

Not A Final Design

ZOMBIES THE CURE

AND SOME UGLY BUT CUTE LITTLE CRITTERS!

GRUN

RULEBOOK

162 CARDS OF JUST PURE
CRAZY FAMILY FUN!



2 TO 8 PLAYERS



15 MIN PER PLAYER



AGE 8 AND UP!

ZOMBIES THE CURE INTRODUCTION:

INTRODUCTION:

Is tonight a night where you want insane family fun?
Do you feel ruthless and want to show your competitive side?

Zombies The Cure is a board game where you and your family will have Just Pure Crazy Family Fun.

Zombies The Cure board game turns into a crazy fun card game. Take the game deck of cards combined with all the expansion packs then becomes a very competitive stand-alone card game for you and your friends to play.

So... go ahead and have some Pure Crazy Family Fun Tonight.

THE STORY

A Government experiment has gone badly wrong, turning humans and creatures into the not-so-dead Zombies, monsters, freaks, and some ugly but cute little critters!

Zombies are leading to the collapse of civilization, the not-so-dead, or not-so-living is taking over the living, unless it is dealt with quickly all hope will be lost.

A cure exists, all you must do is pick it up and carry it to the lab, but be careful trust no one, not even your friends they will kill you to be the one who takes the cure to the lab.

THE OBJECT OF THE GAME

The object is to get your colored pawn to the lab with the cure. Players can build up an army of cards that allow them to infect you, or sending you to the graveyard where you are forced to escape or die.

A player may also steal your cure, even killing you and sending you back to start forcing you to begin all over again!

In this game of twist and turns, you'll need lots of skill and a little luck to maneuver your way of picking up the cure and making your way to the lab.



JUST PURE CRAZY FAMILY FUN!

GAMEPLAY



OBJECT OF ZOMBIES THE CURE BOARD GAME

The objective of the game is to be the first player to pick up, a green cure pawn by landing on its placed space. Carrying it safely to the research center "Lab" space. With each player assigned his or her own colored "base pawn" and when carrying no "top pawn" will indicate "non-infected" and carrying a purple "top pawn" will indicate "infected". Movement of pawns is directed by the roll of a six-sided dice to see how many spaces to move. Then moving by direction of a one-way or two-way street.

GETTING STARTED



From two players up to eight players place his or her own colored base pawn on start.



Basic Non-infected



Top Purple Infected



Top Green Carrying the cure



Place all cure pawns on it's placed space.

Shuffle and place Zombies The Cure deck of cards on it's placed space.



All players roll the dice. Highest roller takes the first turn. Play then continues clockwise.



THE FOLLOWING RULES APPLY OF EACH SPACE.



TWO-WAY STREETS

All two-way street spaces will have a blood streaks in the center. You may not split directions on a single roll.



ONE-WAY STREETS

All one-way streets will be clear of blood streaks, and the arrows will only go one way. You may not split directions on a single roll.



**DRAW
2
CARDS**

DRAW CARDS

These are some of the most important spaces, allowing you to draw cards and collect your arsenal, helping you as you make your way to the lab. You may play a card either before or after you roll and by rolling a six will allow you to play again. You may play one card per roll unless a card specifies otherwise.

PITFALL

By landing on Pitfall space, you will fall to your death and will need to start over again unless you have a card that will protect you.



EMPTY SPACE

Empty space, there is no action to be taken.

THE FOLLOWING RULES APPLY OF EACH SPACE.

BECOMING INFECTED

- 1 Land on Mr.Bonehands space, and you'll become infected preventing you from picking up the cure.
- 2 When a player becomes infected, they must place a "Purple Ring" on top of their "base" pawn.
- 3 A player that is infected may infect another player or players if occupied by the same space.
- 4 A player carrying the "Cure" cannot become infected but will drop the cure at that space, and the player that was infected becomes non-infected.
- 5 Any players occupying that space at that time must leave and re-enter before picking the cure up.
- 6 Don't worry there are some monsters, freaks and some ugly but cute little critter cards that will help you become noninfected again!

"Top Purple"
Infected



THE PURPLE FOG

Players residing in a purple fog space will allow other players a chance with "special cards" to infect that player.



THE CURE

A Player must land on a green space and be non-infected to be allowed to pick up the cure.

To indicate a player has picked up the cure, a player must place a green ring on top of the players base pawn.

"Top Green"
Carrying
The Cure



THE FOLLOWING RULES APPLY OF EACH SPACE.

SEWER TRAVEL

A player may travel to another location or choose to stay.



Landing on a sewer allows you (player one) to travel to any sewer location on the board. If (any player and all) is on the other end of which (player one) is traveling to then (any player and all) is forced to switch location, unless (any player) has a card to prevent the travel, in this case (player one) must return and remain at the starting location. This is one of the most interesting spaces, where unusual scenarios may occur.

THE GRAVEYARD

Players can use "special cards" to send a player to the graveyard for them to make there way out alive. When a "graveyard card" has been played on a player, that player must move his or her base pawn, infected pawn, or pawn carrying the cure to the graveyard space and wait for their turn.



Once a player enters the graveyard that player must play his or her turn as a regular turn, and try to make his or her way out alive.

LOSE 3 CARDS
LOSE 5 CARDS





HOW TO PLAY ZOMBIES THE CURE.



Start with two, upto eight players. If playing as partners be seated together, and share cards as one. One player may go for the cure and the win, while a partner collects cards to use as protection. Partner may play as Two, Three, or Four on a team, but is best for an even amount per team.

You will need to decide whether or not to build up your army of cards, or to make a run for the cure and then making your way to the research center for a quick win. Different routes will allow players to strategize for unique scenario, so choose carefully.

A player starts by rolling the dice, then chosing which way to go and moving the amount of spaces indicated by the dice, if a six is rolled, move six spaces and roll again.

As a player makes his or her way around the board in order to win, a player will need to carry the cure and get it into the research center "Lab". In order to accomplish this, a player will need to land on one of it's placed spaces on the board.

If a player has all ready picked up the cure another player may need to become infected to force a player to drop the cure. A player can also choose to play a card if obtained that will force a player to drop the cure.

To win the game, be the first player to carry the cure into the Lab. A player must do this by rolling the exact number to enter the lab or go around and try again. A player may enter into the blue zone were only a few card are able to kill a player (Crazy Grenade, Smart-Farts, and more).

Once a player enters the blue zone he or she may set there until the exact number is rolled. In the case a player is killed in the blue zone the cure will be dropped on that space and any uninfected player may pick up the cure by landing on the exact space as the cure.

RESEARCH CENTER "LAB"

