

THE TOWER

ZOMBIE EDITION



Zombie Tower is a 2-6-player game where players work together to help a scientist cure a zombie virus that has already claimed the lives of millions! Players navigate through 6 floors in a skyscraper, searching for the ingredients to the cure.

BUT WAIT! The scientist has been infected. Players must work together to collect and deliver the ingredients to the scientist before the scientist transforms into a zombie, all while fighting zombies along the way.

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FLOOR POUCHES

FLOOR 1 + 5

x10	Floor
x4	Zombie tiles
x1	Ingredient
x4	Utilities
x1	Merchant tile

FLOOR 4

x10	Water Floor
x4	water Zombie tiles
x1	Ingredient
x4	Utilities
x1	Merchant tile

FLOOR 2 + 3

x11	Floor
x4	Zombie tiles
x1	Ingredient
x4	Utilities

GAME SETUP

First, start by flipping over all of the designated "floor tiles" and shuffling them.

After the tiles are shuffled, place them on the corresponding "floorboard".

Repeat this for floors 1-5 (See directions for floor 4)
DO NOT OPEN FLOOR 6 ENVELOPE UNTIL YOU REACH FLOOR 6

TILEs

ENTER/ EXTI



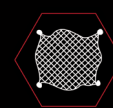
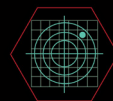
Zombie/ Water Zombie



Floor/ Water Floor



Utilities



Ingredients



Merchant



HOW TO PLAY

To begin, all players start on the ENTER tile on floor 1.

The person who is designated most likely to die in a zombie apocalypse goes first, and the turns go clockwise from there.

Players roll the D6 to see how many hexes they will move.

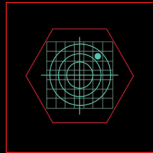
On the tile they end up on, players can choose to flip over the tile to reveal one of three outcomes:

Ingredients! - You found an ingredient to the cure! Use one energy to pick it up and keep the tile with you. If you choose not to pick it up, another player can pick it up on their turn.



ZOMBIE!!! - A zombie approaches! (See HOW TO FIGHT A ZOMBIE section)

Utility! - Collect utility items scattered around that grant you an advantage.



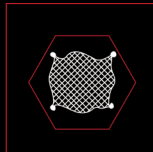
Scanner -

View under (X) tiles without spending energy.
X = Roll D6



Gasoline (requires lighter)

When used in combination with the lighter, It can incinerate 2 nearby zombies.



Net -

Captures zombie and avoid combat.



Lighter -

Illuminates up to one tile away (choose a tile next to you)

Players do not have to flip the tile if they do not want to.

DAY/NIGHT FUNCTION

Every other full round of action turns the day into night.
Change the clock from day to night (on the box)

HOW TO FIGHT



ZOMBIE - FLOORS 1-3 & 5

DAYTIME ATTACK

Roll 1D6 to determine the zombie's energy
The player rolls a die to throw a punch.

If the number is greater than or equal to 3, you attack the zombie and it loses 1 energy.

If the number is less than 3, the zombie hits back!
The player loses one health.

Players within a one-block radius of you can choose to fight the zombie with you or spectate.

NIGHTTIME ATTACK

If the encounter happens at night: the zombie does double its damage.

WATER ZOMBIE



WATER ZOMBIE - FLOOR 4

DAYTIME ATTACK

Roll 2D6 to determine the water zombie's energy
The player rolls a die to throw a punch.

If the number is greater than 4, you attack the zombie and
it loses 1 energy.

If the number is less than 3, the zombie hits back!
The player loses one health.

If the player rolls a 3, the zombie is killed instantly.
Players within a one-block radius of you can choose to fight
the zombie with you or spectate.

NIGHTTIME ATTACK

If the encounter happens at night you have to defeat the
zombie twice!

THE SCIENTEST/END

Once players reach floor 6...

Flip over the scientist card (there will be an explanation of the boss fight)

If you lose the fight

Game over!

If you win the fight

Flip over either the "we collected all of the ingredients" or the "we didn't collect all the ingredients" cards.

"We collected all of the ingredients"
You win! (flip over the "cure completed" card)

"We didn't collect all the ingredients"
You lose!
The zombies take over the world.
(Flip over the "cure not completed" card)

