

Splatter

Mall of the Living Dead

© Copyright 2008 Joe Williams

Object of the Game

Splatter: Mall of the Living Dead is a zombie horror board game for 1 to 4 players. You and your opponents each control a survivor in a mall overrun with the walking dead. To win, you must escape through the parking lot with the most victory points.

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.

Item Cards: Print the item cards on cardstock and cut them out along the dotted lines.

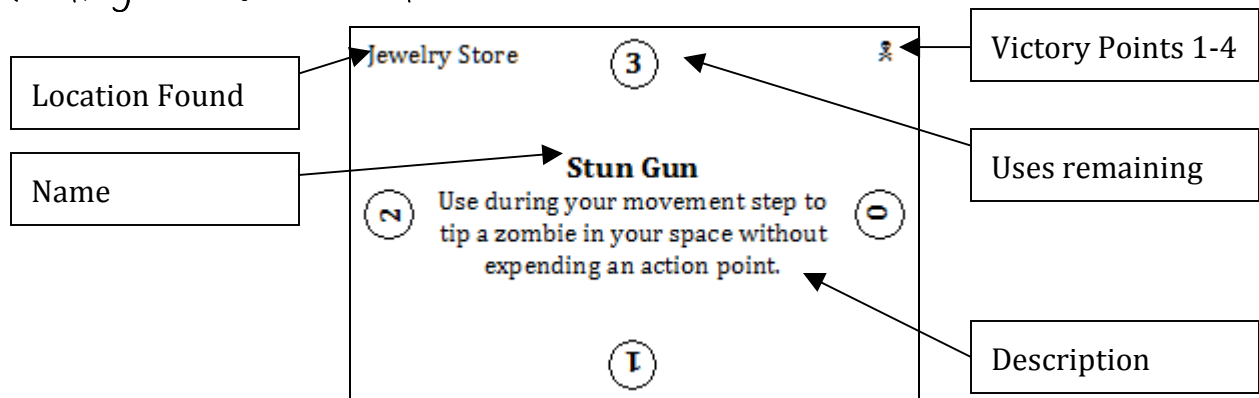
Player Figures: Each player will need a figure to track their position on the gameboard. Any small human figure will suffice.

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.

Reading an Item Card



Reading the Gameboard



Open



Location



Impassable







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 with adjacent open spaces are considered **adjacent tiles**. Location spaces can never be adjacent to a space on another tile.

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.

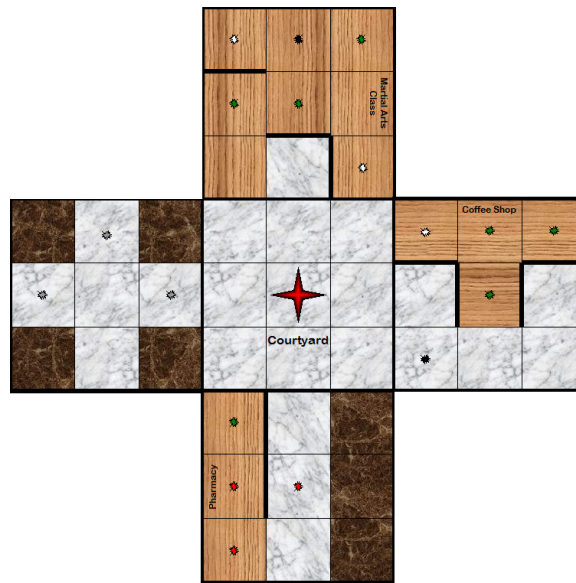
Icon	Color	Type	Attack	Description
	Gray	Shambler	3	A putrefied cadaver that was dead long before the plague began.
	Red	Corpse Food	4	A recent victim of the walking dead. It may be missing body parts but shows few signs of decay.
	Green	Berserker	5	A physically intact corpse reanimates as a berserker, 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.

Game Setup

- Each player gets a player figure, six life tokens, and a pistol card.
- Rotate your pistol card so the highest number is at the top and put it in your item area.
- The first player is determined by high die roll or whatever method the players agree upon.
- Set the Parking Lot tile aside.
- Place the Courtyard on the playing surface.
- Place your figure in the starred space on the Courtyard tile.
- Shuffle the remaining tiles face down into a draw pile.
- Put the Parking Lot tile face up on the bottom of the draw pile. It is always the last tile placed.
- The first player places a random tile on each side of the Courtyard (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*).
- Play begins with the first player and proceeds clockwise.

Mall Tiles
face down

Item Cards
face up

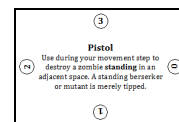


Trophy Area
Your items with no uses remaining go in this area.

Life Tokens
Place your six Life Tokens here



Item Area
Your items cards go here. You begin the game with just a pistol. You may have a maximum of four item cards.



Turn Sequence

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

1. Player Movement
 - a. Allocate fight dice
 - b. Fight zombies in your space
 - c. Move
 - Move into an adjacent space
 - Tip zombies
 - Fight zombies
2. Zombie Movement
3. Clear Locations
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 turn 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*). ***All zombies that begin your movement step in the same space as your figure gain +1 to their attack rating.***

Move Your Player Figure:

The following actions cost one action point each:

- Move into an *adjacent* space.
- 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, but you may at your discretion.

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

You must fight each zombie in your space separately in the order of your choosing. You do not have to fight tipped zombies, although you may at your discretion. You may continue moving after the combat is resolved, provided you have action points remaining and you have not been grabbed. You may fight many zombies in one turn, but you may never directly attack another player.

Resolving Combat:

Roll your fight dice. To defeat a zombie, you must discard a combination of fight dice, action points and life tokens that equals or exceeds the zombie’s attack rating (see *Zombie Statistics*). **All zombies that begin your movement step in the same space as your figure gain +1 to their attack rating.** The sum of your fight dice, action points and life tokens is called your combat value.

- 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.
- An action point is worth 1.
- A life token is also worth 1.

For each action point that you expend, you must discard a matching life token before expending another action point.

Disaster:

If you do not roll any ones, twos or threes—or you did not have any fight dice to roll—then you cannot use life tokens or action points to increase your combat value. The outcome depends 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.

Dying:

Your character dies if your combat value is less than the zombie's attack rating. When your character dies, immediately do the following:

- Return your highest victory point item to the Item deck. The item can come from your trophy area or item area.
- Take enough life tokens to bring your total to six.
- Place your figure in the starred space in the center of the Courtyard.
- End your turn.

Destroying a Zombie:

If your character did not die then the outcome depends on whether the zombie was standing or tipped:

- **Standing Zombie:** If you did not expend any action points or life tokens then the zombie is destroyed and you get to remove it from the board. But if you used any action points or life tokens in your combat value then the zombie is merely staggered. Move the zombie to an adjacent space of your choice (even a space with other figures) and tip it over.
- **Tipped Zombie:** The zombie is destroyed and you get to remove it from the board. A tipped zombie cannot be staggered.

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, 2, 2, 3, 5, 6. Bill discards the fight dice showing 1 and 3, which together equal the zombie's attack rating of 4. Bill destroys the zombie.

Bill moves another space onto a second shambler. He rolls his remaining four fight dice and gets 2, 4, 4, 5. Bill discards the die showing 2 but this leaves him two shy of the zombie's attack rating of 4. He must also discard an action point and a life token. Since he used an action point the zombie is staggered instead of destroyed. Bill moves the zombie into an adjacent space that already contains a berserker and tips it.

Bill still has three action points remaining. He moves onto the space with the berserker and shambler uses an action point to tip the berserker. He chooses to fight the tipped shambler. He rolls his remaining three fight dice and gets 3, 4, 4. Bill discards the die showing 3 but must also discard an action point to equal the zombie's attack rating of 4. Since the zombie is already tipped, it is destroyed instead of being staggered.

Bill is out of action points, but for the sake of demonstration he chooses to attack the tipped berserker. He attacks by rolling his two remaining fight dice. He gets 4, 6. Since none of the dice show 3 or lower, this is a disaster. The tipped berserker stands back up and Bill must roll his two fight dice again. This time he gets 5, 5 another disaster. Since the zombie is already standing, Bill's character is grabbed. Bill's movement step ends with the berserker still in his space. He will have to continue fighting it on the start of his next turn.

Zombie Movement Step

Move all zombies standing 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 cannot enter the starred space on the Courtyard.

Zombies in the same space as a player's figure cannot move.

Tipped zombies cannot move. All tipped zombies stand up at the end of your zombie movement step.

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 two 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, and it is your turn, you lose a life token.

Mutants:

A mutant cannot leave the tile where it first appeared.

Clear Locations

If you start this step in a location, and there are no zombies in the location with you, you may take the item card for that location from the item deck. Rotate the card so the highest number is at the top. You may now use the card as an item.

Items:

Item cards indicate when they may be used. Every time you use an item you must rotate it clockwise to the next lowest number. Once it reaches zero you must move it to your trophy area. You cannot use items in your trophy area.

You cannot have more than four items at a time. If you acquire a fifth item, you must move one of your items to your trophy area. Turn the card upside down to denote that it has no uses remaining.

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.
- Do not place a tile so it falls off the edge of the playing surface.

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.

Placing the Parking Lot

The Parking Lot is always the last tile that will be played. Unlike other tiles, it is not placed adjacent to the current player. Instead, the player must place the Parking Lot as far from the Courtyard as possible, counting consecutive adjacent tiles. If more than one location qualifies, the player gets to choose.

Place Zombies

When you place a tile, you must put a zombie figure on each space with a splatter icon. The color of the splatter indicates the type of zombie to place (see *Zombie Statistics*).

Winning the Game

The game ends when a player ends his or her turn in the center of the Parking Lot tile and there are no zombies left on the tile.

Each player adds up the victory points from all their items, including active items and items in their trophy areas. The player with the most victory points wins the game.