

# ZOMBIES!!! MIDEVIL II Castle Chaos!

## Object of the Game

After being dragged off to a castle in a very strange time period, you have been told that the only way to get back to the present is to go to the graveyard, find the Necronomicon and bring it back to the castle. Or, you could just get medieval on some Skeleton butt!

## Game Components:

6 Black Skeletons

16 Map tiles

32 Event cards

Rules (new or updated rules are in bold)

## Game Setup:

- To begin the game, take the 12 "Castle" tiles, the "Drawbridge" (Drawbridge Up side) and one plain dirt tile (from the base set) and place them in the middle of the table according to the illustration on page 2. Skeletons should be placed on these tiles as normal by the person setting up the game. Only white Skeletons should be used to begin the game on these tiles.
- Shuffle the remaining tiles (from MidEvil and MidEvil 2) and place to the side.
- Take the "Necronomicon" card from the event deck and place it to the side.
- Shuffle together the rest of the Event cards (from MidEvil and MidEvil 2) and deal 3 to each player.
- Each player takes a pawn and places it on the center square of the tile in the castle furthest from the door (Castle tile 3 - See illustration on page 2).
- Each player gets 3 Gray Human (life token) figures.
- Place the remainder of the Gray Human (life token) figures to the side.
- Separate the Skeletons by color and place them to the side. (Referred to as Skeleton pool). The black Skeletons are placed to the side as well but are not considered part of the "Skeleton pool."
- Randomly choose a player to go first.

## Turn Sequence Overview:

During a turn, you must perform the following steps in exact order:

1. Draw a tile from the tile deck.
2. Attach the map tile to any legal space on the current map.
3. Combat any Skeletons on your current space.
4. Draw back up to 3 event cards, if you have less than 3.
5. Roll a six-sided die, the result is your movement roll.
6. Move up to the number of spaces indicated by the movement roll.
7. Combat any Skeletons encountered while moving.
8. Roll a six-sided die. Move a number of Skeletons one space equal to that number.
9. You may discard one event card from your hand.

After deciding to discard an event card or not, the turn is over and play proceeds clockwise around the table.

## Placing Map Tiles

- A newly drawn map tile must be placed on the map in such a way that it does not cut off a road or the entrance to any other tile. **No tiles may be placed adjacent to either side of the "Drawbridge."**

- **The “Filth” tile may cut off other tiles.**
- When a “named” map tile is placed, Skeletons and Humans (life tokens) are added to the tile according to the numbers on the tile. If a building is present on the tile, all Skeletons and Humans must be placed inside the building. The player who places the tile decides which colored Skeletons are placed on the tile. **The Skeletons placed on the “Windmill” tile must be placed outside of the building.**

- There may never be more than one Human (life token) or more than one Skeleton on the same square. There may be one Skeleton and one Human on the same square.
- For the tiles without a specific name on them, roll a six-sided die. That is how many POINTS of Skeletons are placed on the tile (White=1 point, Red=2 points, Blue=3 points). If there are not enough Skeletons to place on the tile, the closest amount should be used. If there are not enough spaces to accommodate a number of Skeletons rolled, the closest amount should be placed.

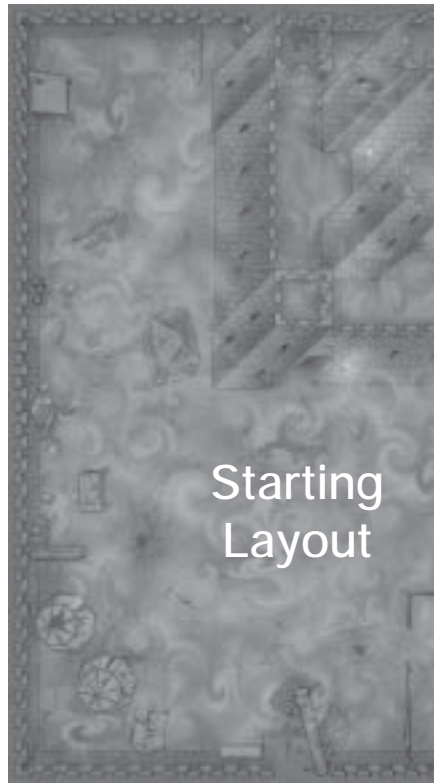
- **When the “Graveyard” tile is placed, the six black Skeletons are placed in the Graveyard in addition to 3 other Skeletons for a total of 9 Skeletons.**

## **Skeleton Combat Rules**

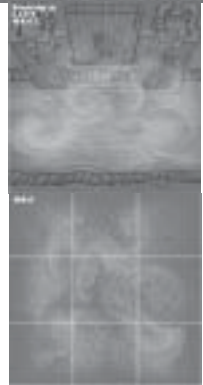
- Any time you begin your turn on the same space as a Skeleton, or land on a space with a Skeleton during movement, combat takes place.
- Combat is resolved by rolling a six-sided die. A 4, 5 or 6 is needed to kill a Skeleton.
- If a combat roll is unsuccessful (lower than 4), you may use any number of Skeletons that you have previously killed (any color) to raise the roll by the point value of the discarded Skeleton. **NO CHANGE IS GIVEN REGARDLESS OF THE VALUE NEEDED TO BE SUCCESSFUL!** Skeletons used in this way are removed from play.
- Instead of spending Skeletons to raise a combat roll, you may spend a Human token to re-roll the combat roll.
- Combat continues until you roll at least a 4 (with added Skeletons if needed) or die by running out of Humans (life tokens). **Once you die, you are placed back on the back corner Castle tile; must remove from play all of your remaining Skeleton tokens (if any) and any cards you have played in front of you. The remainder of your turn is forfeited. Begin your next turn by taking three Humans (life tokens) and starting over.**
- Skeletons that are spent in combat are REMOVED from play (they may not be used again in the game). Human tokens are NEVER REMOVED from play and can be used again as needed in the game.
- **The black Skeletons in this set are special and require a 1d6 roll of 6 or better to be defeated. They move two squares instead of one. They are not worth any points toward winning and cannot be used to increase combat rolls.**

## **Player Combat Rules**

- The first player to reach the center square of the Graveyard is to take the “Necronomicon” card and place it in front of them.



Starting  
Layout



- When a player possesses the "Necronomicon", player combat can take place between the one who possesses the book and the active player. When you land on the same space as the player with the "Necronomicon" or start your turn on the same square, both players roll a die. Players may use Skeletons and/or Humans (life tokens) to modify their attack roll.
- **After the dice are rolled, each player may take any number of Skeletons and/or Human tokens they currently possess and secretly place them under their hand (secretly, covering the remaining tokens with the other hand). When both players are ready, they reveal the number of Skeletons and Human tokens that they will use to modify the roll. Each player should take turns re-rolling the dice for each Human token starting with the active player. Players may stop rolling at any time. If not all Human tokens in your hand are used, the remaining are discarded. After all rerolls, players use the Skeletons from their hand to raise their final totals. All of these Skeletons are removed from the game after combat.**
- No weapons may be used when fighting another player.
- After all modifications, the player with the highest total becomes the new owner of the "Necronomicon." In the case of a tie, the "Necronomicon" does not change owners.

## Player Movement Rules

- Movement amount is determined by rolling one six-sided die.
- You do not have to use the whole amount of your roll and may stop at anytime during your movement phase.
- You may never move diagonally.
- Any Skeleton encountered during your movement must be fought before movement continues.
- If you move on to a space with a Human (life token) and no Skeleton, you

immediately add it to your collection. If there is a Skeleton on the space, you must fight it before you can take the life token.

- Players and Skeletons may only move in and out of "named" buildings/locations through the entrance/exit or doors. The Human tokens never move.
- All squares on the tiles are legal except for the "Wooded" squares, squares on the "Bridge" tile that are not the bridge, the furnace on the "Smith" tile, **the center square on the pit tile (unless you are sent to the pit or are forced to move there by a card effect), the four squares of the windmill on the "Windmill" tile, all squares on the "Filth" tile, and all squares on the Drawbridge tile except for the bridge itself.**
- The "Horse" card allows a movement roll to be doubled. If you take another player's "Horse" in the middle of your movement (I.e. enter the square leading into the building where a horse was left), double the remainder of your movement. The "Horse" is considered an item.
- **When you leave your "Horse" outside a building, you may get back on your "Horse" when you leave the building unless another player has stolen it.**
- You may not move across the "Drawbridge" tile if the drawbridge is up. When you want to move on to the tile, a roll of 4,5 or 6 on a 1d6 is required to flip it over to the "Drawbridge Down" side. After you move off of the "Drawbridge" tile, roll a 1d6. On a roll of 1,2 or 3, the tile is flipped to the "Drawbridge Up" side. This can only be done if there are no players or skeletons on the bridge. If you fail to flip the "Drawbridge" tile back to the "up" side it remains in the "down" position and may be crossed by other players without rolling. (Although, players must still roll to see if they flip it to the "up" side.

## Event Card Rules

- Event cards may be played at any time.
- You may only play one event card per round. This means from the beginning of your turn to the beginning of your next turn.

- Cards already in play in front of you do not affect the “one card per round” rule.
- You may never have anymore than 3 event cards in your hand at the end of your turn.
- You may discard one card at the end of your turn. Discarding signals the end of the turn and no further actions may be taken.
- When an event card violates the normal rules of the game, the card supersedes the rules.
- Only one weapon may be used in combat.

## **Skeleton Movement Rules**

- At the end of your turn, a six-sided die is rolled which determines the number of Skeletons moved. You must move that number if possible and no Skeleton may be moved twice in one turn during the Skeleton movement phase.
- The Skeletons move only one space and may not move diagonally.
- **The black Skeletons move two squares and may not move diagonally.**

## **Winning The Game**

- To win the game, you must get the “Necronomicon” from the graveyard (or another player) and **take it to the center square of the “Castle 3” tile OR collect 30 POINTS** worth of skeletons.

## **Additional Rules**

- Once the Life tokens (Humans) are placed on the board, they may never be moved.
- You may not have more than 5 Life tokens (Humans) at one time.
- Each player may have only one copy of each card in play. Only one weapon may be used at a time in combat.
- **Line of sight is required when using ranged weapons (i.e., you can’t use a “Pole arm” through the wall of a building).**
- The White Skeletons are worth one point each, the Red Skeletons are worth two points each and the Blue Skeletons are worth three points each. This applies to winning and raising combat rolls.
- Once the Skeleton supply runs out, no more can be used without an event card action.
- Skeletons used to raise combat rolls or discarded due to player death are completely removed from play for the rest of the game.
- **If a player ends up in the pit they may not move by any means until the end of their next turn. The rest of the turn (Skeleton movement, etc.) occurs normally.**
- **The Castle walls are the walls that surround the castle and the courtyard.**
- **If you possess the Necronomicon and die, the Necronomicon is moved back to the graveyard. A player must go back to the graveyard to retrieve it.**
- The Necronomicon is considered an item.

## **Optional Rule**

- If a player ends their movement on the center square of the altar tile, they may forgo their movement roll on the next turn to teleport their pawn to the “plain/open” tile adjacent to the drawbridge. Movement continues as normal next turn.

Game Concept and Design: Kerry Breitenstein and Todd A. Breitenstein

Based on the original Zombies!!! design by: Todd A. Breitenstein

Additional Development: Steve Donohue and David May

Art: Ed Bouelle, Miguel Coimbra, Patrick McEvoy, Jeremy McHugh, and Josh Medors

Layout and Design: Todd Breitenstein

Play testers: Mark Bordenet, JoeD Bordenet, Alexander Bordenet, Steve Donohue, David May, The Kidz (Jonathan, Alex and Marissa (TheEvil One)

Twilight Creations, Inc. Cold Spring, KY 41076

© 2006 Twilight Creations, Inc. All Rights Reserved.

Twilight Creations, Inc., The Twilight Creations, Inc. logo, “Where Fun Comes To Life”, MidEvil, Zombies!!! and the Zombies!!! logo are trademarks or registered trademarks of Twilight Creations, Inc. All Rights Reserved.