

MID EVIL

Thank you for purchasing MidEvil. We hope you enjoy it tremendously!

What you have in your hands is the next generation of what has become somewhat of a phenomenon and taken on a life of its own. For those of you familiar with the original **Zombies!!!** game, you are in for a treat! MidEvil is the **Zombies!!!** system taken to the next level. You want a little more strategy? It's in here! You want easier to find weapons? They're in here! You want to attack the other players? Oh, you bet that's in here!

As for those of you who have never played **Zombies!!!**... Buckle up you're in for one heck of a ride!

Enjoy the game!

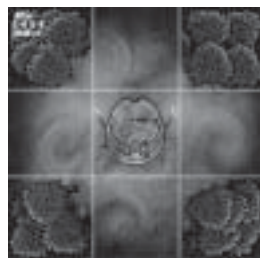
Todd A. and Kerry Breitenstein

Object of the Game

Suddenly you find yourself back in time and have been told that the only way to get back to the present is to go to the graveyard, find the Necronomicon and take it back to the altar. Or, you could just get medieval on some Skeleton butt!

Game Components:

- 40 White Skeletons - 1 point
- 40 Red Skeletons - 2 points
- 20 Blue Skeletons - 3 points
- 50 Gray Human figures (life tokens)
- 30 Map tiles
- 50 Event cards
- Two Dice
- 6 Player pawns
- Rules



Game Setup:

- Take the "Necronomicon" card (See above) from the event deck and place to the side.
- Shuffle the rest of the Event cards.
- Each player takes a pawn.
- Each player gets 3 Gray Human (life token) figures and 3 Event cards.
- Place the remainder of the Gray Human (life token) figures to the side.
- Separate the Skeletons by color and place to the side. (Referred to as Skeleton pool).
- Remove the "Altar" (See above) tile from the tile deck and place in the middle of the table.
- Shuffle the remaining tiles and place to the side.
- Randomly choose a player to go first.

Turn Sequence Overview:

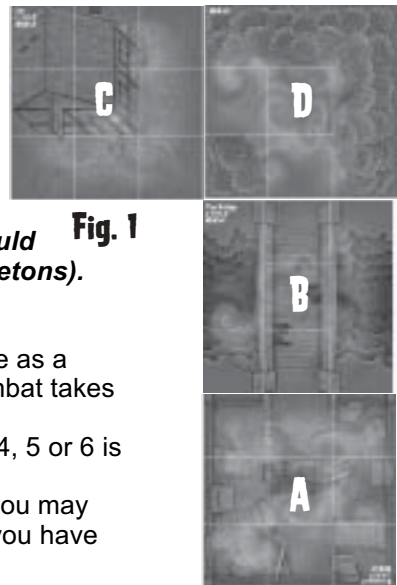
During a turn, you must perform the following steps in exact order:

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 on any other tile (See Fig.1).
- When a “named” map tile is placed, Skeletons and Humans (life tokens) are added to the tile according to the numbers on the tile (See “C” Fig.1). If a building is present on the tile, all Skeletons must be placed inside the building. The player who places the tile decides which colored Skeletons are placed on the tile. (**Ex: Alex draws a tile that calls for three Skeletons. After placing the tile, Alex decides to put 1 Red Skeleton and 2 Blue Skeletons on the tile**).
- 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 (See “D” Fig.1), 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. (**Ex: Marissa rolls a 6 when determining how many Skeletons are placed on the non-named tile she just placed. There are only 3 White Skeletons and 1 Red Skeleton left in the Skeleton pools but there are only three spaces to place Skeletons on the tile. She would then place the Red Skeleton and 2 White 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, 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 remove from play 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!** (Ex: *Jonathan starts his turn on the same square as a Skeleton. He rolls for combat and only rolls a 1. He then removes from play one White Skeleton and one Red Skeleton to raise his number to 4 in order to win the combat*).

- 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 Altar 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 Human (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.

Player Combat Rules

- The first player to reach the center square of the Graveyard is to take the “Necronomicon” and place it in front of them.
- When a player possesses the “Necronomicon”, player combat can take place between the one who possesses the item and any other player. When you land on the same space as the player with the “Necronomicon”, both players roll a die. The player with the highest number now possesses the Necronomicon. Players may use Skeletons and/or Human (life tokens) to modify their attack rolls as normal.

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 will never move.
- All squares on the tiles in this set are legal except for the “Woods” squares, squares on the “Bridge” tile that are not the bridge, and the furnace on the “Smith” tile.
- The “Horse” card allows a movement roll to be doubled. If you take another player’s “Horse” in the middle of your movement, double the remainder of your movement. The “Horse” is considered an item.

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 supercedes the rules.

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.

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 “Altar” 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.
- 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.
- 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.

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