

# Zombie Vill

Locate and rescue...

It's the best group game experience, and one of the few games that allows up to 10 players to play at once! It's simple, fun and educational for ESL learners. This game helps children learn professions, and the brief background story given for each character will allow the players to use their own imagination. This unique game has three ways to classify the players:

1. A winner, losers, and participants.
2. A group of winners and a group of losers.
3. A winner and a group of losers.

See more details at "Winning And Losing The Game"

## Prologue and Objective

The town is under a zombie attack. Some of the citizens have refused to leave for different reasons, which you will find out during the game. Each player represents a location. Your goal is to find a pair for each of your tenants (co-worker, friend, family, etc.) and evacuate them. Once your location is left without any tenants to manage, YOU WIN!

## Components

The containment of this box will let you play two variations of the <ZOMBIE VILL>:

1. Zombie Vill Original (Playing Cards and Location Cards are used)
2. Zombie Vill Lite (only Playing Cards are used).

The box contains: 10 Location Cards, 49 Playing Cards (30 Character Cards, 9 Action Cards, 8 Zombie Cards and 2 blank cards that can easily replace the lost ones).

## Setup (Zombie Vill Original)

*Notice: With 2 or 3 players, only 5 ZOMBIE cards are played and the DYNAMITE card is not played. The DYNAMITE card is optional and can be played with 4 players or more.*

First, you need to distribute the Location Cards according to the number of players in the following way:

For 3 players, pick the locations from the ones that have the following green numbers: **2+**, **2+**, **3+**

For 4 players, pick the locations from the ones that have the following green numbers: **2+**, **2+**, **3+**, **4+**

and so on. The green number on a location card presents the number of players. For example, the card with the green number **9+** cannot be played if the number of the players is 8 or less.

Next, the Location Cards are mixed and distributed. Before the Playing Cards are divided, each location receives extra cards according to the **blue number** on the Location Card (extra tenants). Once it's done, the rest of the Playing Cards are divided equally (by going around and receiving as equal a number of cards as possible). The **red number** on the Location Card shows the number of zombies allowed at this location. If the number of zombies is over the limit (the red number) after dividing the cards, you are allowed to send extra zombie cards to any location of your choice. If you pick a Zombie Card after already reaching the zombie limit, you are allowed to return and pick another instead.

## Starting The Game

The goal is to find a set for all of your tenants (such as Soldier-Soldier, Waiter-Waitress) at your location. If you have or find a set later, you can announce who you have rescued (even if it's not your turn) and drop the set into the center pile. Each location doesn't show or announce the tenants it has. The possession of the location should be kept unidentified to the rest of the players. The player with the highest **green number** on his/her Location Card starts first by picking a card from the player sitting next to him/her. The same move is made by the next player going the same direction around. The Action Cards can be used before making your turn to pick a card from the next player.

The **WEAPON** Card (**ELIMINATE ONE ZOMBIE** Card) allows you to drop one ZOMBIE Card into the center pile along with it.

The **RELOCATE** card allows you to change a location and its possession with any player of your choice (only the cards are swapped, not the seats).

After it's used, the **RELOCATE** card is dropped into the center pile and cannot be played again.

The **SEND AWAY** card allows you to send one tenant (including a **ZOMBIE** or another **ACTION** card) to any location of your choice. After it's used, the **SEND AWAY** card is dropped to the center pile and cannot be played again.

The **DYNAMITE** card allows you to choose one location to be destroyed along with its possession by dropping all into the center pile. The player of the chosen location is not considered a loser or winner, but as a participant. The **DYNAMITE** card should be used wisely because you might need the destroyed location's tenants in order to win. The best strategy is to keep it until the game is almost over, when you are sure about the possession the chosen location has. *The use of the **DYNAMITE** card is optional and can be left out in the beginning of the game.*

## Winning And Losing The Game

1. Once one of the locations is left without any cards, the game is over and the player becomes a winner. The locations with **ZOMBIE** cards at the end are the losers. The locations with **NO ZOMBIE** cards at the end become participants. (The original version divides players in three groups: one winner, losers and participants).

Two more options to the results:

2. (This version divides players into two groups: winners and losers). Once one of the locations is left without any cards, the game is over and the player becomes a winner. The location with **NO ZOMBIE** cards at the end will also become winners. The locations having **ZOMBIE** cards at the end will become losers.
3. (This version determines only one winner). Once one of the locations is left without any cards, the game is over and the player becomes the winner. All other players become the losers.

## (Zombie Vill Lite) version

*Notice: With 2 or 3 players, only 5 **ZOMBIE** cards are played and the **DYNAMITE** card is not played. The **DYNAMITE** card is optional and can be played with 4 players or more.*

This version requires only **PLAYING** cards.

Each player presents a location. This version doesn't require receiving extra cards and doesn't have a limitation on **ZOMBIE** cards the **Playing Cards** are divided equally (by going around and receiving as equal a number of cards as possible).

For the rest, please, see the **ZOMBIE VILL ORIGINAL's** rules.

## Credits

The following people made this game possible.

**Game Concept:** Sam Jung *Developer/Designer*  
**Artwork:** Sam Jung *Artist*  
**Play Testers:** Students at the SJ English School

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## Additional Information

The game process and variations of the game you can find on [www.nowitell.com](http://www.nowitell.com) and [www.YouTube.com](http://www.YouTube.com)

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