

ZVMM

Zombies, Vampires and Meteorites: Rulebook

To Whomever Finds This:
It's happened! The complete global socioeconomic shutdown! Meteorites have caused world-wide destruction and continue to pummel the Earth with no end in sight. As a result, a viral outbreak has transformed humans into hordes of Zombies! I...I've been bit. Not much time. I've begun to draw a map of this region. There are Villages nearby, but be careful! Rumor has it there are Vampires who emerge from the Darkness of Night! Ughh... feel weird...hungry. There's...there's no law enforcement of any kind, so surviving this apocalypse will mean finding those Villages! It's up to you now.
The Villages are are located....

Setup:

Lay the Game Board out and Organize the Contents:

1. Locate the Meteorites, Crates, and Dice and place next to the board.
2. Place the 48 Location Tokens inside the Grab Bag.
3. Separate the Element Cards into their four unique piles.
4. Place the Human Avatars and their corresponding Cubes next to the Board.

NOTE: All Players start as Human.



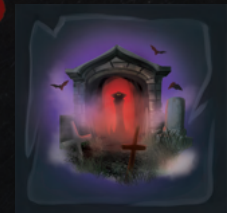
Arrive at Your Destination:

1. Roll the Coordinate Dice and place the White Meteorite on the indicated location on the Board. All players start from this location.
2. Player who rolls the highest number goes first. Play order continues clockwise.



Map Rules:

- Mountains, Zombie City, Vampire Graveyard, and the White Meteorite require an extra Movement to pass through (+1). You may not end your turn on these locations once discovered.



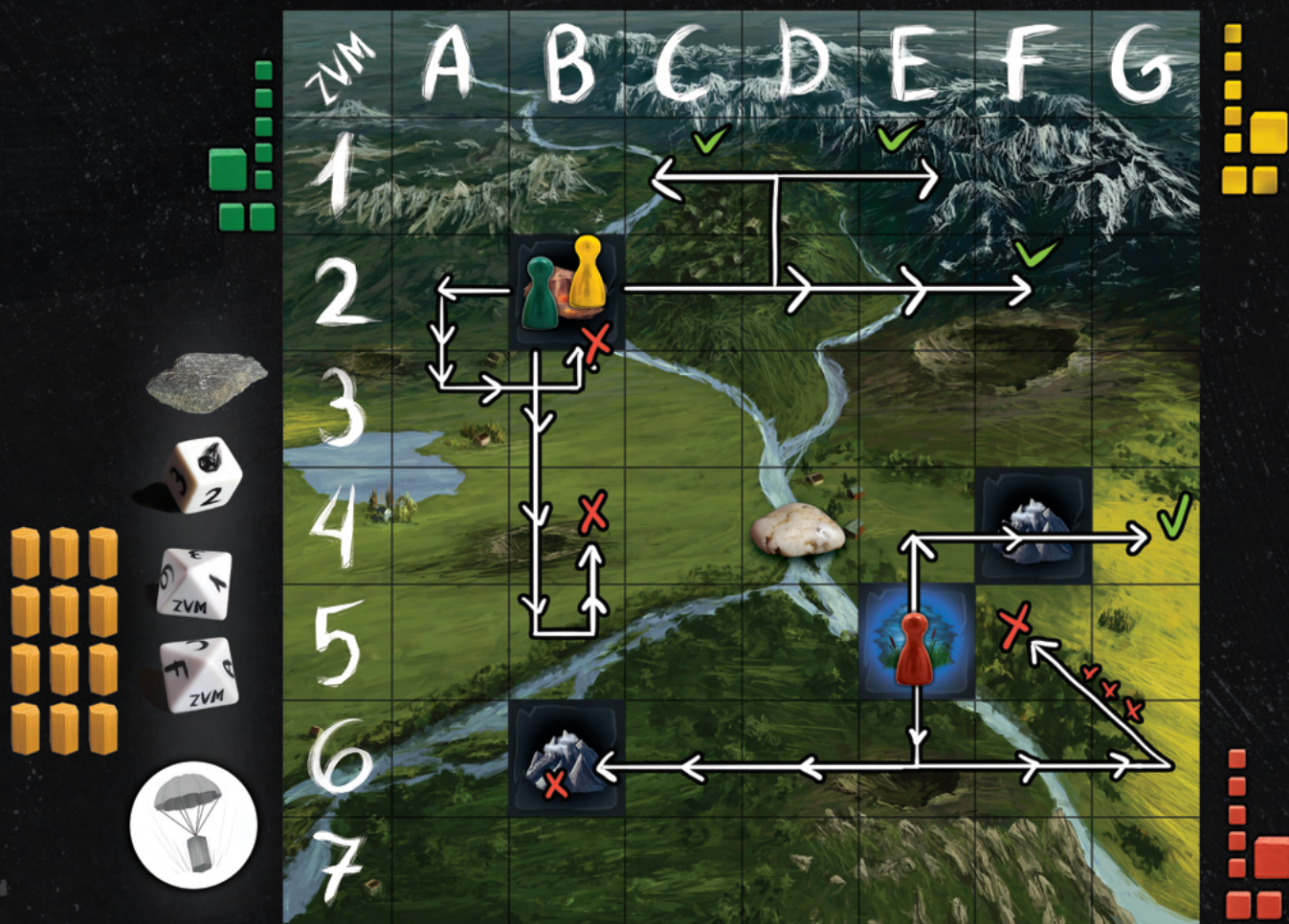
Movement Rules:

- Roll the Movement Die at the start of the Player's turn and advance before taking any actions (building, trading, attacking).
- You may move Up, Down, Left, and Right if your location allows it. Diagonal Movement is not allowed.
- While moving, you may not retrace or pass through a location twice in the same turn. Your turn must end on a different Location. *(See Example, Page 3.)*
- All Movements must be used.
- You forfeit your turn if you are unable to Move from your location or use the total Movements rolled.



Element Card Rules:

- Elements can be depleted if Players hoard their cards. Used/Discarded Elements are recycled back into the game.
- Players can trade Cards when sharing the same location.



ELEMENT CONVERSIONS

+ =
 + =
 + =
 + =
 + =
 + =
 + =

SURVIVAL MONTHS

= 1 Month
 = 2 Months
 = 4 Months
 = 1 Month

WATER

CROPS

WOOD

ROCKS

The IFs and THENs: Playing as the Human

How to Win:

- To survive the apocalypse, collect 12 Months of Survival and conclude your final turn by landing on your Home Village with 1 of each Element.



At the Start:

- Roll the Movement Die. You must move this many spaces from the White Meteorite.

Human Movement:

- IF a Human ends their turn on a square with no Location Token, THEN discover one from the Grab Bag and place it on the space.
- IF a Human needs to pass through a Mountain, Zombie City, Vampire Graveyard, or White Meteorite, THEN it requires 2 Movements instead of one.
- IF a Human can end their turn on a space occupied by a Zombie or Vampire and are Not Attacking, THEN they cannot.
- IF a Human ends their turn on a space with another Human, THEN they can do so and trade.

Discovery of a New Location:

- IF a Human discovers a Village, THEN add a Basic Defense to that location.
- IF a Human discovers their Home Village (matching color), THEN add an Improved Defense to that location.
- IF a Human discovers a Mountain, THEN their turn has ended.
- IF a Human discovers an Element, THEN they collect 2 of that Element and can build.
- IF a Human discovers the Zombie City or Vampire Graveyard, THEN they are converted and their turn is finished.
(Follow Zombie/Vampire 'At the Start' rules, pages 8 and 10).



NOTE: Humans must move the exact number rolled. Humans cannot end their turn on the Zombie City, Vampire Graveyard, Mountain, or the Meteorite(s).



Staying in an Explored Village or Element with a Defense:

- IF a Human is in a Village, THEN they cannot be attacked.
- IF a Human is on an Element with their own Defense, THEN they cannot be attacked.
- IF a Human is on an Element with another Player's Defense, THEN they can be attacked.

Ending on an Element with a Basic Defense:

- IF a Human ends their turn on an Element with a Defense they built, THEN they collect 2 of that Element.
- IF a Human ends their turn on an Element with another Player's Defense, THEN they collect one of that Element.

Ending on an Element with no Defense:

- IF a Human ends their turn on an Element with no Defense, THEN they collect 1 of that Element.

Building a Defense on an Element:

- IF a Human uses Elements to build a Basic Defense, THEN they place it on that that space.
- IF a Human uses Elements to build a Basic Defense but have no more, THEN they cannot.

Building/Upgrading Defenses on a Village:

- IF a Human uses Elements to build a Basic Defense on a Village, THEN they place it on that space.
- IF a Human uses Elements to upgrade to an Improved Defense, THEN they reclaim the Basic Defense by replacing it with the Improved Defense.
- IF a Human uses Elements to upgrade to a Fortified Defense, THEN they reclaim the Improved Defense by replacing it with the Fortified Defense.
- IF a Human wants to add a second Defense of their own on the same space, THEN they cannot.

NOTE: There can only be one Basic Defense on an Element and cannot be upgraded.

NOTE: Humans can only build at the end of their turn.

NOTE: Defenses can only be removed when destroyed by a Meteorite.

NOTE: Basic, Improved, and Fortified Defenses must be built in that order.

NOTE: Multiple Defenses can be built on a Village, but only one can be from the same Player.

Human's: Continued

Attacking/Killing a Zombie:

- IF a Human ends their turn on a space with a Zombie and uses the Elements to Attack, THEN that Zombie is killed and removed from the board.
- IF a Human ends their turn on a space with multiple Zombies and uses the Elements to Attack at least once, THEN the Human chooses which Zombie(s) is/are killed.

NOTE: Round down whenever discarding half your Elements.

Attacking/Killing a Vampire:

- IF a Human ends their turn on a space with the Vampire and uses the Elements to Attack, THEN the Vampire loses 1 Blood Drop per attack.
- IF a Human Attacks the Vampire who has no Blood Drops, THEN the Vampire is killed and removed from the board.

NOTE: Attacking another Player on an Element forfeits the collection of that Element.

Defending Against a Zombie/Vampire:

- IF a Human is Attacked and uses Elements to Defend each Attack, THEN nothing else happens.
- IF a Human is Attacked and cannot use Elements to Defend, THEN they lose half their cards, per attack, blindly removed by the attacking Player.
- IF a Human is Attacked and has only 1 Element, THEN nothing happens.
- IF a Human can defend, THEN they must.

NOTE: Used Elements are returned to the Bank.

Using Elements and Obtaining Crates:

- IF a Human uses a combination of Elements, THEN the result of that action takes place.
- IF a Human has three of the same Element, THEN they can trade those in for any 1 Element of their choice at the end of their turn.
- IF a Human kills the Vampire, Original Zombie, or Zombie of the matching Player's color, THEN they collect 1 Crate.

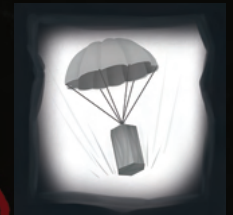
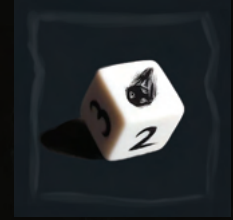
NOTE: Human Players cannot Attack other Humans.



The IFs and THENs: SURVIVE!

Rolling a SURVIVE!:

- A SURVIVE! is an event where fortune or destruction may occur.
- IF a SURVIVE! is rolled, THEN first roll the Coordinate Dice before flipping the SURVIVE! Coin.
- IF the Original Zombie and/or Vampire Player is in play but not located on the board, THEN they respawn.
(Follow "Respawn" Rules, Pages 10 and 13).
- IF a SURVIVE! is rolled, THEN it is not counted as a Movement or Attack when the Player is stuck at that location.



Rolling the Coordinate Dice and flipping the SURVIVE! Coin:

- IF the Coordinate Dice produce any combination of Letters A-G with Numbers 1-7, THEN flip the SURVIVE! Coin and place the Meteorite or Crate at the indicated coordinates.
- IF the Coordinate Dice reveals a single SURVIVE! icon, and a Crate is flipped, THEN nothing happens.
- IF the Coordinate Dice reveals a single SURVIVE! icon, and a Meteorite is flipped, THEN nothing happens, and the dark Meteorite on the board is removed.
- IF a Human rolls two SURVIVE! icons, THEN the Meteorite/Crate lands on their current space.
- IF a Zombie or Vampire rolls two SURVIVE! icons, THEN the Meteorite/Crate lands on the Zombie City or Vampire Graveyard (discard if a Crate).

Flipping a METEORITE:

- IF a Meteorite lands on a Human, THEN they lose all their Elements and remain stuck at that location until the Meteorite is relocated.
- IF a Meteorite lands adjacent to a Human's horizontal or vertical location, THEN they lose half their Elements, rounded down, blindly removed by the Player who rolled.
- IF a Meteorite lands on the Vampire or Zombie, THEN they are killed.
- IF a Meteorite lands on the Zombie City, THEN any Zombies there are killed.
- IF a Meteorite lands on the Vampire Graveyard, THEN any Saved Coffins there are destroyed.
- IF a Meteorite lands on an Unexplored Space, THEN no Player can end their turn there.

NOTE: Players cannot travel through or end on a Location with a Meteorite.

NOTE: Players never lose collected Crates, even if a Meteorite hits them

NOTE: Multiple Crates can exist on the board, but only 1 Meteorite at a time.

Flipping a CRATE:

- IF a Crate lands on the Zombie City, Vampire Graveyard, Mountain, or Meteorite, THEN it is removed.
- IF a Crate lands on an Unexplored Space, THEN it remains there until collected.
- IF a Crate lands on the Village of a Human in play, THEN that Player collects the Crate.
- IF a Crate lands on the Village of a Human not in play, regardless of any Defenses, THEN the Crate is removed.
- IF a Crate lands on an Element with a Defense, THEN the Player who built that Defense gets the Crate.
- IF a Crate lands on an Element with multiple Humans, THEN whichever Player rolls the highest gets the Crate.
- IF a Zombie, Vampire, or Meteorite land on a space with a Crate, THEN it is removed.

NOTE: It is possible to run out of Crates.

The IFs and THENs: Zombies

To Survive The Apocalypse and Win:

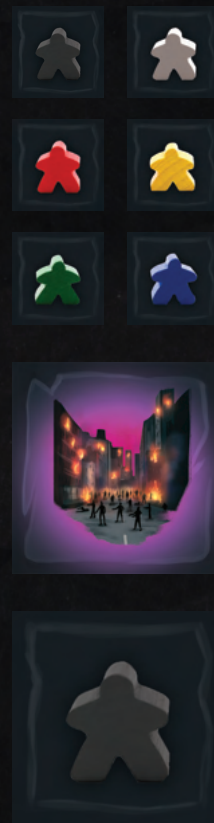
- Replicate by invading all 5 Villages. Conclude your final turn by returning to the Zombie City with all 6 Zombies.

At the Start:

- Once the Zombie City has been located, remove the Player's previously obtained items from the board (Elements, Structures, Crates, Blood Drops, Coffins). Place the Original Zombie on the Zombie City and play on the following turn.

Movement -1:

- IF the Zombie rolls the Movement dice, THEN they move one less space than the number rolled.
(Rolling a 4 equals 3 Movements. See Page 14.)
- IF multiple Zombies exist on the board, THEN each Zombie must move.
- IF a Zombie cannot move to another location, THEN they stay put and Attack any Player sharing their space.



- IF the Zombie rolls a 1, THEN all Zombies stay put and attack any Players sharing their space.
- IF any Zombie is located at the Zombie City, THEN they are not required to move.

NOTE: A Zombie Attacks when it ends its turn on a space occupied by another Player.

Discovery of a New Location:

- IF a Zombie discovers an Element or Mountain, THEN nothing happens.
- IF a Zombie discovers a Village, THEN they Replicate.
- IF a Zombie discovers the Vampire Graveyard, THEN they are converted into the Vampire.

NOTE: The Zombie Player continues to roll on their turn, even if no Zombies are on the board.

Ending on an Element with a Defense:

- IF a Zombie can end its turn on an unoccupied Element with a Defense, THEN they can.
- IF a Zombie can end its turn on an Element with a Human and their Defense, THEN they cannot.
- IF a Zombie can end its turn on an Element with a Human but another Player's Defense, THEN they can and Attack.

NOTE: Removal of the Original Zombie does not affect any other Zombies in play.

Ending on an Explored Village:

- IF a Zombie can end its turn on a Village with no Players present, THEN they can do so and replicate.
- IF a Zombie can end its turn on a Village with no Players present, but one or more Defenses exist, THEN they can do so if the amount of Zombies entering is equal or greater than the number of Defenses.

NOTE: New Zombies can only be used on the Player's next turn.

Attack:

- IF a Zombie attacks a Human who cannot Defend, THEN the Zombie replicates and blindly removes half the Human's Elements.
- IF a Zombie attacks a Vampire, THEN the Vampire must use one Blood Drop to defend or is otherwise killed.
- IF Multiple Zombies attack, THEN each Zombie counts as an individual Attack and must specify their target one at a time.

NOTE: Zombies cannot end their turn on a Village if the corresponding Zombie is already on the board.

Being Killed:

- IF a Zombie is attacked, THEN they are killed.
- IF a Meteorite lands on a Zombie, THEN they are killed.

Replicating:

- IF a Zombie discovers a Village, THEN they Replicate by adding the corresponding Zombie to that space.

- IF a Zombie Discovers or Enters a Village, THEN they Replicate by adding the corresponding Zombie to that space.
- IF a Zombie Attacks a Human who cannot defend, THEN they Replicate by adding the corresponding Zombie to that space. (Attack a Blue Human, add a Blue Zombie).



Respawn:

- IF the Original Zombie was killed and a SURVIVE! is rolled, THEN the Original Zombie is placed back in the Zombie City.
- IF the Original Zombie Respawns at the Zombie City but the Meteorite is on that location, THEN they are stuck there until the Meteorite is relocated.

The IFs and THENs: The Vampire

To Survive The Apocalypse and Win:

- Collect all 5 Coffins. Conclude your final turn by returning to the Vampire Graveyard with at least one Blood Drop.

At the Start:

- Once the Vampire Graveyard has been located, remove the Player's previously obtained items from the board (Elements, Structures, Crates, or Zombies). Place the Vampire on the Vampire Graveyard and play on the following turn.

Movement +1:

- IF the Player rolls the Movement Die, THEN they move one extra space than the number rolled. (Rolling a 4 equals 5 Movements. See Page 13.)
- IF the Vampire is located in the Vampire Graveyard, THEN they must move.
- IF a Vampire cannot move, THEN they forfeit their turn.

Discovering a New Location:

- IF the Vampire discovers a Village, THEN they place the corresponding Coffin on that Location.
- IF the Vampire discovers an Element or Mountain, THEN nothing happens.



- IF the Vampire discovers the Zombie City, THEN they are converted into the Zombie.

Ending on an Element with a Defense:

- IF the Vampire can end their turn on an Element with a Human and their Defense, THEN they cannot.
- IF the Vampire can end their turn on an Element with a Human but another Player's Defense, THEN they can and must choose an Action.

Entering an Explored Village:

- IF the Vampire can end their turn on an unoccupied Village, THEN they can do so.
- IF the Vampire can end their turn on an unoccupied Village with one or more Defenses, THEN they must discard 1 Blood Drop per Defense.

ACTIONS:

There are two types of Actions; Suck Blood or Attack. Player must declared which Action they are taking as they cannot do both on a given turn.

Action A: Suck Blood:

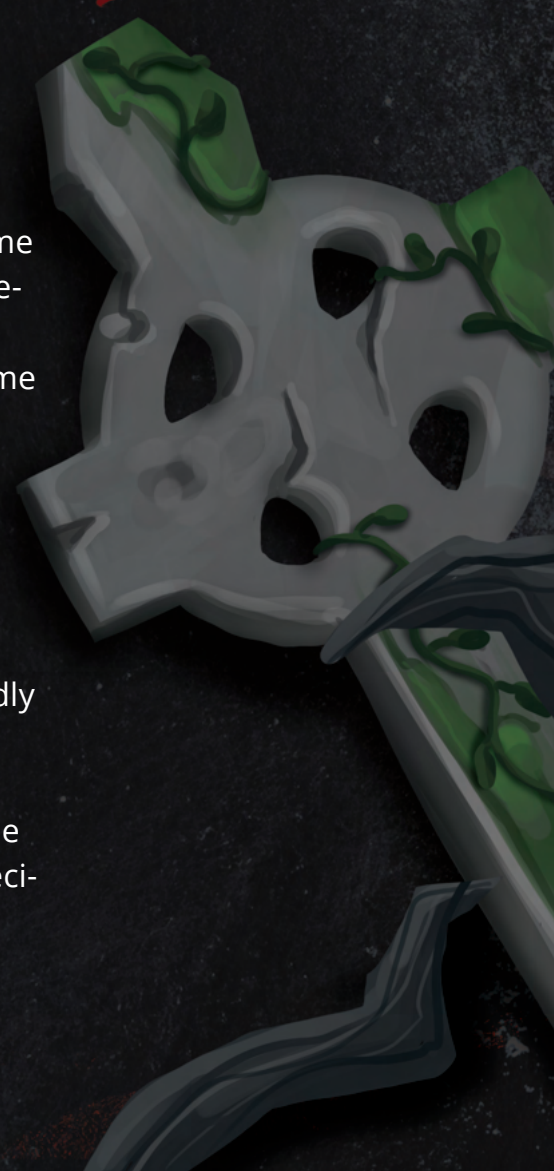
- IF the Vampire Sucks Blood from a Human that Defends, THEN nothing happens.
- IF the Vampire Sucks Blood from one or more Humans on the same space that cannot Defend, THEN they obtain 2 Blood Drops per defenseless Human and blindly removes half their Elements.
- IF the Vampire Sucks Blood from one or more Zombies on the same space, THEN they obtain 1 Blood Drop per Zombie.

Action B: Attack:

- IF the Vampire Attacks a Human that successfully Defends, THEN nothing happens.
- IF the Vampire Attacks a Human that cannot Defend, THEN they add the corresponding Coffin of the Player to that space and blindly remove half their Elements.
- IF the Vampire Attacks a Zombie, THEN that Zombie is killed.
- IF the Vampire Attacks one or more Humans/Zombies on the same space, THEN they can do so by using 1 Blood Drop per Attack, specifying each target.

NOTE: The Vampire can pass through the Vampire Graveyard for 1 Movement.

NOTE: Player continues to roll on their turn, even if they are not on the board.



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Defend:

- IF the Vampire is Attacked, THEN they can Defend by discarding 1 Blood Drop per Attack.
- IF the Vampire is Attacked and cannot Defend, then they are killed.

Being Killed:

- IF the Vampire is killed, THEN they are removed along with any Coffins on the board not on the Vampire Graveyard.
- IF the Meteorite lands on the Vampire, THEN they are killed.
- IF a Human or Zombie attacks and the Vampire cannot Defend, THEN they are killed.
- IF a Meteorite lands on a space with any Coffins, THEN those are removed from the board.

Obtaining Coffins:

- IF the Vampire discovers a Village, THEN they place the corresponding Coffin on that location. (Blue Village equals Blue Coffin.)
- IF the Vampire ends on a Village, THEN they place the corresponding Coffin on that location.
- IF the Vampire Attacks a Human that cannot defend, THEN they place the corresponding Coffin on that location.

Saving Your Progress:

- IF the Vampire ends their turn on the Vampire Graveyard, THEN any Coffins on the board are relocated to that location. (See Page 13)

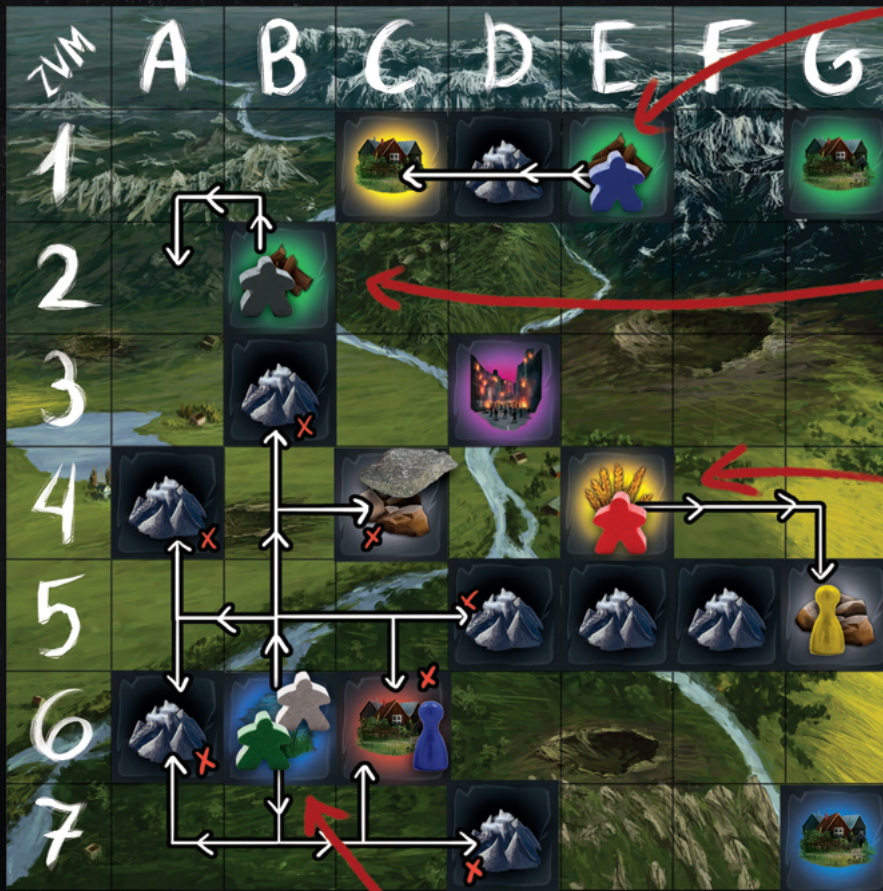
Respawn:

- IF the Vampire was killed and a SURVIVE! is rolled, THEN the Vampire is placed on the Vampire Graveyard.
- IF the Vampire Respawns at the Vampire Graveyard but the Meteorite is on that location, THEN they are stuck there until the Meteorite is relocated.

NOTE: Vampires cannot end their turn on a Village if the corresponding Coffin is already on the board.

Zombie Movement.
All Zombies, if Possible, Must Move per Turn.

The Blue Zombie enters the Yellow Village and replicates, adding the Yellow Zombie to the board.



The Original Zombie ends its turn on an Unexplored Space. Take a location token from the Grab Bag and place it here.

The Red Zombie ends its turn on a space occupied by the Yellow Pawn, requiring an attack. If the Human defends, then nothing else happens. If not, the Zombie removes half of the Human's Elements.

The Green/White Zombies cannot move. They cannot end on an Explored Mountain, a Meteorite, or enter a Village occupied by another player.



Entering Locations with Structures

Vampire moves to A6 and Attacks. Blue cannot defend. A Blue Coffin is placed here.

Vampire moves to A6 and Sucks Blood. Blue cannot defend. Vampire gains 2 Blood Drops.

Vampire moves to C6 and uses 1 Blood Drop for the single Defense to enter. A Red Coffin is placed here.

A Zombie can enter 6C.

Zombies cannot enter 5D because it is occupied. (If unoccupied, it would require at least 3 Zombies for the 3 Defenses.)

No Zombie(s) can enter B7 because White is protected by a Basic Defense they built.

Zombie(s) can attack either or both Humans on 5F.

No Zombie can enter 6G because the Yellow Zombie is present on the board.



Box Contents and Quantity:

- 1 Game Board
- 1 Rulebook

Location Tokens

- 5 Villages
- 1 Zombie City
- 1 Vampire Graveyard
- 9 Mountains
- 8 Lakes
- 8 Forests
- 8 Rocky Landscapes
- 8 Prairies

Cards:

- 15 Crops
- 15 Waters
- 15 Woods
- 15 Rocks
- 8 Quick Plays

Players and Accessories:

- 6 Avatars
- 6 Zombies
- 5 Coffins
- 9 Blood Drops
- 40 Cubes; 5 Large/10 Med/25 Small
- 12 Crates
- 2 Meteorites
- 1 SURVIVE! Coin
- 1 Grab Bag

Dice:

- 1 Six-Sided Die
- 2 Eight-Sided Dice



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