
A PILE OF ZOMBIES
WHICH PILE OF ZOMBIES IS GOING TO BE THE BIGGEST, FASTEST AND... BRAINLESS?

Game overview

In *A pile of zombies* up to 4 players race with their pile of zombies to reach the finish line in first position!

During your turn, roll the die to advance across the board and bite humans to convert them into zombies for your pile. But watch out! If you end up on a Bomb Square, you will lose one of your zombies!

There are different types of squares on the board that make increase, decrease, or even split your pile of zombies! Use them at your own advantage!

Game components

- The game board
- 1 D6 die
- 20 tokens (5 red, 5 blue, 5 green, 5 yellow)



To start playing, each player chooses a color and picks up the 5 tokens. This is your pile of zombies!

Put one of your zombies on the board, at square one.

Put the remaining zombies next to the board. This is going to be the *Reserve*.

The players will take turns to throw the die. The youngest player goes first.

How to play

THE TURN

During your turn, throw the die and advance as many squares as the die indicates.

If you have more than one pile of zombies on the board, choose which pile you want to move. Only one pile of zombies can be moved per turn.

Whenever you draw a 6 with the die, put a zombie from the Reserve to the board, on square number one. If there are no more zombies in your Reserve, nothing happens.



If one of your piles comes across another one, they merge and continue traveling as one only pile from now on

Apply the effect indicated on the square on which your pile of zombies landed (if any)

The first player that reaches the square number 63 wins the game!

THE PILE OF ZOMBIES

As you can see, the most important mechanic in *A pile of Zombies* is… the *Pile of Zombies*, of course!



Your pile of zombies will increase and decrease in number during a game because of the different effects of the squares

Your big pile will split into smaller piles and merge back again several times along a game. It's really fun!

Having 2 or 3 piles on the board is generally better since you can choose which pile to move each turn and play more strategically.

You will soon see that sometimes is better to take a *Bomb* in the short term to end up winning the game!

Also, use the *Green Sewers* wisely to split your pile of zombies

And make sure you have enough zombies in your pile to put down the doors that block your path!

TYPES OF SQUARES

There are 5 types of squares:

Humans

Pile up the indicated number of zombies from the Reserve.

If there are no more zombies in the Reserve throw the die again.



Bombs

Subtract the indicated number of zombies from the pile and move them to the Reserve



Locked Doors

Locked Doors block your pile of zombies, unless the pile has the required number of zombies or more.

In case the pile doesn't have enough zombies, it will bounce back against the door.



E.g., if a pile is 2 squares away from a door and you get a 5, it will end up 3 squares away from the door.

Green Sewer

Move forward the indicated number of zombies to the next Sewer (green or red). Split the pile into two if needed.

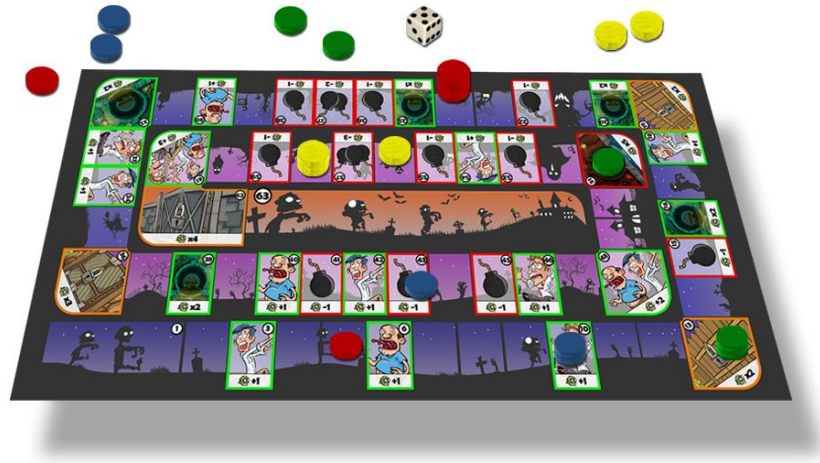


Red Sewer

Move backwards the indicated number of zombies to the closest Green Sewer



A PILE OF ZOMBIES



Pile-up zombies and move them fast across the board in this up-to-4 players party game! Which pile of zombies is going to be the biggest, fastest and... brainless?

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2-4 PLAYERS

6+ AGES

15-30 MINUTES