

# Splatter Mall

## Mall of the Living Dead

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### Object of the Game

*Splatter Mall* 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 be the first to barricade a set of four buildings and return to the courtyard.

### 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. You should have six tiles per page. Each tile is a 3 x 3 grid of squares.

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

**Zombie:** Print the zombie counters on cardstock and cut them out. The number in the lower right corner is the zombie's strength. The number of dots in the left corner is the number of spaces the zombie can move.

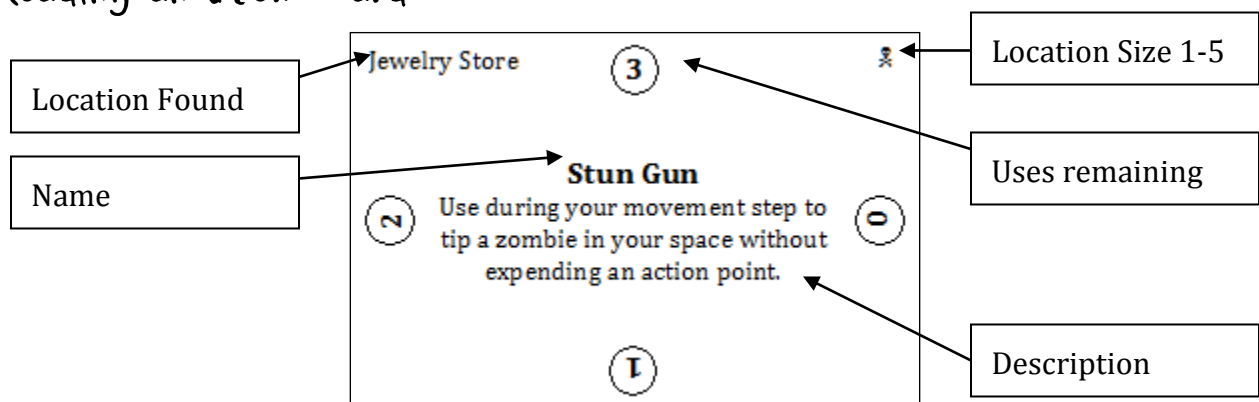
**Player Figures:** Each player will need a figure to track their position on the gameboard. Any small human figure will suffice.

**Barricade Marker:** Used to indicate a barricaded location.

**Trophy Markers:** Marked 1 to 5, you receive a trophy when you barricade a location.

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

### 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, or **open spaces** on different tiles that share a common edge.

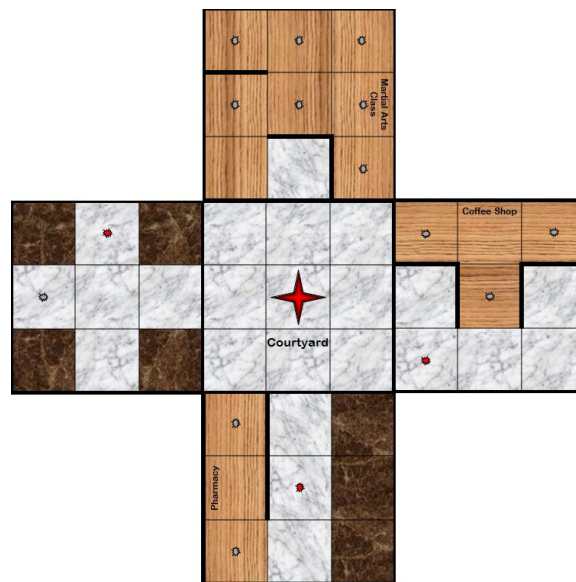
Tiles with adjacent open spaces are considered **adjacent tiles**.

## Game Setup

- Place the zombie counters in a mug and mix thoroughly.
- Place the Courtyard in the center of the playing surface.
- Place your figure in the starred space on the Courtyard tile.
- Shuffle the remaining tiles face down into a draw pile.
- Each player takes a player figure, a Movement card, and a Fight card.
- Rotate your cards so the highest number is at the top and put them in your Health area.
- The first player is determined by high die roll or whatever method the players agree upon.
- 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.
- Play begins with the first player and proceeds clockwise.

Mall Tiles  
face down

Item Cards  
face up



Trophy Area	Health Cards	Item Area
Your trophy markers go here. You can only have one marker of each numerical value.	Your Movement and Fight cards go here, face up with the number 6 at the top.	Your items cards go here. You will acquire item cards as you barricade locations. 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 steps before the next player can take their turn. Play proceeds clockwise around the table.

1. Player Movement
  - a. Fight zombies in your space
  - b. Move your player figure
    - Move into an adjacent space
    - Tip zombies and/or
    - Fight zombies
    - Place adjacent tiles (if needed)
      - Place zombies
    - Repeat until you are done moving
2. Zombie Movement
3. Barricade Location

## Player Movement Step

You begin your movement step with a number of fight dice equal to the number at the top of your Fight card, and action points equal to the number at the top of your Movement card.

### Fight Zombies in Your Space

Before moving, you must fight any zombies in your space (see *Combat*). You must fight them one at a time in any order you choose. **All zombies that begin your movement step in the same space as your figure gain +1 to their strength.**

### Move Your Player Figure

It costs one (1) action point to move your figure into an adjacent space. You may freely enter spaces with other figures. You may continue moving as long as you have action points.

You cannot enter a location that has a barricade marker on it.

You cannot enter an Impassable space.

You cannot move through a heavy line.

Whenever you enter a tile with open spaces that are not connected to another tile, you must immediately place a tile for each open side (see *Place Tiles*).

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. You cannot leave a space containing a standing zombie.

## Place Tiles

When you enter 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 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.

When you place a tile, you must put a random zombie counter on each space with a splatter icon.

## Tipping

If you move onto a space occupied by a standing zombie, you may expend action points to “tip” (i.e. knock over) the zombie. Lay the zombie on its side (if using miniatures) or flip the counter over (if using zombie counters) to indicate that it is tipped.

- It costs (1) action point to tip a zombie having strength of 6 or less.
- It costs (2) action points to tip a zombie having strength of 7 or more.

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. 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. It does not cost action points to initiate an attack. You may continue moving after you have cleared your space of standing zombies. 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 that equals or exceeds the zombie's strength. 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. ***All zombies that begin your movement step in the same space as your figure gain +1 to their strength.*** Remove the defeated zombie from the board and continue your turn without the fight dice you discarded.

If you didn't roll high enough to defeat the zombie, what happens depends on whether the zombie was standing or tipped:

**Tipped zombie:** The zombie stands up. You must roll again (see Rolling Again below).

**Standing zombie:** You must do one of the following:

- Stagger the zombie (costs action points); or
- Lose 1 health and roll again; or
- Lose 1 health and end your movement step

## Staggering a Zombie

You cannot stagger a zombie if you did not roll any ones, twos or threes.

Discard all fight dice showing any ones, twos or threes. In addition, you must spend (1) or (2) action points:

- It costs (1) action point to stagger a zombie having strength of 6 or less.
- It costs (2) action points to stagger a zombie having strength of 7 or more.

Move the zombie to an adjacent space of your choice (even a space with other figures) and tip it. You cannot stagger a zombie through a doorway.

## Rolling Again

You may re-roll some, none or all of the fight dice you just rolled. Dice you do not re-roll are locked in and count toward your next total.

Follow the rules for Resolving Combat. You may continue rolling again until you are dead, the zombie is defeated or staggered, or you choose to end your movement step.

## Losing Health

Each time you lose 1 health you must rotate your Fight or Movement card clockwise to the next lowest number. You can choose which card to rotate. You cannot rotate a card that is at 3. If you are required to lose 1 health and both your Movement and Fight cards are on 3, then your character dies.

## Dying

When your character dies, immediately do the following:

- Discard all the cards from your Item Area. Discarded items are removed from the game.
- Return your highest value trophy to the trophy pile.

- Rotate your Movement and Fight cards so the 6 is at the top.
- Place your figure in the starred space in the center of the Courtyard.
- End your turn.

**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 zombie and chooses to fight it instead of tipping it. He rolls his six fight dice and gets 1, 2, 2, 3, 5, 6. Bill discards the fight dice showing 1 and 3, which together equal the zombie's strength of 4. Bill destroys the zombie.

Bill moves another space onto a second zombie with strength of 3. He rolls his remaining four fight dice and gets 1, 4, 4, 5. This leaves him two shy of the zombie's strength of 3. He chooses to discard the 1 fight die and expend 2 action points to stagger the zombie. He moves the zombie into an adjacent space that contains another zombie and tips it.

Bill still has two action points remaining. He moves onto the space with the two zombies and uses his last action point to tip the standing zombie. He chooses to fight the zombie having 3 strength. He rolls his remaining three fight dice and gets 2, 4, 4, one less than the zombie's strength. The zombie stands up and Bill must roll again.

Bill could lock in the 2, but he decides to re-roll all three dice hoping one of them will come up 3. He roll 1, 2, 2. He decides to discard a 1 and 2, leaving him with one fight die.

Bill now confronts the final zombie, a tipped create with 2 strength. He rolls his last remaining fight die and gets a 6. The zombie stands up. Bill rolls again and gets a 4. He loses 1 health token and must roll again. He rolls a 5. The zombie grabs him and his movement step ends. He will have to continue fighting it on the start of his next turn.

## Zombie Movement Step

Which zombies move depends on whether you are in an open space or a location space.

- If you are in an open space, all zombies standing in an open space on your tile and all adjacent tiles must move toward your figure. Zombies in locations do not move.
- If you are in a location space, all zombies on your tile must move closer to your figure.

You can move the zombies in any order you want. There is no limit to the number of zombies that can occupy a space.

A zombie's speed equals the number of dots on their counter. Zombies move a number of adjacent spaces equal to their speed. Each space they move must take them closer to your figure.

Zombies end their movement when they enter a space with a player's figure. Zombies that start in the same space as a player's figure cannot move.

You lose 1 health if a zombie enters your space.

Zombies cannot enter the starred space on the Courtyard or the center space of the Parking Lot.

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

## Barricade Location

If you start this step in a location, and there are no zombies in the location with you, you may barricade the location. Place a barricade marker on the location to indicate that it has been barricaded. You may exit a location having a barricade, but no one can enter a location with a barricade.

As a reward for barricading the location, you may do *one* of the following:

- Take a trophy marker that matches the size of the location. A location's size equals the number of splatters in the location. You may have only one trophy of each size. For example, if you barricade a size 3 location and you already have a size 3 trophy, you could not take another size 3 trophy.
- Take an item card having a level equal to the location's size. If there are no items of that size available, you cannot take an item. Place the card in your Item Area and rotate the card so the highest number is at the top.

## Using Item Cards

The text on an item card indicates when it may be used. Every time you use an item you must rotate it clockwise to the next lowest number. Once it reaches zero it is discarded from play.

You cannot have more than four items at a time. If you acquire a fifth item, you must discard one of your items from play.

## Place Zombies

Place a zombie face up on all *unoccupied* red splatter spaces on your tile. Do not place zombies inside barricaded locations.

## Winning the Game

You win the game if you end your movement step in the center of the courtyard and you have a full set of trophy markers. A full set comprises one each of size 1, 2, 3, 4 and 5.

Due to barricades and death, it may become impossible to accumulate a full set of trophies. In that case, the winner is the player who returns to the courtyard with the highest total value of trophies. In cases of ties, the first player to return to the courtyard wins.