

Splatter

A Survival Horror Board Game

© Copyright 2008 Joe Williams

Object of the Game

Splatter is a survival horror board game for 1 to 4 players. You and your opponents each control a survivor in a city overrun with the walking dead. To win, you must complete all your missions in four different settings and then be the first to escape the Underground Facility.

In a single player game you must complete the above objective within a 1 hour time limit.

Game Components

Warning! Check your printer documentation to make sure it can print on cardstock. If you're not certain, print the components on plain paper and paste them to cardstock.

Tiles: Print the tiles that accompany these rules on cardstock and cut them out along the heavy black lines to form six 3x3 tiles per page. Tiles from different settings are never intermingled.

Mission/Item Cards: Print the mission/item cards on cardstock and cut them out along the dotted lines. The cards are double sided, with a mission on one side and an item on the back. Be sure the mission on the front matches the correct item on the back.

Player Figures: Each player will need a figure to track their position on the gameboard. Any small human figure will suffice.







Life Tokens: Each player will need six red beads or other tokens to track their figure's health.

Dice: You will need six six-sided dice to resolve combat.















Zombie Figures: You will need an assortment of zombie figures to represent the walking dead. Twilight Creations sells inexpensive bags of 100 zombies in many varieties, including zombie dogs. Ask for them at your local game store, order them from www.funagain.com, or visit www.twilightcreationsinc.com for more information. *Splatter* is not affiliated with Twilight Creations in any way.

Zombie Statistics

“Zombie” refers to any of the walking dead. Although there are several types, they all share a mindless hunger for the flesh of the living.

Icon	Color	Type	Attack	Description
	Gray	Shambler	3	A putrefied cadaver that was dead long before the plague began.
	Red	Corpse Food	4	A recent victim of the walking dead. It may be missing body parts but shows few signs of decay.
	Green	Berserker	5	A physically intact corpse reanimates as a berserker, the most robust of the living dead.
	Yellow	Dog	2	Reanimated canine corpses created by medical researchers seeking a cure for the plague through animal testing. A few test subjects escaped and now a new strain of the plague is spreading through the canine population.
	Black	Shooter	3	Part of the military’s failed efforts to fight fire with fire, the shooter is a shambler that has been conditioned to use firearms.
	White	Mutant	6	A vivified corpse that has mutated into an unstoppable flesh-eater.

Reading the Gameboard

Tile Set	Open Space	Location Space	Impassable Space
Mall			
Hospital			
Graveyard		  	
Underground Facility			

Only **location** and **open** spaces may be entered. **Impassable** spaces may never be entered by any figure.

A **location** is a set of contiguous location spaces all on one tile.

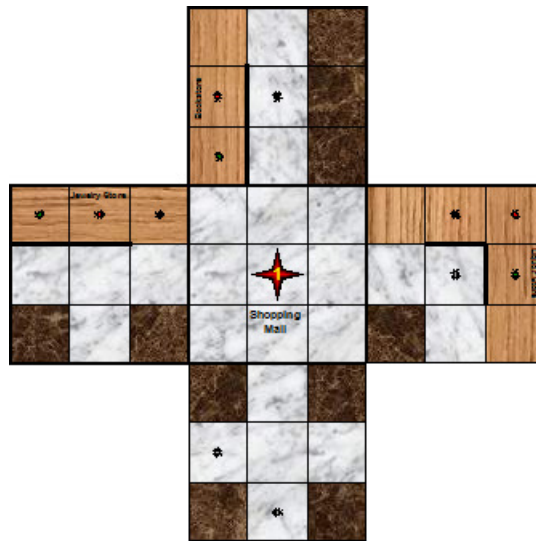
Adjacent spaces are any two spaces on the same tile that are separated by a thin line. In addition, **open spaces** on different tiles are adjacent if they share a common edge. Tiles joined this way are considered **adjacent tiles**. Location spaces can never be adjacent to a space on another tile.

A **starting tile** is a tile with a red star in the center and the name of the setting written below it. The number in the center of the star represents the order in which the settings are played.

Game Setup

- Place the starting tile for the Mall on the playing surface.
- Shuffle the remaining Mall tiles face down into a draw pile.
- Place a random Mall tile on each side of the starting tile (see *Place Tiles*).
- Place zombies on each space marked by a splatter icon. The color of the icon indicates the type of zombie (see *Zombie Statistics*).
- Each player gets a player figure, six life tokens, and a pistol card. Rotate the card so the highest number is at the top.
- The first player is determined by high die roll or whatever method the players agree upon.
- Starting with the last player (the one to the first player's right) and going in *reverse* order (i.e. counter-clockwise) the players each select a Mall mission. Players continue selecting missions in reverse order until each player has three missions. The number of stars on the mission indicates its difficulty; one star represents an easy mission while three stars indicates a more difficult mission. Any remaining Mall missions are discarded.
- Place your mission cards in front of you with the mission side face up.
- Play begins with the first player and proceeds clockwise.

Mall Tiles
face down

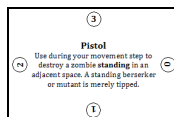


Life Tokens
Place your six Life Tokens here



Pack
Stack your unequipped items here.

Equipped Items
Up to three equipped items can go here. You begin the game with just a pistol.



Missions
Place your missions here

Mall Bookstore ★
Mall Liquor Store ★★
Mall Toy Store ★

Turn Sequence

On your turn, you must perform the following steps in order. Each player completes all five steps before the next player can take their turn. Play proceeds clockwise around the table.

1. Player Movement
2. Zombie Movement
3. Complete Missions
4. Place Tiles
5. Place Zombies

Player Movement Step

On your movement step, you must perform the following actions in order.

Allocate Fight Dice:

You begin your movement step with six fight dice. You may choose, before moving, to place fight dice next to your life tokens. Fight dice allocated this way cannot be used in combat, but will increase your action points. The total of your life tokens plus fight dice allocated to movement cannot exceed six.

Your action points for the turn equal your life tokens plus the fight dice you allocated to movement. Life tokens gained or lost during the turn do not affect the number of action points for that turn. At the end of your movement step any unused action points or fight dice are lost. They may not be saved for use on a later turn or given to another player.

Fight Zombies in Your Space:

Before moving, you must fight any zombies in your space. You must fight them one at a time in any order you choose (see *Combat*).

Move Your Player Figure:

The following actions cost one action point each:

- Move into an *adjacent* space (see *Reading the Gameboard*).
- Tip a zombie.

Moving

Player Occupied Spaces:

There is no limit to the number of players that may occupy the same space.

Zombie Occupied Spaces:

Whenever you enter a space with a **standing** zombie you must either “tip” the zombie (see *Tipping*) or fight the zombie (see *Combat*). You do not have to fight tipped zombies.

Entering a Setting:

Moving from off the gameboard onto a starred starting space costs one action point. You may only enter the setting for which you have unfinished missions.

Leaving a Setting:

You can leave a setting only if all your missions for the setting have been completed. You leave a setting from the starred starting space. It costs one action point to leave the setting. Place your token in front of you. If you have completed all your missions for all four settings you win the game. Otherwise you must:

- Equip three items by placing them in front of you. “Refresh” the items by rotating the cards so the highest number is at the top. Place any other items you have in a stack, called your pack. You cannot use items in your pack.
- Take enough life tokens to bring your total to six.
- Pick three missions for the next setting. You must play through all four settings in this order: Mall, Hospital, Graveyard, Underground Facility. Place the cards mission-side up in front of you.
- If you are the first player to enter a setting you must place the starting tile for that setting on the playing surface away from any other setting. Shuffle the remaining tiles for that setting face down into a draw pile. Place a random tile on each side of the starting tile and populate the colored splatter icons with the appropriate zombies.
- If you are the last player to leave a setting then you must clear away all the tiles and zombies for that setting.
- End your turn.

Tipping

If you move onto a space occupied by a standing zombie, you may expend one action point to “tip” (i.e. knock over) the zombie. Lay the zombie on its side.

You may freely exit or move through a space with a tipped zombie as if it wasn’t there.

You must decide whether to tip the zombie before fighting (see *Combat*). Once you start fighting, you no longer have the option to tip the zombie.

Combat

It does not cost action points to fight a zombie. You may interrupt your movement at any time to attack a zombie, and then continue moving after the combat is resolved, provided you have action points remaining.

Combat is resolved by a roll of your fight dice. If you do not roll any ones, twos or threes then there is a special result depending on whether the zombie you were attacking was standing or tipped:

- **Standing Zombie:** You are grabbed. Your movement step ends immediately and you must proceed with your zombie movement step.
- **Tipped Zombie:** The zombie stands up. You must make another combat roll against the now standing zombie.

On any other roll you get to remove the zombie from the board, but you must also discard a combination of fight dice, life points, and action points equal to the zombie’s attack rating (see

Zombie Statistics).

- A fight die is worth the number of pips showing on its face (from 1 to 3). Dice that roll over 3 have no value.
- A life token is worth 1.
- An action point is also worth 1, but you cannot discard more action points than life points.

Combat Modifiers:

- Tipped zombies have their attack rating reduced by one.
- Zombies that begin your movement step in the same space as your figure gain +1 to their attack rating.

- You must keep fighting until the zombie is destroyed, or you are grabbed or dead.
- You do not have to fight tipped zombies, but you may choose to do so at your discretion.
- You must fight each zombie in your space separately in the order of your choosing.
- You may never directly attack another player.

Example:

Bill begins his turn with six action points and six fight dice. He uses an action point to move into an adjacent space with a shambler and chooses to fight it instead of tipping it. He rolls his six fight dice and gets a 1, 1, 2, 5, 5, 6. Bill discards the fight dice showing 1 and 2, which together equal the zombie's attack rating of 3. The zombie is removed from the board.

Bill moves another space onto a berserker. He spends a third action point to tip the berserker. Rather than move on, he chooses to fight the berserker. He rolls his remaining four fight dice and gets 1, 4, 4, 5. The berserker has an attack rating of 5, but since it is tipped its attack is reduced to 4. Bill discards the die showing 1 but this leaves him three shy of the zombie's attack rating. He must also discard two life tokens and expend an action point. The zombie is removed from the board.

Bill still has two action points remaining. He uses one point to move onto yet another adjacent shambler. He expends his last action point to tip the shambler, then attacks it by rolling his three remaining fight dice. He gets 4, 4, 6. Since none of the dice show 3 or lower, this is a special result. The tipped shambler stands back up and Bill must roll his three fight dice again. This time he gets 5, 5, 5, another special result. Since the zombie is already standing, Bill's character is grabbed. Bill's movement step ends with the shambler still in his space.

Dying

Your character dies if you run out of life tokens. When your character dies, immediately do the following:

- You must flip over one item for the setting you are in, returning it to its mission side. You must complete that mission over again. You can choose the item from your equipped items or your pack. If you do not have any items for the setting then you don't need to do this.

- Equip up to three items by placing them in front of you. Rotate the cards so the highest number is at the top. Place any other items you have into your pack.
- Take enough life tokens to bring your total to six.
- Place your figure in front of you.
- End your turn.

Zombie Movement Step

All zombies you tipped stand up at the start of your zombie movement step. Zombies that stand up cannot move on the same turn.

Zombies in the same space as a player's figure cannot move, although they can stand.

Move all other zombies on your tile and adjacent tiles *one* space closer to your figure. Move the closest zombie first. When two zombies are equal distance you get to decide what order to move them. Zombies may only move into adjacent spaces. They may not enter a space with another zombie unless a player's figure also occupies the space. There is no limit to the number of zombies that can enter a space with a player's figure.

Zombies can enter starred starting spaces, but they cannot exit settings.

Zombie Dogs:

- Zombie dogs move two spaces instead of one.
- Zombie dogs may move through other zombie figures and may end their movement on a space with another zombie.
- Up to three zombie dogs plus one zombie of another type may occupy a space.

Shooters:

If a shooter begins or ends your zombie movement step in a space adjacent to your figure, you lose a life token.

Complete Missions

If you start this step in a location named on one of your mission cards, and there are no zombies in the location with you, you may flip the card over to turn it into an item. Rotate the card so the highest number is at the top and add it to your equipped items.

Your Pack:

You may never have more than three items equipped. When you equip a fourth item, you must put one of the active items into your pack. Items in your pack cannot be used and they cannot be equipped as long as you are in a setting.

Items:

Item cards indicate when they may be used, but you get to decide when to use them. Every time you use an item you must rotate it clockwise to the next lowest number. Once it reaches zero you can no longer use the item and you must move it to your pack.

Place Tiles

If you begin this step on a tile with open spaces that are not connected to another tile, you must draw a tile for each open side. You decide which tile to connect to which open side of the tile you currently occupy following these rules:

- At least one open space on the tile you place must line up with an open space on the tile you occupy.
- Do not place a tile in such a way that it creates an open space that is blocked on three sides.
- Do not place a tile in such a manner that no other tiles may be played.
- Do not place a tile so that it connects to a different setting.

If you cannot legally place all the tiles that you drew, keep drawing until you find a tile that fits. If there aren't any tiles that will work, do not place a tile there. Shuffle all unused tiles back into the draw pile for that setting.

Place Zombies

Unoccupied tiles adjacent to your current tile must be repopulated with zombies. This applies not only to newly placed tiles, but also to tiles already in play where the zombies have been destroyed or have moved away.

To repopulate a tile, place a zombie figure on each space with a splatter icon. The color of the icon indicates the type of zombie (see *Zombie Statistics*).

Tiles are adjacent if an open space on one tile lines up with an open space on the other tile. A tile is unoccupied if it does not contain a zombie or player figure.