

ZOMBIE MANIA!

2-5 PLAYERS
20 MINUTES

GAME DESIGN: Reiner Knizia
ILLUSTRATION: Drew Rausch

COMPONENTS AND SETUP

5 PLAYER MATS

Give one of these to each player, placing it in front of them. Return any that are left over to the box.



1 GRAVEYARD MAT

Place this in the center of the playing area, within easy reach of all players.



8 DICE - Give these to the player who was most recently bitten by something. They will take the first turn, then play will proceed clockwise around the table.



40 ZOMBIE TOKENS

Place a number of these on each player's mat based on the player count: 12 zombies per mat at 2 or 3 players, 10 zombies per mat at 4 players, and 8 zombies per mat at 5 players.



GAMEPLAY

At the beginning of your turn, roll all 8 dice. Then perform the following steps in this order:

1 Set aside at least one die depicting a zombie.
- If you cannot set aside a zombie die, your turn ends immediately.

2 Set aside any number of further dice of your choice.

3 Choose whether to continue or to stop rolling.

- If you choose to continue, re-roll all dice that have not been set aside yet, then perform these steps again beginning with **1**.


- If you choose to stop rolling, perform the actions indicated by the dice. You must have 2 or more matching faces in order to perform the actions, as detailed on the next page.

Then your turn ends and you must pass all the dice to the next player clockwise around the table.

GAMEPLAY DETAILS





GRAVESTONES

If you have at least 2 dice showing , you may move Zombie tokens from your player mat to the Graveyard mat in the center of the table. How many Zombie tokens you may move is determined by your other dice.





BUILDINGS

If you have at least 2 dice showing  AND at least 2 dice showing , you may move Zombie tokens from your player mat to a single opponent's player mat rather than the Graveyard mat this turn.





BLUE ZOMBIE

If you have at least 2 dice showing  AND at least 2 dice showing , you may move 1 Zombie token from your player mat this turn.





GREEN ZOMBIE

If you have at least 2 dice showing  AND at least 2 dice showing , you may move 1 Zombie token from your player mat this turn.




BROWN ZOMBIES

If you have at least 2 dice showing  AND at least 2 dice showing , you may move 2 Zombie tokens from your player mat this turn.



TIMES 2




If you have at least 2 dice showing , you may move twice as many Zombie tokens as is otherwise indicated by your dice this turn.

GAME END

If you start your turn with no Zombie tokens on your player mat, you win the game!

If you play several games in a row, players accrue penalty points equal to the number of Zombie tokens left on their Player mat at the end of the game. You should keep track of the total number of penalty points accrued by players over the course of those games, and the player with the fewest total penalty points is considered the overall winner.

NOTES

When you've set aside 2 or more dice with the same icon, you may want to stack them to indicate that their corresponding action will work this turn. Remember that single dice that do not match any others don't provide any benefit, nor do additional dice beyond the 2nd of any given icon. Having pairs of different zombies is additive - for example, if you had at least 2  and at least 2  dice, you would be able to move 3 Zombie tokens from your Player mat this turn. It is important that you set aside at least 2  during the course of your turn, otherwise you will not be able to move any zombies.

EXAMPLES



Only one of your dice shows a gravestone. You cannot move any zombies.



With two gravestones to move zombies, and four (more than two!) blue zombies, you move one of your zombies to the graveyard.



With two gravestones to move zombies, two green zombies, two brown double-zombies, and two "Times 2" results, you move six of your zombies to the graveyard.



With two gravestones to move zombies, two building and two double-zombies, you move two of your zombies to another player's mat.

CREDITS

TRICK OR TREAT
STUDIOS

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GAME DESIGN: Reiner Knizia

ILLUSTRATION: Drew Rausch

GAME PRODUCER: Chris Zephro

GRAPHIC DESIGN: Jody Henning

PROJECT MANAGEMENT: Andy Van Zandt

Reiner Knizia thanks Sebastian Bleasdale for his contributions to the development of this game.