance)	Target Space
4,3	9	N/A	Does not spawn

A direction of 9 is equivalent to not spawning (within the legal area of the mall), so once again the player must re-roll.

Origin Space (Bitten Counter)	1D10 (Direction)	1D10 (Distance)	Target Space
4,3	3	2	6,3

Finally, a spawn within the legal area! It's a horrible place to spawn, though. The player removes the Player Bitten Token and places his Player Token in the target space.

Note that although there was an LOS Block marker between the origin and where the player spawned, it was ignored as are all obstacles when calculating where a player (or zombie) will spawn.



Phase 2 – Left Over Combat

Although Blue Player spawned in a cluttered space, he is still adjacent to the zombie in 6,4 and must resolve combat. Battling this zombie (above) with **1D10**, Blue Player rolls a **2**, losing combat. He trades in a Bandage Token (leaving him with 4) to cancel the Bite Token he would receive.



Zombie Mall Grid Card

Move:

1d4	1d6	1d8+2	1d10-2	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5
Points: -4	-3	-2	-1	0	+1	+2	+3	+4

Bandage:

1	2	3	4	5	6	7	8	9
Points: -1	-2	-3	-4	-5	-6	-7	-8	-9

Adrenaline:

1	2	3	4	5	6	7	8	9
Points: -1	-2	-3	-4	-5	-6	-7	-8	-9

Times Bitten



SITE

Zombies Killed



Victory Points



8	1	2
7	0	3
6	5	4

Player Score: Distance: 105
 Zombie Score: Distance: 1070
 Number of Players: 2
 Number of Zombies: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10
 Number of Items: 10

Instead of re-rolling combat, Blue decides to use Adrenaline to escape. Since he is adjacent to 1 zombie, escaping will cost 1 Adrenaline Token and he will also receive 1 Bite Token (raising his total to 3). He does this and moves to 6,2.



Although 6,2 is a cluttered space, using adrenaline allows movement into a cluttered space with no penalty.



Zombie Mall Stat Card

Move:

1d4	1d6	1d8+2	1d10-2	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5
-4	-3	-2	-1	0	+1	+2	+3	+4

Bandage:

Adrenaline:

Times Bitten



Zombies Killed



Victory Points



8	1	2	Roll of 9
7	0	3	Roll of 10
6	5	4	Roll of 11

Player Scoreboard: 1d6
 Zombie Scoreboard: 1d6
 Number of Zombies Killed
 Number of Zombies Bitten
 Number of Zombies Killed
 Number of Zombies Bitten

Roll 1d6
 Roll 1d6
 Roll 1d6
 Roll 1d6

Phase 3 – Spawn New Zombies

Now it's time to place more zombies. The Blue and Yellow players are 7 spaces apart, so the Blue Player must roll **1D6** to determine how many zombies to place. The die is rolled with a result of **4**. Remember, zombies are spawning from 6,2.

Counter	1D10 (Direction)	1D10 (Distance)	Target Space
Zombie 1	7	1	5,2
Zombie 2	8	6	3,6 (On top of Yellow Player)
Zombie 3	7	1	5,2 (On Top of Zombie 2)
Zombie 4	0	---	6,2 (On top of Yellow Player)



Phase 4- Player Movement

The Blue Player is cornered and adjacent to 3 zombies (1 in the same space and the 2 zombies in 5,2). He could try to escape by using Adrenaline – but it would take 3 Adrenaline and he would still be adjacent to at least 2 zombies. He decides to try and fight his way out.

First he fights the zombie on the same space. Rolling **1D10** for combat, he rolls a **4** and defeats the zombie. He adds a Victory Point and Zombie Kill token to his stat card and removes the zombie from play.



Blue Player fights on and attacks the first zombie in 5,2 (although 2 zombies share the space, they are attacked individually). Rolling **1D10** for combat, Blue Player rolls a **2**. Once again Blue Player finds himself using a Bandage to prevent gaining another Bite.



With the bad luck in combat, the Blue Player decides to make a mad dash and use Adrenaline to run through the zombies in 5,2 (crazy, but allowable). Since there are 2 zombies in 5,2 it will cost 2 Adrenaline Tokens and the Blue Player will receive 2 Bite Tokens for moving instead of fighting. He takes the plunge and rushes in from 6,2 to 5,2.



Blue Player decides to keep running and spends his last 2 Adrenaline Tokens (1 per zombie) and receives 2 more Bite Tokens.



Zombie Mall Stat Card

Move: 1d4 1d6 1d8+2 1d10+2 1d10+1 1d10+2 1d10+3 1d10+4 1d10+5
Points: -4 -3 -2 -1 0 +1 +2 +3 +4

Bandage:

1	2	3	4	5	6	7	8	9
-4	-3	-2	-1	0	+1	+2	+3	+4

Points:

Adrenaline:

1	2	3	4	5	6	7	8	9
-4	-3	-2	-1	0	+1	+2	+3	+4


Points:

Score	1d10
8	2
7	3
6	4
5	5
4	6
3	7
2	8
1	9
0	10

Player Score Distance: 1d10
Zombie Score Distance: 1d10

Roll 1d10
Roll 1d10

Out of Adrenaline and still adjacent to 2 zombies, Blue Player is forced to make a stand and fight. Rolling **1D10** to fight the first zombie, he rolls a **1**. Using 1 of his 3 remaining bandages to cancel the Bite Token, he now has 2 Bandages remaining.



Zombie Mall Stat Card

Move:

1d4	1d6	1d8+2	1d10+2	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5
-4	-3	-2	-1	0	+1	+2	+3	+4


Bandage:

1	2	3	4	5	6	7	8	9
-4	-3	-2	-1	0	+1	+2	+3	+4


Adrenaline:

1	2	3	4	5	6	7	8	9
-4	-3	-2	-1	0	+1	+2	+3	+4


Times Bitten



Zombies Killed



Victory Points



Scoreboard

8	1	2	3	4	5	6	7	8	9
8	1	2	3	4	5	6	7	8	9
8	1	2	3	4	5	6	7	8	9
8	1	2	3	4	5	6	7	8	9

Player Scoreboard

Player	Score
Zombie Scoreboard	0
Player Scoreboard	0

Game Rules

1. Roll 1d10 and move the token to the corresponding space on the board.

2. If the token lands on a space with a number, roll the die and add the number to the score.

3. If the token lands on a space with a symbol, roll the die and add the number to the score.

4. If the token lands on a space with a symbol, roll the die and add the number to the score.


5. If the token lands on a space with a symbol, roll the die and add the number to the score.

Continuing to fight, Blue Player again rolls **1D10** for combat, this time rolling a **6** and killing one of the zombies. He adds a Victory Point and Zombie Kill Token to his stat card while removing the zombie counter from play.



Move:	1d4	1d6	1d8+2	1d10+2	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5																		
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4																		
Bandage:	<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td> </tr> <tr> <td>-4</td><td>-3</td><td>-2</td><td>-1</td><td>0</td><td>+1</td><td>+2</td><td>+3</td><td>+4</td> </tr> </table>									1	2	3	4	5	6	7	8	9	-4	-3	-2	-1	0	+1	+2	+3	+4
1	2	3	4	5	6	7	8	9																			
-4	-3	-2	-1	0	+1	+2	+3	+4																			
Adrenaline:	<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td> </tr> <tr> <td>-4</td><td>-3</td><td>-2</td><td>-1</td><td>0</td><td>+1</td><td>+2</td><td>+3</td><td>+4</td> </tr> </table>									1	2	3	4	5	6	7	8	9	-4	-3	-2	-1	0	+1	+2	+3	+4
1	2	3	4	5	6	7	8	9																			
-4	-3	-2	-1	0	+1	+2	+3	+4																			
Times Bitten	<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td> </tr> <tr> <td>-4</td><td>-3</td><td>-2</td><td>-1</td><td>0</td><td>+1</td><td>+2</td><td>+3</td><td>+4</td> </tr> </table>									1	2	3	4	5	6	7	8	9	-4	-3	-2	-1	0	+1	+2	+3	+4
1	2	3	4	5	6	7	8	9																			
-4	-3	-2	-1	0	+1	+2	+3	+4																			
Zombies Killed	<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td> </tr> <tr> <td>-4</td><td>-3</td><td>-2</td><td>-1</td><td>0</td><td>+1</td><td>+2</td><td>+3</td><td>+4</td> </tr> </table>									1	2	3	4	5	6	7	8	9	-4	-3	-2	-1	0	+1	+2	+3	+4
1	2	3	4	5	6	7	8	9																			
-4	-3	-2	-1	0	+1	+2	+3	+4																			
Victory Points	<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td> </tr> <tr> <td>-4</td><td>-3</td><td>-2</td><td>-1</td><td>0</td><td>+1</td><td>+2</td><td>+3</td><td>+4</td> </tr> </table>									1	2	3	4	5	6	7	8	9	-4	-3	-2	-1	0	+1	+2	+3	+4
1	2	3	4	5	6	7	8	9																			
-4	-3	-2	-1	0	+1	+2	+3	+4																			

Blue Player is still adjacent to 1 zombie and must combat it. Rolling **1D10** for combat, he rolls a **0**. He uses a Bandage Token to negate the Bite Token, leaving 1 remaining Bandage available.



Zombie Mall Stat Card

Move:

1d4	1d6	1d8+2	1d10+2	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5
-4	-3	-2	-1	0	+1	+2	+3	+4


Bandage:

1	2	3	4	5	6	7	8	9
-4	-3	-2	-1	0	+1	+2	+3	+4


Adrenaline:

1	2	3	4	5	6	7	8	9
-4	-3	-2	-1	0	+1	+2	+3	+4


Times Bitten



Zombies Killed



Victory Points



Score: _____
 Date: _____
 Player: **Shawn Odom** 1d6
 Zombie: **Shawn Odom** 1d10
 Game: **Shawn Odom** 1d10

All rights reserved.
 © 2010
 All rights reserved.
 © 2010

Still adjacent to the zombie in 5,2 with no Adrenaline, Blue Player is forced to continue fighting. Rolling **1D10** for combat he rolls a **3** and manages to kill the zombie!

[illegible]

After all of that, we're still in the Player Movement Phase and Blue Player still has to roll for movement. He rolls **1D10** for movement and rolls a total of **2** (rolled 1 + 1). Blue Player decides to exit the store and moves to 3,1.



Phase 5 – Looting/Unlock Door or Radio – N/A

Phase 6 – Move Zombies

Blue Player is within 5 spaces of the Yellow Player, so he only has to roll **1D4** to determine how many zombies move. He rolls a **3**, and the following zombies move:

Counter	Move From	Move To	Notes
Zombie 1	6,1	5,1	When Player is on a walkway, zombies on the walkway will advance toward nearest player..

Note that all other zombies are inside the store. Even if a player on the walkway is closer to a zombie, zombies will head toward any players *in the same store* first.

Counter	Move From	Move To	Notes
Zombie 2	2,3	2,4	Continuing down the shortest, <i>open route</i> to the player.
Zombie 3	6,4	6,5	Continuing down the shortest, <i>open route</i> to the player.

Note that the only other zombie available to move was the zombie in 5,6. All other zombies were blocked (by other zombies) or did not have an open path to a player available (zombie in the bathroom).



Phase 7 – Trade Victory Points

Blue Player has 3 Victory Points and decides to trade them in for a Loot Card as allowed by the scenario rules. He trades in the 3 VP and randomly draws a Loot Card from the Loot Card deck.



The Loot Card he pulls is "That's Not A Pile of Loot", which must be played immediately.



This is the worse card in the whole deck. Although it is the end of Yellow Player's turn, this card must be played when drawn. When playing this card **1d4** zombies spawn on the space the Active Player is occupying (which means combat must immediately be resolved). The Blue Player rolls a **2**, so 2 zombies spawn in the same space.




Although at the end of Blue Players turn, the zombies have spawned adjacent/on top of the Active Player (which is Blue Player), so combat must be resolved. For the first zombie, he rolls **1d10** with a result of **2**, losing combat. He uses his last Bandage Token to negate the Bite Token and has no other option but to re-roll combat.



Still with 2 zombies in the same space, Blue Player picks one to attack (since all zombies are the same, the actual zombie selected is inconsequential).

Again rolling **1D10** for combat, Blue Player rolls a **5**, defeating one of the zombies that spawned on top of him! He gains another Victory Point and Zombie Kill Token, but still has 1 more zombie left to combat in 3,1.





Zombie Kill Stat Card

Move:

1d4	1d6	1d8+2	1d10-2	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5
Points:	-4	-3	-2	-1	0	+1	+2	+3


Bandage:

1	2	3	4	5	6	7	8	9
Points:	-4	-3	-2	-1	0	+1	+2	+3


Adrenaline:

1	2	3	4	5	6	7	8	9
Points:	-4	-3	-2	-1	0	+1	+2	+3


Times Bitten



Zombies Killed



Victory Points



Player Score Distance: 100

Zombie Score Distance: 100

Number of Zombies Killed: 10

Number of Victory Points: 10

Number of Bites: 10

Number of Bandages: 10

Number of Adrenaline: 10

Roll total

1d4 + 1d6 + 1d8 + 1d10 + 1d10 + 1d10 + 1d10 + 1d10 + 1d10

With 1 zombie in the same space and out of Adrenaline, Blue Player is once again forced to combat the zombie. He rolls **1D10** for combat and rolls a **1**, losing. With no alternative, Blue Player has become BITTEN and again replaces the Blue Player Counter with the Blue Player Bitten Counter.

On his stat card he records another Bite, which brings his total number of Bite Tokens to 8 (2 from losing combat and being Bitten, 6 from using Adrenaline). Additionally, he loses 1 Victory Point which brings his total to 0.

Zombie Kill Stat Card

Move:

1d4	1d6	1d8+2	1d10-2	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5
Points: -4	-3	-2	-1	0	+1	+2	+3	+4

Bandage:

1	2	3	4	5	6	7	8	9
Points: -4	-3	-2	-1	0	+1	+2	+3	+4

Adrenaline:

1	2	3	4	5	6	7	8	9
Points: -4	-3	-2	-1	0	+1	+2	+3	+4

Times Bitten

Zombies Killed

Victory Points

Player Score: 0/2

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

Zombie Score: 0/2

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

Player Score Distance: 100

Zombie Score Distance: 100

Number of Zombies Killed: 10

Number of Victory Points: 10

Number of Bites: 10

Number of Bandages: 10

Number of Adrenaline: 10



This finally ends Blue Player's turn.

TURN 4 YELLOW PLAYER



Phase 1 – Player Spawns – N/A

Phase 2 – Left Over Combat

On the previous turn a zombie spawned on top of Yellow Player in 3,6, so, there is combat to resolve. Rolling **1D10** for combat, Yellow Player rolls a **7** and kills the zombie, removing it from play. He also gets 1 Zombie Kill added to his Stat Card and 1VP.



Zombie Wall Stat Card									
Move:	1d4	1d6	1d8	1d10	1d12	1d14	1d16	1d18	1d20
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4
Bandage:	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>								
Adrenaline:	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>								
Times Bitten	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>								
Zombies Killed	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>								
Victory Points	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>								

Phase 3 – Spawn New Zombies

With no other players within 5 spaces (the Blue Player Bitten does not count), Yellow Player must roll **1D6** for the number of new zombies to spawn and rolls a **4**. Zombies spawn in the following spaces, originating from Yellow Player's space of 3,6.

Counter	1D10 (Direction)	1D10 (Distance)	Target Space
Zombie 1	4	2	5,5 (Could alternately have spawned in 4,4)
Zombie 2	3	3	6,6
Zombie 3	8	5	Outside Mall (Does not Spawn)
Zombie 4	6	1	2,5



Phase 4 – Player Movement

Yellow Player rolls **1d10+1** for movement and gets **7** Movement Points. He decides to run toward the store entrance, but each route has zombies in the way. He uses the first Movement Point to enter 2,6 where he is adjacent to the zombie in 2,5 (zombie in 1,6 is behind a door and not adjacent) and decides to combat it.



Rolling **1D10** for combat, Yellow Player rolls a **2** and loses. Although he has 5 bandages and 4 Adrenaline available, Yellow Player decides to take the Bite (maybe he can get lucky and respawn in a better position?). Since this is his first Bite Token, the odds are in his favor.

Yellow Player replaces his player counter with the Yellow Player Bitten Counter and adds 1 Bite Token to his stat card. He also loses 1 Victory Point, bringing his total down to 2. In addition, the Security Office Key is left behind in a Loot Pile.



With the Yellow Player bitten, the remaining phases of the turn (**Looting/Unlock Door or Radio, Move Zombies, Trade VP**) are skipped.



TURN 4 BLUE PLAYER



Phase 1 – Player Spawns

Having been BITTEN on the last turn, the Blue Player must find out *if* he respawns this turn. He has 8 Bite Tokens, so he must roll GREATER THAN 7 on 1D10 to spawn and continue play – this means he *must* roll a 9. He rolls and gets a 0, which in this game is 0 and definitely less than 8.

If Blue Player had any Victory Points, he would lose 1 more for being killed and out of the game (this will come into play in future expansions with Zombie Players).

The Blue Player removes his Player Bitten Token from the board and is now out of the game. The rest of Blue Player's turn is skipped play continues to the next player.



TURN 5 YELLOW PLAYER



Having been BITTEN on the last turn, the Yellow Player must find out *if* he respawns this turn. He has 1 Bite Token, so he must roll GREATER THAN 1 on **1D10** to spawn and continue play – only a 0 or 1 will knock Yellow Player out of the game.

Move:

154	168	186	2	1210	1	1010+1	1	1010+2	1	1210+4	1	1210+5
-4	-3	-2	-1	0	1	2	3	4	5	6	7	8

Points:

8	9	2	3	4
---	---	---	---	---

Adrenaline:

1	2	3	4	5
---	---	---	---	---

Times Bitten:

1	2	3	4	5
---	---	---	---	---

Zombies Killed:

1	2	3	4	5
---	---	---	---	---

Victory Points:

1	2	3	4	5
---	---	---	---	---

Score:

8	9	2	3	4
---	---	---	---	---

Origin Space (Bitten Counter)	1D10 (Direction)	1D10 (Distance)	Target Space
2,6	1	4	Outside of mall

Origin Space (Bitten Counter)	1D10 (Direction)	1D10 (Distance)	Target Space
2,6	5	5	2,1

Phase 2 – Left Over Combat

Having spawned next to the zombie in 3,1, Yellow Player can fight or use Adrenaline to flee. He opts to combat the zombie. Rolling **1D10** for combat, he rolls a **9** and defeats the zombie, removing it from play while adding a Victory Point (3 total) and Zombie Kill Token (4 total) to his stat card.



Zombie Mall Stat Card									
Move:	1d4	1d6	1d6+2	1d10-2	1d10+1	1d10+2	1d10+3	1d10+4	1d10+5
Points:	-4	-3	-2	-1	0	+1	+2	+3	+4
Bandage:									
Adrenaline:									
Points:									
Times Bitten									
Zombies Killed									
Victory Points									
<div> <div> <div>8</div> <div>1</div> <div>2</div> </div> <div> <div>7</div> <div>0</div> <div>3</div> </div> <div> <div>6</div> <div>5</div> <div>4</div> </div> </div> <div> <div>Roll of 9</div> <div>Spawning Zones</div> <div>Enemy Not Spawn</div> </div> <div> <div>Player Spawn Distance: 1d6</div> <div>Zombie Spawn Distance: 1d10</div> <div>Number of Spawning Zones: 10</div> <div>Number of Zones with 1 token: 1d6</div> <div>Number of Zones with 2 tokens: 1d6</div> <div>Number of Zones with 3 tokens: 1d6</div> </div> <div> <div>Roll of 9</div> <div>Player is 817103</div> <div>1000 Distance is 1000</div> </div>									

Phase 3 – Spawn New Zombies

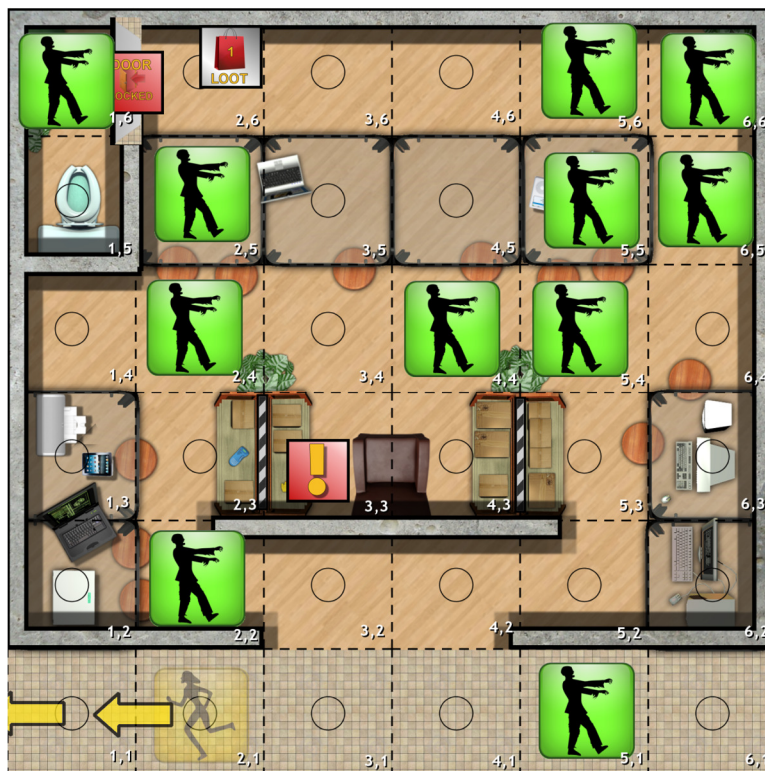
Again with no other players within 5 spaces, Yellow Player must roll **1D6** to determine the number of zombies to spawn and rolls a **2**. Zombies spawn in the following spaces, originating from Yellow's space of 2,6.

Counter	1D10 (Direction)	1D10 (Distance)	Target Space
Zombie 1	1	1	2,2
Zombie 2	9	--	Does Not Spawn



Phase 4 – Player Movement

Yellow Player rolls **1D10** for movement and rolls a **5**. He continues to the left (off the shown walkthrough area, but still in the mall).



Phase 5 – Looting/Unlock Door or Radio – N/A

Phase 6 – Move Zombies

Rolling **1D6** for the number of zombies to move, Yellow Player rolls the max of **6**. Since he is not in a store, any zombies within line of sight on the mall walkway must move first. The only zombie within line of sight on the mall walkway is the zombie on 5,1 so it is forced to move.

Counter	Move From	Move To	Notes
Zombie 1	5,1	4,1	Only zombie on the walkway with LOS to a player.

The remaining 5 zombies to move will be in the store. They will move, ever so slowly, toward the store entrance in pursuit of the nearest player (who happens to be running down the hall).

Counter	Move From	Move To
Zombie 2	5,4	5,3
Zombie 3	5,5	5,4
Zombie 4	6,5	6,4
Zombie 5	6,6	6,5
Zombie 6	5,6	6,6



Phase 7 – Trade Victory Points

Yellow Player has 3 Victory Points, which is enough to trade in for a Loot Card in this scenario, but decides not to trade.

TURN 6 BLUE PLAYER

Blue Player is out of the game, so there is no longer a Blue Player Turn. This includes zombie spawning and movement.

TURN 7 YELLOW PLAYER

With the Yellow Player off the shown map, he continues to spawn zombies and survive as long as he can. He still has to find the key to unlock the radio, but he knows the key to unlock the Security Office is back in the iComputer store in the Loot Pile in space 2,6.

Why did he leave the key needed for the scenario behind? Maybe he's trying to lure the zombies away for a better chance at grabbing the key and running. Maybe it was just an odd turn of events to show what can happen in a game.

SUMMARY

Play would continue with the Yellow Player until he successfully gathered the keys to the Security Office and Radio and made his way to unlock both and call for help, or until he was no longer able to successfully combat the zombie horde and found himself joining the Blue Player.

APPENDIX A

THE MAP IN WAY TOO MUCH DETAIL



There are 36 spaces on the map 6"x6" used in the walkthru. Here's what's important about each one.

Space	Type	Details
1,1	Open	The Mall Walkway. Zombies here will not enter the store after a player before zombies inside the store with a player have moved.
1,2	Cluttered	Counter/Table clutters this space. The laptop does too, and Players can't do anything with the laptop. Or anything else cluttering up the map that isn't a token.
1,3	Cluttered	Counter/Table clutters this space.
1,4	Open	Movement and combat between 1,4 and 1,5 is blocked by a wall.
1,5	Cluttered	Yes, that's a toilet cluttering up the space. Movement and combat between 1,5 and 1,4 is blocked by a wall. Movement and combat between 1,5 and 2,5 is blocked by a wall.
1,6	Open	A Locked Door prevents movement and combat between 1,6 and 2,6.
2,1	Open	Mall Walkway.
2,2	Open	Movement and combat between 2,2 and 2,1 is blocked by a wall.
2,3	Open	The LOS Block obstacle marker between bookcases prevents movement and combat between 2,3 and 3,3
2,4	Open	
2,5	Cluttered	Counter/Table clutters this space.
2,6	Open	A Locked Door prevents movement and combat between 2,6 and 1,6.
3,1	Open	Mall Walkway. This space is also an Entrance/Exit to the store.
3,2	Open	Movement and combat is blocked to 3,3 due to a wall.
3,3	Cluttered (Loot)	The LOS Block obstacle marker between bookcases prevents movement and combat between 3,2 and 2,2. Loot Token Marker – actual space is Open.
3,4	Open	
3,5	Cluttered	Counter/Table clutters this space.
3,6	Cluttered (Objective)	Objective Token Marker. Actual space underneath is Open.
4,1	Open	Mall Walkway. This space is also an Entrance/Exit to the store.

Space	Type	Details
4,2	Open	Movement and combat is blocked to 3,3 due to a wall.
4,3	Open	The LOS Block obstacle marker between bookcases prevents movement and combat between 4,3 and 5,3
4,4	Open	
4,5	Cluttered	Counter/Table clutters this space.
4,6	Open	
5,1	Open	Mall Walkway. Movement and combat is blocked to 5,2 due to a wall.
5,2	Open	
5,3	Open	The LOS Block obstacle marker between bookcases prevents movement and combat between 5,3 and 4,3.
5,4	Open	
5,5	Cluttered	Counter/Table clutters this space.
5,6	Open	
6,1	Open	Mall Walkway. Movement and combat is blocked to 6,2 due to a wall.
6,2	Cluttered	Counter/Table clutters this space.
6,3	Cluttered	Counter/Table clutters this space.
6,4	Open	
6,5	Open	
6,6	Open	



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.

This Walkthru and Tutorial will introduce new players to Zombie Mall play - how to move, when fight, when to run. Just how do all of those zombies keep popping up? Follow 2 players as they fight their way into and out of on of the mall stores as they search for the keys to rescue using the "A Call For Help" scenario found in the Zombie Mall Basic Rules.

The Sample Walkthru and Tutorial is not a rulebook, and the Zombie Mall Basic Rules are required for play.

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

