

PINTS OF

Food supply is running dramatically low, and there is a lot of moaning to be heard in town. Neurological impulses are pushing hordes of hungry mouths, as instinct tells them that there are still some juicy bites to be found just around the corner at your local pub.

That pub is where you just happen to be together with your unsuspecting pals, enjoying snacks and beer. However, you are not yet aware, that it is you who are on the menu tonight.

AIM OF THE GAME

The aim of the game is to survive the seemingly hopeless battle against hungry hordes of zombies - at least until rescue arrives. However, if you do not wish to be left behind, you have to satisfy different conditions, depending on who is coming to rescue you.

Still, who likes to fight zombies when you can have beer and snacks instead?

BLOOD

The hungry hordes, yearning for fine vintages of the most delectable blood groups to wash down crispy goose-pimpled flesh, are already eagerly queuing outside. How can you save your skin from these ghouls seeking to gorge themselves on fresh cuts of walking meat?

Who will let who have his last bite on earth tonight?

You would rather send the last patrons in the pub – your buddies – out to defeat as many zombies as possible and buy yourselves some time.

If you place your buddies strategically, with a little bit of luck, you might even survive the night.

When the rescue card is drawn, the game ends immediately. If you run out of buddies before that, the zombies win.

ENTER
AT
YOUR
OWN
RISK

COMPONENTS

1 game board



1 bus



Please assemble it before the first game:



28 movement tiles (4 colours)



86 zombie chips: - same reverse side



- different faces

32 crisp bag marker: - 16 x 1 bag



- 16 x 5 bags



7 beer-markers



6 buddies: - 4 x ivory



- 2 x red



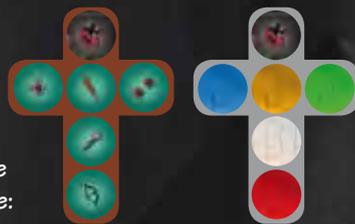
1 colour die



7 battle dice



Prepare the dice before the first game:



65 cards: - 5 rescue cards

- 40 buddy cards

- 20 zombie cards



3 division tiles



4 bite-markers



8 special ability markers pub food only to be used for level Main Course



QUICK OVERVIEW OVER A PLAYER'S TURN

Phase I - Preparing for the fight (page 2-3)



1. Move 1 buddy from the sofa to a chosen row and immediately draw a card. Repeat this with as many buddies as you want (or can). Zombie cards must be played at once. Buddy cards are put face up in front of the active player and can be used when needed.



2. Roll all 8 dice, place zombies according to the result of the colour die (onto the tiles) and of the battle dice (onto the bus, if zombie symbols have been rolled).



3. Distribute the battle dice into the rows, in which the buddies are fighting, thus supplying the buddies for their fight. Add buddy cards, as you can or wish to.

Phase II - Fighting the zombies (page 4)



1. Start in the row where the bus is standing. Continue in the direction the bus is driving (=counterclockwise). Resolve the fight by flipping open the zombie chips and put the defeated zombies onto the ambulance.



2. After one row with a buddy has been dealt with, it moves:
1 tile forward, if at least one zombie in it has been defeated,
2 tiles forward, if no zombie in it has been defeated.



Zombies having entered the pub are collected on the player's bite-marker.

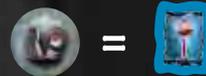
3. Then the next row with a buddy is dealt with.

Phase III - Moving the bus (page 4)



After all the rows have been dealt with, the bus drives from row to row according to the number of zombies on it (counterclockwise). (Normally in each row 1 zombie gets off onto a new tile, which is pushed into the row (from the street side). When the last zombie has left the bus (or if there is no zombie in it), the empty bus moves to the next row and stops there.

Phase IV - Scoring zombies (page 5)



1. Count the defeated zombies on the ambulance. For each zombie chip you get 1 crisp bag.



2. Discard cards from the draw pile according to the number of defeated zombies (playing Starters' Menu: for 3 defeated zombies you discard 1 card). Then the defeated zombies return to the stock.



3. End of your turn: Check the zombies on your bite-marker and mark the number of bites (red zombies bite 2x, all the others 1x). If you reach 5 bites, a buddy immediately leaves the game and the bitemarker goes to 'O' again. Then the zombies return to the stock.

Anytime during your turn you may buy buddy cards (page 2 and 9) and beer (page 5).

End of the game (page 6)



When the last buddy has been killed or the rescue card has been drawn, the game ends immediately. For each rescue card, you have to fulfill different conditions. (Crisp bags function as tie-breaker.)

GAME SETUP (Starters' Menu)

There are 2 levels of challenge.

1. Starters' Menu. Playing at this level, you get to know the basic rules, you play with fewer (zombie) cards and you will need to defeat fewer zombies to discard cards from the draw pile. That is essential, because your goal is to reach the rescue card somewhere near the bottom of the draw pile.

2. Main Course. This level offers more strategic possibilities and will be harder to master. The additional elements of the Main Course are explained on page 7 and 8.

I. SETUP OF THE BOARD

1. Place the **bus** facing any row. Driving direction is **counterclockwise**.

2. **A)** Shuffle the **movement tiles** and insert 5 tiles randomly into each row. (The colours in each row should be quite well mixed at the start of the game so that each of the 4 colours is at least once in each row. Movement tiles with special markings (explained on page 7) are inserted face down, since they do not matter when playing at the *Starters' Menu* level.)

B) Store the remaining 3 tiles in the pub corner.

3. Pool the **zombie chips** (well shuffled) and **crisp bags** near the board. (Zombies always come in face down.)



4. Place the 7 **beer markers** onto the bar and the 4 **ivory buddies** onto the sofa in the pub corner, the 2 **red buddies** are put onto the phone box on the pavement (these buddies may reach the pub later).



5. Roll the colour die. Place 1 **zombie** (face down) onto each movement tile on the pavement corresponding to the respective colour. If the colour of the die is black (zombie symbol), put 1 zombie face down onto the bus and roll again. If it is white, you may choose a colour.



Example: Green has been rolled:



II. SETUP OF THE DRAW PILE

1. Remove from the game: 2x **Jukebox** and 2x **Flesh mob**.



2. Keep the 5 **rescue cards** aside (blue background).

3. Shuffle the rest of the cards (zombie cards and buddy cards) together to form a draw pile consisting of 4 quarters:

a) Distribute the cards equally in number into 4 **stacks** (14 cards per stack when playing *Starters' Menu*).

b) 1 of the 5 **rescue cards** is drawn randomly (face down) or chosen at will and shuffled into one of the stacks, which will form the bottom quarter of the draw pile. The remaining 4 rescue cards are returned (sight unseen) to the box.

c) Put the other 3 quarters on top of quarter 4, and separate them each with the corresponding **division tile**. Then place the whole draw pile onto the billiard table in the pub.

The 3 division tiles:



The *Starters' Menu* card side should be face up.



Place this tile between quarter 1 and quarter 2.



Place this tile between quarter 2 and quarter 3.



Place this tile between quarter 3 and quarter 4.



Then put the complete draw pile onto the billiard table.



III. PREPARING THE PLAYERS

1. Each player chooses a hex **bite-marker** (starting with '0' facing him).



2. The player who manages the blankest expression is the start player.

3. The start player keeps the **battle dice** and the **colour die** ready.



Tip: The players may assign certain tasks to certain players to facilitate the handling of the game material. For example, somebody manages the zombies and moves the bus, another manages the cards etc.

GAME PLAY

To defend the pub and their own lives, the players take turns striving for two vital goals by sending out one or more buddies, while waiting for the rescue to arrive:

1. Defeat as many zombies as possible
2. Avoid being bitten, which will happen when zombies manage to enter the pub

The turn of a player is divided into four phases:

- I. PREPARING FOR THE FIGHT
- II. FIGHTING THE ZOMBIES
- III. BUS PHASE (THE BUS IS DRIVING AROUND THE BLOCK)
- IV. SCORING PHASE (COUNTING ONE'S DEFEATED ZOMBIES AND BITES)

I. PREPARING FOR THE FIGHT

- A) Send out buddies to the bar and receive cards
- B) Throw the dice and have new zombies, weapons and extra hits
- C) Place the battle dice and (some) buddy cards

A) Send out buddies to the bar and receive cards

1. Decide in which row you want a buddy to fight for you. Take 1 buddy from the sofa, choose 1 row and place the buddy on the bar stool facing that row.
2. Draw at once the topmost card from the draw pile (billiard table in the pub) for the buddy you have just placed.
Zombie cards (red background) **are played at once** (and then put onto the discard pile – unless stated otherwise). (Explanation of the zombie cards on page 10)
The buddy cards (green background) **are stored face up in front of the active player.** There they remain, until they are played once in a player's turn, or lost to the zombies, or sold to another player. (Explanation of the buddy cards on page 9)
3. As long as there are any buddies left on the sofa – and, of course, as long as you consider it wise – you can repeat this procedure. You are free to decide how many buddies you send out to the bar and where you place them, although you may also want to consider other players' advice. – You have to choose at least 1 row.

Getting support from other players by buying buddy cards:

Cards can also be bought from other players in exchange for crisp bags anytime during the player's turn from the second round on. (You get crisp bags by scoring defeated zombies in phase IV. See page 5.) **The price** depends on the current **number of buddies sitting on the sofa** behind the bar. If there are 3 buddies, a card will cost 3 crisp bags, if there are 2 buddies, a card will cost 2 crisp bags, and if there is 1 or no buddy on the sofa, the price for one card is 1 crisp bag. **The other players are free to decide, whether they want to sell their cards or not.**

B) Throw the dice and have new zombies, weapons and extra hits

The active player throws the colour die along with the battle dice. New zombies appear and the player gets weapons and extra hits.

New zombies: According to the result of the colour die, place 1 zombie (from the stock) onto each corresponding movement tile. If there is already one or more zombie chips on the tile they are piled up.

White – the active player chooses a colour.

Black (zombie symbol) – 1 zombie goes onto the bus and the colour die is rolled again. (If black is rolled again, a second zombie enters the bus, etc.)



For each battle die displaying a zombie symbol another zombie is put onto the bus.



Example:
2 buddies are sent out to the bar

I think it's safer to send somebody else to fight. And I rather stay near the beer ...

Don't be chicken! Go out in force and get those brain eaters! Or else you'll have to pay dear, if you want help from behind the bar ...

played at once

store face up in front of the active player, played according to the situation

Example: When the active player wants to buy a card from another player, while there are 3 buddies on the sofa, he pays 3 crisp bags to this player.

Example:
The colour die displays the colour blue.



C) Place the battle dice and (some) buddy cards

To fight and defeat zombies, you use the result of the **battle dice** and (some) **buddy cards** (if they display weapons or extra hits) in the rows where buddies have been placed. Weapons and extra hits are played on single movement tiles on which one or more zombies are piled up. With zombie piles, you always fight the topmost zombie chip.

Buddy cards with special functions allow additional actions at a given moment. You can play them as stated on each card.

How to use weapons and extra hits

Weapons – There are **12 different weapons** (cricket bat, fire extinguisher, dart, billiard balls, longbow, molotov cocktail, etc.). **Each weapon works only for a certain distance** (close, middle or far).

 **Weapons for the far distance** (for example the longbow) work only on the 5th, 4th and 3rd tile of a row (counted from the bar).

 **Weapons for the middle distance** (for example the dart) work only on the 3rd and 2nd tile of a row.

 **Weapons for close combat** (for example the cricket bat) work only on the 2nd and the 1st tile of a row.

To fight one or more zombies (piled up) on a tile, you put the corresponding weapon(s) next to that tile. **1 weapon = 1 hit**.

There is no limit on how many dice and cards you can play on a tile. However, **only 1 type of weapon can be used to fight 1 tile with zombies**. For example, you may play 2 cricket bats on a tile, but not 1 cricket bat + 1 magazine, because these are different weapons.

 **Extra hits** – Extra hits can be played onto a tile **only additionally to a weapon** to support it, but not on their own!

Sticking to these rules, the active player is absolutely free as to where to put which weapons and hits. He may also decide not to use any weapons at all in rows where buddies have been placed.

Using the result of the battle dice

Before engaging in combat, distribute all battle dice (displaying weapons and extra hits) at will in the row(s) where you have placed a buddy. You put the dice and cards next to the squares on which you want to fight zombies. Unused dice cannot be stored. It might happen that you cannot fight zombies on certain tiles, because you do not have the corresponding weapons.

Using buddy cards

Cards that show weapons or extra hits have to be placed before fighting the zombies – they cannot be added or replaced during the fight (like the battle dice).

Cards with special functions can be used according to the situation on a player's turn.

It is stated on each buddy card when it can be played. Cards that have been used during a player's turn go face up onto the discard pile. The players store their buddy cards face up in front of them until they want to play them. However, they also might lose cards to the zombies or sell them to other players.

After all dice and (some) cards have been placed, the fight begins.

The bad news, however, is that there are different categories of zombies, so you can never be sure about the result of your fight.



3 types of buddy cards

Weapons for 3 different distances



Example 'middle distance':
On each weapon card, the table shows on which tiles a weapon works.

Example: weapons and extra hits placed the wrong and right way



wrong: 2 different weapons

right: 3 hits!
(longbow + 2 extra hits)

wrong: 2 extra hits without weapon

right: 2 hits! (2x same weapon)

right: 3 hits!
(2x same weapon + extra hit)



Example:
2 buddies have been chosen to fight.
The other two remain on the sofa (don't fight).

The result of the battle dice is:



Because of this die 1 zombie chip is put onto the bus.
The other battle dice are put to use in the 2 rows where the buddies are standing.
1 buddy card (weapon) is used additionally.

II. FIGHTING THE ZOMBIES

The fighting starts always with the row where the bus is currently standing. Then each row with a buddy will be dealt with one after another, counterclockwise (that is the same direction as the bus will take – according to the British traffic rules):

- a) First, (if there are any in the actual row) the weapons and extra hits are used to fight zombies; defeated zombies are collected on the ambulance. The reverse side of all zombie chips is the same, but there are different types of zombies on the face. If a zombie (reverse side) is hit (by a weapon or extra hit), the zombie chip is flipped open (on the same tile) to check the face and with that the result of the hit:

There are 2 categories of zombies:



Fast food zombies (recognized by a pair of feet) are always defeated with one hit.



Tough zombies (recognized by anything but a pair of feet, that is a face, person(s) or an animal) always need a second hit to be defeated. The zombie chip remains face up on the tile (and on the zombie pile) until it gets the second hit.

Furthermore, some zombies from both categories have an additional feature.



Culinary refined (recognized by a green background and a bowl of mint sauce) – zombies with this additional feature appear especially appealing and attract other zombies: When a culinary refined zombie is defeated and the chip is removed, it is at once replaced by another zombie chip from the stock (face down until hit).



Snappy (recognized by a red background and bite-symbol) – this additional feature does not matter in the fighting phase and will be explained later (on page 5 when scoring the zombies).

- b) When all weapons and extra hits have been used in a row (or if there have not been any weapons and extra hits at all), the buddy returns to the sofa, and used up dice and cards are removed. Then the row moves, where the buddy has been standing. If no zombie has been defeated in this row, 2 new (empty) movement tiles are pushed into the row. If at least 1 zombie has been defeated, only 1 movement tile is pushed into that row.

To move the rows forward, you use the stored movement tiles from the pub corner. Push them in from the street side.

Movement tiles entering the pub go into the pub corner (explanation of the pub corner on page 6). Zombie chips entering the pub are collected in the middle of the active player's bite-marker (without flipping them over!).

Buddy cards are discarded (face up) after they have been used once.

Then the next row with a buddy is dealt with.

Rows in which no buddy has been standing do not move during the fighting phase. After the last row has been dealt with, the bus moves.



Example:
3 buddies sent out to fight

Fighting order:
Since no buddy fights the bus row (row 1), firstly, **buddy A** fights row 2, then **buddy B** fights row 3 and **buddy C** fights row 4. (No fight in row 1 and 5)

When they see you at the window and you're not putting up any resistance, they'll move in pretty fast, so make sure to get rid of at least one of those guys. That will slow down the rest ... for a while.



Fight of buddy A:



Attack on the zombie pile on the yellow tile with 3 hits:

The first zombie chip is flipped open.



The pair of feet means that the zombie has been defeated with 1 hit. But this zombie attracts at once a new zombie from the stock.

Since 2 hits remain, the next (i.e. the new topmost) zombie chip is flipped open.



This zombie (chip) is defeated with the 2 remaining hits, because tough zombies (chip with persons) always need a second hit.



Then: attack on the zombie pile on the green tile with 2 hits:



The open chip is defeated with 1 hit, because the tough zombie already got a hit in a previous round.



The next zombie chip is flipped open (due to the remaining 1 hit) but not defeated. So it remains on the tile, until it gets a second hit.

Now, in this row all weapons and extra hits have been used up, and 1 new tile is pushed in, because at least 1 zombie has been defeated (empty tile into pub corner).

Then **buddy B** fights with 1 hit. He doesn't defeat a zombie and so 2 new tiles are pushed into row 3. The zombie entering the pub goes onto the player's bite-marker.

Then **buddy C** defeats a zombie with 1 hit. 1 tile is pushed into row 4.

Or just stay away from the window... what they don't see, they won't approach.



Until they get pushed from behind! I'll rather give 'em a good bashing than hide behind the counter.



III. BUS PHASE - THE BUS IS SERVING THE ROWS ACCORDING TO THE NUMBER OF ZOMBIES ON IT



If there is no zombie on the bus, the bus moves counterclockwise to the next row, and nothing more happens in this phase. But if there are zombies on the bus, 1 zombie gets out per row. That means 1 new movement tile (taken from the pub corner) is pushed into the row where the bus is currently standing and 1 zombie from the bus is placed onto it. Then the bus moves counterclockwise to the next row. If there is still a zombie on the bus, a new movement tile is pushed into this row and 1 zombie from the bus is placed onto it. And so on. After the last zombie has left the bus, the empty bus moves to the next row. So at no zombie gets off and no movement tile is pushed in. When movement tiles these tiles go into the pub corner. If, on these tiles, zombies get into the pub, they are put in the middle of the active player's bite marker.

Example: 2 zombies on the bus.

1. Tile A is pushed into the row and 1 zombie chip from the bus is put onto it. The green tile entering the pub goes into the pub corner, the zombie chip on it goes onto the player's bite-marker. The bus moves to the next row.
2. As in 1.: Tile B is pushed into the row and the next zombie chip from the bus is put onto it, etc.
3. The movement of the (empty) bus ends here.



IV. SCORING PHASE - COUNTING DEFEATED ZOMBIES AND BITES

Finally, the zombies are scored which

- A) have been defeated (collected on the ambulance), and
- B) have made their way into the pub (collected in the middle of the player's bite-marker).

A) **Scoring defeated zombies** – get crisp bags and discard cards from the draw pile

1 crisp bag for each defeated zombie

For each defeated zombie on the ambulance, the active player gets 1 blue crisp bag. A yellow crisp bag counts as 5 blue bags.



Discarding cards from the draw pile: 3 zombies defeated → 1 card goes

For each 3 defeated zombies, 1 card from the current quarter of the draw pile (topmost card) goes onto the discard pile (face up). Then the defeated zombies are shuffled back into the stock (face down).



Score defeated zombies on the ambulance.



Score zombies that have entered the pub on the active player's bite-marker (without flipping them over earlier!).



Example: For 4 defeated zombie (chips) you get 4 crisp bags + 1 card goes from the stack onto the discard pile.



+ 1x



The zombie chips then return to the stock (face down).

B) **Scoring zombies in the pub** – end of player's turn and counting bites

Now the active player's turn ends and the zombies on the bite-marker are scored. For that you flip the zombie chips face up. **Each zombie chip gives 1 bite** – except for the ones **displaying a teeth-symbol + red background, which bite 2 times**. The bites are counted with the bite-marker by turning it accordingly. Then the zombie chips return to the stock.



When **snappy zombies** (recognized by the teeth-symbol and red background) get into the pub, they bite 2x.



When the bite-marker reaches the 5th bite, one buddy (from the sofa) in the pub dies and is out of the game. However, no player drops out of the game! After that, the bite-marker is at once turned onto '0' again. If there are still zombies left (or not all the bites of snappy zombies have been counted yet), the bite-marker is turned further. If it goes up to '5' again, a second buddy dies, and so on.

It is not allowed to play any buddy cards during the scoring phase.

After the scoring phase, it is the next player's turn.

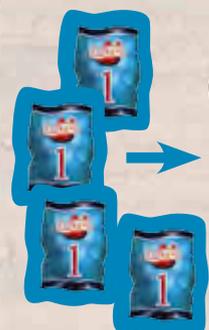


1x 1x 2x

Example: These zombies give 4 bites.

The bite-marker is turned onto 4. The zombie chips then return to the stock (face down).

A PINT OF ALE - drink a beer and heal a bite



There are 7 beer-markers in the pub, which can be used to heal bites. **The price for 1 beer is 4 crisp bags. 1 beer heals 1 bite** on the player's bite-marker. To buy a beer means to drink it and heal 1 bite immediately. The beer marker then is put in front of its consumer and the bite-marker is turned back 1 bite. (It does not matter, if one or more zombie chips happen to be on the bite-marker at this time.)

It is allowed to drink more than one beer during one's turn, as long as the player can pay for it with his crisp bags – and if he has collected the respective number of bites to heal on his bite-marker (no bite – no beer!).

The active player can drink 1 or more beer at the beginning of his turn, during the fighting phase or before scoring the bites. **However, he may not first check how many times he has been bitten and only then decide to have a beer!** (So, first drink – then check.)

The active player may also buy a beer for someone else (according to the above mentioned rules) by paying for it with his own crisp bags.



THE PUB CORNER

The pub corner helps to **manage the movement tiles and the playing cards** and offers resting space for the buddies currently not fighting.

The **corner for the movement tiles** stores a surplus of 3 tiles. After tiles have entered (coming from one of the five rows outside the pub) they go directly into the corner. Soon these tiles will re-enter one of the five rows again.

1. The tile on this position is used, when a new tile has to be pushed into one of the five rows.



2. When a tile enters the pub, it is pushed into the corner (moving the other two tiles forward).

The draw pile consists of 4 quarters separated by 3 division tiles:

When a quarter is used up and a division tile becomes visible, the active player has to decide **immediately** if he wants to take a bonus by paying a price for it; or if he is refusing the bonus (and not paying the price). The tile is then removed.



After Quarter 1, the active player may take 2 cards from the draw pile as bonus, if he pays the price of +1 bite on his bitemarker. (If he draws a zombie card, it has an immediate effect.)



After Quarter 2, the active player may move 1 buddy from the phone box onto the sofa as bonus, if he pays the price of 2 own (!) buddy cards, which he puts under the draw pile. (He may buy cards from the other players at the current price.)



After Quarter 3, the active player may move 1 buddy from the phone box onto the sofa as bonus, if he pays the following price: He rolls the colour die, places new zombies according to the rule and removes 1 beer from the bar (for the buddy). If there is no beer left on the bar, the buddy won't leave the phone box.

END OF GAME

The game can end in two ways. The game ends immediately –

- I. when the last buddy in the pub has been killed. Then the zombies win.
- II. when the rescue card (blue background) is drawn. (No more actions can be performed like buying cards, counting hits or bites, drinking beer etc.)

There are 5 different possible rescuers – each has a special condition:



The Very Tiny Car

There is **only** room for **1 survivor**. Each player in turn rolls all 7 battle dice and counts the extra hits. The player with the **most extra hits** is saved. In case of a tie, the player who at this moment owns more crisp bags gets the seat.



The Taxi

The driver needs to be paid. **Each player** has to pay with **1 own buddy card**. If nobody in the group has any cards, the taxi will leave for better customers elsewhere. In that case, the zombies win. Whoever has no buddy card at that moment is left behind. It is no longer possible to buy a buddy card from another player, as all action stops the instant the rescue arrives.



The Salvation Corps

It leaves the 1 player who drank the fewest **beers** behind (as he is in the least need of salvation). In case of a tie, the Salvation Corps leaves the one with the fewest crisp bags behind (as he is the least addicted to unhealthy food). In case there is also a tie, the Salvation Corps shows generosity and everybody is rescued.



The Tandem

The 2 fittest players get onto the bike and cycle to safety. The two players who have the **fewest bites** on their bite-markers win the game. In case of a tie, the player(s) who collected more crisp bags get(s) away. If there is still a tie, none of these players is rescued, as they start to quarrel over the seat. In that case the remaining player(s) seize(s) the opportunity and pedal(s) away, while the others stay behind arguing. If there's a tie for all players, the zombies will take advantage and win.



The Army

The **remaining cards of quarter 4** (which were beneath the rescue card, excluding the rescue card) are counted. The players who collected a **higher amount of crisp bags** than there are still cards in quarter 4 appear at this moment as very successful zombie fighters and are therefore taken along by the soldiers. Players who have collected less crisp bags are left behind. If no player has collected enough crisp bags, the army leaves everyone behind, and the zombies win.

TWO DIFFERENT LEVELS

LEVEL I For the **Starters' Menu (light)** see rules above.

LEVEL II In the **Main Course (regular)** you add the following elements:



YOU PLAY WITH ALL CARDS

2x **Jukebox** and 2x **Flesh mob** are added to the playing cards.



SPECIAL MARKINGS ON THE MOVEMENT TILES

The special markings on the movement tiles come into play face up. (Explanation below.)



DISCARDING CARDS

The required number of defeated zombies to move one card from the draw pile to the discard pile varies from quarter to quarter (6-5-4-3). (Explanation below.)

The **division tiles** are inserted with **Main Course** face up. The required number of defeated zombies is stated at the **bottom** of each tile.



THE PUB FOOD MARKERS - special abilities 1x per turn

Each player draws 1 pub food marker randomly at the beginning of the game. (Explanation see page 8.)

DISCARDING CARDS



Instead of discarding 1 card for every 3 defeated zombies, the required number is different in each quarter of the draw pile:

Quarter 1:

You discard 1 card for every 6 defeated zombies.



Quarter 3:

You discard 1 card for every 4 defeated zombies.



Quarter 2:

You discard 1 card for every 5 defeated zombies.



Quarter 4:

You discard 1 card for every 3 defeated zombies.

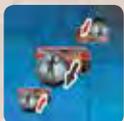


SPECIAL MARKINGS ON THE MOVEMENT TILES



The main function of the movement tiles is, of course, to bring zombies closer to the pub. **Some tiles**, however, which are specially marked, have an **extra function, when they enter the pub**. If **occupied** by a zombie there will be a (potentially) **negative effect**, if **not occupied** by a zombie the effect will be (potentially) **positive**. The effects depend on the colour of the tiles:

Tile occupied by one or more zombies (negative effect)



1 zombie (from the stock) is put onto the bus.



The active player immediately is bitten and turns his bite-marker accordingly. If turned to '5', 1 buddy dies and 1 pub food marker (if the player has any) returns to the stock. The bite-marker returns to '0'.



The active player puts 1 of his own buddy cards under quarter 4. If he has no buddy card, nothing happens.



The last zombie card from the discard pile goes back into the draw pile. It is put at the bottom of the current quarter. If there are no zombie cards in the pile, nothing happens.

Tile without zombie (positive effect)

A zombie leaves the bus (and returns to the stock). If there are no zombies on the bus, nothing happens.

The active player immediately heals one of his bites by turning the bite-marker. If his marker is on '0', nothing happens.

The active player draws one card from the draw pile. If it is a zombie card, the effect has to be carried out immediately.

1 card from the draw pile goes onto the discard pile.



THE PUB FOOD MARKERS - special abilities 1x per turn

Each player randomly draws **1 pub food marker** at the beginning of the game (for free). It gives him a **special ability**, which he may use once each round (usually) during his turn.

The active player may buy more pub food markers at any point during the game (if he has enough crisp bags at that moment):

 for    If the player wants to choose a certain special ability, he pays 7 crisp bags.



for



If the player takes one pub food marker randomly, it will cost him 5 crisp bags.

Each time a player's bite-marker shows 5 bites and a **buddy is lost**, he has to **return 1 pub food marker** to the stock (he can rebuy it on his next turn if he has enough crisp bags and if no player has bought it in the meantime).

To remember whether a given ability has already been used during a round, the players flip the used markers over until it's their turn again.



"Time to turn the tables."

At any point during his turn, the active player may once check the topmost card of the draw pile and decide whether to leave it there or put it at the bottom of the current quarter (on one of the division tiles or at the bottom of the pile in case of quarter 4).



"None of your sauce!"

During the fighting phase, the player may ignore the mint sauce effect of 1 culinary refined zombie.



"À la carte!"

At the beginning of his turn, the player may take the topmost card from the discard pile (buddy cards only). When there is a zombie card on the top, the player cannot take a card.



"Don't bite me now!"

The player may fend off 1 bite (either **during his fighting phase** if a red marked tile occupied by a zombie enters the pub, **or during his scoring phase**, or if **during another player's turn** certain cards like the Juke Box bring zombies to his bite-marker, or when he reaches the first division tile during his turn and wants to take the bonus).



"And now for some nice shots at the bar ..."

After rolling the dice (until the end of phase 1), the player may decide to move 1 buddy from one row to another or move 1 additional buddy from the sofa to one of the rows (and, in the latter case, draw a card from the draw pile). He is not allowed to move a buddy back to the sofa!



"Let's take up the gunrunning!"

After rolling the dice (until the end of phase 1), the player may exchange one of the weapons he rolled on the battle dice or on a buddy card into any other weapon (for example, toaster into cricket bat).



"What, no ticket?!"

After rolling the dice, the player may put aside 1 die showing a zombie symbol. For that die no zombie will enter the bus.



"I think I'd better change colours ..."

At any point during his turn, the player may decide not to accept the colour rolled with the colour die (including black). Instead he can choose a colour. (The ability may be used during the normal dice roll or when the colour die has to be rolled because of the effect of a certain card or if the player wants to take the bonus of division tile 3.)

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We would like to thank our test players and readers, and everybody who actively supported the production of this game.

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Design: HUCH! & friends

This game is completely fictional. Resemblances to any real persons living or (un)dead, locations, occurrences or anything else would be purely coincidental.



Achtung! Nicht geeignet für Kinder unter 3 Jahren: Erstickungsgefahr durch Kleinteile. **Attention!** Ne convient pas aux enfants de moins de 3 ans : risque d'asphyxie à cause de petits éléments. **Attenzione!** Non adatto a bambini di età inferiore a 3 anni per il pericolo di soffocamento che può essere causato da piccole parti. **Warning!** Choking hazard. Not suitable for children under age of 3 due to small parts.

Manufacturer:
Hutter Trade GmbH + Co KG
Bgm.-Landmann-Platz 1-5
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BUDDY CARDS – play at will during your turn according to the situation – discard after use



(2x) **Billiard cue / umbrella / magazine / fire extinguisher:** They all function like the cricket bat. With them, you can hit zombies right in front of the pub on squares 1 and 2.



(2x) **Toaster / billiard balls:** They function like the dart. With them, you can hit zombies in the middle distance on squares 2 and 3. The **billiard balls** give 2 hits.



(2x) **Teapot:** It functions like the dart, but with a special effect for this card and all extra hits that go with it on a certain tile: The **culinary refined zombie chips do not attract other zombies** anymore, because the hot tea washes off the delicious flavour of the sauce.



(2x) **Rugby ball:** 2 hits - first hit like the dart + extra hit on any tile in a neighbouring row. Rugby balls have a funny way of hitting people from an unexpected angle. They function like a dart, but with an **additional hit in an adjacent row** (any position).



(2x) **“Don’t say the Z-word!”:** Dice displaying a zombie symbol may be rolled again (no zombie onto the bus). After having rolled the battle dice, the player may roll all those dice again, which display a zombie symbol. Accordingly, no zombie gets onto the bus at that moment. However, if there are zombies in the new roll, they will get onto the bus.



(2x) **Motion sickness:** All zombies jointly leave the bus (onto 1 tile). Instead of getting off the bus one at a time, all zombies leave the bus at the same stop (= in the same row). They are all piled onto 1 new tile.



(2x) **Unstoppable:** The bus skips 1 row. The players can decide to let the bus pass by one row, so no zombies will get off there and the row accordingly won’t move forward. The bus continues its unloading of zombies in the usual way in the following row.



(2x) **Continental driver:** This time the bus moves backwards (according to the deboarding rules). For one round, the bus moves clockwise instead of counterclockwise around the board. As usual, a zombie gets off at each stop (= in each row).



(2x) **Molotov cocktail:** It functions like the bow and arrow. With it, you can hit zombies in the far distance on squares 3, 4 and 5.



(6x) **Extra hit:** There are 3 different cards with extra hits (each 2x), which can only be used together with a weapon (either with a die or with a buddy card).

a) **Extra hit 2x** – adds 3 hits to the weapon it accompanies.



b) **Extra hit 2x** – adds 2 hits to the weapon it accompanies.



c) **Extra hit ?x** – adds 1 hit multiplied by the number of players to the weapon it accompanies.

So c) is stronger when there are more players in the game, that is Extra hit ?x counts as 2 hits in a 2-player game, as 3 hits in a 3-player game and as 4 hits in a 4-player game.



(2x) **Playing undead:** In 1 row, none of the zombies entering the pub is biting. The card can be played on any 1 row. Zombies entering the pub through this row are harmless and do not bite any of the players, but simply return to the stock. The effect lasts for the player’s whole turn (also bus phase).



(2x) **Roller blind:** No movement in 1 row. (Zombies on the bus do not get off at this stop.) If the roller blind is drawn down in front of 1 row, nothing moves in that row during 1 round – even when a buddy is placed in front of that row. The bus also skips this row and only drops off zombies in the following rows.



(2x) **Scatterbrains:** The zombies of 1 pile on 1 tile may be redistributed onto other tiles. Choose 1 tile with a pile of zombies, remove it from that tile and redistribute the zombie chips onto other tiles.



(2x) **Coat stand:** Push 1 row backwards. (Move 1 empty tile from the pub side into any row.) The active player takes the first tile from the pub corner and pushes it into any 1 of the 5 rows (from the pub side) to move the row backwards. Zombies dropping out with the tile at the other end return to the stock and the tile (pushed onto the street) is placed on the pub corner.

ZOMBIE CARDS – effective immediately when drawn



(5x) **Fruit machine:** Roll the colour die. Put 1 zombie onto each corresponding tile.

Roll the colour die 1 time and place 1 zombie onto each corresponding tile. So, for example, if you roll blue, you put 1 zombie on each blue tile on the pavement.

White: Choose a colour.

Black (zombie symbol): Put 1 zombie onto the bus and roll again.



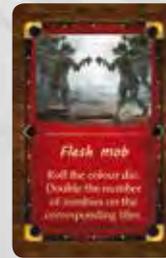
(5x) **Too dead to drive:** 2 zombies enter the bus.

Put 2 zombie chips onto the bus. They'll get off in the usual way during the bus phase.



(3x) **Bite charge:** For each bite on his bite-marker, each player puts 1 (own) buddy card under quarter 4 (plus this card).

If a player's bite-marker is on '0', he loses no card; if it is on '1', he loses 1 buddy card; if it is on '2' - 2 buddy cards; and so on. All cards, including this card, are put under the draw pile. If a player has less buddy cards than he would have to hand in, he hands in as many as he currently has. If he has no buddy cards, he doesn't lose anything and puts only this zombie card under the draw pile.



(2x) **Flesh mob:** Roll the colour die and double the number of zombies on the corresponding tiles.

If for example blue is rolled, check the blue tiles on the board. If a blue tile is empty nothing happens on this tile. If there is already 1 zombie chip on another blue tile, then 1 new zombie chip is added there from the stock. If there are 2 zombie chips, then 2 new zombie chips are added. And so on.

White: Choose a colour.

Black (zombie symbol): Put 1 zombie onto the bus and roll again.



(3x) **Make it two!:** The active player puts 2 (own) buddy cards under quarter 4 (plus this card).

The active player has to put 2 buddy cards under the draw pile – plus this card. If a player has only 1 buddy card, he hands that in. If he has no buddy cards, he does not lose anything and puts only this zombie card under the draw pile.



(2x) **Jukebox:** 3 zombies enter the bus. The bus moves at once until all zombies have gotten off.

3 zombie chips are put onto the bus. Then the bus moves at once and all zombies get off in the usual way (explained on page 4). **If zombies enter the pub, the active player may distribute them to the players at will** (including himself; he may also exclude some player(s)). The active player puts the zombies on the chosen players' bite-markers without flipping the chips.

At the end of the active player's turn, those zombie chips which have come face down are flipped over and each player affected counts his bites. If one or more players reach 5 bites, the respective number of buddies dies and is taken out of the game.