

ZOMBIES -vs- RED NECKS



RULES FOR 2 PLAYERS

A mysterious, evil corporation is hellbent on eradicating the most annoying people in the world, such as mimes or used car salesmen. They have developed a virus that has turned them into lifeless, horrific zombies. Now, rednecks, yes—rednecks are the last target on their list. So, will you take command of an army of zombies and use their undead powers to eradicate the rednecks once and for all? Or, will you aid the rednecks in their last stand, defending their territory with pitchforks, bowling balls, or plain-old bad breath? Which side will prevail? Find out for yourself in **Zombies vs. Rednecks!**

OBJECT

The object of the game is to defeat your opponent's "Mamma" character before he or she does so to you.

GAME STYLES

Game 1: Normal Play

Higher ranked pieces defeat lower-ranked pieces. In this version of the game, **only** the "mamma killer" and rank 2 and 3 pieces have essential special abilities.

Game 2: King of the Hill Play

This special game mode allows the player to control a central spot on the game board, allowing players to draw cards that will either give their pieces special abilities or provide gameplay advantages.

GAME 1

NOTE: The "King of the Hill" card deck is not needed for this game.

Game Setup

Each player takes their pieces (30 in all) and places them in the first three rows in front of them, with the labeled side (featuring the characters) facing towards them.

How to Play

You and your opponent alternate turns. The player leading as the Zombie is first to strike.

On your turn, you must do one of the following:

- Move one of your pieces

OR

- Attack one of your opponent's pieces. In a case where you can not move or attack, the game is over and your opponent wins.



MOVEMENT

The only pieces that you cannot move are the “Mamma” character (Big Fat Hammock Mamma for the Rednecks and the Brood Mother for the Zombies), and traps. Move your other pieces according to the rules below.

- Move only one piece on a turn.
- Move your pieces one square at a time to an open adjacent square (a square next to it). Pieces can move forward, backward or sideways, but not diagonally.
- You cannot jump over other pieces, or move a piece onto an occupied square.
- You cannot jump over or move onto the Junkyard Zones, located in the center of the board.
- You cannot move a piece back and forth between the same two squares on three consecutive turns.



ATTACK RULES

The only pieces that cannot attack are your “Mamma” character and traps. Attack rules are as follows:

Attack Position

When a Zombie piece and a Redneck piece occupy adjacent squares (back-to-back, side-to-side, or face-to-face) they are in Attack Position.

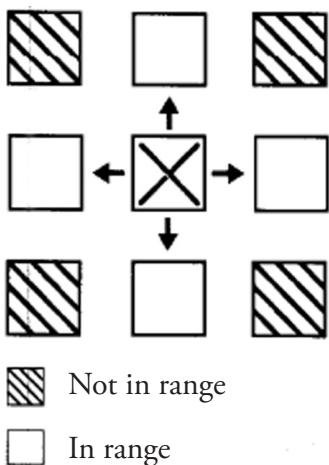


Figure 1: Attack Position

How to Attack

Take your attacking piece and lightly tap your opponent's piece. Reveal your attacking piece; your opponent then reveals his or her defending piece. The lower-ranked piece is "killed" and removed from the board. If the pieces are of equal rank, **both** are "killed" and removed from the board.

- If the attacking piece wins, it moves onto the square formerly occupied by the defending piece.
- If the defending piece wins, it stays on its square.

"Killed" Pieces

Any piece that is "killed" is immediately removed from the board and placed into that player's provided "graveyard bag."

Redemption

When a player reaches a square on the opposite edge of the board in which they began the game the player can revive one “killed” piece. This move can only be used one time per piece per game and only two redemptions allowed per game. The new piece must be returned to the battlefield on the original edge in which that player’s team began the game. The new piece can be placed on any square on the back row.

Special Attacks and Defense Rules

Certain pieces have special attacks and defenses that are essential to winning the game.

Mamma Killers (ranked “MK”) have absolutely no defense and can be “killed” by any piece that attacks it. However, there are two very important exceptions **as long as the MK attacks first:** it can “kill” both the level 10 piece and the “Mamma” character.

Traps are special pieces designed to protect the “Mamma” character (or to throw off your opponent as to her location). If a trap is attacked, the attacking piece is “killed,” **except** for rank 3 pieces (see below).

Rank 3 pieces are the only ones that can disarm a trap. When a rank 3 piece attacks a trap, the trap is removed from the battlefield, and the rank 3 piece moves onto the space previously occupied by the trap.

Rank 2 pieces can move any number of open squares in any direction (except diagonally), after its controlling player reveals it to his opponent first. Rank 2 pieces are allowed to end their move by attacking an opponent.



HOW TO WIN

The first player to reach and attack the opponent’s “Mamma” character wins the game. If all of your moveable pieces have been “killed” and you cannot move or attack on your turn, you must surrender and declare your opponent the winner.

GAME 2

King of the Hill Play

The object of the game is the same as in Normal Play: to defeat your opponent’s “Mamma” character before he or she does so to you.

However, there is a twist: the “crown” space in the center of the battlefield allows the player to control a central spot on the game board. Allowing a piece to remain on this space will enable players to draw **Power Cards** that will give their pieces temporary special abilities or **Event Cards** that provide small gameplay advantages.

Controlling the Hill

To control the hill, a player must reach the “crown” space in the center of the battlefield with one of their pieces, by landing on the space or by “killing” a piece that is on the space. This piece must remain on the “crown” space until the next turn. As long as this piece remains on the “crown” space at the start of that player’s next turn, he or she may draw a card.

Pieces on the “crown” space may be attacked or may defend themselves the same way as on any other space.

Power Cards

In this game, Power Cards allow the pieces ranked from 4-10 to enable their special ability, as listed under their character on the game board.

Upon drawing a Power Card, a player may:

- Use it instantly to enable a piece's special ability
- OR
- Hold it aside for future use; only **two** of them may be held at a time. Additional Power Cards drawn must be placed underneath the card deck.

Players **must** reveal their piece to their opponent before using its special ability.



Event Cards

In this game, Event Cards provide instant gameplay advantages over the opponent.

Upon drawing an Event Card, a player **must** use it instantly, by performing the task on the card.

However, if the event on the card is not possible for the player to perform or if the player does not wish to perform the task, simply place the card underneath the deck and continue your turn as normal.

ZOMBIES

-VS-

RED NECKS



Credits

Ryan Hoss--Lead Designer
Philip Hake--Artist/Designer
Leigh-Ann Cox--Artist/Designer
Chad Bailey--Artist/Designer



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